C Language Constants

A constant in the C language is diffetuts -

C Language Constants

- Represent constant values, numbers, characters, or strings
- Created using the #define preprocessor directive
- Generally in ALL CAPS, one word or with underlines
- Expanded at compile time to its assigned value

it expands it out to its assigned tuts



C Language Constants

#define VERSION 3

- Constant is named VERSION
- Has a value of 3
- Does not end with a semicolon

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C Language Constants

#define AUTHOR "Dan Gookin"

- The constant is named AUTHOR.
- The value is the string "Dan Gookin."
- No semicolon is used.

This is an example of one constant **tuts**

C Language Constants

#define ROWS 20
#define COLUMNS 60
#define GAME_GRID ROWS*COLUMNS

- Three constants are created, ROWS, COLUMNS, and GAME_GRID.
- The value of GAME_GRID is based on the product of constants ROWS and COLUMNS.

they would be changed in the ctuts -