1. Write the code,
2. Compilation
3. Converting Code to a readable code.
4. Syntax Checking.
5. Allocating the memory,
6. Execution.

CODE:-

#include <stdio.h>

Int main;

{

Int age;

Printf(“The Garbage number is: %d”,age);

Printf(“\n the Memory occupied is: %d”, sizeof(int/age));

}

Int = negative and positive both

Unsigned int = only positive

// - One line to comment.

“/\*……………………….\*/” – for multiline comment.

“#” – Pre-processor.

\*\* We do not have to give return type in Void main()

// 31-01-23

1. Null Character = It is only used in String. The next it is used by the compiler. It helps in terminating the string. It uses only one bit of storage.
2. “ Sizeof “ operator tells the amount of space the variable is going to occupy in the memory.
3. Single code is used for character and double codes are used in a string.
4. When we initialised “Hello” the it takes ’o’ and if we give a input it gives “H”.

In postfix first the assignment is done first and then increment and decrement is done. In prefix first the increment

**Ternary :** it means writing code in a short hand process.

Switch Conditional Statement: it just like a switch in our house in which we can switch on or off any light source in our house:

**Note: Break is compulsory in a switch statement and the all switch statement should be written inside the Parenthesis. Its Compulsory…….**

**Switch Statement:**  In Switch statement we can use nested switch (Means: Switch inside switch.)

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**Binary left shift:** 1111 (25) -> after left shift -> 11110 (30) **(since it is left shift 1 i.e. a<<1).**

**If left shift 2 bits then :** 1111 -> left shift by 2 bits -> 111100.

**Note\*\*\* ->** no. of bits will remain same and we have to append zero at the beginning eg : 1111 to 0111.

Recursion: When function is calling itself again and again is called recursion