These eight identifiers could all be used simultaneously, each for a completely different purpose. (Talk about obfuscation!) Sensible programmers try to make identifiers look different unless they're somehow related.

Since case matters in C, many programmers follow the convention of using only lower-case letters in identifiers (other than macros), with underscores inserted when necessary for legibility:

```
symbol table current page name and address
```

Other programmers avoid underscores, instead using an upper-case letter to begin each word within an identifier:

```
symbolTable currentPage nameAndAddress
```

(The first letter is sometimes capitalized as well.) Although the former style is common in traditional C, the latter style is becoming more popular thanks to its widespread use in Java and C# (and, to a lesser extent, C++). Other reasonable conventions exist; just be sure to capitalize an identifier the same way each time it appears in a program.

Q&A

C places no limit on the maximum length of an identifier, so don't be afraid to use long, descriptive names. A name such as current_page is a lot easier to understand than a name like cp.

Keywords



The *keywords* in Table 2.1 have special significance to C compilers and therefore can't be used as identifiers. Note that five keywords were added in C99.

Table 2.1	auto	enum	restrict [†]	unsigned
Keywords	break	extern	return	void
	case	float	short	volatile
	char	for	signed	while
	const	goto	sizeof	_Bool [†]
	continue	if	static	_Complex [†]
	default	inline [†]	struct	_Imaginary [†]
	do	int	switch	
	double	long	typedef	

register

[†]C99 only

else

Because of C's case-sensitivity, keywords must appear in programs exactly as shown in Table 2.1, with all letters in lower case. Names of functions in the standard library (such as printf) contain only lower-case letters also. Avoid the plight of the unfortunate programmer who enters an entire program in upper case, only to find that the compiler can't recognize keywords and calls of library functions.

union