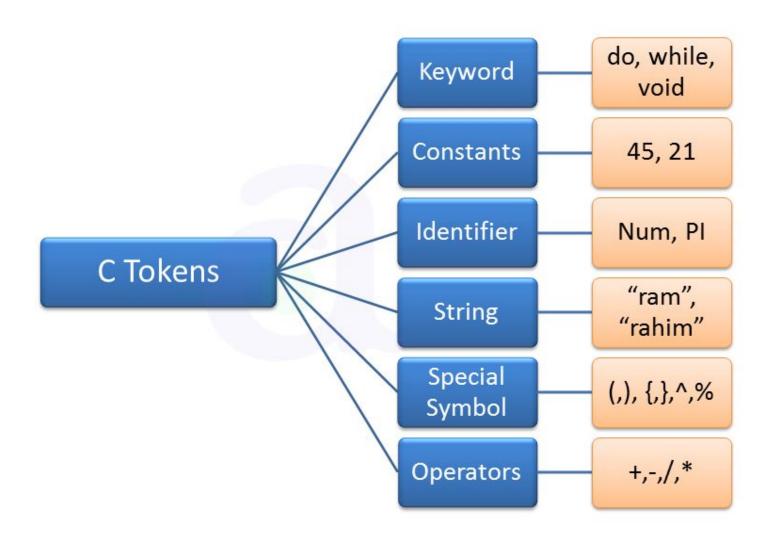
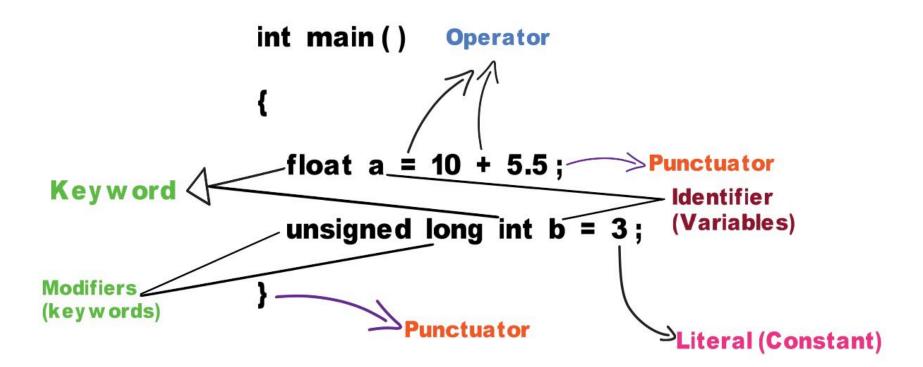
Introduction to C Programming

UNIT-1



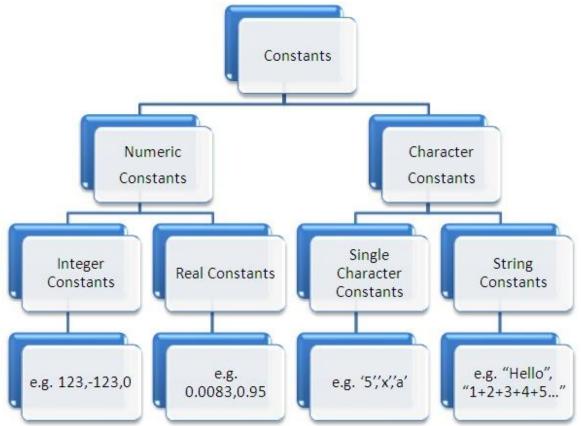


Keywords in C programming

auto float break for case goto char if const int continue long default register do return double short else signed enum sizeof extern static

struct switch typedef union unsigned void volatile while

Constants:



Identifier

C identifiers represent the name in the C program, for example, variables, functions, arrays, structures, unions, labels, etc. An identifier can be composed of letters such as uppercase, lowercase letters, underscore, digits, but the starting letter should be either an alphabet or an underscore.

Identifiers Example

```
int roll_no;

double percentge_marks;

float average;

Here, roll_no , percentge_marks , average are identifiers.
```

Here are some another examples of acceptable identifiers

zakir Ram abc movie_name ab_123

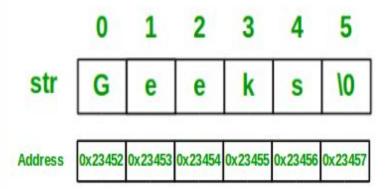
myname50_temp p a666b9 sum avg multi

Rules for writing an identifier

- The first letter of an identifier should be either a letter or an underscore.
- A valid identifier can have letters (both uppercase and lowercase letters), digits and underscores.
 - There is no rule on length of an identifier. However, the first 31 characters of identifiers are significant by the compiler.
 - Must not contain white space
 - Can not use Keyword as a identifier

String:

String in C



Special Symbols:

The special symbols being used with context to programming language are illustrated as Brackets []: These opening and closing brackets are used as array element reference. These are used to indicate single & multidimensional subscripts

Braces { }: Opening and closing curly braces are used to mark start and end of a block of code containing more than one statement.

Comma (,): To separate more than one statement, Comma is used for example in for loop comma separates initialization, condition & increment.

Semicolon (;): Used at the end of statements for termination.

Parenthesis (): Are used to indicate function parameters & function calls.

Asterick (*): This special symbol is used to create a pointer variable.

Assignment Operator (=): For assigning values, this special symbol is used.

Preprocessor (#): This you must have seen attached with the header files. This is automatically used by the compiler to transform your program before actual compilation.

Operators:

An operator is a symbol that tells the compiler to perform specific mathematical or logical functions. C language is rich in built-in operators and provides the following types of operators –

- Arithmetic Operators
- Relational Operators
- Logical Operators
- Bitwise Operators
- Assignment Operators

Operators in C

