data type name	Size (In B)	Format Sp	Range
① int or signed int	2B (Turbo)	%d and %i	-32768 To 32767
② unsigned int	2B (Turbo)	%u	0 To 65535

```
unsigned int a;

a = 65536;

printf("%u", a);
        0
```

```
unsigned int a;

a = -1;

printf("%u", a);
        65535
```

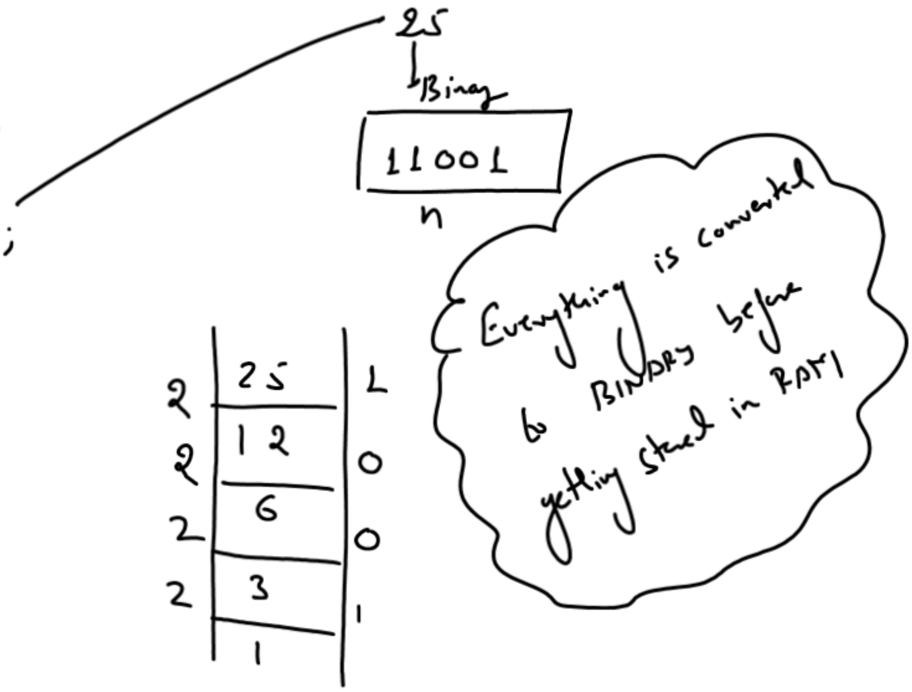
data type name	Size	Format Sp	Range
③ long int or signed long int	4B	%ld	-2147483648 To 2147483647
④ unsigned long int	4B	%lu	0 To 4294967295

ASCII

data type name	Size	Format Sp	Range
① char or signed char	1	%c	-128 To 127
② unsigned char	1	%c	0 To 255

```
int n;

n = 25;
```

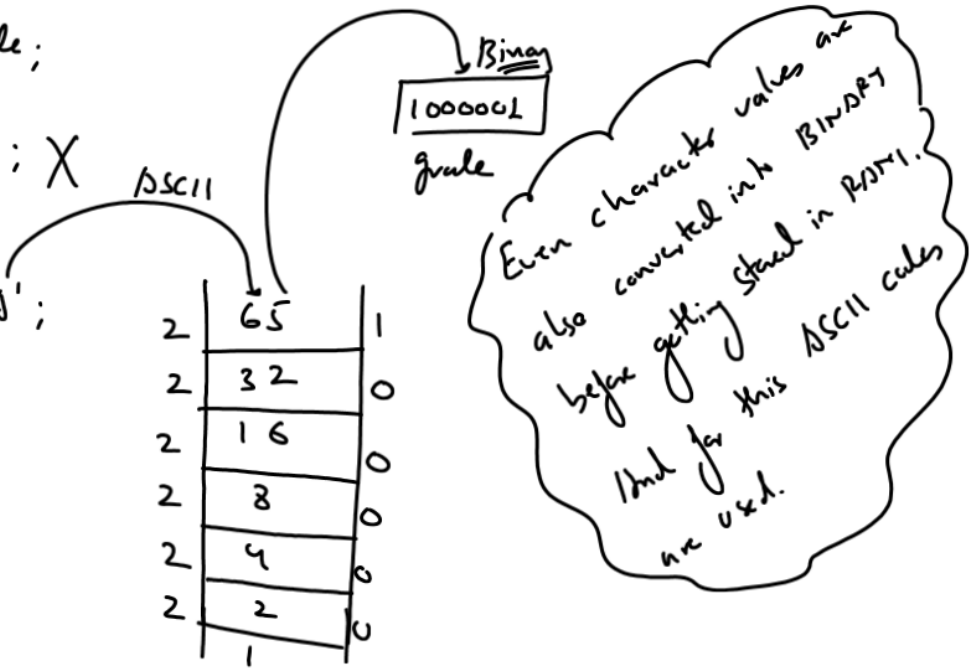


Everything is converted to BINARY before getting stored in RAM

```
char grade;

grade = A; X

grade = 'A';
```



Even character values are also converted into BINARY before getting stored in RAM. And for this ASCII codes are used.

ANSI

American
National
Standards
Institute

Character Constant	ASCII Codes
'A'	65
'B'	66
⋮	67
'Z'	90
⋮	⋮
'a'	97
'b'	98
⋮	
'z'	122

American
Std
Code
for
Information
Interchange

WAP to accept a character from the user and display the character as well as its ASCII code.

```
SAMPLE OUTPUT
==============
Enter a character: B
Character is B
Its ASCII is 66
```