

```
1  #include <stdio.h>
2  int main(void)
3  {
4      //code
5      printf("\n\n");
6      printf
7          ("*****\n\n*****");
8      printf("\n\n");
9      printf("Hello World !!!\n\n");
10
11     int a = 13;
12     printf("Integer Decimal Value Of 'a' = %d\n", a);
13     printf("Integer Octal Value Of 'a' = %o\n", a);
14     printf("Integer Hexadecimal Value Of 'a' (Hexadecimal Letters In Lower
15         Case) = %x\n", a);
16     printf("Integer Hexadecimal Value Of 'a' (Hexadecimal Letters In Lower
17         Case) = %X\n\n", a);
18
19     char ch = 'A';
20     printf("Character ch = %c\n", ch);
21     char str[] = "AstroMediComp's Real Time Rendering Batch";
22     printf("String str = %s\n\n", str);
23
24     long num = 30121995L;
25     printf("Long Integer = %ld\n\n", num);
26
27     unsigned int b = 7;
28     printf("Unsigned Integer 'b' = %u\n\n", b);
29
30     float f_num = 3012.1995f;
31     printf("Floating Point Number With Just %f 'f_num' = %f\n", f_num);
32     printf("Floating Point Number With %4.2f 'f_num' = %4.2f\n", f_num);
33     printf("Floating Point Number With %6.5f 'f_num' = %6.5f\n\n", f_num);
34
35     double d_pi = 3.14159265358979323846;
36     printf("Double Precision Floating Point Number Without Exponential = %g\n",
37         d_pi);
38     printf("Double Precision Floating Point Number With Exponential (Lower
39         Case) = %e\n", d_pi);
40     printf("Double Precision Floating Point Number With Exponential (Upper
41         Case) = %E\n\n", d_pi);
42     printf("Double Hexadecimal Value Of 'd_pi' (Hexadecimal Letters In Lower
43         Case) = %a\n", d_pi);
44     printf("Double Hexadecimal Value Of 'd_pi' (Hexadecimal Letters In Upper
45         Case) = %A\n\n", d_pi);
46
47     printf
48         ("*****\n\n*****");
49     printf("\n\n");
50     return(0);
51 }
```