

Char

- Char represent a single such as the letter 'a' , the digit '6', or a semicolon(';')
- Character literals use single quotes such as 'A' or 'Z'
- You can also declare char variables to be unsigned
 - Can be used to explicitly tell the compiler that a particular variable is a signed quantity
- We will talk about a character string in another lecture , much different than a single character.

Declaring a char

```
char broiled ;           /*declare a char variable*/
broiled = 'T';           /*OK */
broiled = T;             /*NO! Thinks T is a variable */
broiled = "T";           /*No! Thinks "T" is a string */
```

- If you omit the quotes, the compiler thinks that T is the name of a variable.
- If you use double quotes , its thinks you are using a string
- You can also use the numerical code to assign values

```
char grade = 65;         /* ok for ASCII, but poor style */
```

Escape Characters

- C contains special characters that represents actions
 - Backspacing
 - Going to the next line
 - Making the terminal bell ring (or speak Beep)
- We can represent these actions by using special symbol sequences
 - Called escape sequences
- Escape sequences ,must be enclosed in single quotes when assigned to a character variable/
char x = '\n':

Escape sequence ↕	Hex value in ASCII ↕	Character represented ↕
\a	07	Alert (Beep, Bell) (added in C89) ^[1]
\b	08	Backspace
\e ^{note 1}	1B	Escape character
\f	0C	Formfeed Page Break
\n	0A	Newline (Line Feed); see notes below
\r	0D	Carriage Return
\t	09	Horizontal Tab
\v	0B	Vertical Tab
\\	5C	Backslash
\'	27	Apostrophe or single quotation mark
\"	22	Double quotation mark
\?	3F	Question mark (used to avoid trigraphs)
\nnn ^{note 2}	any	The byte whose numerical value is given by <i>nnn</i> interpreted as an octal number
\xhh...	any	The byte whose numerical value is given by <i>hh...</i> interpreted as a hexadecimal number
\uhhhh ^{note 3}	none	Unicode code point below 10000 hexadecimal
\Uhhhhhhhh ^{note 4}	none	Unicode code point where <i>h</i> is a hexadecimal digit