* Loops
* Conditional statements
* break & continue
* functions
* Recursion
* operators + data types + variables
* Pointers
* Arrays

* Variable → It is a container → allocated by the compiler (CPU).

It is a memory location where we can store data.

int x = 10 ; → terminating semicolon

(10 → value)

data type — identifier or variable_name

Compiler

0×1000

(Runtime)

scanf("%d", &n);

10

n → 10 (1000)

int x = 10 (0×1000) → (&x) → %p hexa, %d base

* A pointer is a variable which stores the address of another variable.

int * ptr = &x ; (0×1000) [reference to x]

Syntax:
→ int* ptr
→ int *ptr
→ int *ptr
} All mean the same.

int x = 10 ; (0×200) — &x,

address = pointer

int *ptr = &x; = 0×200 address of x

(also available) (0×400)

*ptr = 10

{ Address of ptr = &ptr ; (0×400) }

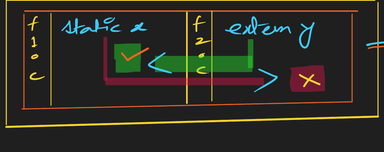
Double pointer → Pointer to another pointer

int **dptr = &ptr; = 0×400

*dptr = 10

Storage classes: →

		scope	lifetime
1	static	global ✓	file
2	extern	global ✓	multiple files inside same folder
3	auto	local ✓	{ }
4	register	RAM ✓	(CPU) * pointers are not allowed



→ Folder : Kushaal