

1
* $x \rightarrow$ 変数, 1-1-2, 345, 67890.

これはC言語の文法。

2. Arrays

2D配列は、 $\frac{1}{2} \times 2$ のように。

processing (let me turn into a code tested of #)
...
#include ~
int main(void) {
...
}
void {
...
}
get_string
ε
(let me explain to PC more understandable)

② compiling

main
B B # 0 1. ABC # @main
• ABC
• ABC
• x12
...

assembly code

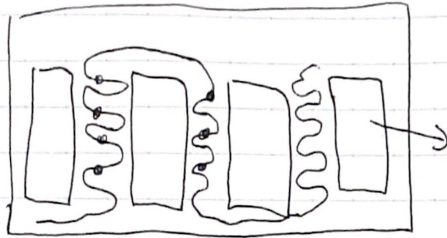

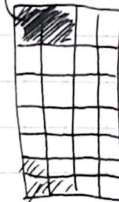
(they used to write this code... wow...)

Ruby
↓
C Rails
↑ ↓
assembly

③ assembly

...
01010001
011111001
0001111
...

memory


 ex photo that I took 
stored out ~~data~~ data.
 0101
 11110
 0010
 0000

DRI

 require easy to modify code, also
 memory saving!

72	73
scores[0]	scores[1]
33	
scores[2]	

```
int scores[3];
// total number.
scores[0] = 72;
.. [1] = 73;
.. [2] = 33;
```

{

char c1 = "H"

char c2 = "I"

char c3 = "!"

printf("%1 %1 %1", c1, c2, c3);

} // 72 73 33

}

string s = "HI!"

printf("%s\n", s);

} ↓ magically figure it out

s index has 3. bc C have to declare number of index first.

=>

72	73	33

H	I	!
s[0]	s[1]	s[2]

=>

H	I	!
s		

 s[3]
 bc
 THIS!
 "!"

