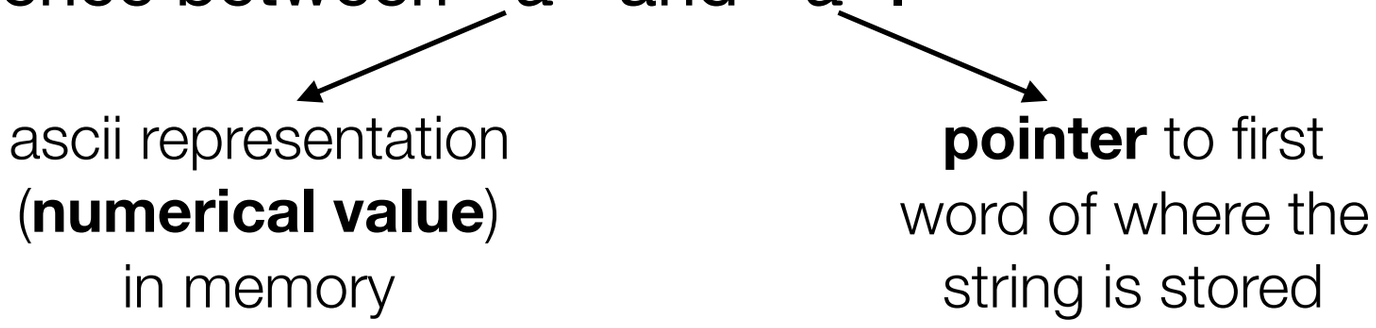
C* versus C Integer Literals

- C* integer literals are unsigned 64-bit
- C integer literals are signed 32-bit
- For example, `1/-1==0` in C* but `1/-1==-1` in C
- And, `1%-1==1` in C* but `1%-1==0` in C
- Also, `1<-1` and `1<=-1` hold in C* but `1>-1` and `1>=-1` do not whereas the opposite is true in C
- The semantics of `/` and `%` as well as <, <=, >, and >= is different for signed and unsigned integers!

C* Characters and Strings

- C* characters are ASCII-encoded.
- C* character literals are characters in code like `'c'`.
- C* strings are stored as null-terminated sequences of characters.
  Alternatively the end of a string could be identified by storing the number of characters at its beginning.
- C* string literals are strings in code like `"this"`.
- The difference between `'a'` and `"a"`.



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