**Structure of c language**

Documentation Section

Link Section

Definition Section

Global Declaration section

Main() Funciton Section {

Declaration Part;

Executable Part;

}

Sub program Section

{

Function 1;

Function 2;

Function 3;

.

.

Function N;

}

**C HAS 32 KeyWords**

**Auto, double, int, struct brae else long switch case enum register typedef char extern return union continue for signed void do if static while default goto sizeof volatile const float short unsigned**

**Identifiers**

Identifiers are names of variable, functions and arrays

Rules:

It must be a sequence of letters,digits and underscore

It must begin with a letter

Uppercase and lowercase are different in cc

No special Chars or punctions are allowed  
No Successive underscores are allowed

Keywords cant be used as identifiers  
  
**Variables**The Quantity that changes during the execution of the program is calle a variable

Th variables represent a particular memory location where data can be stored

**Primary Dataypes**

**Integral Data type**

**Integer types**

**Char Types**

**Floating point datatype**

**Int – integer - %d**

**float – float - %f**

**double – long float - %lf**

**char – character - %c**

**String – array of chars - %s**

**Operators**

Unary Operators: - ,++,--

Binary Operators : +,-,\*,/,% arithmetic

<,<=,>,>=,~,^ relational operator

&&,||,! Logical

&, | , <<,>>,`,^ bitwise

=,+=,-=,\*=,/+,% assignment

? :ternary operator

**Type Conversion**

It is the method to convert one data type into another data type

**2 types**

Implicit / Explicit

**Implicit**

Char, short int -> int -> unsigned int > long int> unsigned long int > float > double > long double

**ASCII**

**A 🡪 65**

**Z 🡪 90**

**.a 🡪 97**

**.z 🡪 122**

**0 🡪 48**

**9 🡪 57  
  
  
  
Control Statements**

**If , Else , If else, If else if ladder, nested if, switch statements**