```c
#include
int main()
{
// datatypes
        int = 10;
        char b = 'B';
         float c = 6.68;
        double d = 47.898;
        short int e = 44;
        long int f = 884926;
        unsigned int g = 45839;
        unsigned short int h = 68765;
        unsigned long int i = 654321;
        unsigned char j = 'J';
        printf("Short Integer datatype : %d\n",e);
        printf("long Integer datatype : %d\n",f);
        printf("Unsigned Integer datatype : %d\n",g);
        printf("Unsigned Short Integer datatype : %d\n",h);
        printf("Unsigned Long Integer datatype : %d\n",i);
        printf("Unsigned Character datatype : %d\n",j);
        printf("Integer datatype : %d\n",a);
        printf("Character datatype : %c\n",b);
        printf("Float datatype : %f\n",c);
        printf("Double Float datatype : %lf\n",d);
        return 0;

}
```