**Installing Turbo C++:** 

**Turn off antivirus** 

**Download winrar** 

Open google chrome or any browser.

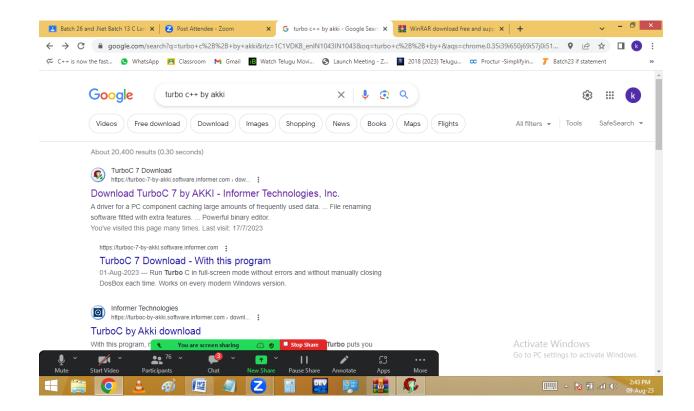
Type turbo c++ by akki / for windows

Click on the following link

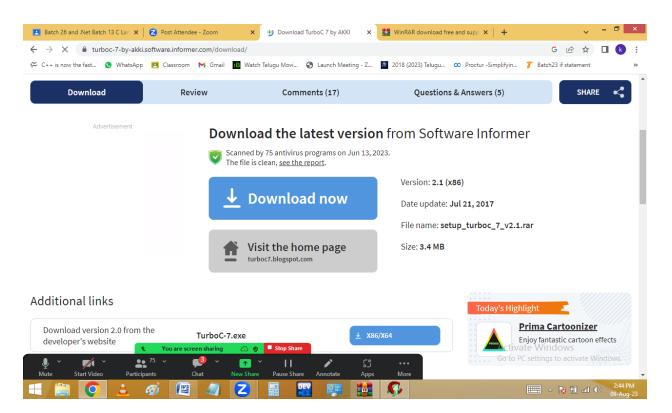
https://turboc-7-by-

akki.software.informer.com/download/

or click on



# Click on download now button



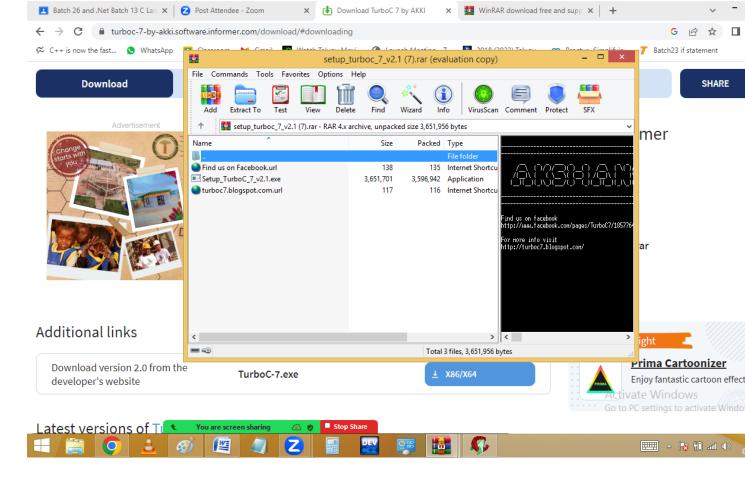




Size: 3.4 MB



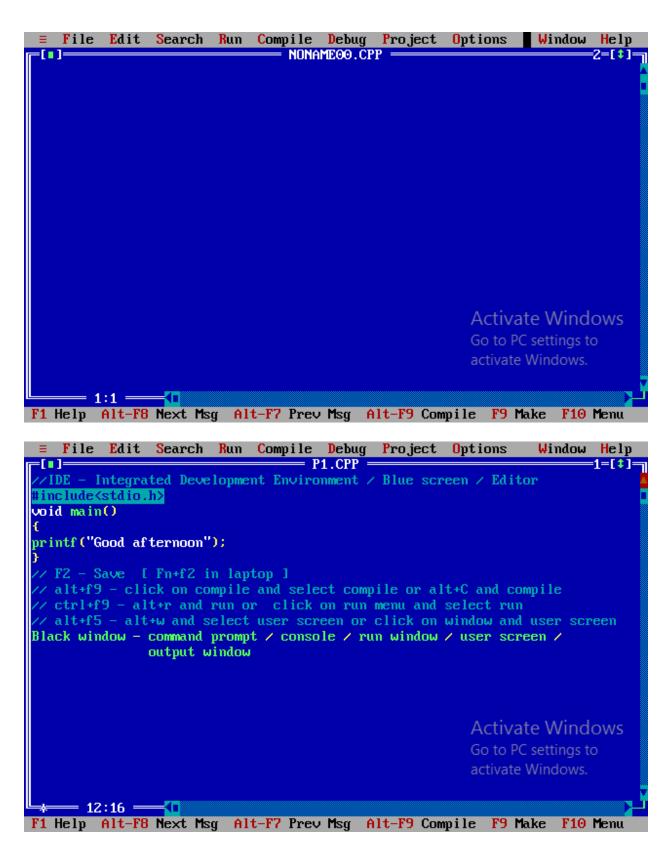
Click on setup\_turboc\_7\_v2.rar



Double click on setup\_turboc7.v2.exe

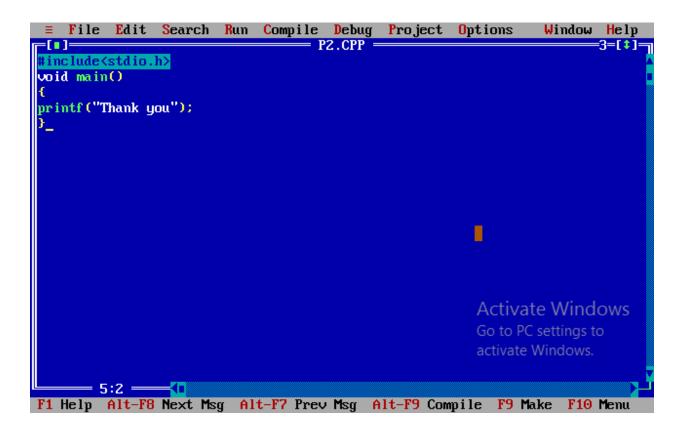
Click on yes → next → next → next → install → finish

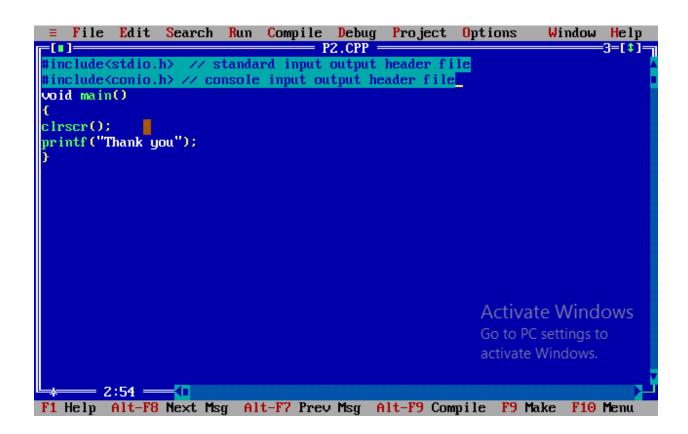
Now it shows the blue color window as follows.



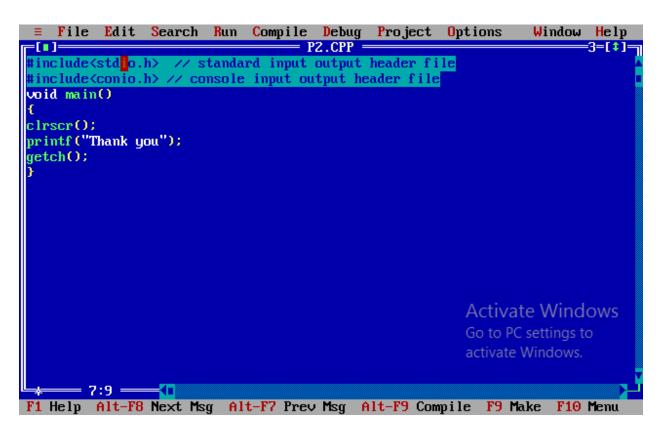
now it shows the output as follows.











#### **DATA TYPES**

Data type determines the type of value we are going to store in our computer. To store anything in our computer, we should have to allocate the memory. This memory allocation is depended on the data type we are using.

Data type determines the properties such as

- 1. No of bytes
- 2. Range
- 3. Type of value

In C language we are having 3 **basic** data types

- 1. Int To store non-decimal numbers
- 2. Float To store decimal numbers
- 3. Char To stores alphabets, numbers and special char

Total data types are divided into 3 types.

- 1. Primitive data types
- 2. Derived data types
- 3. User defined data types

#### **PRIMITIVE DATA TYPES:**

These are the regular data types we are using in our c programs.

Data type	Bytes	Conversion Character / format specifier	Storage Range
int / signed int / short int	2	%d	-32768 to +32767
unsigned int	2	%u	0 to 65535
long int	4	%ld	-2147483648 to 2147483647
unsigned	4	%lu	0 to 4294967295
long int			
float	4	%f	3.4 * 10 <sup>-38</sup> to 3.4 * 10 <sup>+38</sup>
double	8	%lf	1.7 * 10 <sup>-308</sup> to 1.7 * 10 <sup>+308</sup>
long double	10	%Lf	3.4 * 10 <sup>-4932</sup> to 1.1*10 <sup>+4932</sup>
char	1	%с	1 character
			Signed char [-128 to +127]
			Unsigned char [ 0 to 255 ]
char[10] (STRING)	10	%s	9 char + 1 null char
void [ empty data type ]			nothing

## **DERIVED DATA TYPES:**

They are derived from primitive data types.

- 1. Array [ non-primitive ]
- 2. Pointer

### 3. Function

## **USER DEFINED DATA TYPES:**

These are the data types created by the user.

- 1. structure
- 2. union
- 3. enum