```c
#include<stdio.h>
int main(){

char ch;
printf ("entre a character :");
scanf("%c",&ch);

if(ch>='A' && ch<='Z'){
    printf("'%c'is a upper case letter.\n",ch);
}

else if (ch>='a' && ch<='z'){
    printf("'%c'is a lower case letter.\n",ch);
}

else if (ch>='0' && ch<='9'){
    printf("'%c'is a digit.\n",ch);
}

else {
    printf("'%c'is a spacial symbol.\n",ch);
}

return 0;
}
```

main.c

Output

Clear

```c
1  #include<stdio.h>
2  int main(){
3
4  char ch;
5  printf ("entre a character :");
6  scanf("%c",&ch);
7
8  if(ch>='A' && ch<='Z'){
9      printf("'%c'is a upper case letter.\n",ch);
10  }
11
12  else if (ch>='a' && ch<='z'){
13      printf("'%c'is a lower case letter.\n",ch);
14  }
15
16  else if (ch>='0' && ch<='9'){
17      printf("'%c'is a digit.\n",ch);
18  }
19
20  else {
21      printf("'%c'is a spacial symbol.\n",ch);
22  }
23
24  return 0;
25  }
```

```
entre a character :A
'A'is a upper case letter.


=== Code Execution Successful ===
```

main.c

Output

Clear

```c
1  #include<stdio.h>
2  int main(){
3
4  char ch;
5  printf ("entre a character :");
6  scanf("%c",&ch);
7
8  if(ch>='A' && ch<='Z'){
9      printf("'%c'is a upper case letter.\n",ch);
10  }
11
12  else if (ch>='a' && ch<='z'){
13      printf("'%c'is a lower case letter.\n",ch);
14  }
15
16  else if (ch>='0' && ch<='9'){
17      printf("'%c'is a digit.\n",ch);
18  }
19
20  else {
21      printf("'%c'is a spacial symbol.\n",ch);
22  }
23
24  return 0;
25  }
```

```
entre a character :5
'5'is a digit.


=== Code Execution Successful ===
```

Programiz PRO >

Run

Clear

```c
#include<stdio.h>
int main(){

char ch;
printf ("entre a character :");
scanf("%c",&ch);

if(ch>='A' && ch<='Z'){
    printf("'%c'is a upper case letter.\n",ch);
}

else if (ch>='a' && ch<='z'){
    printf("'%c'is a lower case letter.\n",ch);
}

else if (ch>='0' && ch<='9'){
    printf("'%c'is a digit.\n",ch);
}

else {
    printf("'%c'is a spacial symbol.\n",ch);
}

return 0;
}
```

```
entre a character :a
'a'is a lower case letter.


=== Code Execution Successful ===
```