will just store binary form of ASCII value of any character. If we have 4 different bytes with some binary value, how will compiler know whether it is a single Int value of 4 separate char values ? Compiler will come to know from data types which we used when we declared any variable. This process of converting one data type into another is known as type casting. There are few steps which I have to follow while storing a negative number. Let 's say the number is -5 1st - Ignore the negative sign 2nd - Convert into binary representation = 101 3rd - Take 2 's complement and store it Now we can store negative numbers simply too, by just using their first bit as their sign. With this our maximum value will be limited to 2^31 -1 instead of 2^32 -1. 2/5 will give 0 and 10 to 4, why ? because you are storing your answer in a in volable. To get answer in float, store it in a float variable ou want to check whether A is equal to B or pet I can do that using this (a==b)relational operators , ! = 🗿 a 💽 signment operator, because peake assigning a Gallogical operators have & & and & is used to check multiple conditions. We have got the basic idea of operators. We know what things to keep in mind while dividing, how to store negative numbers & & operators and ! operators. Now let 's move ahead towards bitwise operators I will teach these when we will use them in upcoming sessions. We will do Bitwise operators later.