

# Re: RunTime Datatype Determination in C

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*Source:* [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.c/2006-11/msg03247.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2006-11/msg03247.html)

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Richard Tobin wrote:

In article <1164291520.554315.129740@xx>, manish <[83.manish@xxxxxxxxxx](mailto:83.manish@xxxxxxxxxx)> wrote:

```
we have avariablr
int bps; // bps determined during run time
```

we want appropriate declaration depending upon bps.

I don't really see why you want to do this, but perhaps you could use a union of the possible types, and access the appropriate member depending on bps?

-- Richard  
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"Consideration shall be given to the need for as many as 32 characters in some alphabets" – X3.4, 1963.

Hi all,  
I have a program. Please tell me what do you think about this.

```
int main(int x)
{
if(x==1)
{
int myval;
printf("size of integer myval: %d\n",sizeof (myval));
}
else
{
float myval;
printf("size of real myval: %d\n",sizeof (myval));
```

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```
}  
}  
.
```