Print an integer, float and double values using different access specifiers.

#include <stdio.h>

int main()

{

float a;

int b;

char ch;

printf("\nEnter value of float\n");

scanf("%f", &a);

printf("\nEnter value of int\n");

scanf("%d", &b);

printf("\nEnter value of char\n");

scanf(" %c", &ch);

printf("\nValue of float : %f", a);

printf("\nValue of int : %d", b);

printf("\nValue of char : %c", ch);

printf("\nValue of float(rounded) : %.2f\n", a);

return 0;

}

OUTPUT:

