#include

int main()

{

// datatypes

int = 20;

char b = 'S';

float c = 4.98;

double d = 38.898;

short int e = 33;

long int f = 994926;

unsigned int g = 65839;

unsigned short int h = 98765;

unsigned long int i = 123456;

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;

}