# CS & IT ENGINEERING

C Programming

**C** Tokens

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Lecture No.- 01

# **Recap of Previous Lecture**







- Memory Layout of C Program
  - High addren
  - Stack
  - Heap
  - un Initialized data, Initialized data
  - Code segment
- Structure of c' Program
  - Documentation Section
  - Linkage
  - Macro definition "
  - Global declaration "
  - Main Aunction "
  - Sub Program

# **Topics to be Covered**









# Tokens

- What is a Token?
- How many Types, what are they ?
- Identifiers
- Constants
- Keywords
- Examples





# What is Token?

- The Smallest Individual Element of any & Bugnam.
- So, Every 'c' Program is Collection of Tokens.
- In 'c' Language, There are 6 Types of Tokens.
  - 1) Identifiers
  - 2) (onstants
  - 3) Keywords
  - 4) Strings
  - 5) Operators
  - 6) Special Symbols, Seperators.





#### Example:





Identifiers: Name of any Bogramming Element

-Variables

Assays

Function

Painter

Structure

union

- File

# Rules of Identifiers

- 1) It should start with either alphortet (or) Under score (\_) symbol.
- 2) No Spare
- 3) No special symbol Except under score (\_)
- (4) Not be a keyword
- (5) Length of Novne must not Exclude 32 characters.

## Examples

1. 2. 3 4 5.	gate GATE EXAM  GATE_EXAM  7  7  main	Valid
7.	abc4def  3 Linderscores	Valid

9. if Invalid, keywood.
10. If Valid

# Keywords: A wood, whose meaning/Parpose is already defined. These are also called as Pre-defined woods (01) Reserved woods To it Language, 30 keywords are these. To buen-case (small letters) - Each letter of keyword must be in lower-case (small letters)

Ex: int -> keyword

Int -> Not a keyword

INT -> Not as keyword

int -> Not as keyword

int -> Not as keyword





C Language Keywords List				
auto	double	int	struct	
break	else	long	switch	
case	enum	register	typedef	
char	extern	return	union	
continue	for	signed	void	
do	if	static	while	
default	goto	sizeof	volatile	
const	float	short	unsigned	



```
INT
                                       InT
                              Int
Example
                                               -12528
                                       9-16
                              7/12
  Void main ( )
    ant Int = 7, InT = 9 INT;
    InT = Int + InT; 7+9
    Int = InT * Int; 16*7
    INT = InT - Int * Int; 16- 112*112 = 16-12544=-12528
     Printf (" /d /d /d ] INT, Int, InT);
What will be Printed? -12528 112 16
```













Constants => The data item, whose value is fixed (ex) does not change.

Literal: A number (or) A symbol (a) A letter 7 = Integer 723=Integer 7'=chasouter "723" = String Numeric Constants = only Numbers Integer Constant = Number without fractional Part (whole Number) Ex: 7, 23, 189, 7203 2 - Number with dractional Port Ex: 3.14, 0.0072, 23.1896 0.1 Single Literal Constant => single digit Number/ Single alpholet/ Literal Constants (Character Constants) => Refresented with single quotes (") Multi-literal Constant => Group of characters

(String Constants) => Represented with double swotch ")



# 2 mins Summary



Tokens What is Token? Types - Identidier, Rules, Examples Keywords - Constants, String definition



# THANK - YOU