A09 – Binary Display

Work to do

Write a program which prompts the user to input a single character (read it with scanf %c for instance), displays its integer value in he ASCII table and displays its binary encoding in reverse order (easier).

Example(s)

Here is an example of what the interaction with your program should look like (user input in bold)

> Enter a single character: **a**
> ASCII code = 61
> Binary Encoding = 10111100

Hints

- This is a more classical exercise just meant to help you practice program design of based on simple combinations of conditional / iterative statements
- Use the sizeof operator to determine how many bytes are used to code the char
- Then, for each digit, you have to decide whether it is a 0 or a 1 and printf on the screen the value. The modulo operator (%) can help you check if a number is odd or even, i.e. its binary encoding ends with a rightmost 1 or 0
- The bitwize >> operator can be used to shift bits to the right (dividing by 2)

Testing

Input	Output	
Character	**Expected**	**Observed**