```
C test.c > [∅] us
       #include <stdint.h>
       #include <stdio.h>
       void printBits(size_t const size, void const * const ptr)
            unsigned char byte;
             for (j = 7; j >= 0; j--) {
   byte = (b[i] >> j) & 1;
                    printf("%u", byte);
            puts("");
        int main()
           printf( "ui in unsigned int = "); printBits(sizeof(ui), &ui);
printf("\nus in unsigned short = "); printBits(sizeof(us), &us);
printf("\nsi in signed int = "); printBits(sizeof(si), &si);
printf("\n\n");
            int64_t r1 = ui + si;
int64_t r2 = us + si;
            printf("%ld %ld\n", r1, r2);
            printf("\n");
printf("r1 in binary = "); printBits(sizeof(r1), &r1);
            printf("r2 in binary = "); printBits(sizeof(r2), &r2);
            printf("\n\n");
            printf("What if we convert them into int64 form : \n");
            printf("ui in int64 form = "); printBits(sizeof(r1), &r1);
            printf("us in int64 form = "); printBits(sizeof(r1), &r1);
            r1 = si;
            printf("si in int64 form = "); printBits(sizeof(r1), &r1);
            return 0:
```

由上例可知,

在兩 integer 相加時,若擴展記憶體時,高位位元將保持 0 在 short 和 integer 相加時,若擴展記憶體時,高位位元將補 1