C LANGUAGE LECTURE-2

NOTES INFORMATION

ALL VIDEOS HAVE SEPARATE NOTES , WHICH ARE ON THE TELEGRAM CHANNEL.

TELEGRAM CHANNEL LINK IN THE DESCRIPTION

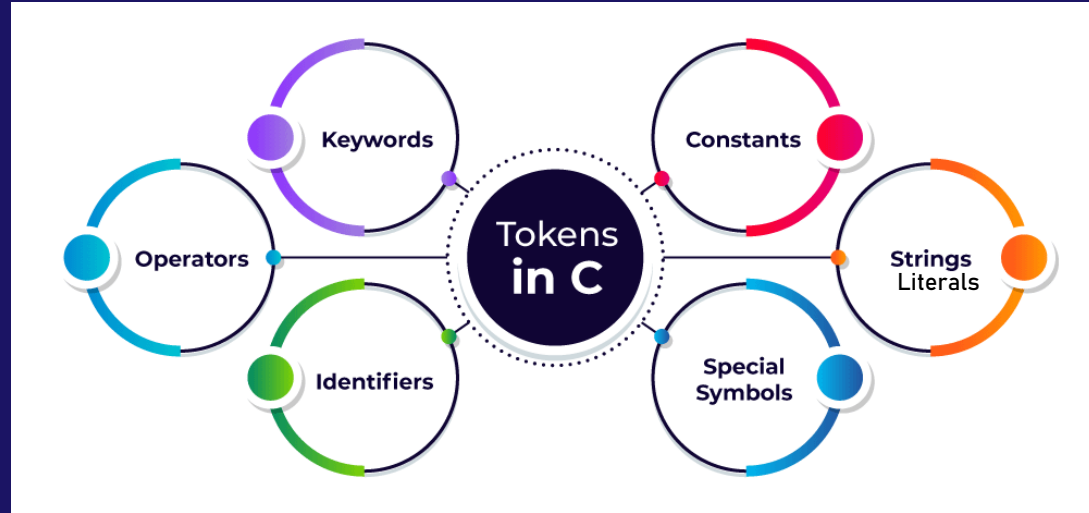# WE DISCUSS IN THIS VIDEO

01
Tokens

02
String Literals

03
Constants

04
Symbols

01

TOKENS

TOKENS

❖ Tokens are the **Building Blocks** of the **Code**.

❖ Just like **Cell** for the **Human Body**.

02

String Literals

STRING LITERALS

❖ Text written in **Double Quotes { " " }.**
❖ Print as it is in the terminal.

```c
#include<stdio.h>
int main(){
        printf("Hello World");


return 0;
}
```

03

Constants

CONSTANTS

- ❖ Those values cannot vary in the program.
- ❖ A variable hold single value during execution of the program.
- ❖ Values are of any data type.

```c
#include<stdio.h>
int main(){
        printf("Hello World");

return 0;
}
```

2 Ways to define Constant in C

Using const

Using #define

Using const

```c
#include<stdio.h>
int main(){
        const float PI=3.14;
        printf("%f",PI);

return 0;
}
```

Using #define

```c
#include<stdio.h>
#define PI 3.14
int main(){
        printf("%f",PI);

return 0;
}
```

04

Symbols

SYMBOLS

❖ Symbols are characters which are used to perform a specific task.

❖ Tasks like:

• Performing mathematical operations

• Separate statement

• Terminate statement, etc.

```c
#include<stdio.h>
int main(){
        const float PI=3.14;
        printf("%f",PI);


return 0;
}
```