```c
#include <stdio.h>
int main() {
    // datatypes
    int a = 30;
    char b = 'S';
    float c = 3.98;
    double d = 37.998;
    short int e = 33;
    long int f = 994926;
    unsigned int g = 65839;
    unsigned short int h = 98765;
    unsigned long int i = 654321;
    unsigned char j = 'G';
    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;
}
```