Header file

Main function

Data Types:

1. Built in (or) Primitive

Integral – int (%d), char (%c)

Bool

Floating point – float, double

1. Derived

Array

Pointers

1. User defined

Struct

Enum

Union

**bytes\_min\_max**

#include<stdio.h>

#include<limits.h>

#include<float.h>

int main()

{

printf("\nShort int %u bytes %hd to %hd",sizeof(short int),SHRT\_MIN,SHRT\_MAX);

printf("\nLong int %u bytes %ld to %ld",sizeof(long int),LONG\_MIN,LONG\_MAX);

printf("\nInt %u bytes %d to %d",sizeof(int),INT\_MIN,INT\_MAX);

printf("\nUnsigned short int %u bytes 0 to %hu",sizeof(unsigned short int),USHRT\_MAX);

printf("\nUnsigned long int %u bytes 0 to %lu",sizeof(unsigned long int),ULONG\_MAX);

printf("\nUnsigned int %u bytes 0 to %u",sizeof(unsigned int),UINT\_MAX);

printf("\nLong long int %u bytes %lld to %lld",sizeof(long long int),LONG\_LONG\_MIN,LONG\_LONG\_MAX);

printf("\nUnsigned long long int %u bytes 0 to %llu",sizeof(unsigned long long int),ULONG\_LONG\_MAX);

printf("\nChar %u bytes %d to %d",sizeof(char),CHAR\_MIN,CHAR\_MAX);

printf("\nUnsigned char %u bytes 0 to %d",sizeof(unsigned char),UCHAR\_MAX);

printf("\nFloat %u bytes",sizeof(float));

printf("\nDouble %u bytes",sizeof(double));

printf("\nLong double %u bytes",sizeof(long double));

return 0;

}

**OUTPUT:**

Short int 2 bytes -32768 to 32767

Long int 4 bytes -2147483648 to 2147483647

Int 4 bytes -2147483648 to 2147483647

Unsigned short int 2 bytes 0 to 65535

Unsigned long int 4 bytes 0 to 4294967295

Unsigned int 4 bytes 0 to 4294967295

Long long int 8 bytes -9223372036854775808 to 9223372036854775807

Unsigned long long int 8 bytes 0 to 18446744073709551615

Char 1 bytes -128 to 127

Unsigned char 1 bytes 0 to 255

Float 4 bytes

Double 8 bytes

Long double 16 bytes