

# 1 ASCII TABLE

Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
0	00	Null	32	20	Space	64	40	@	96	60	`
1	01	Start of heading	33	21	!	65	41	A	97	61	a
2	02	Start of text	34	22	"	66	42	B	98	62	b
3	03	End of text	35	23	#	67	43	C	99	63	c
4	04	End of transmit	36	24	\$	68	44	D	100	64	d
5	05	Enquiry	37	25	%	69	45	E	101	65	e
6	06	Acknowledge	38	26	&	70	46	F	102	66	f
7	07	Audible bell	39	27	'	71	47	G	103	67	g
8	08	Backspace	40	28	(	72	48	H	104	68	h
9	09	Horizontal tab	41	29	)	73	49	I	105	69	i
10	0A	Line feed	42	2A	*	74	4A	J	106	6A	j
11	0B	Vertical tab	43	2B	+	75	4B	K	107	6B	k
12	0C	Form feed	44	2C	,	76	4C	L	108	6C	l
13	0D	Carriage return	45	2D	-	77	4D	M	109	6D	m
14	0E	Shift out	46	2E	.	78	4E	N	110	6E	n
15	0F	Shift in	47	2F	/	79	4F	O	111	6F	o
16	10	Data link escape	48	30	0	80	50	P	112	70	p
17	11	Device control 1	49	31	1	81	51	Q	113	71	q
18	12	Device control 2	50	32	2	82	52	R	114	72	r
19	13	Device control 3	51	33	3	83	53	S	115	73	s
20	14	Device control 4	52	34	4	84	54	T	116	74	t
21	15	Neg. acknowledge	53	35	5	85	55	U	117	75	u
22	16	Synchronous idle	54	36	6	86	56	V	118	76	v
23	17	End trans. block	55	37	7	87	57	W	119	77	w
24	18	Cancel	56	38	8	88	58	X	120	78	x
25	19	End of medium	57	39	9	89	59	Y	121	79	y
26	1A	Substitution	58	3A	:	90	5A	Z	122	7A	z
27	1B	Escape	59	3B	;	91	5B	[	123	7B	{
28	1C	File separator	60	3C	<	92	5C	\	124	7C	
29	1D	Group separator	61	3D	=	93	5D	]	125	7D	}
30	1E	Record separator	62	3E	>	94	5E	^	126	7E	~
31	1F	Unit separator	63	3F	?	95	5F	_	127	7F	□

Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
128	80	Ç	160	A0	á	192	C0	Ł	224	E0	α
129	81	ù	161	A1	í	193	C1	ł	225	E1	β
130	82	é	162	A2	ó	194	C2	Ṛ	226	E2	Γ
131	83	â	163	A3	ú	195	C3	Ṛ	227	E3	π
132	84	ä	164	A4	ñ	196	C4	—	228	E4	Σ
133	85	à	165	A5	Ñ	197	C5	†	229	E5	σ
134	86	ã	166	A6	ª	198	C6	‡	230	E6	μ
135	87	ç	167	A7	º	199	C7	‡	231	E7	τ
136	88	ê	168	A8	¿	200	C8	ℒ	232	E8	Φ
137	89	ë	169	A9	ƒ	201	C9	ℒ	233	E9	Θ
138	8A	è	170	AA	¬	202	CA	ℒ	234	EA	Ω
139	8B	ì	171	AB	½	203	CB	ℒ	235	EB	δ
140	8C	î	172	AC	¼	204	CC	‡	236	EC	∞
141	8D	ï	173	AD	¡	205	CD	=	237	ED	∞
142	8E	Ë	174	AE	«	206	CE	‡	238	EE	ε
143	8F	Ä	175	AF	»	207	CF	±	239	EF	∩
144	90	É	176	B0	⋄	208	DO	ℒ	240	FO	≡
145	91	æ	177	B1	⋄	209	D1	ℒ	241	F1	±
146	92	Æ	178	B2	⋄	210	D2	π	242	F2	≥
147	93	ó	179	B3		211	D3	ℒ	243	F3	≤
148	94	ö	180	B4	†	212	D4	ℒ	244	F4	[
149	95	ò	181	B5	†	213	D5	ℒ	245	F5	]
150	96	û	182	B6	‡	214	D6	π	246	F6	÷
151	97	ù	183	B7	π	215	D7	‡	247	F7	≈
152	98	ÿ	184	B8	ŕ	216	D8	‡	248	F8	°
153	99	ÿ	185	B9	‡	217	D9	∩	249	F9	•
154	9A	Û	186	BA	‡	218	DA	ŕ	250	FA	·
155	9B	◊	187	BB	ŕ	219	DB	■	251	FB	√
156	9C	£	188	BC	ℒ	220	DC	■	252	FC	π
157	9D	¥	189	BD	ℒ	221	DD	■	253	FD	*
158	9E	℔	190	BE	ŕ	222	DE	■	254	FE	■
159	9F	ƒ	191	BF	ŕ	223	DF	■	255	FF	□

## 2 ASCII TABLE (DOS)

```

0 1 2 3 4 5 6 7 8 9 A B C D E F
! " # $ % & ' ( ) * + , - . / : ;
: ; < = > ? @ A B C D E F G H
I J K L M N O P Q R S T U V W X
Y Z [ \ ] ^ _ ` { | } ~

```

## 3 ASCII TABLE (Window)

```

0 1 2 3 4 5 6 7 8 9 A B C D E F
! " # $ % & ' ( ) * + , - . / : ;
: ; < = > ? @ A B C D E F G H
I J K L M N O P Q R S T U V W X
Y Z [ \ ] ^ _ ` { | } ~

```

## 4 Keyboard Codes

The Diagram below shows the codes that are returned when a key is pressed.

For example, pressing 'a' would return 0x61.

If it is an extended key, the code is shown as "0,XX" where XX is the extended code

Esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	
1B (1B) <1B> []	0,3B (0,54) <0,5E> [0,68]	0,3C (0,55) <0,5F> [0,69]	0,3D (0,56) <0,60> [0,6A]	0,3E (0,57) <0,61> [0,6B]	0,3F (0,58) <0,62> [0,6C]	0,40 (0,59) <0,63> [0,6D]	0,41 (0,5A) <0,64> [0,6E]	0,42 (0,5B) <0,65> [0,6F]	0,43 (0,5C) <0,66> [0,70]	0,44 (0,5D) <0,67> [0,71]	0,85 (0,) <0, > [0,]	0,86 (0,) <0, > [0,]	
~ (7E) <> []	! 1 (21) <> [0,78]	@ 2 (40) <> [0,79]	# 3 (23) <> [0,7A]	\$ 4 (24) <> [0,7B]	% 5 (25) <> [0,7C]	^ 6 (5E) <1E> [0,7D]	& 7 (26) <> [0,7E]	* 8 (2A) <> [0,7F]	( 9 (28) <> [0,80]	) 0 (29) <> [0,81]	- = (5F) <1F> [0,82]	+ = (2B) <> [0,83]	BackSpace (08) <7F> []
Tab	Q (51) <11> [0,10]	W (57) <17> [0,11]	E (45) <05> [0,12]	R (52) <12> [0,13]	T (54) <14> [0,14]	Y (59) <19> [0,15]	U (55) <15> [0,16]	I (49) <09> [0,17]	O (4F) <0F> [0,18]	P (50) <10> [0,19]	{ (7B) <1B> []	}	Enter (7D) <1D> []
Caps Lock	A (41) <01> [0,1E]	S (53) <13> [0,1F]	D (44) <04> [0,20]	F (46) <06> [0,21]	G (47) <07> [0,22]	H (48) <08> [0,23]	J (4A) <0A> [0,24]	K (4B) <0B> [0,25]	L (4C) <0C> [0,26]	: (3A) <> []	“ (22) <> []	0D(0D) <0A> []	
Shift	Z (5A) <1A> [0,2C]	X (58) <18> [0,2D]	C (43) <03> [0,2E]	V (56) <16> [0,2F]	B (42) <02> [0,30]	N (4E) <0E> [0,31]	M (4D) <0D> [0,32]	< (3C) <> []	> (3E) <> []	? (3F) <> []	Shift		
Ctrl	Alt	Macro	Space							 (7C) <1C> []	Alt	Ctrl	
		() <> []	20(20) <20> [20]							5C(7C) <1C> []			

Print	Scroll Lock	Pause
2A() <0,72> []		()

Insert	Home	Page Up
0,52 ( ) <>	0,47 ( ) <>	0,49 ( ) <>
Delete	End	Page Down
0,53 ( ) <>	0,4F ( ) <>	0,51 ( ) <>

	↑	
	0,48 ( ) <>	
←	↓	→
0,4B ( ) <>	0,50 ( ) <>	0,4D ( ) <>

CODE (in)	LEGEND (Hexadecimal)
Extended Code- 0,XX	Normal- XX Shift- (XX) Control- <XX> Alt- [XX]

Num Lock	/	*	-
7 Home (47) (37) <0,77>	8 ↑ (48) (38) <>	9 Pg Up (49) (39) <0,84>	+
4 ← (4B) (34) <0,73>	5 (35) <>	6 → (4D) (36) <0,74>	
1 End (4F) (31) <0,75>	2 ↓ (50) (32) <>	3 Pg Dn (51) (33) <0,76>	Enter
0 Insert (52) (30) <>	.	Del (53) (2E) <>	

## 5 Other References

"Printf" Escape Sequences			
Color	Code	Foreground	Background
Black	0	•	•
Blue	1	•	•
Green	2	•	•
Cyan	3	•	•
Red	4	•	•
Magenta	5	•	•
Brown	6	•	•
Light Grey	7	•	•
Dark Grey	8	•	
Light Blue	9	•	
Light Green	10	•	
Light Cyan	11	•	
Light Red	12	•	
Light Magenta	13	•	
Yellow	14	•	
White	15	•	
Blink	+128	•	

C Numeric Data Types			
Keyword	Variable Type	Range	Storage Required
char	character (for string)	-128 to 127	1 byte
int	integer	-32,768 to 32,767	2 byte
short int	short integer	-32,768 to 32,767	2 byte
long	long integer	-2,147,483,648 to 2,147,483,647	4 byte
unsigned char	unsigned character	0 to 255	1 byte
unsigned int	unsigned integer	0 to 65,535	2 byte
unsigned short	unsigned short integer	0 to 65,535	2 byte
unsigned long	unsigned long integer	0 to 4,294,967,295	4 byte
float	single-precision floating point (accurate to 7 digits)	$3.4 \times 10^{38}$ to $3.4 \times 10^{-38}$	4 byte
double	double-precision floating point (accurate to 15 digits)	$1.7 \times 10^{308}$ to $1.7 \times 10^{-308}$	8 byte

"Printf" Conversion Characters	
Conversion Character	Display Argument (Variable's contents) as
%c	single character
%d	signed decimal integer (int)
%e	signed floating-point value in E notation
%f	signed floating-point value (float)
%g	signed value in %e or %f format, whichever is shorter
%i	signed decimal integer (int)
%o	unsigned octal (base 8) integer (int)
%s	string of text
%u	unsigned decimal integer (int)
%x	unsigned hexadecimal (base 16) integer (int)
%ld	signed decimal integer (long)
%lf	signed floating-point value (double)

"Printf" Escape Sequences	
Sequence	Represents
\a	The speaker beeping
\b	Backspace (move the cursor back, no erase)
\f	Form feed (eject printer page: ank character on the screen)
\n	Newline, like pressing the Enter key
\r	Carriage return (moves the cursor to the beginning of the line)
\t	Tab
\v	Vertical tab (moves the cursor down a line)
\\	The backslash character
\'	The apostrophe
\"	The double-quote character
\?	The question mark
\0	The "null" byte (backslash-zero)
\O	A character value in octal (base 8)
\xH	A character value in hexadecimal (base 16)

Music Notes Frequency in Hertz									
Notes	Frequency	Notes	Frequency	Notes	Frequency	Notes	Frequency		
0 to 8 c4 Treble Base	Octaves middle c >middle c <middle c	c2	65.406	c4	261.63	c6	1046.5		
			69.296		277.18		1108.7		
		d2	73.416	d4	293.66	d6	1174.7		
			77.782		311.13		1244.5		
		e2	82.407	e4	329.63	e6	1318.5		
		f2	87.307	f4	349.23	f6	1396.9		
			92.499		369.99		1480.0		
		g2	97.999	g4	392.00	g6	1568.0		
			103.83		415.30		1661.2		
		a0	27.500	a2	110.00	a4	440.00	a6	1760.0
			29.135		116.54		466.16		1864.7
		b0	30.868	b2	123.47	b4	493.88	b6	1975.5
		c1	32.703	c3	130.81	c5	523.25	c7	2093.0
			34.648		138.59		554.37		2217.5
		d1	36.708	d3	146.83	d5	587.23	d7	2349.3
			38.891		155.56		622.25		2489.0
e1	41.203	e3	164.81	e5	659.26	e7	2637.0		
f1	43.654	f3	174.61	f5	698.46	f7	2793.8		
	46.249		185.00		739.99		2960.0		
g1	48.999	g3	196.00	g5	783.99	g7	3136.0		
	51.913		207.65		830.61		3322.4		
a1	55.000	a3	220.00	a5	880.00	a7	3520.0		
	58.270		233.08		932.33		3729.3		
b1	61.735	b3	246.94	b5	987.77	b7	3951.1		
						c8	4186.0		

Parallel Port Configuration				
Pin	Bit	Direction	Inverted?	Background
2	D0	Data output		
3	D1	Data output		
4	D2	Data output		
5	D3	Data output		
6	D4	Data output		
7	D5	Data output		
8	D6	Data output		
9	D7	Data output		
15	D3	Control in	•	Error
13	D4	Control in		Select out
12	D5	Control in		Printer empty
10	D6	Control in		Acknowledge
11	D7	Control in	•	Printer busy
1	D0	Control out	•	Data strobe
14	D1	Control out	•	Auto feed
16	D2	Control out		Initialize printer
17	D3	Control out	•	Select in
18-25	Gnd			
Port no.		Data Out	Control In	Control Out
1		3BC	3BD	3BE
2		378	379	37A
3		278	279	27A

```
C programming code for Parallel Port

#define LPT 0x378 //port address
char data; //data variable
outportb(LPT,data); //output to parallel port
data=inportb(LPT); //input from parallel port
```

PC Monitor Port (common HD15 connector)			
Pins	Description	Pins	Description
1	Red	9	Key (no pin)
2	Green	10	Ground
3	Blue	11	Monitor sense 0
4	reserved	12	Monitor sense 1
5	reserved	13	Horizontal sync
6	Red return	14	Vertical sync
7	Green return	15	reserved
8	Blue return		<a href="http://www.repairfaq.org/REPAIR/F_Pinouts1.html">http://www.repairfaq.org/REPAIR/F_Pinouts1.html</a>

Computer Port Information			
Port Range	Description	Port Range	Description
000-00F	DMA Chip 8737	2F8-2FF	COM 2
020-021	8259 PIC	378-37F	Parallel Printer Port
040-043	Timer Chip 8253	3B0-3BF	Monochrome Display
060-063	PPI 8255 (cassette, sound)	3D0-3DF	Color display

080-083	DMA Page register's	3F0-3F7	Diskette
200-20F	Game I/O Adapter	3F8-3FF	COM 1
278-27F	Reserved		

