Let's solve it

Classes of data types

→ Primary Data Types

→ Derived data types

→ User defined data types
           — struct keyword

Primary Data Types (Inbuilt)

Integer Type   "Type specifier"

Integer

Signed (+, -)   unsigned

int   2 byte *   u's int

short int   1 byte   3u's short int (age)

long int   4 bytex   u's long int

character
char
signed char
unsigned char   ?

atoi
itoa

'A' - 'B'
65 - 66
=> _1

Sorting 'A' > 'Z' => True/False ?

'A' > 'a' => True/False ?

Floating point Type

→ float

→ double

— long double

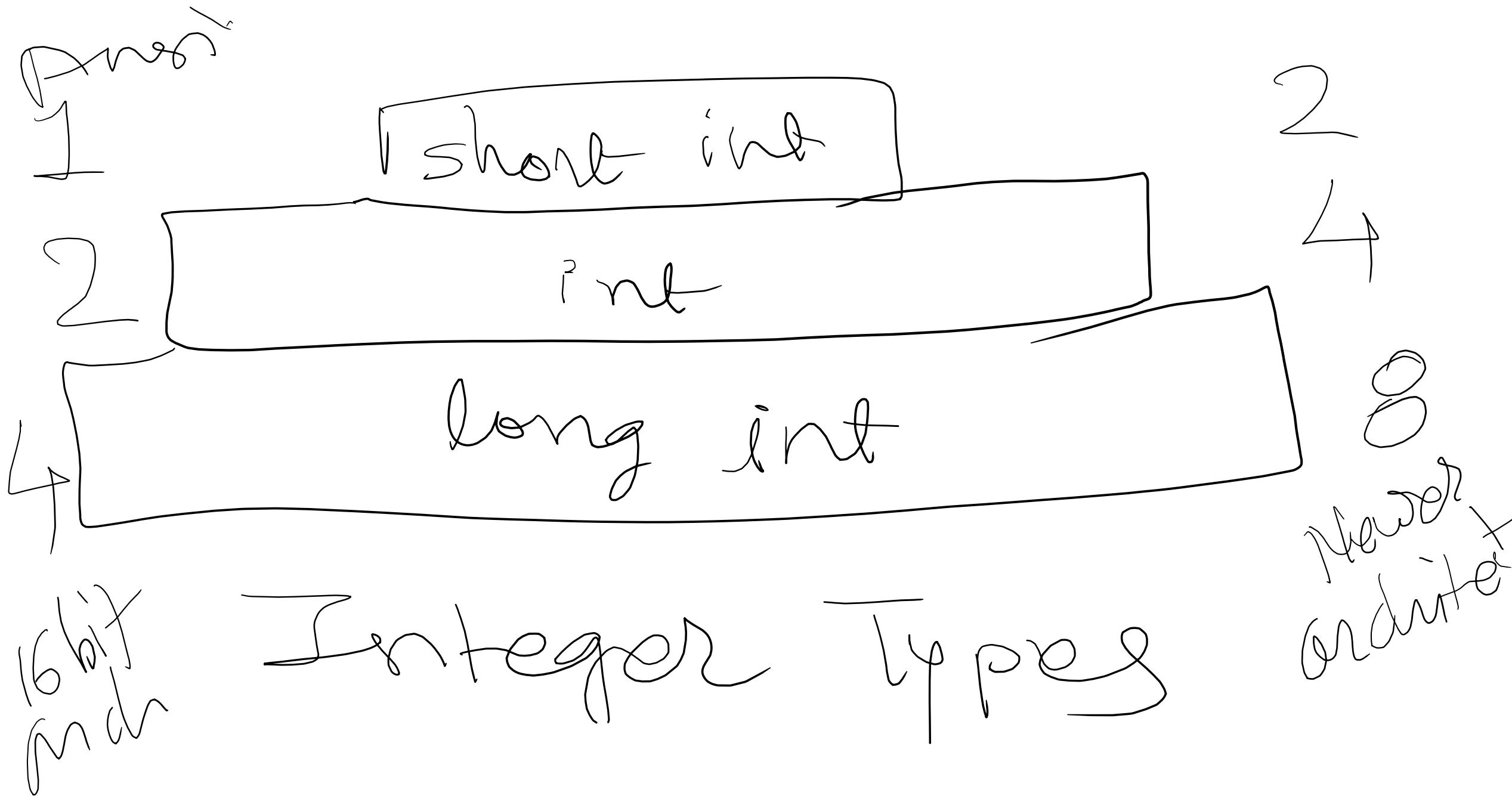void (unknown datatype)
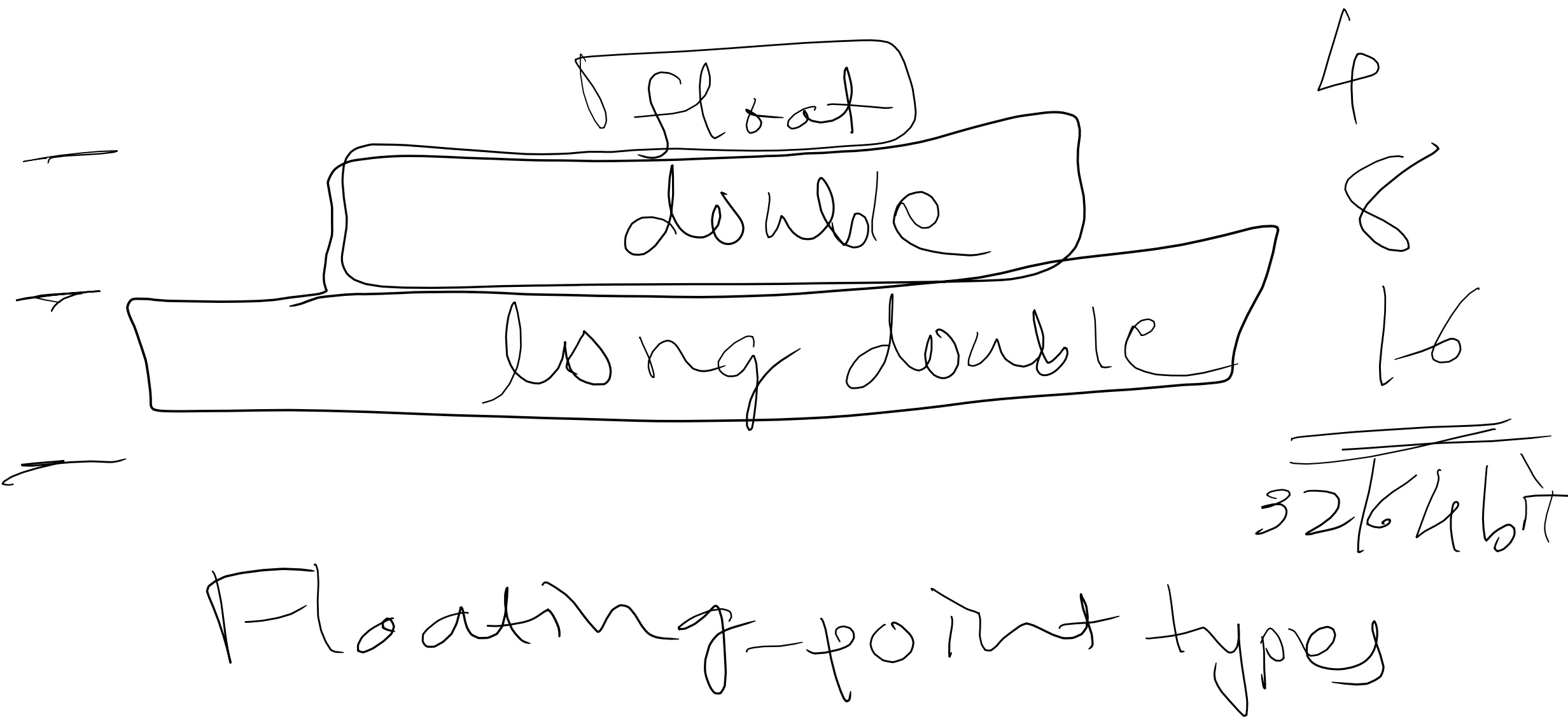
as

a datatype

i.e. malloc returns void*

atoi   'q' vs 1

$57 - 48 \approx$ 'q' - '0' $\Rightarrow 9$

$53 - 48 \approx$ '5' - '0' $\Rightarrow 5$

Ascii to-integer   atoi

1 ansi

2

short int

2

4

int

4

long int

8

16 bit mar

Integer Types

Newer architecture

float

double

long double

4

8

16

32/64bit

Floating-point types

Declaration of variables

datatype $v1, v2, \underline{\quad} - -, v_m;$

datatype $v1;$ or

datatype $v2;$

int total;
char choice;

Naming conventions

— must be 3 letters or more
(length wise)

— meaningful

total Marks

=

=

Coding
standards

? long long totali

specifiers ~~prototype~~

man 3 printf

manual pages of library functions

> man 3 strcpy

ReThink

How do I make
the line shorter
without touching/
changing it?