④

sachin.c
```
#include <stdio.h>
#include <conio.h>
void main()
{
    int r;        ✓
    clrscr();
    ......
}
```

sachin.c
```
#include <stdio.h>
#include <conio.h>
void main()
{
    clrscr();     ✗
    int r;
    ......
}
```
Will not work in Turbo

sachin.cpp
```
#include <stdio.h>
#include <conio.h>
void main()
{
    clrscr();  ✓
    int r;
    ......
}
```

⑤
```
int p;
int c;    ✓
int m;
```
OR
```
int p,c,m;   ✓
```

```
int r;
char g;   ✓
float p;
```
OR
```
int r, char g, float p;  ✗

int r; char g; float p;  ✓
```

⑥

int null; ⎤
             ⎥ 2B   in Turbo
int   r;   ⎦

int null; ⎤
             ⎥ 4B   in MingW
int   r;   ⎦

Data Types (In Turbo)

Data Type Name	Size(In Bytes)	Format Sp	Range
① int or signed int	2B	./d or ./i	- 32768 To 32767

Keyword

Two Ways of Putting Value In a variable

int   a;

Input [scanf("%d", &a);

int   a;

a = 25;] Initialize
                or
              assign
                or
              store
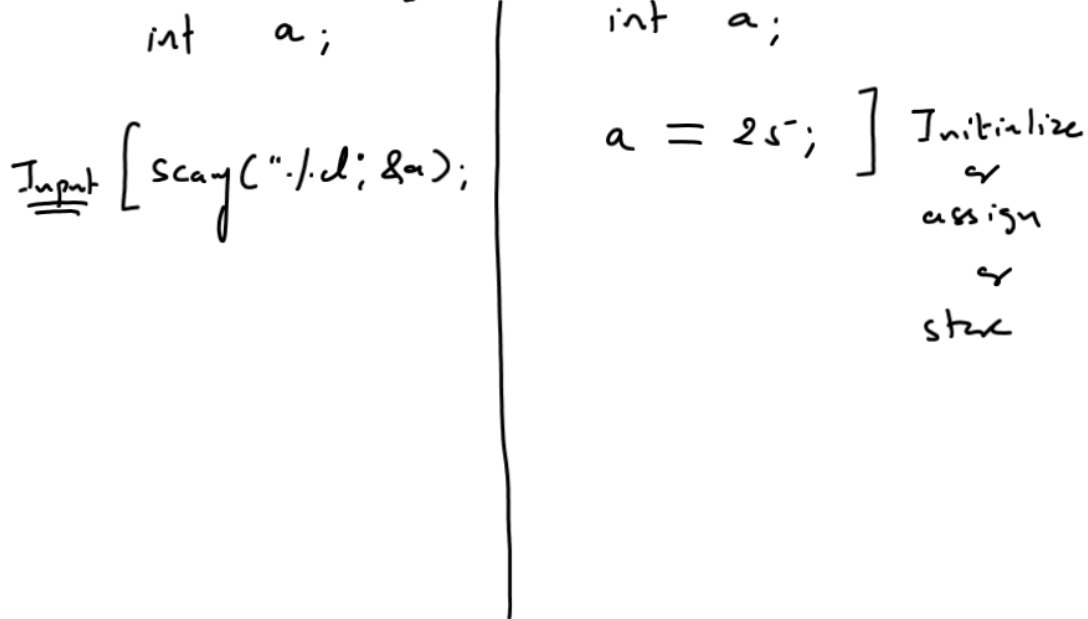
How C handles overflow?

-32768 To 32767

int   a;   old value   32768

a = 32767;   32769

printf("%d", a);   32770

       32767   - 32769

                      - 32770

Compiler's output

- 32768

- 32767

- 32766

32767

32766