```c
// assignment operators
/*
      = --> assign
      += --> add and assign
      -= --> subtract and assign
      *= --> multiply and assign
      /= --> divide and assign
*/

#include <stdio.h>



int main(){

      int a = 0;   // using assignment operator to assign a value in a
variable.
      int b = 0;


      a = 10;

      printf("result : %d\n", a+30);
      printf("a is : %d\n", a);

//    a = a+30;  // a += 30;

      a += 30;  // adding and assigning the value to a
      printf("Now a is %d: \n", a);
//
      a -= 10;  // subtrating and assigning the value
      printf("subtract: updated a value: %d \n", a);
//
      a *= 3;
      printf("muliply: updated a value: %d\n", a);

      a /= 2;
      printf("Divide: updated a value: %d\n", a);

}
```

```c
// In this section we will compute the factorial of a given number.
// 4! == 1*2*3*4 == 24
#include <stdio.h>


int main(){

	int number = 4;
	int factorial = 1;
	int i;

	for(i=1; i<=number; i++){
		factorial *= i;  ///
	}

	printf("Factorial of %d : %d", number, factorial);
}
```