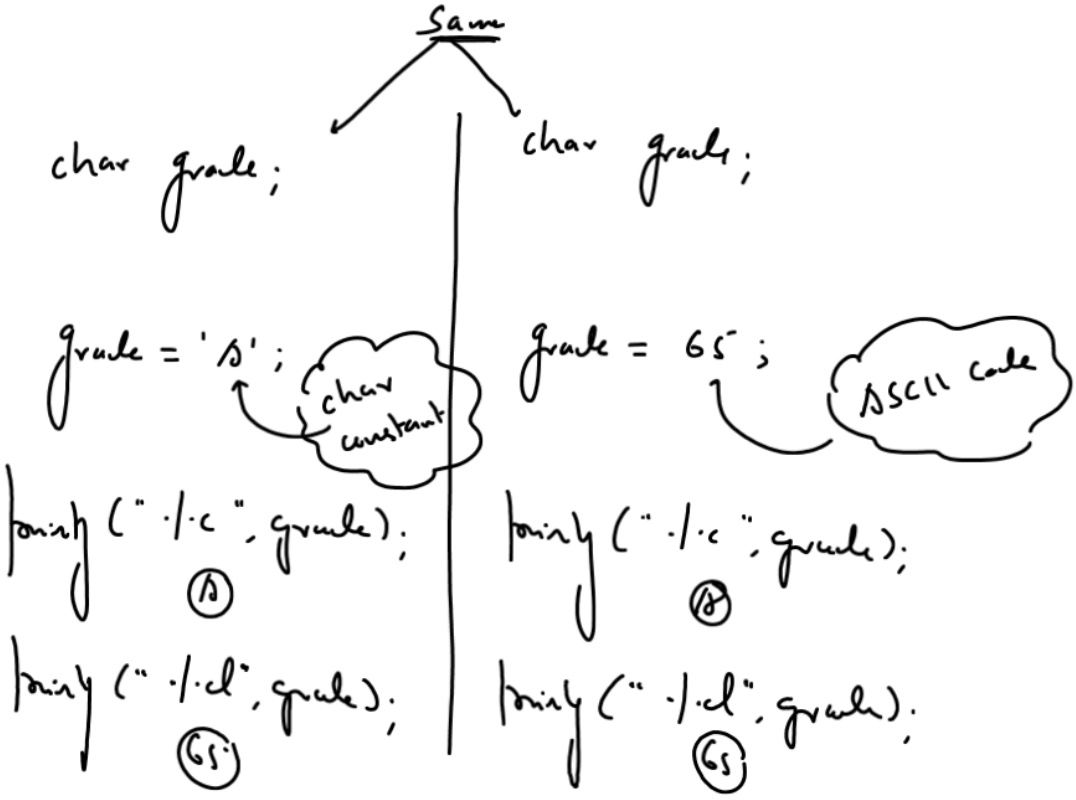
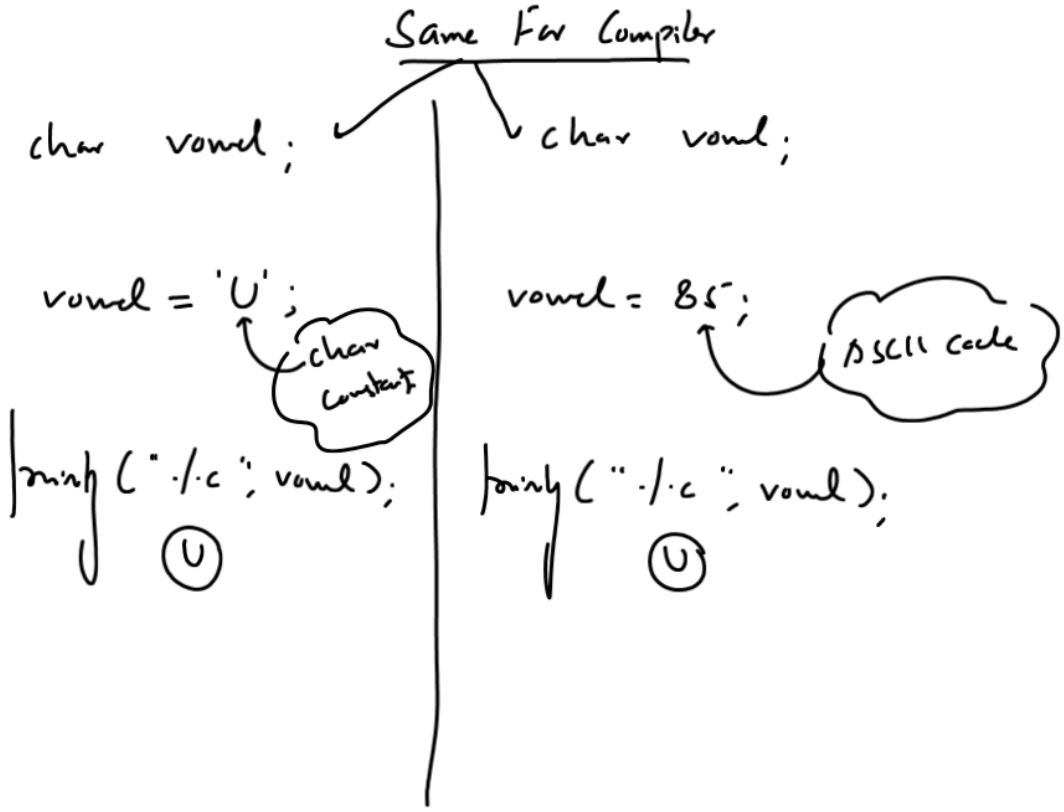
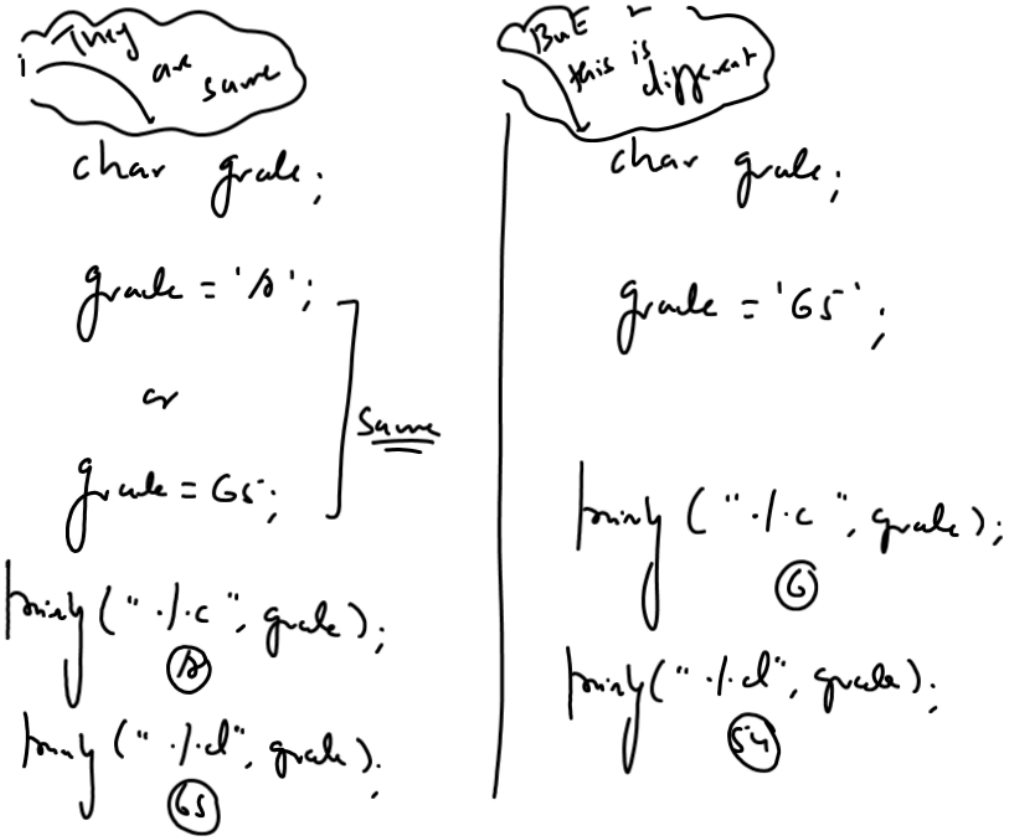
3 impt ascii ranges

'A' → 65	'a' → 97	'0' → 48
.	.	.
.	.	.
.	.	.
'Z' → 90	'z' → 122	'9' → 57




Same For Compiler
char vowel;
vowel = 'U';
char constant
printf("%c", vowel);
U
char vowel;
vowel = 85;
ASCII code
printf("%c", vowel);
U


they are same
char grade;
grade = 'B';
or
grade = 66;
Same
printf("%c", grade);
B
printf("%d", grade);
66
But this is different
char grade;
grade = '65';
printf("%c", grade);
6
printf("%d", grade);
54

-128 —— -1 0 —— 127

?

① char

or

signed char

-128

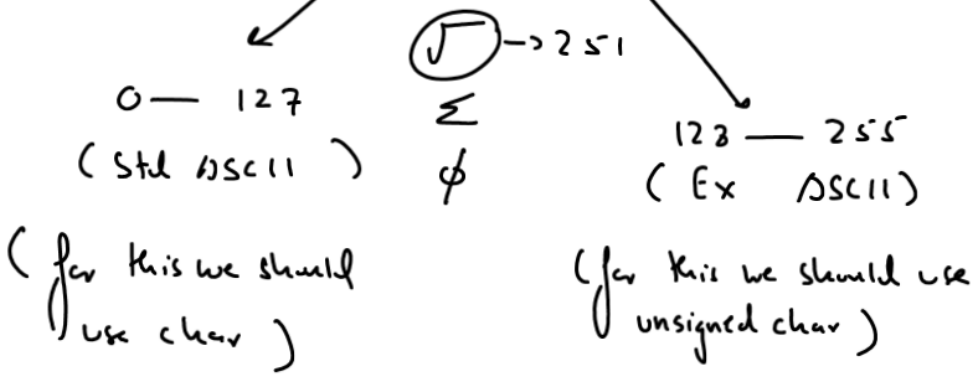
To

127

② unsigned char

0 to 255

Two Types of ASCII Ranges



```
unsigned char ch;

ch = 251;

printf("%c", ch);
          (ó)
printf("\n%d", ch);
          (251)
```

Data Type Name	Size	Format Sp	Range
① float	4B	%f	-3.4×10^{38} To 3.4×10^{38}
② double	8B	%lf	-1.7×10^{308} To 1.7×10^{308}
③ long double	10B	%Lf	-3.4×10^{4932} To 1.1×10^{4932}

unsigned long int 4B 0 To 4294967295

float 4B -3.4×10^{38} To 3.4×10^{38}

F.P.E: (IEEE)

56.8 | 45.4

56.799999 | 45.400002

① char ch;

ch = 'A';

printf("%d", ch);
65

② int n;

n = 65;

printf("%c", n);
A

③ float x;

x = 65.0;

printf("%d", x);
?

printf("%c", x);
?

int x;

x = 65;

printf("%f", x);
?