Lab – 02 C programming

Example – 01

```
/* 1).Integer (int): Refers to positive and negative whole numbers (without decimal),
such as 10, 12, 65, 3400, etc. */

#include <stdio.h>
int main()
{
 int truck = 5;
 printf("The integer value is: %d \n", truck);
 return 0;
}
```

Example-02

```
/* 2. Character (char): Refers to all the ASCII character sets within single quotes such as
‘a’, ‘A’, etc. */

#include <stdio.h>
int main()
{
 char c = 'b';
 printf("The character value is: %c \n", c);
 return 0;
}
```

Example -03

```
/* 3. Floating-point (float): Refers to all the real number values or decimal points,
 such as 3.14, 10.09, 5.34, etc. */
```

```
 #include <stdio.h>
int main()
{
 float f = 7.2357;
 printf("The float value is: %f \n", f);
 return 0;
}
```

Example – 04

```
/* 4. Double (double): Used when the range exceeds the numeric
values that do not come under either floating-point or integer data type.  */

#include <stdio.h>
int main()
{
 double d = 71.2357455;
 printf("The double value is: %f \n", d);
 return 0;
}
```

Example – 05 (Variable insertion by User)

```
/* 1).Integer (int): Refers to positive and negative whole numbers (without decimal),
such as 10, 12, 65, 3400, etc. */

#include <stdio.h>
int main()
{
 int truck ;
```

```
 printf("enter an integer value");
 scanf("%d",&truck);
 printf("The integer value is: %d \n", truck);
 return 0;
}
```