```c
#include <stdio.h>

int main()
{
    short a, b, c, d, e;
    unsigned short x, y;

    /* Some strange things happen on a computer when we exceed the numerical boundaries imposed by allocated size limits. */
    /* In the C programming language (this language), the data type 'short' is 16 bits. The largest possible integer using 16 bits (using two's complement) is \(2^{15} - 1\) or 32767. The smallest possible number is \(-2^{15} = -32768\). */
    /* The following program explores the edges of these boundaries. */

    a = 32767;
    b = a + 1;

    printf("a = 32767 ;\n") ;
    printf("b = a + 1 ;\n") ;
    printf("Now: a = %hd, b = %hd\n", a, b);

    printf("\n") ;
    c = b - 1;
    printf("c = b - 1 ;\n") ;
    printf("Now: b = %hd, c = %hd\n", b, c);

    printf("\n") ;
    d = -b;
    printf("d = -b ;\n") ;
    printf("Now: b = %hd, d = %hd\n", b, d);

    printf("\n") ;
    x = (unsigned) b;
    printf("x = (unsigned) b ;\n") ;
    printf("Now: b = %hx, x = %hx\n", b, x);
    printf("Now: b = %hd, x = %hu\n", b, x);

    printf("\n") ;
    e = -1;
    y = (unsigned) e;
    printf("e = -1 ;\n") ;
    printf("y = (unsigned) e ;\n") ;
    printf("Now: e = %hx, y = %hx\n", e, y);
    printf("Now: e = %hd, y = %hu\n", e, y);
}
```
---------------------- Sample Run ----------------------
sunset% gcc twos.c
sunset% a.out
a = 32767;
b = a + 1;
Now: a = 32767, b = -32768

c = b - 1;
Now: b = -32768, c = 32767

d = -b;
Now: b = -32768, d = -32768

x = (unsigned) b;
Now: b = 8000, x = 8000
Now: b = -32768, x = 32768

e = -1;
y = (unsigned) e;
Now: e = ffff, y = ffff
Now: e = -1, y = 65535