

Notation:

- `\a` = alarm or beep
- `\b` = backspace
- `\f` = form feed
- `\n` = new line
- `\r` = carriage return
- `\t` = tab
- `\A` = vertical tab
- `\\` = backslash
- `\'` = single quote
- `\"` = double quote
- `\?` = question mark
- `\nnn` = octal #
- `\xhh` = hexa #
- `\0` = null
- `%c` = character
- `%s` = string
- `%hi` = signed short
- `%hu` = unsigned short
- `%Lf` = long double
- `%n` = prints nothing
- `%d` = decimal int base 10
- `%i` = decimal int, detects base
- `%o` = octal int
- `%x` = hexa int
- `%p` = address/pointer
- `%f` = floating number
- `%u` = unsigned int decimal
- `%e/%E` = floating point in scientific notation
- `%%` = %
- `printf()` = print output
- `scaf()` = reads input
- `getchar()` = gets next input char
- `putchar(x)` = prints contents of variable as a character
- `<<` = left shift
- `>>` = right shift

Reminder of Data Types-

- Char - a single byte (if you want to be able to print, char has to be positive)
- Int - integer of either 16 or 32 bit
- Float - single precision floating point
- Double - double precision floating point
- Long double- extended precision floating point

Note: C uses pointers(addresses)instead of values to pass variables when calling functions