unsigned char

```
// all 8 bits are used to store value sizeof(char) = 1 byte (8 bits)
Min value = 0000 0000 - 0
Max value = 1111 1111 - 255
Range of char = 0 to 255
```

signed char

```
// 1 bit(MSB) is used to store sign(+/-), remaining 7 bits are used to store value Min value = -128
Max value = 127
```

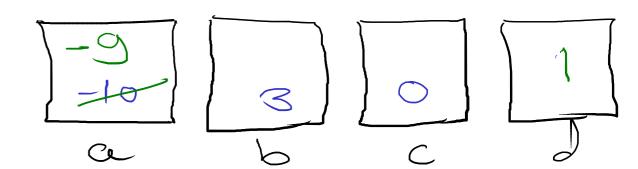
Expression: 3 + 4 * 2 - (5 - 4 / 2) + 5

$$3 + 4 + 2 - (5 - 4/2) + 5$$

$$3 + 4 + 2 - (5 - 4/2) + 5$$

$$3 + 8$$

$$+8$$
 $11 - (5 - 2)$
 $11 - 3$
 $8 + 5$
 $= (13)$





$$d = a + 11(+ + 6 + 8 + c + 4)$$

$$-1011$$
= 1

$$d = (c++ s++b) | | o + t + b | | o + t + b | | o + t + b | | o + t + b | | o + t + b | | o + t + b | | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b | o + t + b$$

Control Flow structures

```
1. Decision control
2. Selection control
3. Loop control
4. Jump

- if else
- switch case
- while, for, do while
- goto, break, continue, return

if(condition)

[f(condition)]
```

if condition is true then block of statements will be executed

// block of statements

```
if(condition)
{
    // block 1
}
else
{
    // block 2
}
```

if condition is true then block 1 will be executed if condition is flase then block 2 will be executed