

Week-3 problem 18

```
#include<stdio.h>
```

```
void sun(char);
```

```
void fun(int);
```

```
int main()
```

```
{
```

```
    char ssc = 12356;
```

```
    sun(ssc);
```

```
}
```

```
void sun(char s)
```

```
{
```

```
    char f=s;
```

```
    printf("%d \n",f);
```

```
    char ss=49;
```

```
    fun(ss);
```

```
}
```

```
void fun(int s)
```

```
{
```

```
    int ss=s;
```

```
    printf("%d",s);
```

```
}
```

```
/*here the s value is greater than 255 ie 12356
```

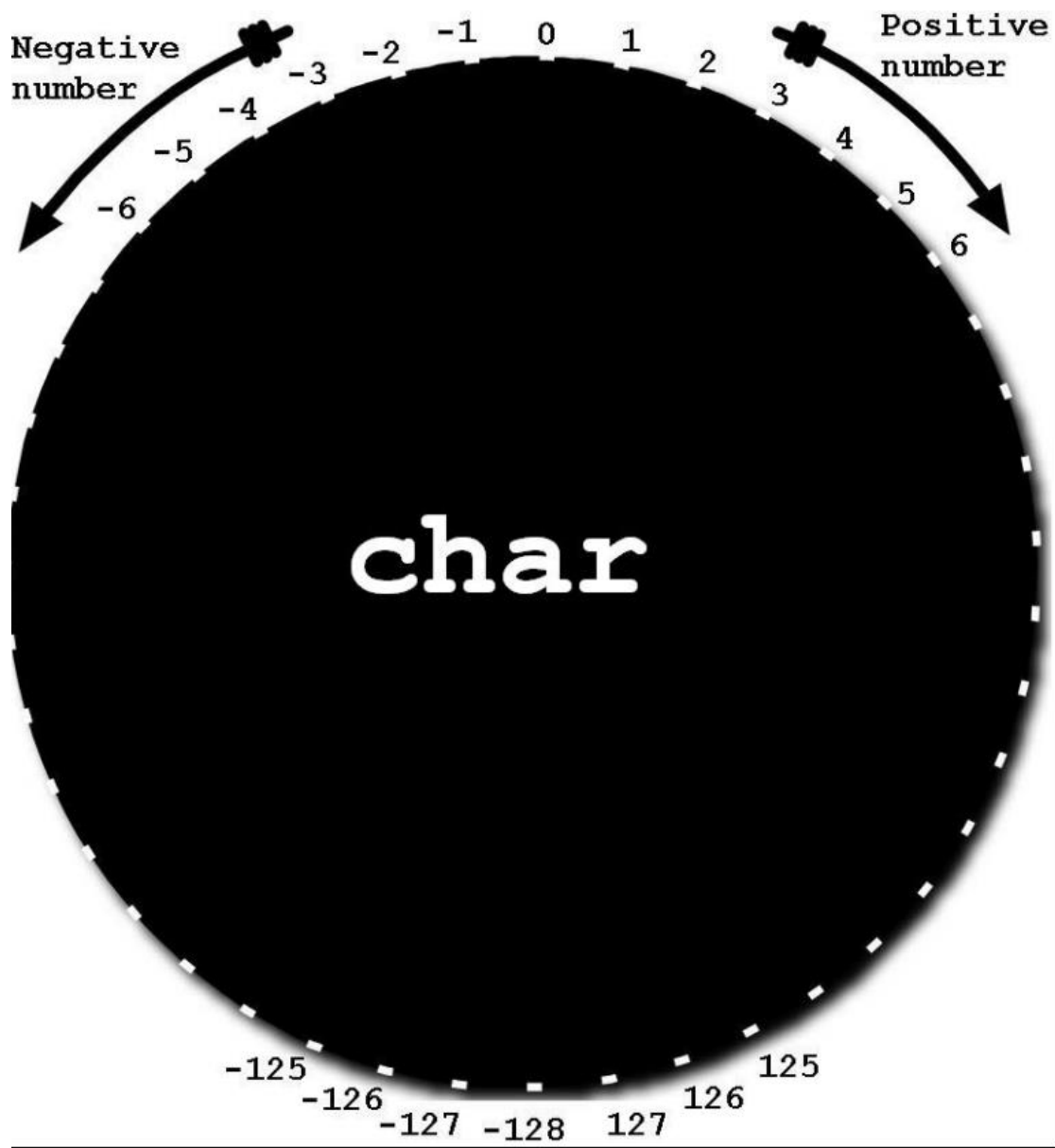
```
so..
```

New value = $X \% 256$

If number is Y where Y is less than 0 then

New value = $256 - (Y \% 256)$

so the new value of $s=12356\%256=68$ */



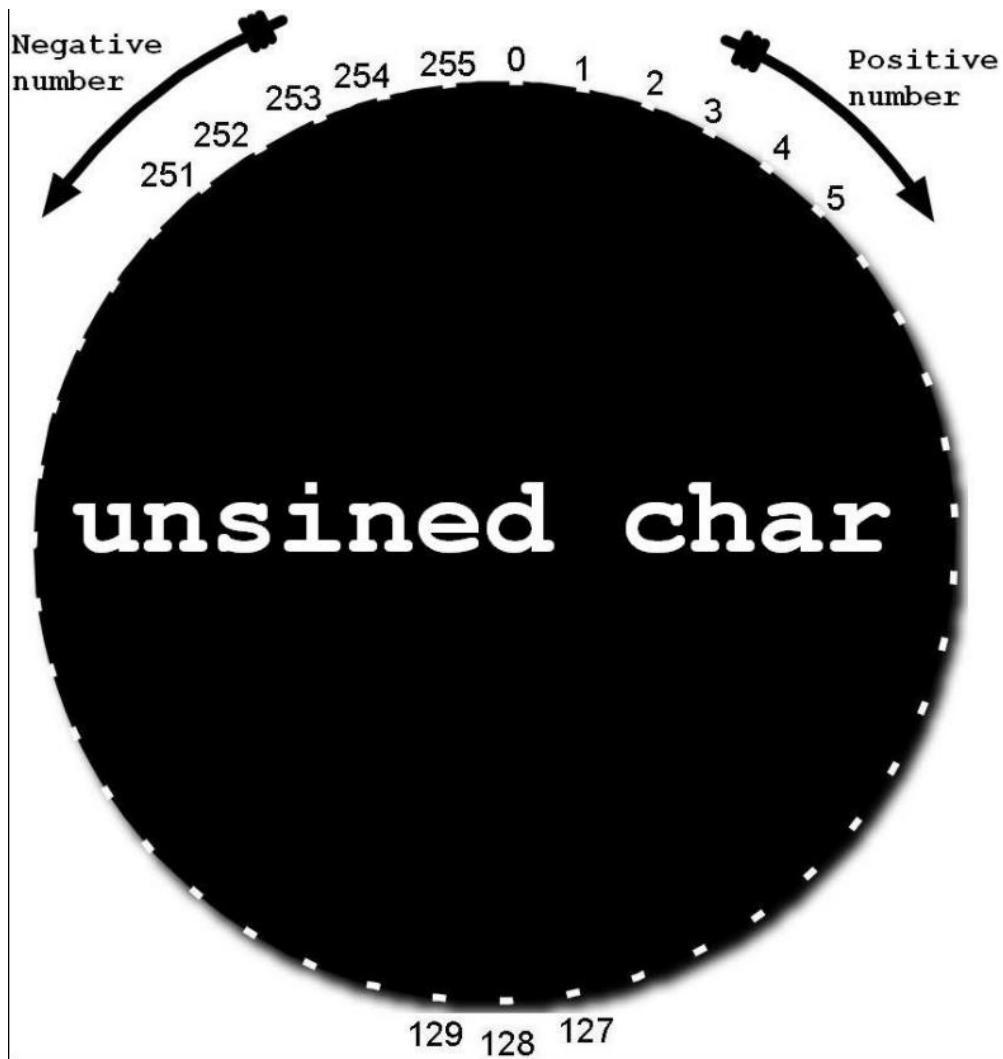
If number is X where X is greater than 255 then
New value = $X \% 256$

Example

If the given number is 2566 then

Newvalue = $2566 \% 256 = 6$

Therefore the newvalue is 6



If number is Y where Y is less than 0 then

New value = $256 - (Y \% 256)$

Let $y = -2566$ then the new value of y is

Newvalue = $256 - (2566 \% 256)$

= $256 - (6)$

= 250