- Characters

- ASCII character set

- Multibyte characters

- Bits per character

- Character sets1

- Unrepresented character constants

- Wide characters

- Converting multibyte characters

- Range of char values

- Integers

- Range of integer values

- Demotion of integers

- Signed bitwise operations

- Remainders

- Right shifts

- Floating-point math

- Casting integers to floating-point values

- Truncation of floating-point values

- Arrays and pointers

- Largest array size

- Pointer subtraction

➢ **Registers: Availability of Registers**