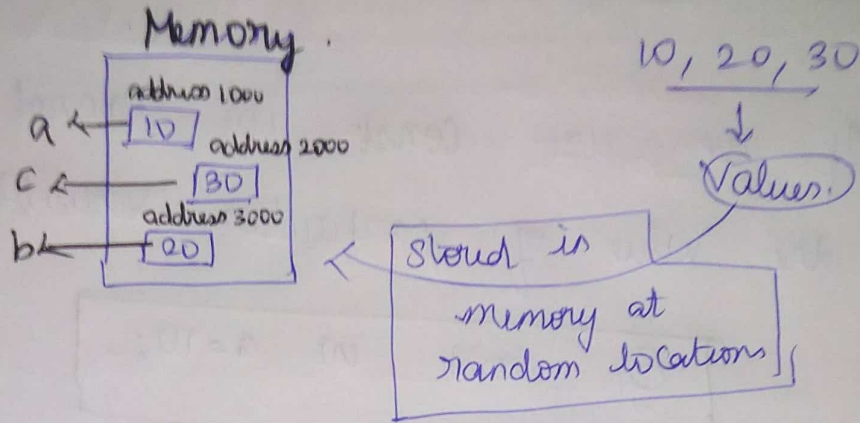


C_08 \Rightarrow Variables in C

Variable:

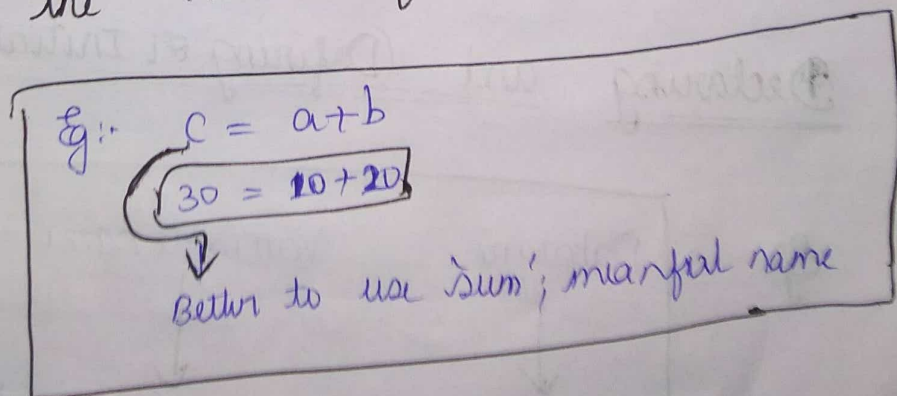
* To store some values, in computer memory we need a variable name.



* We cannot touch the memory location or address in computer to access the variable; instead we can give a name to those memory locations where values are stored.

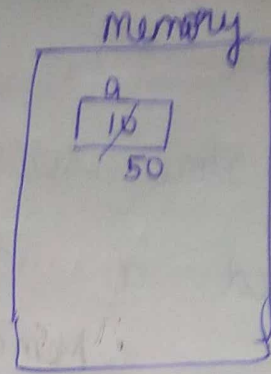
* Those names are called variable names.

* Variable is a named memory location to store the value of data.



* We can change the variable value.

Eg: `int a = 10;`
`a = 50`



* If we use `const`; we cannot change the value of particular variable.

Eg: `const int a = 10;`

Declaring a variable:

* Declaration depends on 2 things;
type of data and variable name.

Eg:

<u>Data type</u>	<u>Space occupied in memory</u>	<u>variable name</u>
↓		↓
int		a;

Declaring and (Defining or Initializing) variable:

Eg:

<u>Datatype</u>	<u>variable name</u>	<u>= (initialize) Value</u>
↓	↓	↓
int	a	= 10;

* Data type tells type of data the variable is going to hold.

* Datatype may be integer, float, character...

Inline Declaration and Initialization:

Eg: `int a=1, b=2, c=3;`

Rules to Construct a Variable:

* Variable names should have only letters, numbers or underscore; no special symbols.

Eg:

abc ✓	sum \$12 X
average ✓	12sum X
Sum12 ✓	sum12 X
Sum-12 ✓	
-Sum ✓	

num
Num
NUM

↓
all different names of variable.

* We cannot use keywords as the variable names.

include if else while	→ keywords can't be variable name.
--------------------------------	------------------------------------

Check the Variable names:

Simple Interest ✓

age ✓

int_type

num12 ✓

-b ✓

SUM ✓

-Jenny ✓

Jenny's-Lecture ✗

float ✗

lab ✗

%a ✗