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// WW2.cpp : Defines the entry point for the console application.
```

//

```
#include "stdafx.h"
#include "stdio.h"
#include "windows.h"
```

```
int main(int argc, char* argv[])
```

{

```
int i1, i2;
short s1;
long l1;
float zz, xx, qq;
double dd;
int retval;
```

```
//Input data
```

```
//input data
printf("Podaj 4 liczby calkowite\n");
retval = scanf("%d%d", &i1, &i2);
retval = scanf("%hd", &s1);
retval = scanf("%ld", &l1);
```

```
printf("Podaj 4 liczby rzeczywiste\n");
retval = scanf("%f%f%f", &zz, &xx, &qq);
retval = scanf("%lf", &dd);
```

```
//Output data
```

```
printf("Liczby typu int short long\n-----\n");
printf("i1 |%d|\t\t%d\n", i1);
printf("i1 |%10d|\t\t\t10d\n", i1);
printf("i1 |%u|\t\t\tu\n", i1);
printf("i2 |%-10d|\t\t\t-10d\n", i2);
printf("s1 |%010hd|\t\t\t010hd\n", s1);
printf("s1 |%010hu|\t\t\t010hu\n", s1);
printf("l1 |%+10ld|\t\t\t+10ld\n", l1);
//printf("i1 |%-010d|\t\t\t-010d\n", i1);
```

```
printf("\nLiczby typu float\n-----\n");
printf("zz  |%f|\t\t%f\n", zz);
printf("xx  |%10.5f|\t\t10.5f\n", xx);
printf("qq  |% -+10.5lf|\t\t-+10.5f\n", qq);
printf("qq  |%10.3e|\t\t10.3e\n", qq);
```

```
printf("\nLiczba typu double\n-----\n");
printf("dd |%-10.5lf|\t\t-10.5lf\n", dd);
printf("dd |%10.3le|\t\t10.3le\n", dd);
```

```
printf("\nTabela\n-----\n");
```

```
for(int it=0; it<10; ++it)
```

{

```
dd = 100.0*(it+1);
```

```
printf("%10d|%.20.8lf|%.20.8le|\n", it, dd, dd);
```

}

```
int ch;
```

```
while((ch = getchar()) != EOF)
```

i

```
return 0;
```

}