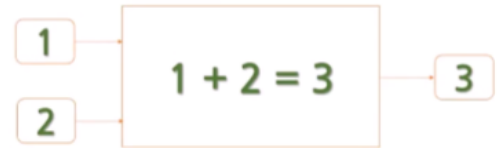


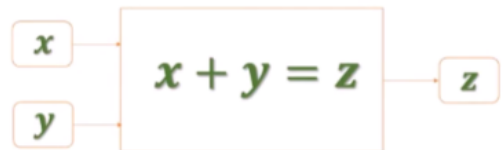
값 value

$$1 + 2 = 3$$



변수 variable

$$x + y = z$$



⏪ ⏩ 🔍 🔄 📄 🗑️

CPU



RAM



$$x + y = z$$

A diagram showing the equation $x + y = z$ with arrows indicating data flow. Two orange arrows point from the CPU box above to the variables x and y . Two blue arrows point from the RAM box above to the variables z and y .

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

```
int main(void)
```

```
{
```

```
int x;
int y;
int z;
```

변수 선언

```
x = 1;
y = 2;
z = x + y;
```

```
printf("Result is %i", z);
```



```
return 0;
```

```
}
```

🔍🔍🔍🔍🔍🔍



주소	메모리
8	...
9	...
10	???
11	???
12	???
13	...

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

```
int main(void)
```

```
{
```

```
int x;
int y;
int z;
```

```
x = 1;
y = 2;
```

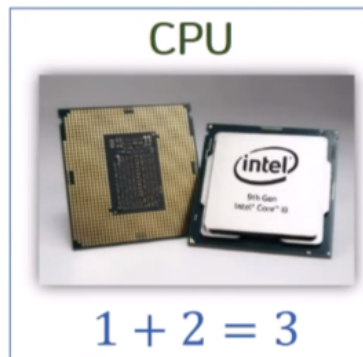
```
z = x + y;
```

연산 결과를 변수에 대입

```
printf("Result is %i", z);
```

```
return 0;
```

```
}
```



주소	메모리
8	...
9	...
10	1
11	2
12	3
13	...

변수 덕분에 프로그래머가 작업을 더 편리하게 할 수 있다!!