```
#include <stdio.h>

int main()
{
   char a ='m';
   printf("A=%d\n",a);
   return 0;
}
```

------program for displaying size of datatypes

```
#include <stdio.h>

int main()
{
   char a ='m';
   int b;
   float c;
   double d;

   printf("size of a =%d\n",sizeof(a));
   printf("size of b =%d\n",sizeof(b));
   printf("size of c =%d\n",sizeof(c));
   printf("size of d =%d",sizeof(d));
   return 0;
}
```

-------total distance between Aand B

```
#include <stdio.h>

int main()
{
  unsigned int a,b,c,total;
  int ac = 160;
  int cb =50;
  total=ac+cb;
  printf("distance between a and c is: %d\n",ac);
  printf("distance between c and b is: %d\n",cb);
  printf("total distance betwwen a and b is : %d",total);
  return 0;
}
```

---------///modified the previous program to save memory

```
#include <stdio.h>

int main()
{

  unsigned char ac = 160;
  unsigned char cb =50;
  unsigned char total=ac+cb;
  printf("distance between a and c is: %d\n",ac);
  printf("distance between c and b is: %d\n",cb);
  printf("total distance betwwen a and b is : %d",total);
  return 0;
}
```

--------arithmetic operators

```
#include <stdio.h>

int main()
{

  unsigned char x=5 ;
  unsigned char y=3;


  printf("addition of x and y  =%d\n",x+y);
  printf(" subtraction of x and y =%d\n",x-y);
  printf("multiplication of a and b =%d\n",x*y);
  printf("division of x and y =%d\n",x/y);
  printf("modulus of x and y =%d\n",x%y);
  printf("addition of x and y =%d\n",x+y);
  return 0;
}
```

```
#include <stdio.h>

int main()
{
  int a = 25, b = 5;
```

```
  printf("a < b: %d \n", a<b);
  printf("a > b: %d \n", a>b);
  printf("a <= b: %d \n", a<=b);
  printf("a >= b: %d \n", a>=b);
  printf("a != b: %d \n", a!=b);
  printf("a == b: %d \n", a==b);
  return 0;
}

  ----------checking for odd/even
#include <stdio.h>

int main()
{
  int n,temp;
  printf("enter a number");
  scanf("%d",&n);
  temp = n/2;
  if(temp*2==n)
  {
     printf("the nmber is even");
  }
  else{
     printf("the nmber is odd");
  }
}
```