Lab char:

- Create a variable of type char and name it dash
- Assign it a value fitting the name
- Use printf to display the variable. Make sure to include a label
- In the following statements you will declare and assign a number of variables:
  - Assign the literal 'a' to variable named `a`
  - Assign the variable a to a variable named `letter`
  - In a single statement do the following:

    Use the prefix increment to increase the value of the variable `letter` by one and assign it to the variable `b`
  - Use the prefix increment to increase the value of the variable `letter` by one and assign it to the variable `c`
  - Use a compound operator to add 2 to the variable `letter`
  - Assign the value of the variable `letter` to the variable `e`
  - Use a printf statement to print the values of `letter, a, b, c`, and `d` (use labels)
  - Look up the hexadecimal number that corresponds to © (Copyright sign)

    Resource: https://en.wikipedia.org/wiki/C1_Controls_and_Latin-1_Supplement
  - Assign the Unicode sequence that corresponds to © to a variable named `copyrightSign`
  - Use a printf statement to print the value of `copyrightSign` (as a symbol) as well as the number corresponding to © both as decimal and hexadecimal value
  - Assign the a character literal `'¥'` to a variable named `yen`
  - Use a printf statement to print the value of `yen` (as a symbol) as well as the number corresponding to `¥` both as decimal and hexadecimal value

Output:

```
Dash:-
Letter:e a:a b:b c:c e:e
Copyright sign: © 169 A9
Yen: ¥ 165 A5
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