Cheatography

Constantly updating basic CheatSheet for C Cheat Sheet by Yash Gaikwad via cheatography.com/147838/cs/32179/

Variable, Const and Declaration	Datatyp	oes tree			Datatypes (cont))	
Variable	smartdraw	smartdraw	Dataty	p smartd	Unsigned	16	0 to
syntax : <i>datatype variableName =</i>	Siliar Curaw	Siliar Coraw	es	- Sharto	Short Int		65,535
value	smartdraw	Primary	/ smartdraw	<> smartd	DSigned Short	16	-32,767
int myVariable = 100;	<> Intrtdraw	Float	Char smarte Void	smartd	Plointer		to 32,767
Const	Signed	Double Si	gned	smartd	Eong Int	32	-
syntax : <i>storagetype datatype</i>		Long			Typedef		2,147,48-
variableName = value	Unsigne d Int	Double Ur d	Char	🛟 smartd	Struct		3,647 to +
const int myVariable = 100,	Short	smartdraw	smartdraw	\$ smartd	unions Long Int	64	-(2 ⁶³ -1)
syntax : #define variableName value	Int	smartdraw	smartdraw	smartd	Array	04	to 2 ⁶³ -1
#define myVariable 100;	Signed Short			ege sind co		00	102 -1
Declaration and Initialization	Int	smartdraw	smartdraw 🛟	🛟 smartd	115	32	-
syntax : <i>storagetype datatype</i>	Unsigne	smartdraw	smartdraw	smartd	raw 🗳 sma		2,147,48-
variableName = value	d Short	smartdraw	smartdraw	smartd			3,647 to +
int myVariable = 110;	Long Int				Unsigned	32	0 to
OR	Signed	smartdraw	🛟 smartdraw	🛟 smartd	**Long Int		4,294,-
syntax : <i>storagetype datatype</i>	Long Int	smartdraw	smartdraw	smartd	raw' 🛟 sma		967,295
variableName	Unsigne d Long	smartdraw	smartdraw	smartd	Unsigned	64	2 ⁶⁴ -1
int a, b, c	Int				Long Long Int		
syntax : <i>variableName = value</i>	Long	r 🛟 smartdraw	\$\$ smart draw	🛟 smartd	Float	32	IE-37 to
a = c = 10;	Cong Int	smartdraw	smartdraw	smartd)	raw: 🛟 sma		IE+37
b = 20;	Long Long	smartdraw	smartdraw	smartd	Double	64	IE-37 to
Declaration and Initialization can be	Unsigne	HADE HITH A THAN COPY OF	HADO WITH A THIAL COTY OF	ant with a true of			IE+37
done at the same time or at different	smartdraw	r 🛟 smartdraw	() smart draw	🛟 smartd	Long Double	80	IE-37 to
time, but you must declare first and is		_	_		Long Double	00	IE+37
usually done at the top and then	Datatyp	bes					
initialize later. But it was an old practice,	Types	Bits	Minimal				
now there is no need to declare at top			Range				
at first and then initialize	Char	8	-127 to 2	127			
	Unsign	ed 8	0 to 255				
	Char						
	Signed Char	8	-127 to 1	127			
	Char	10	00 707				

Datatypes		
Types	Bits	Minimal Range
Char	8	-127 to 127
Unsigned Char	8	0 to 255
Signed Char	8	-127 to 127
Int	16 or 32	-32,767 to 32,767
Unsigned Int	16 or 32	0 to 65,535
Signed Int	16 or 32	-32,767 to 32,767
Short Int	16	-32,767 to 32,767

С

By Yash Gaikwad

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