- Enumerated types
- Floating types (`float`, `double`, `long double`)

C99 C99 has a more complicated hierarchy for its arithmetic types:

- Integer types
  - `char`
  - Signed integer types, both standard (`signed char`, `short int`, `int`, `long int`, `long long int`) and extended
  - Unsigned integer types, both standard (`unsigned char`, `unsigned short int`, `unsigned int`, `unsigned long int`, `unsigned long long int`, `_Bool`) and extended
  - Enumerated types
- Floating types
  - Real floating types (`float`, `double`, `long double`)
  - Complex types (`float _Complex`, `double _Complex`, `long double _Complex`)

Escape Sequences

A character constant is usually one character enclosed in single quotes, as we've seen in previous examples. However, certain special characters—including the new-line character—can't be written in this way, because they're invisible (nonprinting) or because they can't be entered from the keyboard. So that programs can deal with every character in the underlying character set, C provides a special notation, the *escape sequence*.

There are two kinds of escape sequences: *character escapes* and *numeric escapes*. We saw a partial list of character escapes in Section 3.1: Table 7.5 gives the complete set.

Table 7.5
Character Escapes

Name	*Escape Sequence*
Alert (bell)	`\a`
Backspace	`\b`
Form feed	`\f`
New line	`\n`
Carriage return	`\r`
Horizontal tab	`\t`
Vertical tab	`\v`
Backslash	`\\`
Question mark	`\?`
Single quote	`\'`
Double quote	`\"`

Q&A The `\a`, `\b`, `\f`, `\r`, `\t`, and `\v` escapes represent common ASCII control characters. The `\n` escape represents the ASCII line-feed character. The `\\` escape allows a character constant or string to contain the `\` character. The `\'` escape