A constant assigned to a float variable usually contains a decimal point. For example, if profit is a float variable, we might write

```
profit = 2150.48;
```



It's best to append the letter f (for "float") to a constant that contains a decimal point if the number is assigned to a float variable:

```
profit = 2150.48f;
```

Failing to include the f may cause a warning from the compiler.

An int variable is normally assigned a value of type int, and a float variable is normally assigned a value of type float. Mixing types (such as assigning an int value to a float variable or assigning a float value to an int variable) is possible but not always safe, as we'll see in Section 4.2.

Once a variable has been assigned a value, it can be used to help compute the value of another variable:

```
height = 8;
length = 12;
width = 10;
volume = height * length * width; /* volume is now 960 */
```

In C. * represents the multiplication operator, so this statement multiplies the values stored in height, length, and width, then assigns the result to the variable volume. In general, the right side of an assignment can be a formula (or expression, in C terminology) involving constants, variables, and operators.

Printing the Value of a Variable

We can use printf to display the current value of a variable. For example, to write the message

```
Height: h
```

where h is the current value of the height variable, we'd use the following call of printf:

```
printf("Height: %d\n", height);
```

%d is a placeholder indicating where the value of height is to be filled in during printing. Note the placement of \n just after %d, so that printf will advance to the next line after printing the value of height.

%d works only for int variables; to print a float variable, we'd use %f instead. By default, %f displays a number with six digits after the decimal point. To force %f to display p digits after the decimal point, we can put p between % and f. For example, to print the line

```
Profit: $2150.48
```