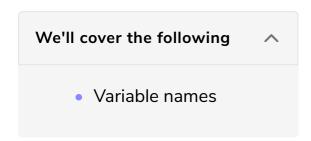
Variables

An introduction to Variables, which act as label for our data.



Like in other high-level programming languages, in C, we can assign symbolic names, known as **variables**, for storing information in memory. Then we can refer to those pieces of information in memory by using the symbolic variable name, instead of having to use the raw address in memory. Variables can be used to store floating-point numbers, characters, and even pointers to other locations in memory.

Variable names

There are some restrictions on the names of variables in C. Names are made up of letters and digits, but the first character must be a letter (not a digit). The underscore "_" counts as a letter. Also remember in unix, uppercase and lowercase letters are distinct and so Age is distinct from age.

Here is a list of **reserved keywords** in C that cannot be used as variable names:

- _Bool
- default
- if
- sizeof
- while
- _Complex
- do
- inline

	static _Imaginary	
	_imaginary	
• do	double	
• ir	int	
• st	struct	
• au	auto	
• e.		
	long	
	switch	
	enum	
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• re	register	
• ty	typedef	
• Ca		
	extern	
• re	restrict	
• ur	union	
• cł	char	
• f:	float	
	return	
	unsigned	
	const	
• fo	for	

- short
- void
- continue
- goto
- signed
- volatile

A variable itself is just a name. Now we'll learn about the different type of things we can assign a variable to.