

```
#include <stdlib.h>
enum Color {Blue, Red, Yellow};
enum Fruit { Apple, Melon, Mango};
foo(int, int);
int func();
double sum(a, b)
double a, b;
return a + b;
int f(int x, int)
return x * x;
int g1 = func();
const int g2;
int main()
{
const int ci1;
const int ci2 = func();
const c3 = 123;
char *p1 = "necati";
int i1 = 12.5;
int i2 = Red;
enum Color color1 = 2;
enum Color color2 = 19;
enum Color color3 = Mango;
char str[3] = "ali";
enum Color color = Red;
++color;
Fruit f = Mango;
const int cx = 10;
int ival = 56;
func(ival);
int *ptr = &cx;
char *cptr = &ival;
const int *p2 = &ival;
int *p3 = malloc(10 * sizeof(int));
int *p4 = 0;
int *p5 = NULL;
```

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