

HISTORY OF C AND TOKENS

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* BCPPL → Basic Combined Programming Language

1966 → Martin Richards

* B → 1969 Ken Thompson

* C → 1972 Dennis Ritchie

* UNIX

* AT & T's Bell Labs, USA

VERSION HISTORY

. K & R - 1978 n = s → n - s

. ANSI C - 1983

. C89 - 1989

. C90 - 1990

. C95 - 1995

. C99 - 1999 || single line comment, variable length array

. C11 - 2011 getopt() getopt()

. C17 - 2018 only bug fixes

BEGIN C

for English [A to Z] 

for Hindi [अ से त]

for C language
A to Z
a to z
0 to 9
{ ; : ? ! < > + ^ / ()}

for English & Hindi → words & operators

WORDs for C → Tokens 

constants, variables, keywords
operator, functions etc.

SENTENCE for English & Hindi → Sentences & grammar

for C language → instructions, command

↓
(i) Declaration Statement

(ii) Action Statement

To write perfectly in Hindi and English we need to learn grammar of

so same like in C language we have to learn grammar of C by using sentences (commands) and words (keywords, variable etc.) by

using alphabets of C (A to Z, a to z, 0 to 9)

LET'S START JOURNEY OF C

CONSTANTS

Data = information = constants

(i) Primary constants

→ Integer 25, -5, 42, -237

→ Real 3.7, 1.00, 89.78, -0.02

→ Character 'A', 'B', 'C', '7', 'a', 'b', '+', ' ', ' '

↳ character constant has maximum one length

; '37' = NOT character constant

'-43' = " "

'-5' = " "

* our mobile number is an INTEGER CONSTANT

* Balance in our mobile is REAL CONSTANT

(ii) Secondary constant

Secondary constant are those constant which are derived from primary constant.

→ arrays

→ strings "PATNAI", "JABALPUR"

→ pointer

→ structure

→ union

→ enum

→ void

→ volatile

→ static

→ const

→ register

→ signed

→ float

→ extern

→ enum

→ else

→ double

→ auto

→ break

→ case

→ char

→ constant

→ continue

→ default

→ do

→ for

→ goto

→ if

→ long

→ register

→ return

→ short

→ sizeof

→ static

→ struct

→ switch

→ typedef

→ union

→ unsigned

→ void

→ volatile

→ while

→ const

→ register

→ signed

→ float

→ extern

→ enum

→ else

→ double

→ auto

→ break

→ case

→ char

→ constant

→ continue

→ default

→ do

→ for

→ goto

→ if

→ long

→ register

→ return

→ short

→ sizeof

→ static

→ struct

→ switch

→ typedef

→ union

→ unsigned

→ void

→ volatile

→ while

→ const

→ register

→ signed

→ float

→ extern

→ enum

→ else

→ double

→ auto

→ break

→ case

→ char

→ constant

→ continue

→ default

→ do

→ for

→ goto

→ if

→ long

→ register

→ return

→ short

→ sizeof

→ static

→ struct

→ switch

→ typedef

→ union

→ unsigned

→ void

→ volatile

→ while

→ const

→ register

→ signed

→ float

→ extern

→ enum

→ else

→ double

→ auto

→ break

→ case

→ char

→ constant

→ continue

→ default

→ do

→ for

→ goto

→ if

→ long

→ register

→ return

→ short

→ sizeof

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→ char