#### Introduction



- C is a procedural programming language initially developed by Dennis Ritchie in the year 1972 at Bell Laboratories of AT&T Labs.
- The main features of the C language include:
  - General Purpose, Powerful and Portable
  - Modularity
  - Low-level Memory Access
  - C is a Middle Level, Case-Sensitive Language
  - Fast Speed
  - Clean Syntax

#### Where is C used?

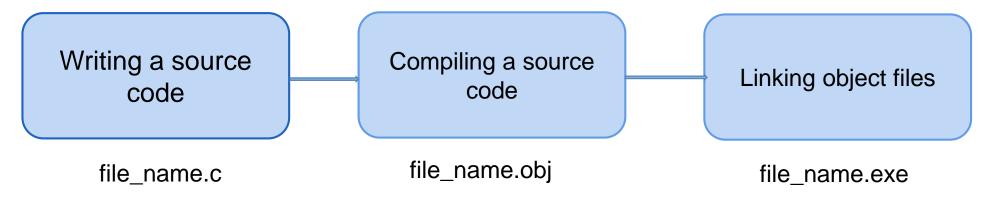


- 'C' language is widely used in Embedded System.
- It is used for developing System Applications.
- It is widely used for developing Desktop Applications.
- It is used to develop Databases (ex.MySQL)
- It is used in developing an Operating System (ex.OS X, Windows)
- It is used to build Compilers.
- It is widely in IOT Applications.
- It is used to develop Browsers and their extensions.

## How C Programming Language works?



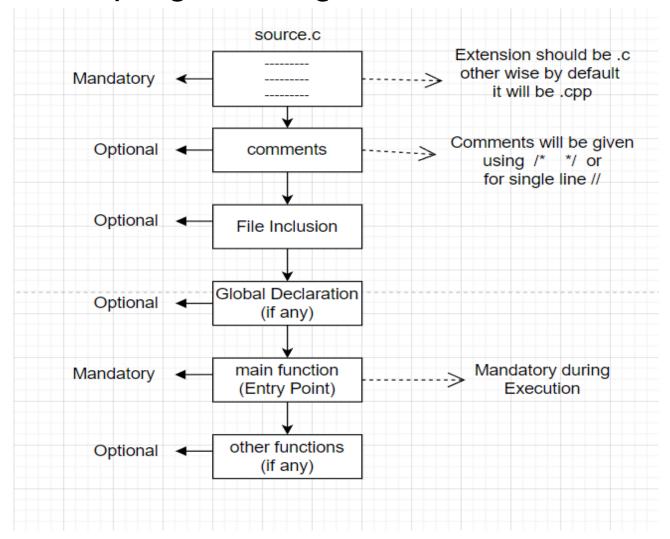
- C is a compiled language.
- A compiler is a special tool that compiles the program and converts it into the object file which is machine readable.
- After the successful compilation, the linker will combine different object files and creates a single executable file to run the program.



# Get Started with C Programming



Guidelines for C programming:



#### **C** Identifiers



- Identifiers are used to identify a particular element in a program.
- Each identifier must have a unique name.
- Rules for naming identifiers:
  - The first character must always be an alphabet or an underscore.
  - It should be formed using only letters, numbers, or underscore.
  - A keyword cannot be used as an identifier.
  - It should not contain any whitespace character.
  - The name must be meaningful.

### **C** Variables



Variable Declaration :

```
Data_type identifier / variable; eg. Int a;
```

Assigning value to Variable :

```
Identifier / variable = value;
eg. a=10;
```

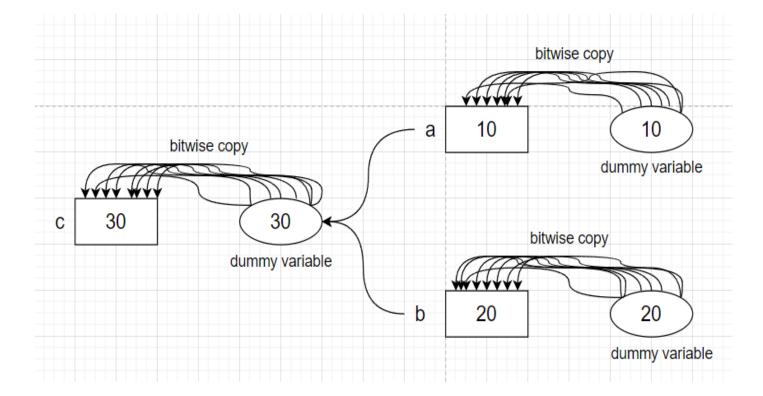
Variable Initialization :

```
Data_type identifier/variable = value;
int a = 10;
```

## **C** Variables



```
eg. int a = 10, b = 20; int c = a+b;
```



### C Data Types



Data type specifies the type of data that a variable can store.

