

The declarations of `Dollars` variables need not be changed. Without the type definition, we would need to locate all `float` variables that store dollar amounts (not necessarily an easy task) and change their declarations.

Type Definitions and Portability

Type definitions are an important tool for writing portable programs. One of the problems with moving a program from one computer to another is that types may have different ranges on different machines. If `i` is an `int` variable, an assignment like

```
i = 100000;
```

is fine on a machine with 32-bit integers, but will fail on a machine with 16-bit integers.

portability tip

For greater portability, consider using `typedef` to define new names for integer types.

Suppose that we're writing a program that needs variables capable of storing product quantities in the range 0–50,000. We could use `long` variables for this purpose (since they're guaranteed to be able to hold numbers up to at least 2,147,483,647), but we'd rather use `int` variables, since arithmetic on `int` values may be faster than operations on `long` values; also, `int` variables may take up less space.

Instead of using the `int` type to declare quantity variables, we can define our own “quantity” type:

```
typedef int Quantity;
```

and use this type to declare variables:

```
Quantity q;
```

When we transport the program to a machine with shorter integers, we'll change the definition of `Quantity`:

```
typedef long Quantity;
```

This technique doesn't solve all our problems, unfortunately, since changing the definition of `Quantity` may affect the way `Quantity` variables are used. At the very least, calls of `printf` and `scanf` that use `Quantity` variables will need to be changed, with `%d` conversion specifications replaced by `%ld`.

The C library itself uses `typedef` to create names for types that can vary from one C implementation to another; these types often have names that end with `_t`, such as `ptrdiff_t`, `size_t`, and `wchar_t`. The exact definitions of these types will vary, but here are some typical examples: