Escape Sequenus

/ 1 In: newline character

V @ It: Eas characte

(3) \r: (anvioye Rehm characker
(9) \b: Buckspace Characker

3 \a: Alarm Character

jaclule 2 shlish>

include & conis. h>

voil maine >

{
chser();

pointy ("Hellish").

OlP 1 | Hello

include # include # consists
Void maine >

{
 chsere >;
 foring ("Hellshouse");
 gelcher);
}

include ~ conio.h>

include ~ conio.h>

Void main()

chs., ().

orish ("\tHello\v\Uses").

gehn().

Print ("---- Hello Ix User");

This is

Spece 2x

printy ("Hellolb");

Hello He

Hullo

painty ("Hellolblb"),

pointy ("HellolbUser");	pany ("Hellolb	Usu ");
HellUsz_	Hell User_	

anny ("Hellola User");	This will produce second for I second
HelloUsv_	notification sound ()

Tinclude zethisch>

#include zethisch>

#include zethisch>

word main()

chance;

forth ("I"Hello"");

gethics;

"Halu" "Uฉ"

#include < shlish>

#include < comish>

void main()

chan();

forinf(" |"Hellol" |"User"");

gehh();

}

#include < stdish >

#include < conish >

void main()

chan();

print ("\\");

gethers;

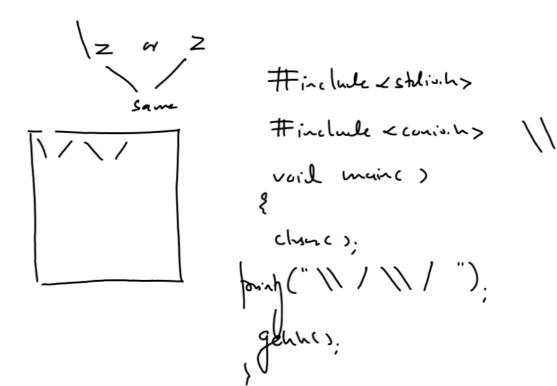
Tinclude < conis.h>

void main()

chan();

orinf("\\\\"),

#include Zshlish>



\n

#include Zshlish>

#include Zshlish>

void main()

close();

print("\\n");

geth();

L \m: is newline
2 \t: is tab

#include < conis.h>

#include < conis.h>

void main()

chan();

forinf (" \\ \n " is newline \n \t \\ \\ \t : is tas");

gethe();

gethe();

Designing User Interactive Bry

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