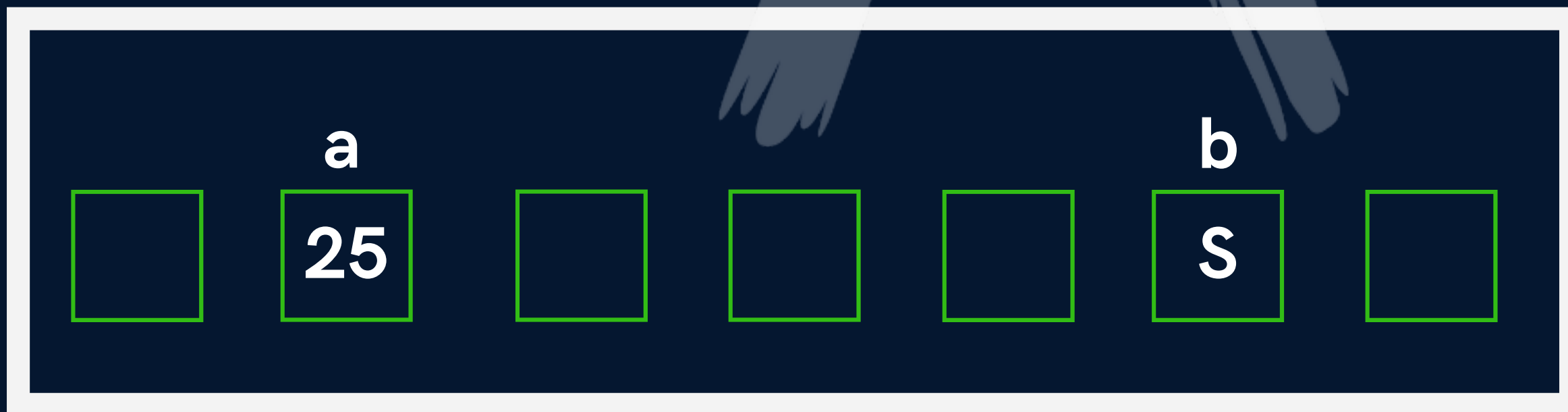


# Variables

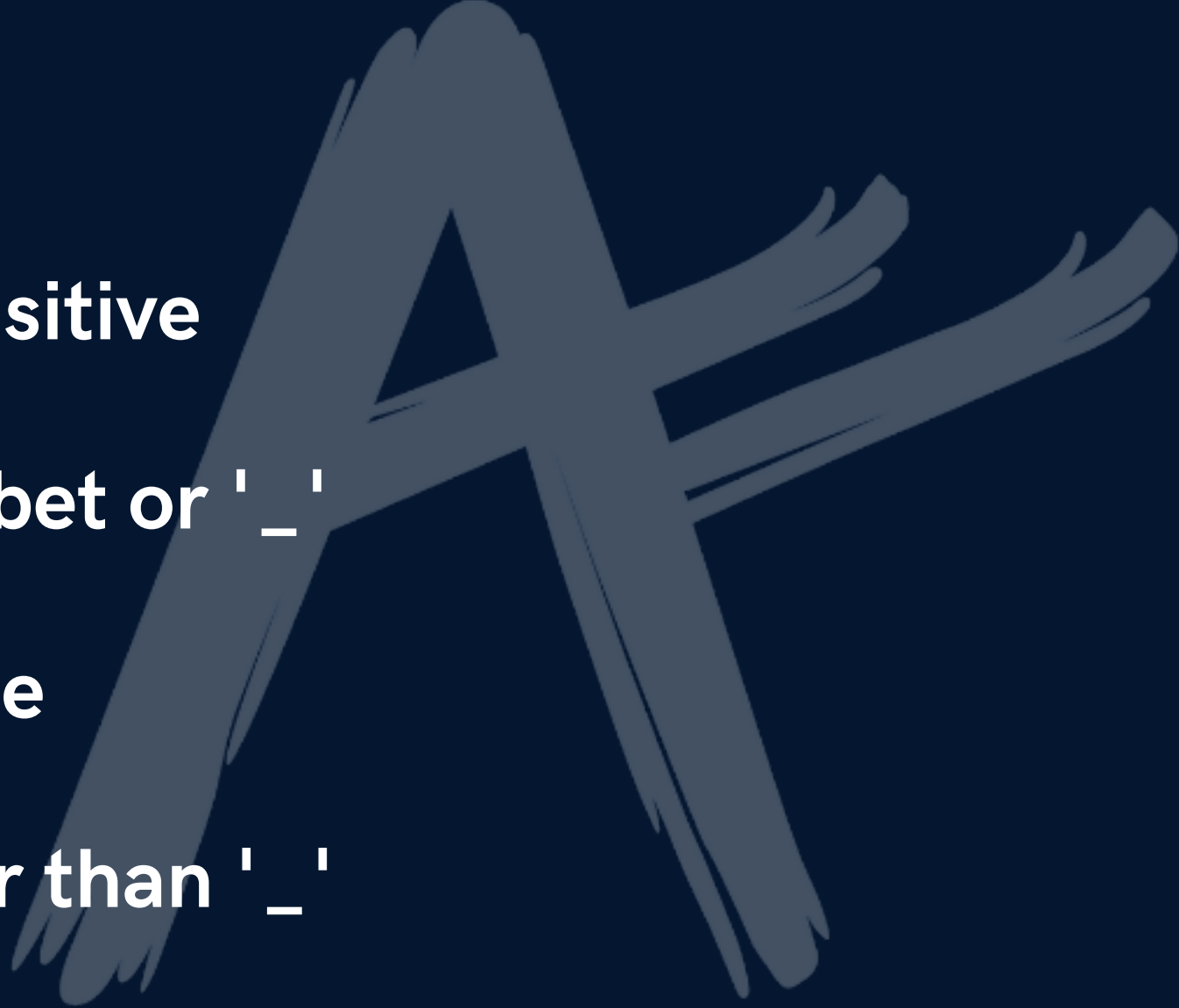
Variable is the name of a memory location which stores some data.

Memory



# Variables

## Rules

- a. Variables are case sensitive
  - b. 1st character is alphabet or '\_'
  - c. no comma/blank space
  - d. No other symbol other than '\_'
- 

# Variables

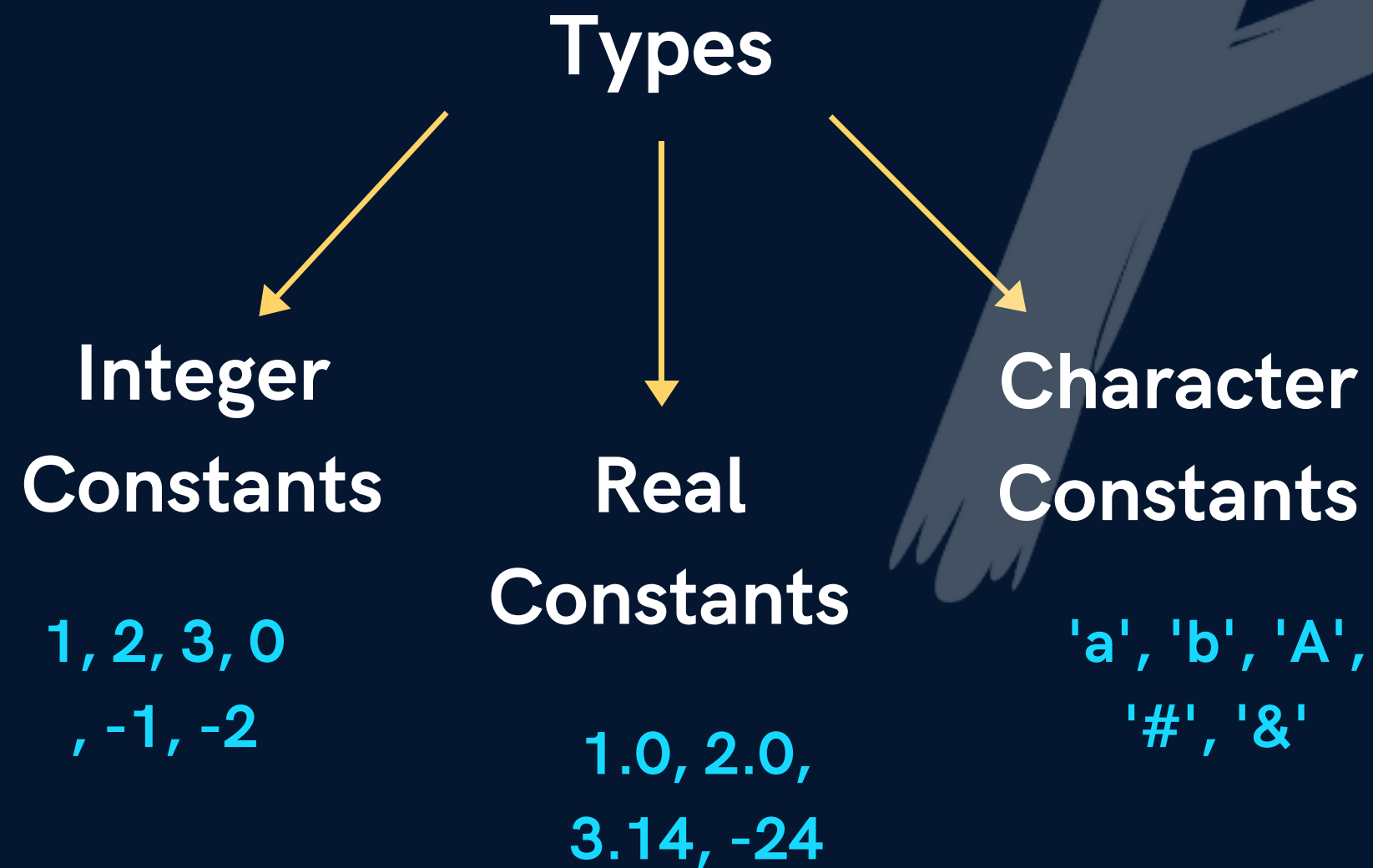
## Data Types

Data type	Size in bytes
Char or signed char	1
Unsigned char	1
int or signed int	2
Unsigned int	2
Short int or Unsigned short int	2
Signed short int	2
Long int or Signed long int	4
Unsigned long int	4
float	4
double	8
Long double	10



# Constants

Values that don't change(fixed)



# Keywords

Reserved words that have **special** meaning to the compiler



**32 Keywords** in C



# Keywords

<b>auto</b>	<b>double</b>	<b>int</b>	<b>struct</b>
<b>break</b>	<b>else</b>	<b>long</b>	<b>switch</b>
<b>case</b>	<b>enum</b>	<b>register</b>	<b>typedef</b>
<b>char</b>	<b>extern</b>	<b>return</b>	<b>union</b>
<b>continue</b>	<b>for</b>	<b>signed</b>	<b>void</b>
<b>do</b>	<b>if</b>	<b>static</b>	<b>while</b>
<b>default</b>	<b>goto</b>	<b>sizeof</b>	<b>volatile</b>
<b>const</b>	<b>float</b>	<b>short</b>	<b>unsigned</b>

# Program Structure

```
#include<stdio.h>
```

```
int main() {
```

```
    printf("Hello World");
```

```
    return 0;
```

```
}
```



# Comments

Lines that are not part of program

Single Line

//

Multiple  
Line

/\*  
\*/





# Output

```
printf(" Hello World ");
```

new line

```
printf(" kuch bhi \n");
```



# Output

## CASES

### 1. integers

```
printf(" age is %d ", age);
```

### 2. real numbers

```
printf(" value of pi is %f ", pi);
```

### 3. characters

```
printf(" star looks like this %c ", star);
```



# Input

```
scanf(" %d ", &age);
```



# Compilation

A computer program that translates C code into machine code

