



INTRODUCTION TO C PROGRAMMING LANGUAGE

What is C programming?

C programming is a general-purpose, procedural, imperative computer programming language developed in 1972 by Dennis M. Ritchie at the Bell Telephone Laboratories to develop the UNIX operating system.

Application of C programming

- To design the system software like operating system and Compiler.
- To develop application software like database and spread sheets.
- To Develop Graphical related application like computer and mobile games.
- To evaluate any kind of mathematical equation use c language.
- Google file system and Google chromium browser were developed using C/C++.
- Mozilla Firefox and Thunderbird were open-source email client projects, they were written in C/C++

Structure in C

There are guideline or sets of rules known as syntax that must be learned in other to use the language to perform a task. The beautiful thing is that this syntax are common and related as you move from language to another.

The bed rock of all programming language is C which means it is more easier to learn any other language if you understand how to program with C

Let us learn C syntax and examples to help us get started in our programming world.

Keywords in C

Keywords: are predefined, reserved words used in programming that have special meanings to the compiler. Keywords are part of the syntax and they cannot be used as an identifier.

An identifier: is a string of alphanumeric characters that begins with an alphabetic character or an underscore character that are used to represent various programming elements such as variables, functions, arrays, structures, unions and so on. Actually, an identifier is a user-defined word.

All these keywords, their syntax, and application will be discussed in their respective topics.

break	else	long	switch	enum	extern
case	for	if	goto	float	register
char	return	signed	static	sizeof	short
continue	typedef	union	void	while	volatile
do	float	default	const	short	unsigned



Example

- `int sum;`

Rules for naming identifiers

1. Identifier can have letters in uppercase and lowercase letters
2. Identifiers can contain digits and underscores.
3. The first letter of an identifier should be either a letter or an underscore.
4. You cannot use keywords as identifiers.
5. There is no rule on how long an identifier can be.