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:
- == (equal)
- != (not equal)
- < (less than and not equal)
- <= (less than or equal)
- > (greater than and not equal)
- >= (greater than or equal)

Escape sequences:
- '\n' newline
- '\t' horizontal tab
- '\\' backslash character
- '"' 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.