C CS 045

Computer Organization and Architecture

Prof. Donald J. Patterson

NUMBERS

- ints
 - size not guaranteed

```
#include <stdio.h>
#include <limits.h>
int main(){
    char a = CHAR MAX;
    unsigned char b = UCHAR MAX;
    short c = SHRT MAX;
    unsigned short d = USHRT MAX ;
    int e = INT MAX;
    unsigned int f = UINT MAX;
    long g = LONG MAX;
    unsigned long h = ULONG MAX;
    long long i = LLONG MAX;
    unsigned long long j = ULLONG MAX;
                               size: %lu, max: %d\n",sizeof(a),a);
    printf("char
    printf("unsigned char
                               size: %lu, max: %d\n",sizeof(b),b);
                               size: %lu, max: %d\n",sizeof(c),c);
    printf("short
    printf("unsigned short
                               size: %lu, max: %d\n",sizeof(d),d);
                               size: %lu, max: %d\n",sizeof(e),e);
    printf("int
    printf("unsigned int
                               size: %lu, max: %u\n",sizeof(f),f);
                               size: %lu, max: %ld\n",sizeof(g), g);
    printf("long
    printf("unsigned long
                               size: %lu, max: %lu\n",sizeof(h), h);
    printf("long long
                               size: %lu, max: %lli\n",sizeof(i), i);
    printf("unsigned long long size: %lu, max: %llu\n", sizeof(j), j);
    return 0;
}
```

```
char
                                                             size: 1, max: 127
                                           unsigned char
                                                             size: 1, max: 255
TYPES IN C
                                                            size: 2, max: 32767
                                           short
                                                            size: 2, max: 65535
                                           unsigned short
                                                            size: 4, max: 2147483647
                                           int
                                           unsigned int
                                                            size: 4, max: 4294967295
                       #include <stdio.h>
                                          long
                                                            size: 8, max: 9223372036854775807
                       #include <limits.h> unsigned long
                                                             size: 8, max: 18446744073709551615
NUMBERS
                                                            size: 8, max: 9223372036854775807
                                           long long
                       int main(){
                                           unsigned long long size: 8, max: 18446744073709551615
                           char a = CHAR MAX;
• ints
                           unsigned char b = UCHAR MAX;
                           short c = SHRT MAX;
      size not
                           unsigned short d = USHRT MAX ;
      guaranteed
                           int e = INT MAX;
                           unsigned int f = UINT MAX;
                           long g = LONG MAX;
                           unsigned long h = ULONG MAX;
                           long long i = LLONG MAX;
                           unsigned long long j = ULLONG MAX;
                                                      size: %lu, max: %d\n",sizeof(a),a);
                           printf("char
                           printf("unsigned char
                                                      size: %lu, max: %d\n",sizeof(b),b);
                                                      size: %lu, max: %d\n",sizeof(c),c);
                           printf("short
                           printf("unsigned short
                                                      size: %lu, max: %d\n",sizeof(d),d);
                           printf("int
                                                      size: %lu, max: %d\n",sizeof(e),e);
                           printf("unsigned int
                                                      size: %lu, max: %u\n",sizeof(f),f);
                                                      size: %lu, max: %ld\n",sizeof(g), g);
                           printf("long
                           printf("unsigned long
                                                      size: %lu, max: %lu\n",sizeof(h), h);
                           printf("long long
                                                      size: %lu, max: %lli\n",sizeof(i), i);
                           printf("unsigned long long size: %lu, max: %llu\n",sizeof(j), j);
                           return 0;
                       }
```

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```
#include <stdio.h>
#include <limits.h>
#include <inttypes.h>
int main(){
    int8 t a = INT8 MAX;
    uint8 t b = UINT8 MAX;
    intl6 t c = INT16 MAX;
    uint16 t d = UINT16 MAX ;
    int32 t e = INT32 MAX;
    uint32 t f = UINT32 MAX;
    int64 t g = INT64 MAX;
    uint64 t h = UINT64 MAX;
    printf("int8 t size: %lu, max: %d\n", sizeof(a), a);
    printf("uint8 t size: %lu, max: %d\n",sizeof(b),b);
    printf("int16 t size: %lu, max: %d\n",sizeof(c),c);
    printf("uint16_t size: %lu, max: %d\n", sizeof(d),d);
    printf("int32 t size: %lu, max: %d\n",sizeof(e),e);
    printf("uint32 t size: %lu, max: %u\n",sizeof(f),f);
    printf("int64_t size: %lu, max: %lld\n",sizeof(g), g);
    printf("uint64 t size: %lu, max: %llu\n", sizeof(h), h);
```

```
return 0;
```

}

NUMBERS

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}

```
int8 t size: 1, max: 127
                      uint8 t size: 1, max: 255
                      int16 t size: 2, max: 32767
                      uint16 t size: 2, max: 65535
                      int32_t size: 4, max: 2147483647
                      uint32 t size: 4, max: 4294967295
                      int64 t size: 8, max: 9223372036854775807
#include <stdio.h>
                      uint64 t size: 8, max: 18446744073709551615
#include <limits.h>
#include <inttypes.h>
int main(){
    int8 t a = INT8 MAX;
    uint8 t b = UINT8 MAX;
    int16 t c = INT16 MAX;
    uint16 t d = UINT16 MAX ;
    int32 t e = INT32 MAX;
    uint32 t f = UINT32 MAX;
    int64 t g = INT64 MAX;
    uint64 t h = UINT64 MAX;
    printf("int8 t size: %lu, max: %d\n", sizeof(a), a);
    printf("uint8 t size: %lu, max: %d\n",sizeof(b),b);
    printf("int16 t size: %lu, max: %d\n",sizeof(c),c);
    printf("uint16_t size: %lu, max: %d\n",sizeof(d),d);
    printf("int32 t size: %lu, max: %d\n",sizeof(e),e);
    printf("uint32 t size: %lu, max: %u\n",sizeof(f),f);
    printf("int64 t size: %lu, max: %lld\n",sizeof(g), g);
    printf("uint64_t size: %lu, max: %llu\n",sizeof(h), h);
    return 0;
```

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Type category	Signed types			Unsigned types		
	Туре	Minimum value	Maximum value	Туре	Minimum value	Maximum value
Exact width	intN_t	INTN_MIN	INTN_MAX	uintN_t	0	UINTN_MAX
Least width	int_leastN_t	INT_LEASTN_MIN	INT_LEASTN_MAX	uint_least N_ t	0	UINT_LEASTN_MAX
Fastest	int_fastN_t	INT_FASTN_MIN	INT_FASTN_MAX	uint_fast N_ t	0	UINT_FASTN_MAX
Pointer	intptr_t	INTPTR_MIN	INTPTR_MAX	uintptr_t	0	UINTPTR_MAX
Maximum width	intmax_t	INTMAX_MIN	INTMAX_MAX	uintmax_t	0	UINTMAX_MAX



NUMBERS

• floats

```
#include <stdio.h>
#include <float.h>
int main(){
    float a = FLT_MAX;
    double b = DBL_MAX;
    long double c = LDBL_MAX;
    printf("float size: %lu, max: %f\n",sizeof(a),a);
    printf("double size: %lu, max: %lf\n",sizeof(b),b);
    printf("long double size: %lu, max: %Lf\n",sizeof(c),c);
    return 0;
}
```

size: 4, max: 340282346638528859811704183484516925440.000000 float size: 8, max: 17976931348623157081452742373170435679807056752584499659891747680315726078002853876058955 double 33942304583236903222948165808559332123348274797826204144723168738177180919299881250404026184124858368.000000 size: 16, max: 1189731495357231765021263853030970205169063322294624200440323733891737005522970722616410 long double 4145934262121086647588489260031762345960769508849149662444156604419552086811989770240.000000

BOOLEAN

- Traditionally there is no boolean type in C
 - use a char set to 0 or 1
 - 0 = false
 - anything else (e.g. 1) = true

