**Rule To Create Valid Identifier in C/C++**

1. **Variable/ Identifier name should be combination of alphabet’s & Digits & Underscore**

**2. No Special Symbol other that underscore is allowed**

**3. Variable/ Identifier name should start with alphabet or an underscore**

**(name should not start with digit )**

**4. No limit of length for variable/ Identifier name in latest compiler**

**5. Variable/ Identifier name should not be a Keyword in C/C++.**

**6. No white space is allowed in variable/ identifier name**

**int SubMark1 = 55**

**int SubMark2 = 25**

**int TotalMarks = 80**

**Variable**

Definition :

A meaningful name given to an memory of particular data type, is called as Variable Name.

Declaration:

Syntax:

DataType <Variable\_Name>;

Example:

int Roll\_No1;

float pi;

// Issue Of Garbage

Initialization :

Syntax:

DataType <Variable\_Name> = <Initial\_Value>;

Example:

intRoll\_No = 55;

float pi = 3.14;

Assignment :

Syntax:

DataType<Variable\_Name> = <Initial\_Value>;

<Variable\_Name> = <New\_Value>;

Example:

intNum = 0;

Num = 66;

Accessing Values of Variable :

int Num1 = 5, Num2 = 10, Add = 0;

Add = Num1 + Num2;

printf(“\n Addition is : %d”,Add);

Rules to Create Variable Name

1. Name should be Alpha Numeric
2. Name Should start with alphabet(Cap/Small) Or Underscore
3. Name Should Not Contain Any Special Symbol other than Underscore
4. Name Should Not Contain Any White Space
5. Name Should Not Be Any Keyword

Allowed Exa.

Num

Per5

\_fun

Roll\_No

Emp\_Id\_01

J07amesBond

bOND\_007

nAmE

CiTy\_0

Not AllwedExa.

5Per

$Gun

\_$Gun

G&un

Roll No

1EmpID

Emp ID

getch

void

printf