Ascii table it's relation with than data type

Charl 'A' 'B', 'm, X, Y, 'Z', 'g'

Charl 'A' 'B', 'm, X, Y, Z', 'g'

0 /27

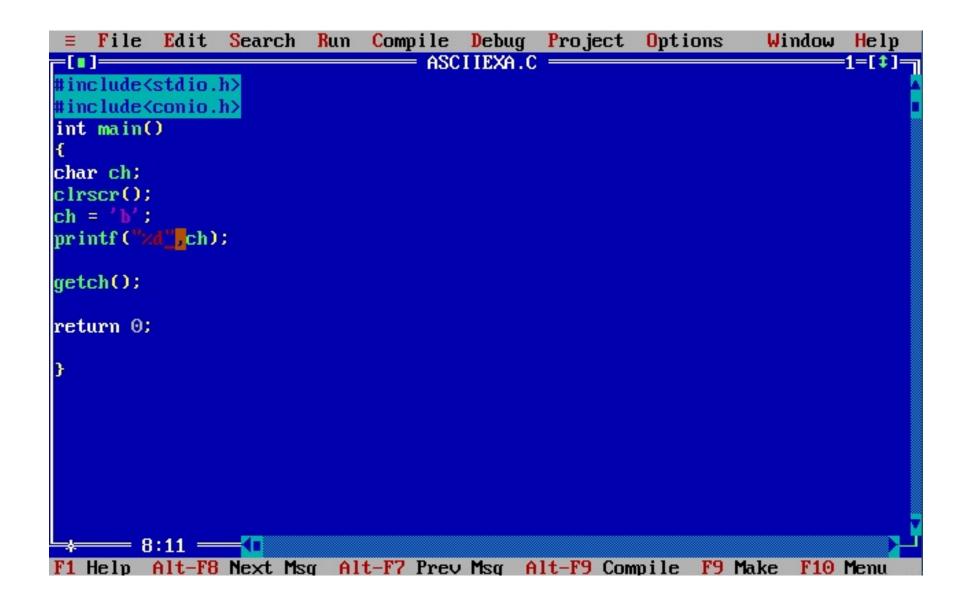
ASCII TABLE

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	,
1	1	[START OF HEADING]	33	21	1	65	41	Α	97	61	a
2	2	[START OF TEXT]	34	22		66	42	В	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	C
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	&	70	46	F	102	66	f
7	7	[BELL]	39	27	1	71	47	G	103	67	q
8	8	[BACKSPACE]	40	28	(72	48	H	104	68	h
9	9	[HORIZONTAL TAB]	41	29)	73	49	1	105	69	1
10	A	[LINE FEED]	42	2A	*	74	4A	J.	106	6A	1
11	В	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	IFORM FEEDI	44	2C		76	4C	L	108	6C	ï
13	D	[CARRIAGE RETURN]	45	2D		77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E		78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	1	79	4F	0	111	6F	0
16	10	IDATA LINK ESCAPEI	48	30	0	80	50	P	112	70	р
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	IDEVICE CONTROL 21	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	S
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	Т	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[END OF TRANS, BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Υ	121	79	V
26	1A	[SUBSTITUTE]	58	3A		90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B		91	5B	r	123	7B	
28	10	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	1
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	i	125	7D	1
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F		127	7F	[DEL]

$$\begin{bmatrix}
 65 - 90 \\
 A - 2
 \end{bmatrix}$$

$$\begin{bmatrix}
 97 - 122 \\
 97 - 3
 \end{bmatrix}$$

$$\begin{bmatrix}
 99 - 122 \\
 99 - 9
 \end{bmatrix}$$



```
#include <stdio.h>
int main()
{
    char ch;
    ch = 68;
    printf("%c",ch);
    return 0;
}
```