IMPLIMENTATION OF STRUSTURES USING POINTERS

//C program to print Integer data types.

#include <stdio.h>

int main()

{

// Integer value with positive data.

int a = 9;

// integer value with negative data.

int b = -9;

// U or u is Used for Unsigned int in C.

int c = 89U;

// L or l is used for long int in C.

long int d = 99998L;

printf("Integer value with positive data: %d\n", a);

printf("Integer value with negative data: %d\n", b);

printf("Integer value with an unsigned int data: %u\n",

c);

printf("Integer value with an long int data: %ld", d);

return 0;

}