Constants: Fixed values. We can't change a constant value during program execution. Constant value should be provided at the declaration only. i.e. further initializations not allowed.

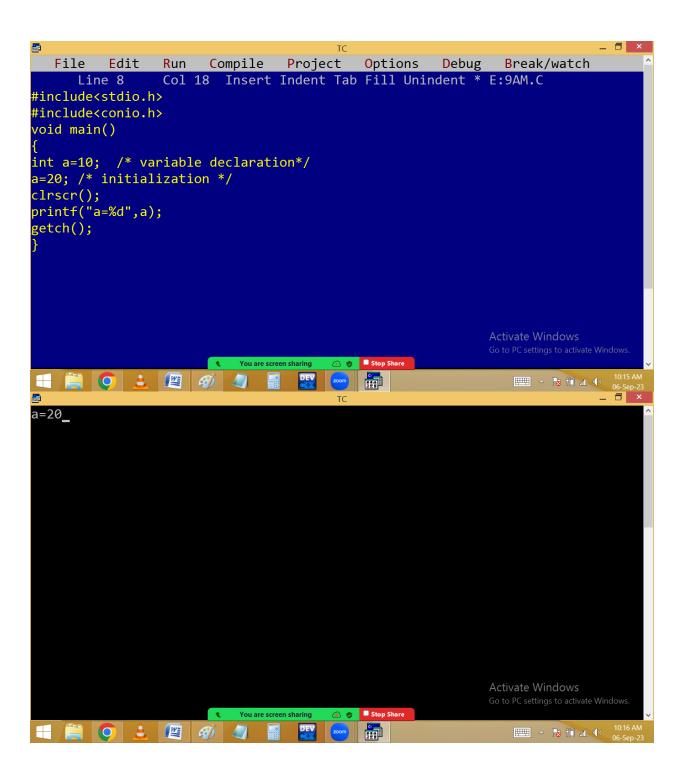
Eg:

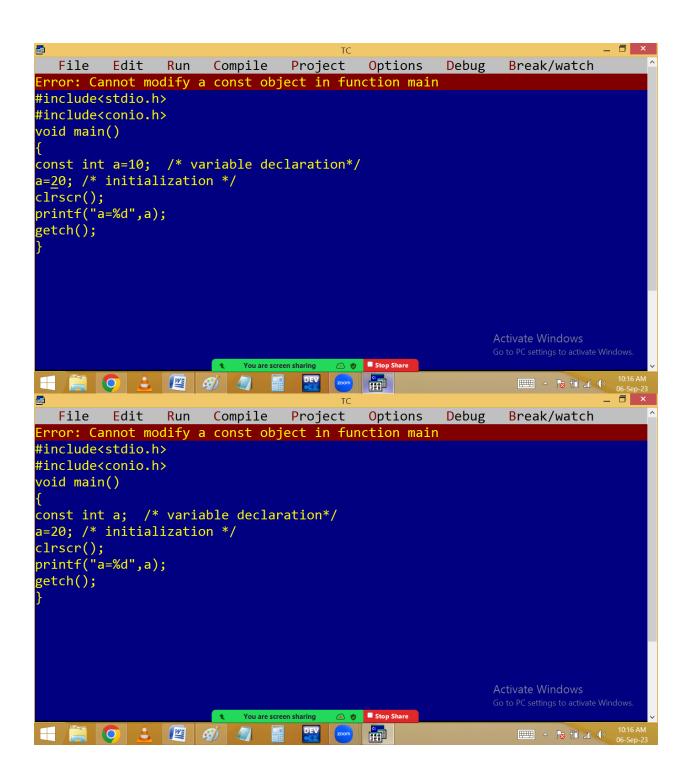
Numerical constants:

```
const float pi=3.14;
const int id=1234;
```

character constants:

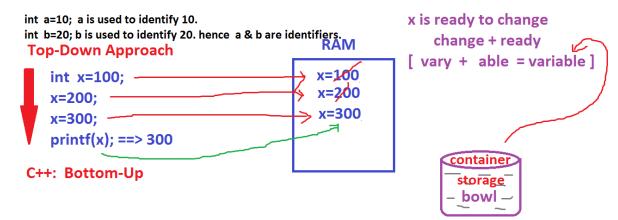
```
const char name[]="Ravi"; → String constant
const char gender = 'M'; → char constant
```



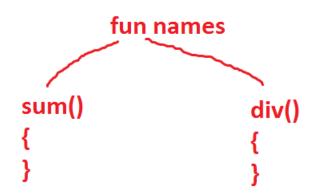


Identifiers: Names of variables, functions, files, array, pointer etc

Example for variables:



Example for functions:



Example for files:

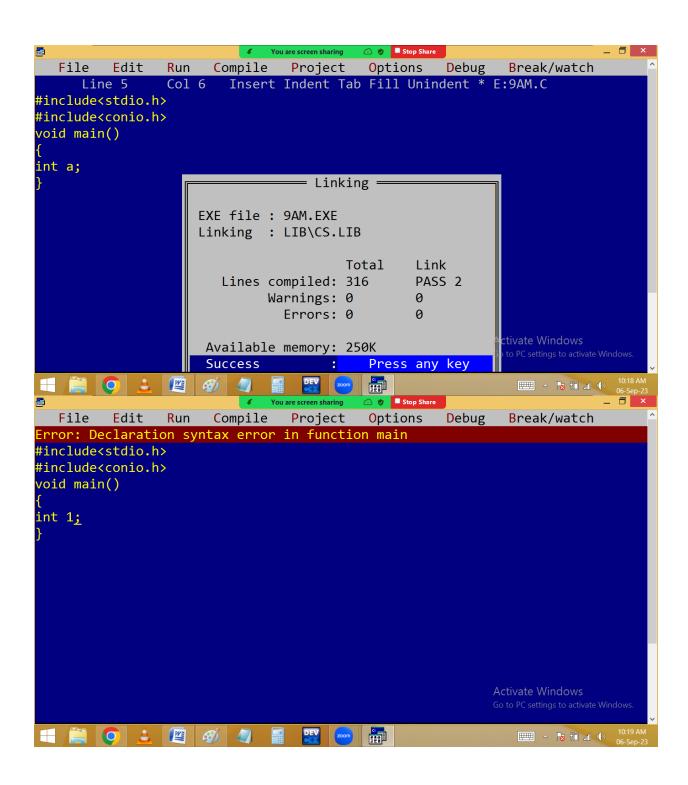
a.c, b.cpp, c.java, d.py, e.doc. f.txt,.....

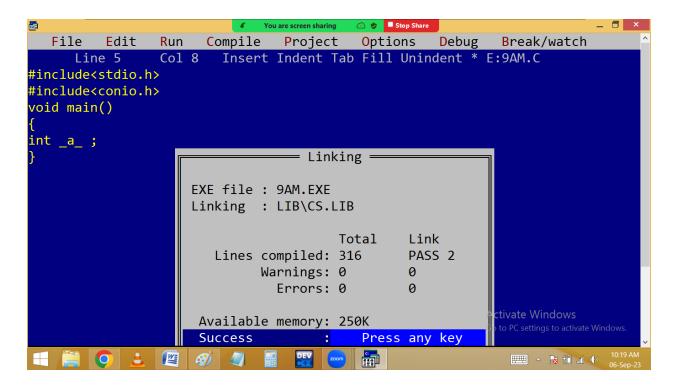
int a[10]; int array variable

int * a; int pointer variable

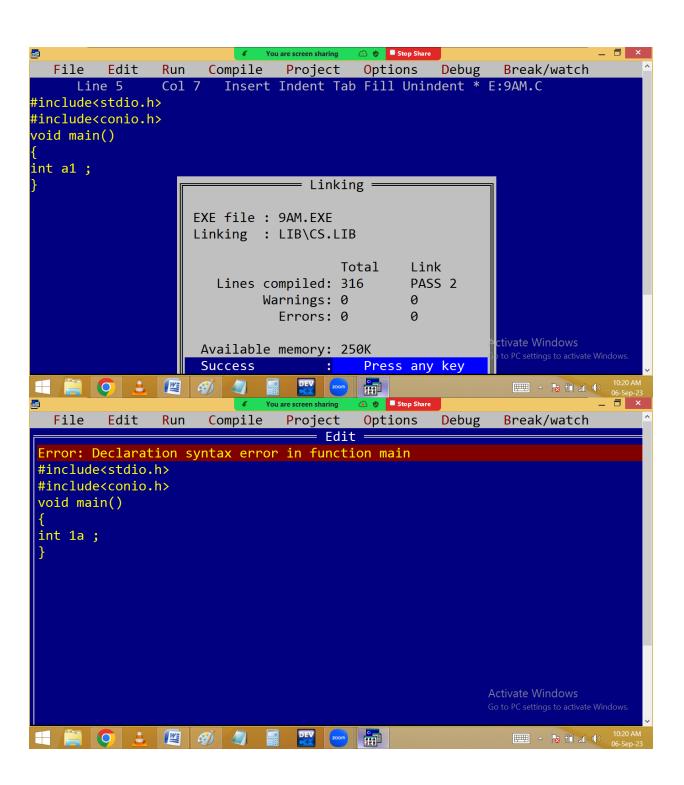
Naming rules:

1. Name should have to start with alphabet or underscore[_].

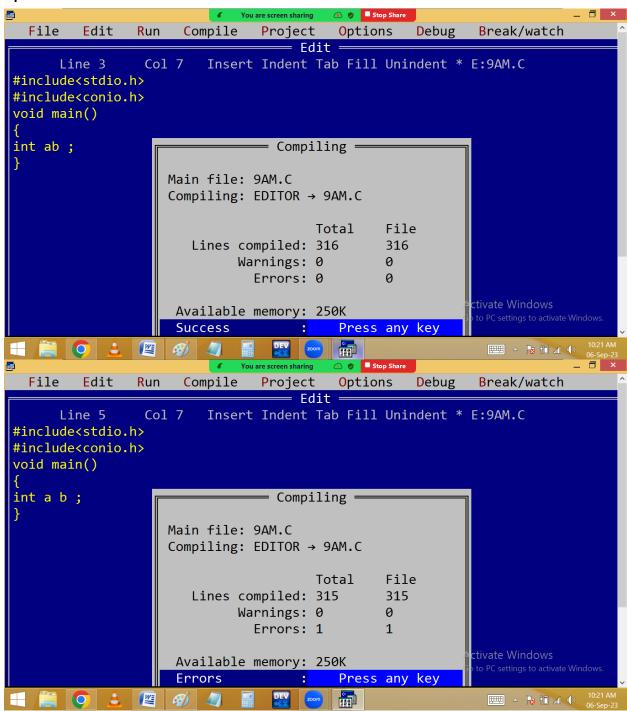




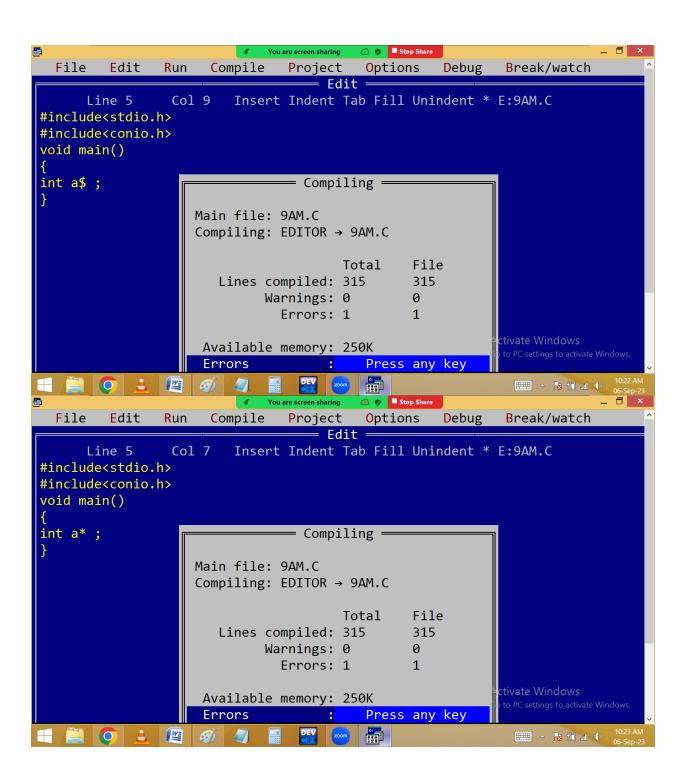
2. Numbers allowed but not at first position.

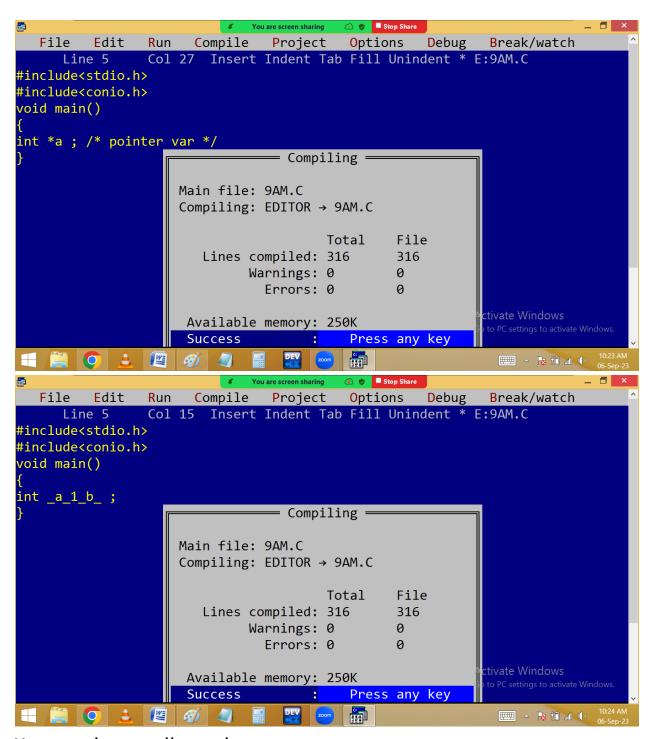


3. Spaces not allowed.

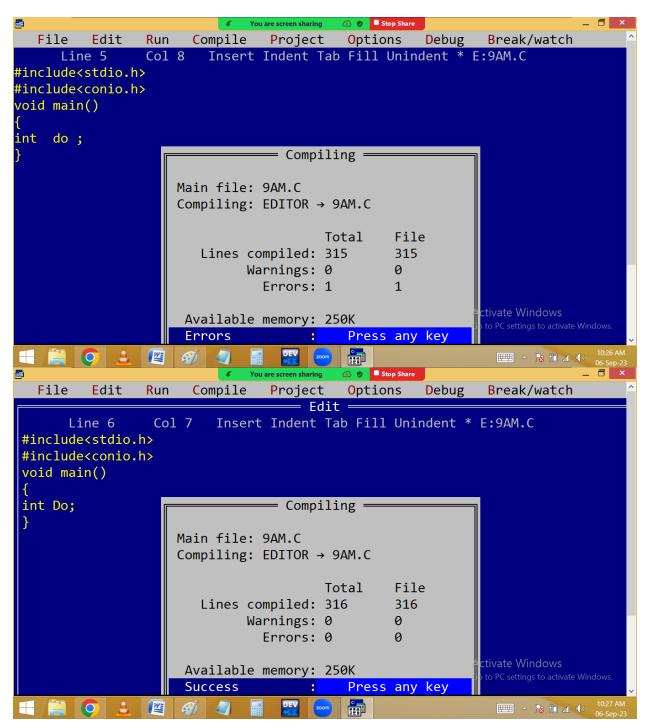


4. Special characters not allowed except underscore.

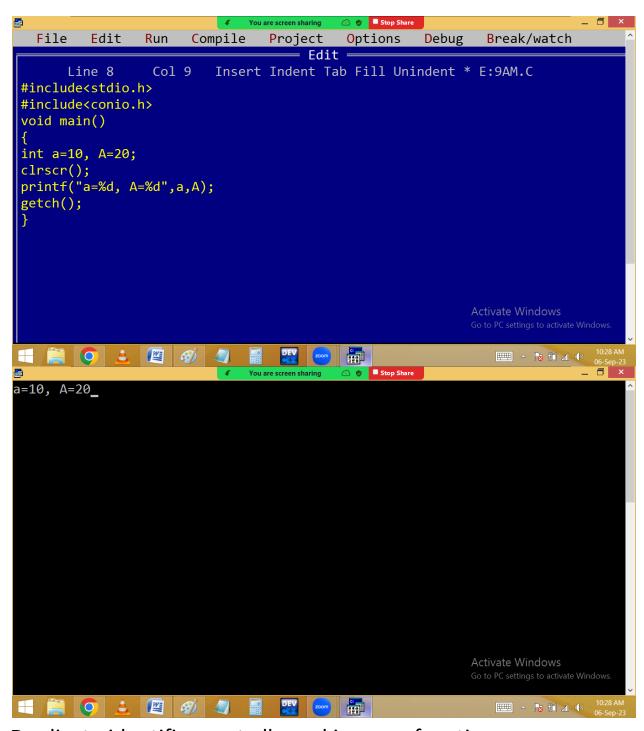




5. Keywords not allowed.



6. Identifiers are case sensitive. i.e. lower and upper are different.



7. Duplicate identifiers not allowed in same function.

