

	<u>Data Type Name</u>	<u>Size</u>	<u>Format sp</u>	<u>Range</u>
②	unsigned int	2B (in TC)	%.u	0 to 65535

```
unsigned int n;
```

```
n = 65536;
```

```
printf("%.u", n);
```

①

```
unsigned int n;
```

```
n = -1;
```

```
printf("%.u", n);
```

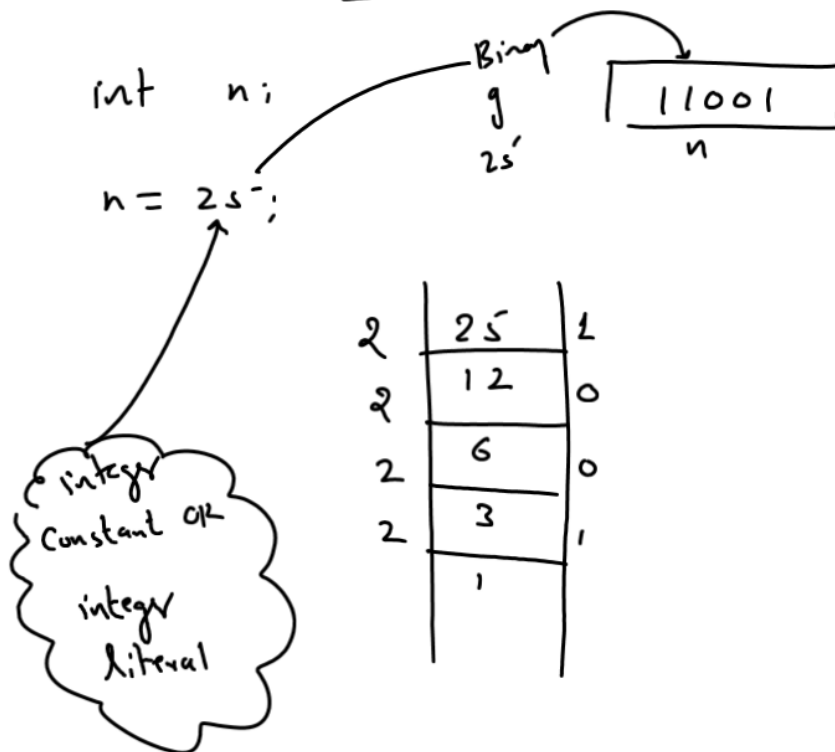
65535

	<u>Data Type Name</u>	<u>Size</u>	<u>Format - sp</u>	<u>Range</u>
③	long int	4B	%.ld	-2147483648 To 2147483647

④	unsigned long int	4B	%.lu	0 To 4294967295
---	-------------------	----	------	-----------------------

<u>Data Type Name</u>	<u>Size</u>	<u>Format Sp</u>	<u>Range</u>
① char or signed char	1B	%.c	-128 To 127
② unsigned char	1B	%.c	0 To 255

How Data Is Stored In Memory?



char grade;

grade = A; X

grade = 'A';

character const
↔
character literal

printf("%c", grade);
A

ASCII code
of 'A'

2	65	1
2	32	0
2	16	0
2	8	0
2	4	0
2	2	0
	1	

1000001

grade

Binary representation
of 'A'

Character constant	ASCII Code
'A'	65
'B'	66
'C'	67
⋮	⋮
'Z'	90
<hr/>	
'a'	97
⋮	⋮
'z'	122

American
Std
Code
for
Information
Interchange

How To Display ASCII code ?

```
#include <stdio.h>
#include <conio.h>
void main()
{
    char grade;
    clrscr();
    grade='A';
    printf("Character is %c,\nIts ASCII is %d",grade,grade);
    getch();
}
```

OUTPUT

=====

Character is A
Its ASCII is 65