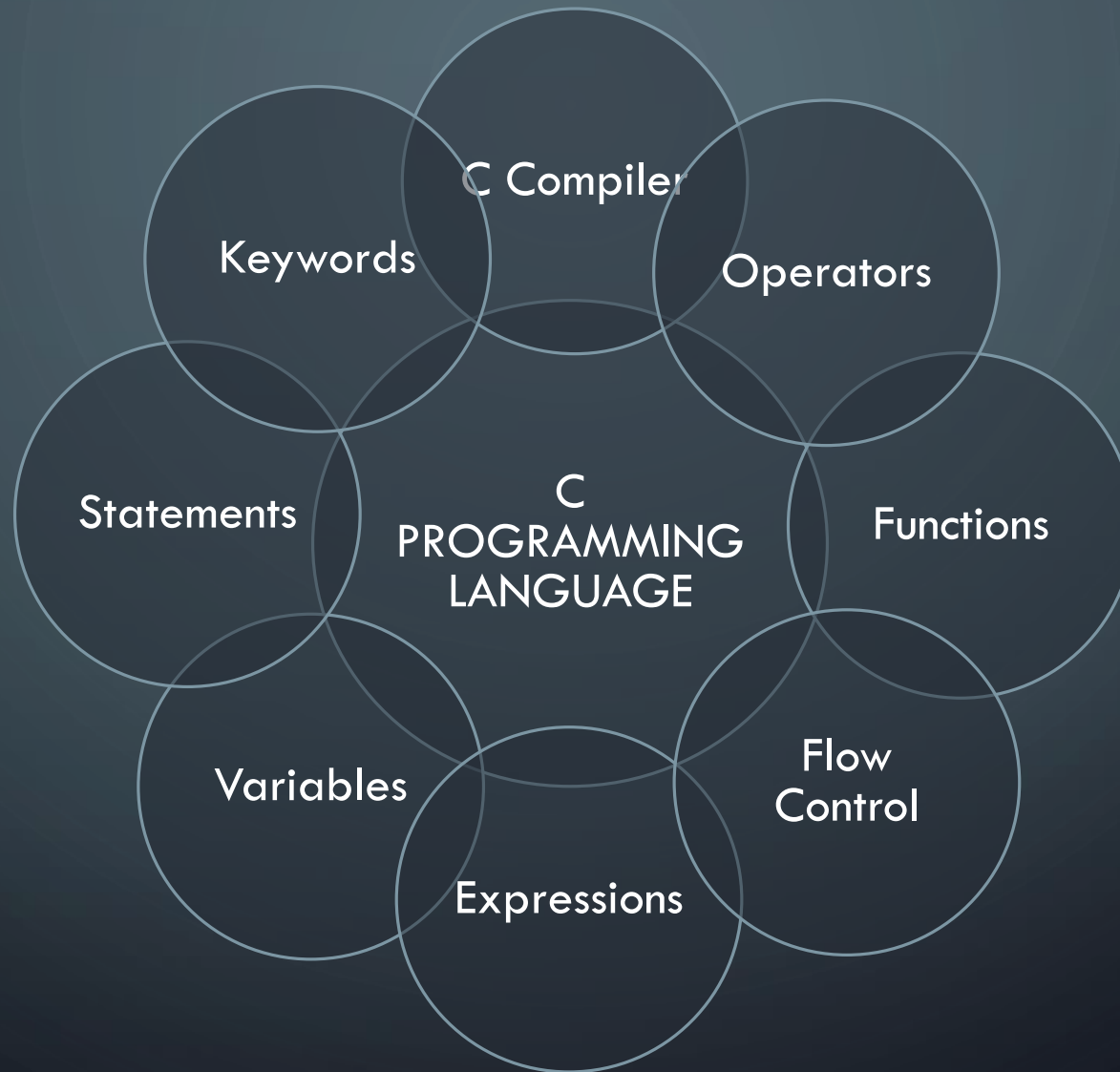




C PROGRAMMING

ABOUT BASIC PROGRAM

- **#include <stdio.h>** includes the **standard input output** library functions. The **printf()** function is defined in **stdio.h** .
- **int main()** The **main()** function is the **entry point of every program** in **c** language.
- **printf()** The **printf()** function is **used to print data** on the console.
- **return 0** The **return 0** statement, returns execution status to the **OS**.
- The **0** value is used for successful execution and **1** for unsuccessful execution.



C COMPILER

- The code which is expanded by the preprocessor is passed to the compiler.
The compiler converts this code into assembly code.
- Or we can say that the C compiler converts the pre-processed code into assembly code.

DATA TYPES IN C

- A data type specifies the type of data that a variable can store such as integer, floating, character, etc.

* **Types of data types:-**

- Basic datatype - (int , char , float , double).
- Derived datatype - (array, pointer, structure, union).
- Enumeration datatype - (enum).
- Void datatype - (void).

* **How to declare datatype** – (int i , float j , char c).

VARIABLES

- A **variable** is a name of the memory location. It is used to store data. Its value can be changed, and it can be reused many times.
- It is a way to represent memory location through symbol so that it can be easily identified.

- **How to declare variable -**

```
int a; float b; char c;
```

- **Types of variables:-**

- local variable
- global variable
- static variable
- automatic variable
- external variable

- local variable - A variable that is declared inside the function or block is called a local variable.
- global variable - A variable that is declared outside the function or block is called a global variable. Any function can change the value of the global variable. It is available to all the functions. It must be declared at the start of the block.
- static variable - A variable that is declared with the static keyword is called static variable. It retains its value between multiple function calls.
- automatic variable - All variables in C that are declared inside the block, are automatic variables by default. We can explicitly declare an automatic variable using auto keyword.
- external variable - We can share a variable in multiple C source files by using an external variable. To declare an external variable, you need to use extern keyword.

KEYWORDS

- A keyword is a **reserved word**. You cannot use it as a variable name, constant name, etc.
- There are only 32 reserved words (keywords) in the C language.

Table 4 — Keywords

<code>alignas</code>	<code>continue</code>	<code>friend</code>	<code>register</code>	<code>true</code>
<code>alignof</code>	<code>decltype</code>	<code>goto</code>	<code>reinterpret_cast</code>	<code>try</code>
<code>asm</code>	<code>default</code>	<code>if</code>	<code>return</code>	<code>typedef</code>
<code>auto</code>	<code>delete</code>	<code>inline</code>	<code>short</code>	<code>typeid</code>
<code>bool</code>	<code>do</code>	<code>int</code>	<code>signed</code>	<code>typename</code>
<code>break</code>	<code>double</code>	<code>long</code>	<code>sizeof</code>	<code>union</code>
<code>case</code>	<code>dynamic_cast</code>	<code>mutable</code>	<code>static</code>	<code>unsigned</code>
<code>catch</code>	<code>else</code>	<code>namespace</code>	<code>static_assert</code>	<code>using</code>
<code>char</code>	<code>enum</code>	<code>new</code>	<code>static_cast</code>	<code>virtual</code>
<code>char16_t</code>	<code>explicit</code>	<code>noexcept</code>	<code>struct</code>	<code>void</code>
<code>char32_t</code>	<code>export</code>	<code>nullptr</code>	<code>switch</code>	<code>volatile</code>
<code>class</code>	<code>extern</code>	<code>operator</code>	<code>template</code>	<code>wchar_t</code>
<code>const</code>	<code>false</code>	<code>private</code>	<code>this</code>	<code>while</code>
<code>constexpr</code>	<code>float</code>	<code>protected</code>	<code>thread_local</code>	
<code>const_cast</code>	<code>for</code>	<code>public</code>	<code>throw</code>	

TO BE CONTINUED.....