

Variables(with DataTypes and space requirements)

UNIT-1

Basics:

In programming, a variable is a container (storage area) to hold data.

To indicate the storage area, each variable should be given a unique name (identifier).

Variable names are just the symbolic representation of a memory location

Example: `int playerScore = 95;`

Rules for Naming Variable

1. A variable name can only have letters (both uppercase and lowercase letters), digits and underscore.
2. The first letter of a variable should be either a letter or an underscore.
3. There is no rule on how long a variable name (identifier) can be. However, you may run into problems in some compilers if the variable name is longer than 31 characters.

Syntax

type variable_list;

```
int    i, j, k;
```

```
char   c, ch;
```

```
float  f, salary;
```

```
double d;
```

Syntax 2:

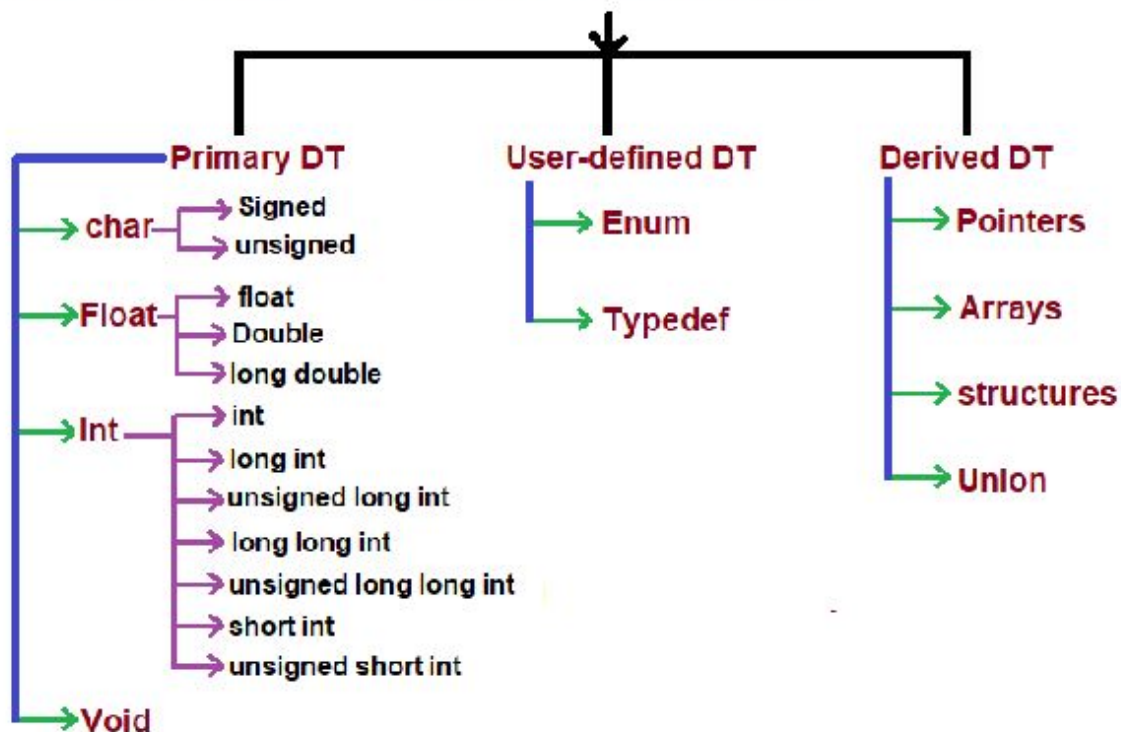
type variable_name = value;

```
extern int d = 3, f = 5;    // declaration of d and f.  
int d = 3, f = 5; // definition and initializing d and f.  
byte z = 22;              // definition and initializes z.  
char x = 'x';             // the variable x has the value 'x'.
```

Data Types:

DT - Data type

Data Types in C



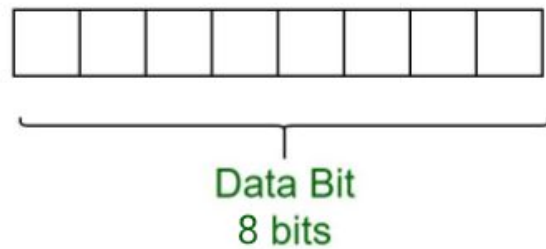
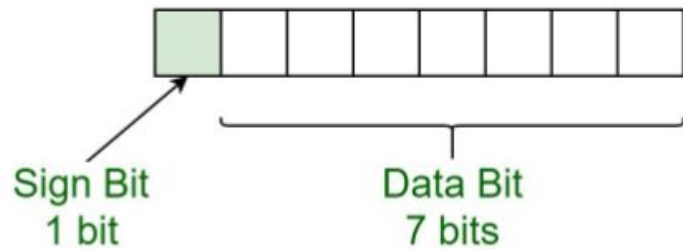
Data Type Sizes and Ranges

Data Type	Range	Bytes	Format
signed char	-128 to + 127	1	%c
unsigned char	0 to 255	1	%c
short signed int	-32768 to +32767	2	%d
short unsigned int	0 to 65535	2	%u
signed int	-32768 to +32767	2	%d
unsigned int	0 to 65535	2	%u
long signed int	-2147483648 to +2147483647	4	%ld
long unsigned int	0 to 4294967295	4	%lu
float	-3.4e38 to +3.4e38	4	%f
double	-1.7e308 to +1.7e308	8	%lf
long double	-1.7e4932 to +1.7e4932	10	%Lf
Note: The sizes and ranges of int, short and long are compiler dependent. Sizes in this figure are for 16-bit compiler.			

`char` datatype in C

signed char

unsigned char



Enumeration (or enum) is a user defined data type in C. It is mainly used to assign names to integral constants, the names make a program easy to read and maintain.

```
// An example program to demonstrate working
```

```
// of enum in C
```

```
#include<stdio.h>
```

```
enum week{Mon, Tue, Wed, Thur, Fri, Sat, Sun};
```

```
int main()
```

```
{
```

```
    enum week day;
```