Naming constants in a program is called as **macro definition**, #define CONSTANT\_NAME “value”

If the value is like this, (5.0f/9.0f) then do not avoid append f because then C may round off the value of 5/9.

Identifiers are names of variables, functions, macros, etc. The identifiers can contain only alphabets, numbers and underscore. It cannot begin with number or underscore.

C is case sensitive therefore dog, Dog, DoG are all different variables.

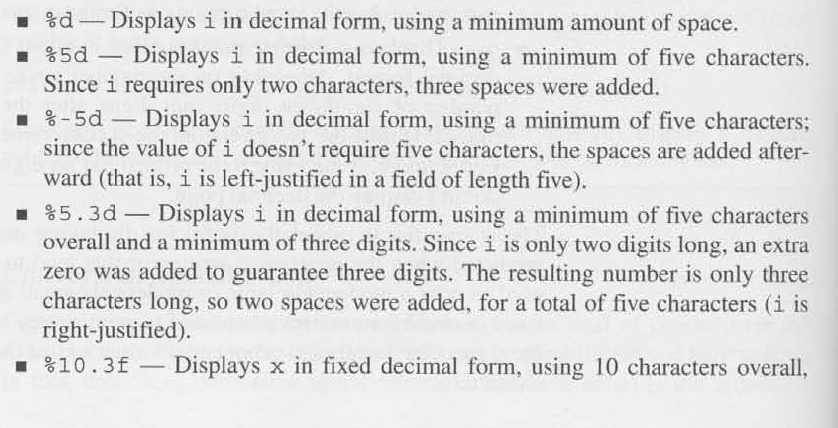
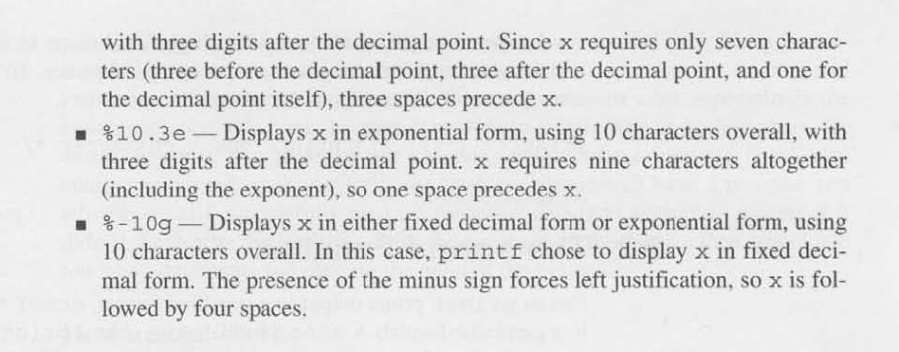
Keywords are words which hold a special meaning in the program and cannot be used as an identifier.

int a; -> this is **declaration**

int a = 10; -> this is **initialization** as we assign a value as the variable is declared

%d, %f, %g, %e is called as conversion specifiers that are to be used in printf to display values, as they convert the values from binary to the required format mentioned by the letter.

A conversion specification is of the form %m.pX where m is the **minimum field width** and p is the **precision** which depends on the **conversion specifier** i.e., X.

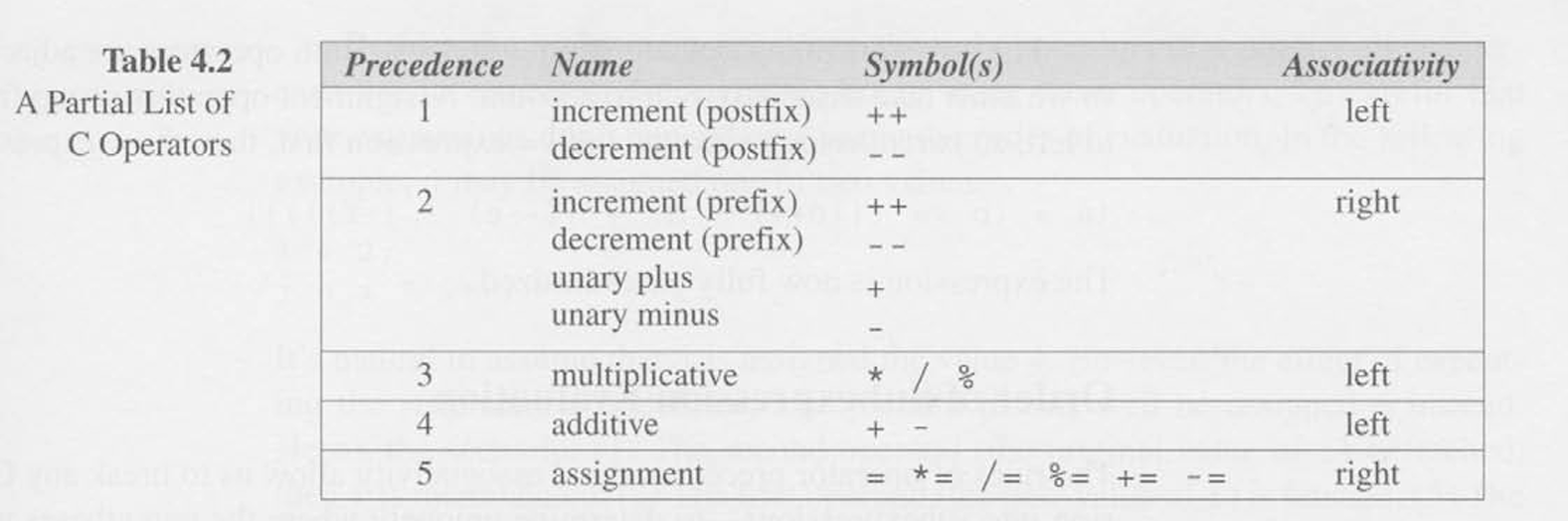
For example, if there is a number 123 then using %4d would right justify it like .123 (the full stop represents the space) and %-4d would left justify it like 123.

Just like Python, the C language has escape sequences which are used to represent characters which otherwise have special meaning in the language.

In C,

1. \a – audible beep
2. \t - tab
3. \b – moves cursor back one position
4. \n – new line

We don’t use \n at the end of scanf.



The precedence of relational operators (>, <, >=, <=) is lower than the arithmetic operators and they are also left associative.

The precedence of equality operators (==, !=) is lower than relational operators and they are left associative.

For logical operators,  
! represents logical not  
&& represents logical and  
|| represents logical or  
the condition to the left of the logical operators is always evaluated first.  
‘and’ and ‘not’ have lower precedence than equality and is left associative while ‘!’ has same precedence as unary arithmetic operators and is right associative