C, C++, DSA

Doubt class

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Type modifiers

short
long
signed
unsigned

int

short int x;   2 bytes
long int x;   8 bytes
signed int x;   4 bytes
unsigned int x;   4 bytes
short signed int x;   2 bytes
long signed int x;   8 bytes
short unsigned int x;   2 bytes
long unsigned int x;   8 bytes

int x;   4 bytes

char

float

char a;   -128 to 127
signed char a;
unsigned char a;   0 to 255

double

long double   10 bytes

a   b

| 10 | | 20 |

```
int main()
{
    int a, b;
    printf("Enter two numbers");
    scanf("%d %d", &a, &b);
    printf("%d %d", b, a);

    return 0;

}
```

a

b

a
~~10~~ 20

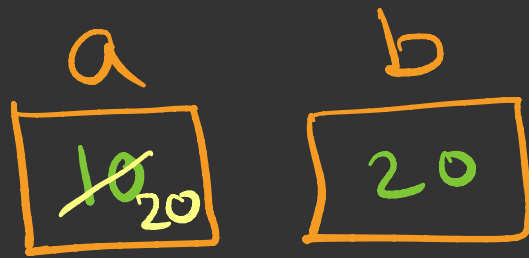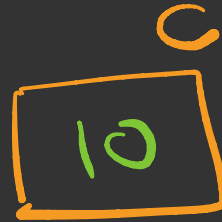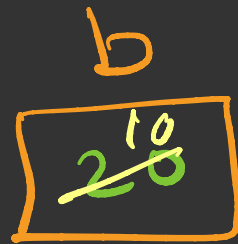| b |
|---|
| 20 |

3 Step rule

① understand question
② Test case
③ Dry run

```c
int main()
{
    int a, b;
    printf("Enter two numbers");
    scanf("%d %d", &a, &b);
    a = b;
    b = a;
    printf(" %d %d", a, b);
    return 0;
}
```

a

b

c

```c
int main()
{
    int a, b, c;
    printf("Enter two numbers");
    scanf("%d %d", &a, &b);

    c = a;

    a = b;
    b = c;
    printf(" %d %d", a, b);
    return 0;

}
```