```
DATA TY - J AND VARIABLE DECLARATIONS
 Friday, 1. July 2022
             01:17
         oda types?
# Why
                   to Store data
           reautred
    (i) S1
                binary representation of data
           mal
    (11)
                 OpenAONS
              M
        Kind
   (111)
                       Daya types
             Type
                                 (in von brimblive
                Primitive
              (1)
                  71
                Int
                Char
                floot
                2 HUBB
                 void
 # VARIABLE DECLARATIONS
               a1b:
          int
                                     byte
                 m;
          char
                  K ',
          Hoat
                                      byte
                  d1;
           double
                                 constant
                         Integer
            x 1 1 1/1
                                  Constant
                         Character
                     1 3
             x Char
                                   constant
                          real
             * Klood
                                   constant
                            real
                       13
             A double
        i'wt a, b=5;
                         4
             q = 4;
                        A
         chap m = 'A';
         flowt C; [3.5]
       NOTE: - 1) you don't but or assism in any variables
           K= 3.5
              then that variable will take harbase value
# FLOAT V/S DOUBLE
       +10at - 4 bytes
        double - 8 bytes
           Hood n=0.7; ~
                         1 4 byte
                                  0.7 \times 2 = 1.4 1
                 binary of 0.7
                                   0.025 - 0.8 0
       double y=0.7; y
                                   0.8x 2 = 1.9 1
                                   0.6 × 2 = 1.2 1
                                    0.2 72 = 0.4 0
    double has more memory
                                     0.4 × 2 = 0.8 0
      to take more binary.
                                      018X 2 = 1.6 1
                                   6.101100110011----
 # INT VIS CHAR
                                  Asell code y A = 65
          char m = 65;
                                  total 265 character
          Chap m = 'A' ;
                                    @ = 64 \cdot 1 \cdot \Delta^1 = 65
           int n = 65 1
                                     11 = 32, 'a = 97
                                        255
 # BLOCK STRUCTURE
      C 1/2 a block structured brogramming language
     , a block is group & intruction
     . Outer blocks are usually tenctions
      · Function 13 a block of Statements, which
         has some name for Hentification.
      . A c program can have any numbers of blocks
          Even in smallest c brogram, there is at leget
           If there is only one function in the
            brogram then the name must be main ()
          You can write declaration statements outside
          the Function body, but action statement must
           be unition inside the junction body.
                            - block / function
                                           Fenction
                            => Block
          int alb; -> Word variable
          main ()
```