3) (: Carriage Return Character

don't ("Helloly"); 2 Hello

1 <u>H</u>ello

print ("Hellolo Usu").

minh ("Hellol. Bhopal");
Bhopal_

minh (" \ t Hello (v User");

L 89 16

User_ Hello

9 16: backspace characte

boing ("Hellolb");

Hell<u>o</u>

pring ("HellolbUser").

HellUsen_

5) (a: Andible Sound Character

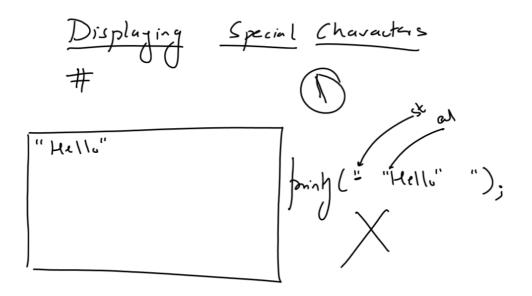
or

Alann Character

Sound ()

bring ("Hellola Var").

Hellouser_



include & sklish >

include & conish >

Void main()

chance;

paint (" "Hellol"");

gall().

minh (" \$ Hello#");