

An Intro to C for Windows Devs

Labs –

```
// main.c : This file contains the 'main' function. Program execution begins and ends
there.
//

#include <Windows.h>
#include <stdio.h>

//
// TODO #1: create the main function for the program
// this includes, the following:
//
// function return type
// function name
// function parameters, if any (not needed for this version)
// function body
//

//
// TODO #2: inside main's function body
//
// create 3 variables (name the variables whatever you want) of the following types
and
// initialize them with their respective values:
//
//INT 0x7FFFFFFF;
//UINT 0x1;
//DWORD 1 << 12;
//
// complete the following printf statements with their proper format string argument
types
//
// your argument type should be placed in the □
//
printf("INT var (hex)[%x] (dec)[%d] \n", );
printf("UINT var (hex)[%x] (dec)[%d] \n", );
printf("DWORD var (hex)[%x] (dec)[%d] \n", );
//
```

```
// TODO #3: inside main's function body
//
// add and update your INT variable with your UINT variable
//
// fill in the following printf statement with the newly updated INT variable
//
printf("INT var + UINT var (hex)[%x] (signed)[%d] (unsigned)[%u] \n", );

//
// TODO #4: inside main's function body
//
// for this part, you must choose the proper data type to hold the value
//
// create 3 variables to hold the following values:
//
//0xDeadBeefCafeBabe;
//2130706433;
//0x7F000001;
```