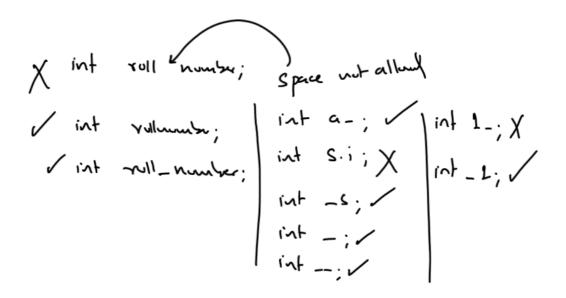3. No special character is allowed in the name of a variable except underscor(_). Variable names can even begin with an _ (underscore)

X int   roll "number;   Space not allowed

✓ int   vullnumber;   int a-; ✓   int 1-; X

✓ int   null_number;   int S.i; X   int _L; ✓

                         int -s; ✓

                         int -; ✓

                         int --; ✓

4. In a C language program in Turbo IDE all variable declarations must appear before giving any function call . Variables which are declare after giving function calls will produced SYNTAX ERROR. However there is no such restriction in C++.

5. Multiple variables of the same data type can be declared together separated with comma.

Example:
========
int p;
int c;
int m;
OR
int p,c,m;

6. The maximum length of a var name in TC can be upto 32 letters in C and upto 255 letters in C++

7. Size of a variable NEVER depends on its name. Rather it depends on the data type as well as the compiler being used
For ex:
=====
int roll;
int r;
int roll_number;

All of them will occupy 2 Bytes on TC and 4Bytes on GCC or online compilers

Data Types

Data Type Name	Size (In Bytes)	Format SP	Range
① int or signed int	2B (in TC)	%d or %i	-32763 To 32767

Intialize / Assign

int   n;

n = 25;

Input

int   n;

scanf("%d", &n);

-32768 To 32767

	Input / Assign	Compile O/p
	32768	-32768
int n;	32769	-32767
n = 32767;	32770	-32766
printf ("./.d", n);	-32769	32767
$\boxed{32767}$	-32770	32766