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1  #include <iostream>
2  #include <values.h>
3  #include <climits>
4  #include <float.h>
5  #define PI 3.14359
6  using namespace std;
7  int main()
8
9  {
10     long long d;
11     cout << "Tipul int memorat pe : " << sizeof(int) << " octeti\n";
12     cout << "Tipul int memorat pe: " << sizeof(23) << " octeti\n";
13     //23-const. decimala int.
14     cout << "Int maxim=" << INT_MAX << "\n";
15     //const. simbolice MAXINT, MAXLONG, etc. - definite in <values.h>
16     cout << "Const. octala 077 are val decimala:" << 077 << "\n";
17     cout << "Const. hexagesimal d3 are val decimaala:" << 0xd3 << "\n";
18     cout << "Tipul unsigned int memorat pe:";
19     cout << sizeof(unsigned int) << " octeti\n";
20     cout << "Tipul unsigned int memorat pe: ";
21     cout << sizeof(23U) << " octeti\n";
22     cout << "Tipul unsigned int memorat pe: ";
23     cout << sizeof(23u) << " octeti\n";
24     cout << "Tipul long int memorat pe: ";
25     cout << sizeof(long int) << " octeti\n";
26     cout << "Tipul long int memorat pe: " << sizeof(23L) << " octeti\n";
27     cout << "Tipul long int memorat pe: " << sizeof(23l) << " octeti\n";
28     //23L sau 23l-const. decimala long int
29     cout << "Long int maxim=" << LONG_MAX << "\n";
30     cout << "Tipul unsigned long memorat pe:";
31     cout << sizeof(unsigned long int) << " octeti\n";
32     cout << "Tip unsigned long mem. pe: " << sizeof(23UL) << " octeti\n";
33     cout << "Tip unsigned long mem. pe: " << sizeof(23ul) << " octeti\n";
34     //23UL sau 23ul-const. decimala unsigned long int
35     cout << "Tipul long long int memorat pe: ";
36     cout << sizeof(long long int) << " octeti\n";
37     cout << "Tip long long int mem. pe: " << sizeof(d) << " octeti\n";
38     cout << "Tip short int mem.pe: " << sizeof(short int) << " octeti\n";
39     cout << "Short int maxim=" << SHRT_MAX << "\n";
40     cout << "Tipul float memorat pe: " << sizeof(float) << " octeti\n";
41     cout << "Tipul float memorat pe: " << sizeof(23.7f) << " octeti\n";
42     //23.7f-const. decimala float
43     cout << "Float maxim=" << FLT_MAX << "\n";
44     cout << "Float minim=" << FLT_MIN << "\n";
45     cout << "Tipul double memorat pe: " << sizeof(double) << " octeti\n";
46     cout << "Tipul double memorat pe: " << sizeof(23.7) << " octeti\n";
47     //23.7-const. decimala double
48     cout << "Const. decim. dubla in not st.:" << 23.7e-5 << "\n";
49     cout << "Const. PI este:" << PI << "\n";
50     cout << "Constanta PI este memorata pe:" << sizeof(PI) << "octeti\n";
51     cout << "Double maxim=" << DBL_MAX << "\n";
52     cout << "Double minim=" << DBL_MIN << "\n";
53     cout << "Tip long double mem.pe:" << sizeof(long double) << " oct\n";
54     cout << "Tip long double mem. pe: " << sizeof(23.7L) << " octeti\n";
55     //23.7L-const. decimala long double
56     cout << "Cifra A din HEXA are val.:" << 0xA << "\n";
57     cout << "Cifra B din HEXA are val.:" << 0xB << "\n";
58     cout << "Cifra C din HEXA are val.:" << 0xc << "\n";
59     cout << " Cifra D din HEXA are val.:" << 0xD << "\n";
60     cout << " Cifra E din HEXA are val.:" << 0XE << "\n";
61     cout << " Cifra F din HEXA are val.:" << 0xf << "\n";
62     cout << "Val. const. hexa 0x7acle este: " << 0x7acle << "\n";
63     cout << "Val. const. octale 17l este: " << 017l << "\n";
64     cout << "O const. octala se mem. pe " << sizeof(011) << " octeti\n";
65     cout << "O const.oct.long mem.pe";
66     cout << sizeof(011L) << " oct\n";

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