

Points to remember for basic programming in C, C++ and Java:-

1. Consider **%c** as character, **%d** as decimal, **%s** as string, **%f** as float, **%lf** as double, **%o** as octal and **%x** as hexadecimal in **printf()** function as format specifier.
2. In printf function there must be a format specifier for each variable.(If there are less no of format specifiers then compilers consider first for first, second for second respectively and skip the last variables without printing them.)
3. Range of unsigned int is from **0 to 65535**, when we increment it, it will become **zero** and after another increment it will be 1 and so on forth.
4. In an array **x[5]** can also be written as **5[x]**.
5. Any value with **0x** prefix is in **hexadecimal notation** ie. 0x10 (10 of hexadecimal is equal to 16 in decimal).
6. Any value with **0** prefix is in **octal notation** ie. 010 (10 of octal is equal to 8 in decimal).
7. **sizeof(x)** means size of the data type(if the datatype is a string then we include the spaces and if the data type is char array then we include the null character too).
8. **strlen()** function is used to find the length of the string.
9. **sizeof(pointer)** is 2 bytes.
10. The size of union is the maximum size of a single variable of the variables it contains while in the structure data type the size is the total size of its variables.
11. We can create a body without any function, if statement and or without any class.