1. Basic Structure

Basic Structure Example

```
#include <stdio.h>
int main() {
    printf("Hello, World!");
    return 0;
}
```

2. Data Types

Common Data Types

```
Common Data Types:
```

```
1. int - Integer values (e.g., 1, 100)
```

2. float - Floating-point numbers (e.g., 3.14)

```
3. char - Single characters (e.g., 'a', 'Z')
```

4. double - Double-precision floating numbers

5. boolean- Logical values (true/false)

Example:

```
int age = 20; // Data Type: int, Variable: age, Value: 20
```

3. Variables and Operators

Variables and Operators

Syntax: data_type variable_name =
Example:
int num = 5;
Operators:
- Arithmetic: +, -, *, /, %
- Relational: ==, !=, >, <, >=, <=
- Logical: &&, , !
4. Control Statements
Control Statements
Decision-making statements in C:
1. if (condition) {}
2. if-else
3. switch-case
4. while loop
5. for loop
Example:
for (int $i = 0$; $i < 5$; $i++$) {
printf("%d ", i);
}

Variables are containers for storing data values.

value;

5. Arrays

Arrays

Arrays store multiple values of the same data type.

Syntax: data_type array_name[size];

Example:

int numbers $[5] = \{1, 2, 3, 4, 5\};$

printf("%d", numbers[0]); // Outputs: 1

6. Pointers

Pointers

Pointers store the memory address of another variable.

Syntax: data_type *pointer_name;

Example:

int num = 10;

int *ptr = #

printf("%d", *ptr); // Outputs: 10

7. Structures

Structures

Structures group different data types under a single name.

Syntax:
struct Person {
char name[50];
int age;
} ;
Example:
struct Person p1;
p1.age = 30;
8. Data Structures - Stack and Queue
Stack and Queue
Stack:
- Follows Last In First Out (LIFO).
- Common Operations: push, pop, peek.
Queue:
- Follows First In First Out (FIFO).
- Common Operations: enqueue, dequeue.
Example:
Stack:
push(1), push(2), pop() -> 2 is removed.

