```
1 #include <stdio.h>
2 int main(int argc, char const *argv[])
3 {
4    int a = 40;
5    printf("%d", a);
6    return 0;
7 }
```

```
1 #include <stdio.h>
2 int main(int argc, char const *argv[])
3 {
4    int a = 40;
5    printf("%d", a);
6    return 0;
7 }

[Running] cd "e:\A.I\" && gcc task1.c -o task1 && "e:\A.I\"task1
40
[Done] exited with code=0 in 0.775 seconds
```

Python devs when people start talking about pointers and memory allocation

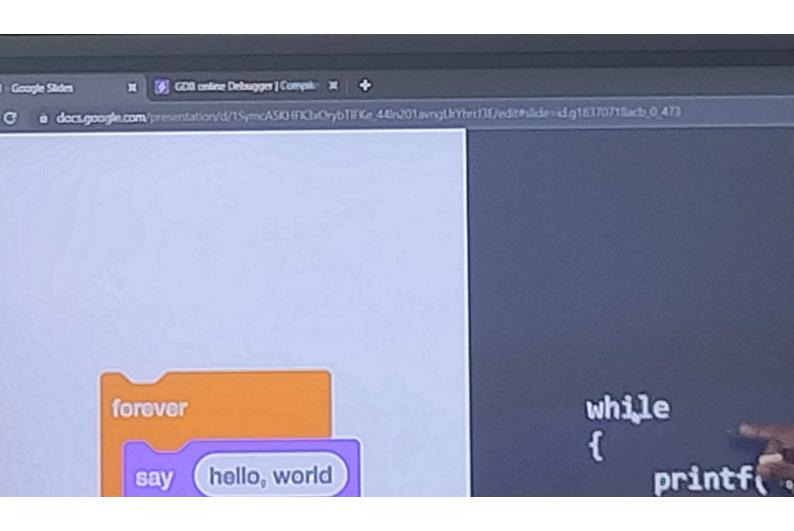


```
main.c

1  #include <stdio.h>
2  int main(int argc, char const *argv[])
3-{
4    int a;
5    print("Take an integer!\n");
6    scanf("%d", &a);
7    print("%d", a);
8    return 0;
9 }
```

```
1 #include <stdio.h>
2 int main(int argc, char const *argv[])
3 {
4    int a;
5    printf("Take an integer!\n");
6    scanf("%d", a);
7    printf("%d\ a);
8    printf("%p\)
9    return 0;
```

```
L
                O Debug
                         Stop Share
         ▶ Run
nain.c
  3456789
         int a;
         char s;
         printf("Enter a character\n");
               ("%c", &s);
                             1
          // printf("\n");
          // printf("%d", a);
 10
          printf("%c", s);
 11
          return 0;
  12
```



C (gcc 9.3, C17 + GNU extensions) (known limitations)

```
1 #include <stdio.h>
   int main()
3
   {
4
       int a[5];
       for(int i = 0; i < 5; i++) {
            int temp;
           printf("Enter the number %d\n", i+1);
           scanf("%d",&temp);
8
           a[i] = temp;
            printf("Checking the value %d\n", a[i]);
10
11
        }
        return 0;
12
13
```

Edit this code

