

ASCII (American standard code for Information Exchange)

↳ defines numeric code for character.

'Q' → 97
 'P' → 98
 'Z' → 122
 'A' → 65
 'B' → 66
 'C' → 67
 'Z' → 90

'0' → char 0 ~~≠~~ ^X Numeric 0 → 48
 '1' → 49
 '2' → 50
 '9' → 57

0 - 127

! → 33
 " → 34
 # → 35
 \$
 %
 &
 ' → 39
 (→ 40
 * → 42
 + → 43
 , → 44
 - → 45
 . → 46
 / → 47
 @ → 64

Space → 32

'\0' → Null character → 0

'\n' → New line character → 10

'\r' → Carriage return → 13

Day #11.2

Monday, June 8, 2026 8:42 PM

```
char ch = 'A';
char ch1 = 'a';
printf("%d", ch); ← 65
printf("%d", ch1); ← 97
```

— a —

```
char ch = 'a';
switch (ch)
{
    case 'a': printf("this is a"); break;
    case 'b': printf("this is b"); break;
    default: printf("invalid character");
}
```

Annotations:
 - An arrow points from 'a' in the case statement to the value 97.
 - An arrow points from 'b' in the case statement to the value 98.
 - An arrow points from the variable 'ch' in the switch statement to the value 'a'.

```
char ch = 'a';
if (ch == 65) OR if (ch == 'a')
{
    printf("this means ch value is a");
}
else
{
    printf("ch value is not a");
}
```

Annotation: An arrow points from the value 65 in the if statement to the value 'a' in the variable declaration.