**EXPERIMENT 2**

**Data Types, I/O Operations**

**Integer Types**

1. int: Stores standard whole numbers.
2. short int: Stores smaller whole numbers.
3. long int: Stores larger whole numbers.
4. long long int: Stores very large whole numbers.

**Floating-Point Types**

1. float: Stores single precision decimal numbers.
2. double: Stores double precision decimal numbers.
3. long double: Stores extended precision decimal numbers.

**Unsigned Types**

* unsigned int: Stores non-negative whole numbers with an extended range.
* unsigned types can only represent non-negative numbers

**wchar\_t**

* Purpose: Designed to represent characters from larger character sets, including international or Unicode characters.
* Size: Typically 2 or 4 bytes (depends on the system and compiler).

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