

Character Component — A Brief Summary

Range of values: ASCII characters (see the ASCII Character Set)

Initial value: `\0` (this two-character “escape sequence” denotes the *null* character)

Assignment operator: `=`

Relational operators:

<code>==</code>	(equal)
<code>!=</code>	(not equal)
<code><</code>	(less than and not equal)
<code><=</code>	(less than or equal)
<code>></code>	(greater than and not equal)
<code>>=</code>	(greater than or equal)

Escape sequences:

<code>\n</code>	newline
<code>\t</code>	horizontal tab
<code>\\</code>	backslash character
<code>\'</code>	single quote-mark character

Input and output:

Assume that `input` is an object of type `Character_IStream`, that `output` is an object of type `Character_OStream`, and that `c` is an object of type `Character`.

- To input a value for `c` use `input >> c`.
- To output the value of `c` use `output << c`.

Conversion operators:

Assume that `c` is an object of type `Character`.

- To convert the value of `c` to a text string use `To_Text (c)`.
- To convert the value of `c` to an integer use `To_Integer (c)`.

Note: The value of `To_Integer (c)` is the ASCII code for the character `c`.