

More Numbers

C has multiple ways to store integers. All can only store integers within some range. If you exceed that range, C will automatically wrap around.

If you are only storing nonnegative numbers, you can use `unsigned int`.
If needing to store larger numbers, you can use `long int`.

C has multiple ways to store real numbers (such as 3.14). The most common now is `double`. There is also `float` and `long double`.

If you try to store one type in another type, C will give it its best shot.

For `scanf`, one placeholder is `%f`.

For `printf`, you can add formatting. So `%16.4f` means: in a field of 16 places (padded with blanks in front if necessary), print the number formatted to 4 decimal places.