///

a++

or

a=a+1

or

a+=1 same a+=3

/////

double %f long double %llf

unsigned long long %llu

or double 0.00056 %2e 5.60 \* 10-3

typedef create alter name

eg:- typedef unsigned long long g;

g a=5;

typedef struct clint clint;

clint c;

c.a ='d';

c.b =5;

printf("%c%d",c.a,c.b);

//%d decimal intiger =%i

// first cheak condition if it true then after if it wait untill we put char (getch)

// first cheak condition if it false then it wait untill we put char (getch)

//rand()=select random number used to selct random card game

//srand()=setting random

//time(NULL)=change with time this give random number in every time we copile

in while for 1 line no need {}

} with out ;

#include <stdio.h>

int main() {

//printf returns the length of string being printed

if (printf("Hello World\n")) //prints Hello World and returns 11

{

//do nothing

}

return 0;

constant keyword

const int a=5;

//then value of a dose not change even if we write a=2

then it give error

/\*

malloc function is in stdlib it is used

to allocte the mamary from special mamary called heap

hear genrally sizeof used to take int size mamary

now free() is dealloct mamary/\*