# LAB Task 2

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```
#include <stdio.h>
int main() {
  char c = 'A';
  short s = 2;
  int i = ~0x00;
  unsigned int ui = 15;
  long long ll = 100;
  printf("Integer Promotion: \n");
  printf("%c\n", c + s);
  printf("Convert short to int: \n");
  printf("%d\n", s + i);
  printf("Convert int to unsigned int: \n");
  printf("%u\n", i + ui);
  printf("Convert to signed int: \n");
  printf("%d\n", i + ll);
  printf("Convert both operands to unsigned long
long: \n");
  printf("%lld\n", c + ll); return 0;
}
```

Here we can see the type conversion rules applied. It shows when two different types are operated together what kind of conversion takes place.
For instance in the first case the character type is promoted to an integer. As for the others whenever they are operated with an integer that type is promoted to an integer ( those which rank lower of course).

When an integer is with an unsigned int it automatically converts to an unsigned int.
Here we also observe how printf only follows the format specifier regardless of the type it's being passed to.