

# ASCII escape sequences

We can find out that the ASCII escape sequences is “\033” on google.

And the color code. For example, “[31m” represents RED.

For example, if we want to turn “Hello” into red

```
printf ( “\033” “[31m” “Hello” “\033” “[0m” );
```

remember to change the color settings back to normal in the end of string.

```
( “\033” “[0m” )
```

By the way, we usually use “define” to make the code more readable

```
C hw0206.c > ...
1  #include <stdio.h> |
2
3  #define ASCII_ESC "\033"
4
5  #define BOLD ASCII_ESC "[1m"
6  #define FLASH ASCII_ESC "[5m"
7
8  #define RST ASCII_ESC "[0m"
9
10 #define RED ASCII_ESC "[31m"
11 #define GRN ASCII_ESC "[32m"
12 #define YLW ASCII_ESC "[33m"
13 #define BL ASCII_ESC "[34m"
14 #define MGT ASCII_ESC "[35m"
15 #define CYN ASCII_ESC "[36m"
16 #define WHT ASCII_ESC "[37m"
17
18 #define BGRED ASCII_ESC "[41m" // bg red
19 #define BGGRN ASCII_ESC "[42m" // bg grn
20 #define BGYLW ASCII_ESC "[43m" // bg ylw
21 #define BGBL ASCII_ESC "[44m" // bg bl
22 #define BGMT ASCII_ESC "[45m" // bg mgt
23 #define BGCYN ASCII_ESC "[46m" // bg cyn
24 #define BGWHT ASCII_ESC "[47m" // bg wht
25
26 #define GRY ASCII_ESC "[90m"
27 #define LRED ASCII_ESC "[91m"
28 #define LGRN ASCII_ESC "[92m"
29 #define LYLW ASCII_ESC "[93m"
30 #define LBL ASCII_ESC "[94m"
31 #define LMT ASCII_ESC "[95m"
32 #define LCYN ASCII_ESC "[96m"
33 #define LWHT ASCII_ESC "[97m"
34
35 int main()
36 {
37     printf(RED"Hello World"RST);
38     return 0;
39 }
40
```