Acharacter set of apringreamming > The characters that can be used to form words, numbers and expressions depend upon the computer on which the program is run. The characters in C are grouped into the following categories: 1. lettrus dal Inter giral 2. Digits constraint administra 3. special Characters 4. White spaces form ford The entire characters set is given intable: 1. lettres 2. Digits ... All decimal digits (0-9) The PollPercent sign (1) 3. Special characters Period (1) pumb ampers and ( &) semicolon(i) on mon carcet (1) colon (1) no no men ni nasterisk (\*) question mark (9) minus sign (-) plus sign (+) aposticophe (')
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HI what is a variable and what do you meaning the value of a variable 2000 od 1 000 milov +> variable, & A variable is a data name that maybe used to storce, a data value I A vartiable may take different values in different times during execution. C variables is a named location in a memory where a program can manipulate the data. This location is used to hold the value of the variable. The value of the civariable may get change in the program Civariable might be belonging to any 110 f. the data type like int, Hoat, char etc. the too variables vanden symbolic names differe? symbolic mame: A symbolic name is a constant that given to some numeruc constant on a character constantion string constant on any other constant. #define is used force definiting symbolic constants. Variable: A variable is a data name that

Variable: A variable is a data name that may be used to strode a data value. Variable names may consist of letters, digits and underescore (-) characters.

Declaration of a symbolic name just defines a name that can be used in a program.

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since the 154 mbolic names are constant, their value can't be changed in the program. on the other hand variable value can be changed weith im the program. It what do you mean by the overed low and under flow of data? > Overflow and underflow happen when we assign a value that is out of range of the declarged data type of the variable. If the valueris) too big new call it overflows if the value is too small, we call it under float; chan etc. flow. The largest value that arrariable can hold also depend on machine. a does not provide any working atmindication of integer overflow thosimply gives incorrect rescelt. on any other constituits, thating, is use definiting symbolic constants Variable: A variable is a data name in may be used to strade a data value. No names may consist at letters, digits and undercycoru (-) character. Declaration of a symbolic name just des a name that can be used in a progre

The Explaining Co. To Kensfish od his organiste dell aprior to In a passage of texts individual words and punctuation marks are called tokens similarly, in a C. pπogπam individual units are known as C tokens. Chas six types of tokens and they arre Keywords: Every c-world is classified as either keyworld on an identisier, All key world Has fixed meaning and that is can't be changed. keyword serve as basic building blocks for priogram - statement All keyword lowercase Example auto, dou lo Tdentifiers raentifiers meder to the mames at variables, function's and artnay's. There are user defined names and (consist of a sequence of letters and digits, weith a letter as a first character. Both uppercase and lower case letters are permitted, although lower case letters are commonly used . The underescome character is also pemitted in identifiers. It is usually used as a link between two worlds in long identifiers. constants: constants in a reder to fixe values that do not change during the execution of a priogram. Constants may be numercic constants or character constants. constants may belong to any of the data types.

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straing. The straing can be defined as the one by a null (10). The character arracy on as world on sentences Each character in the divide occupies one byte of memory and last character always be zeronowys Openatoris: An openatoris is a symbol that tells the compiler to perform specific mathmatical on logical functions. C operators are, Arith-matic (+, -, \*, 1, 1) Relational (+, -, \*, 1, 1) Relational openoctor. (==)11=1/2012=0017 Tru), Logicalov operator (Bill) !) h Assignment operators (+= 10-=) \*101/=1.1=) 1. Incidement and decrement operatore (H+, 100) is combitional operatores (3011); Bitwisieropieradoruis, bolyintho 37) no Special openatori (size of , od) bezu placamas a link between two regards in bond identifie constants: constants in a treduct to size vall that do not change dusging the execution or broadecam, operations suited per whereich

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special symbol's. The special symbol that are used.
in clott, with some special meaning and some
specific function are called as special symbol.
Examples: Brackets [] Braces 3], comma())
semicolon (;), Parcenthesis (), Asterisk (*),
Assignment opercutor (=) 11 Pricepro cessor (#):
the sail three constants of the trackers of the
The List of Keyword & classified as either keyword -
-> Every c world is classified as the tixed
on an identifier. All keywords have fixed meanings and these meaning can not be changed.
meaning of and mesself from a ning of
is auto mos sudouble of inth don i streuct
break else socialismos suitch 53
break eise megister typedet
char extern neturn union
const floating short unsigned
continue fore squit at stigned void 32
default 1919bta link by isitest, of volatile 5
2) det nutring svil a gratic while 2 3 &
& All keywords must be ugritlen in Lowercase.
35 t int owe can use int for declaring an intege
EF variable. An int variable is storie an integ
8 = 2 Integens auce ashole munberes unith a
gif cange of values supposed by a payeticular
int ; We can use int four declaring an integer variable. An int variable is stone an integer of some and the mumbers with a supported by a particular supported by a particular
マキラ
The state of the s

machine Range of int in 32 bit is -2,147,483,648
to 2147, 483, 647. Int are usually storred in 2
bytes on internal storrage.

integer types	Range (16 bit)
int	-32,768 to 32,767
unslighted shout inth	0 to 65,535
unsigned long int	-2,147,983,648 to 2,147,483,647
Long Long int	0 to 4294, 967, 295
unsigned long longin	0 to 18,446, 744, 073, 709, 551,655
Soph atob having	10 -07 1107 1 11707 37107, 551,655

echance The most basic data type in c. It storces a fingle byte of memory in almost all compilers. Characters are assented in 1 bytes on internal storage

Hoat is used to storie meal numbers (numbers with floating point value) with single precision. Floats are usually stored in 4 bytes on interenal storage.

double: It is used to store real numbers (numbers with floating point value) with double precision. Double are usually stored in 8 bytes on interenal storage.

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82,648	(14) 2. 24 rid - CE to 1 to 20 - 12 - 12 - 12 - 12 - 12 - 12 - 12 -
102	Range
	float (32 bit) 1.2 E - 38 to 3.4 E + 38
100	double (64 bit) 1.2E-38 to 3.4E + 38
	long double (805it) 3.4 E-4932 to 1.1 E+4932
	125.768 10 32.767
EU3 001	no value. We use void data type that has
119/08	ma value. We use void data tupe in 1200
ţ	tunctions when we don't want to return
51,66	any value to the calling June tion. Road
6201.201	Corectocher appeller at a juiting tool poutisun
	2. Derived data types: Derived data types
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to of	other data tupes. Arriay pointers pretruct
5313	other data types. Armay pointers postruct and union are the derived data otypes.
1 7 6	3. User defined data types: Those dotta types
	to the state of th
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E	double priecisional storage.
Ball	131 be 8

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An what is constant & Write down the types of constants.

The change during the execution of an program. C supports several types of constants of the execution of an program. C finteger constants for a sequence of digits. It can be an octal integer on even a hexadecimal integer on even a hexadecimal integer. The integer constant used in a program can place type of a long type.

Example: Pecimal integer constant: 555

Hexa-Decimal integer constant: 54B

Octal integer constant: 023

Real Constants: Real constants are also known as floating point constants. This type of constant must contain both the parts decimal as well as integeris these quantities are represented by humbers containing treactional parts are like 17. 548. Sometimes, the floating point is constant may also contain the exponential parts are like example: Westupres ent the floating point value 3. 144 as 35 + 140 in its of exponent tourn.

#define symbolic-name value et-constant;

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single character constant : A single character constant (on simply charactericonstant) contains a sign single chartacter enclosed within a pain of single quote mark Hove thought Example 19050 Megent and integer and integ collection af various special symbols, digits, characters and escape sequences that get enclosed in double quatation mark. The definition of a string constant occurre in a single line. "This is cookie" "Hello" are the example. The Explain Symbolite constant : structure los Beforce defining à constant we must ensure modifiability and underistandability zupetni Because sometimes we need to modify these constant and obviously the puripose of constant is underestable by the reader of the program. That's why the name of the constant defined as follows: # define gymbolic\_name value et-constant;

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1	Note that:
	1. H' wo must be the first character at the line
Y	and the world 'define' must be written in lower
	case. No space between the # and the world
I	define.
и	7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7
I	2. Symbolic names have the same forms as variable name.
1	b. Thomas is a selected of the state as and
	There is no semicolon after the statement.
(1	Example: #define pi 3:1416
	# define pass-marck 33
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