## Algorithms

- it is step by step procedure
- it always starts with start
- in order to print any data on screen we need to use “Display” keyword
- in order to read any data, we need to use “Input” as a keyword
- to do any calculations we need to use “Calculate” keyword
- it always ends with stop

**1.Write an algorithm to find the sum of 2 numbers**

a.) start
b.) display “Enter 2 Numbers”
c.) input “a,b”
d.) calculate “c=a+b”
e.) display “ c “
f.) Stop

**2.Write an algorithm to find the area of rectangle**

a.) start
b.) display “Enter l,w”
c.) input “l,w”
d.) calculate “area=l*w”
**e.)** display “area”
**f.) stop**

## Datatypes

- it explains about which type of data it is
- it is keyword
- c supports 4 types of datatypes

| SNO | Datatype | Size of the Datatype | Expression |
|---|---|---|---|
| 1. | char | 1 byte | a,b,c,d,+,-,*,/ etc… |
| 2. | int | 2 bytes | 1,2,100,150,562 etc…. |
| 3. | float | 4 bytes | 1.1,1.2,1.3,1.4,1.5 etc…. |
| 4. | double | 8 bytes | 1.1,1.2,1.3,1.4,1.5 etc…. |

Float ➔ 100/3 ➔ 33.333333

Double ➔ 100/3 ➔ 33.3333333333

We can identify by its precisions
float maintains 6 precisions
double maintains 10 processions

## Modifiers

the integer data type can store values from 32767 to -32768
40000
Modifiers are used to change / alter the meaning of the data type
Modifiers are also keywords
Modifiers are of 4 types

- unsigned int
- signed int
- long int
- short int

**syntax:**

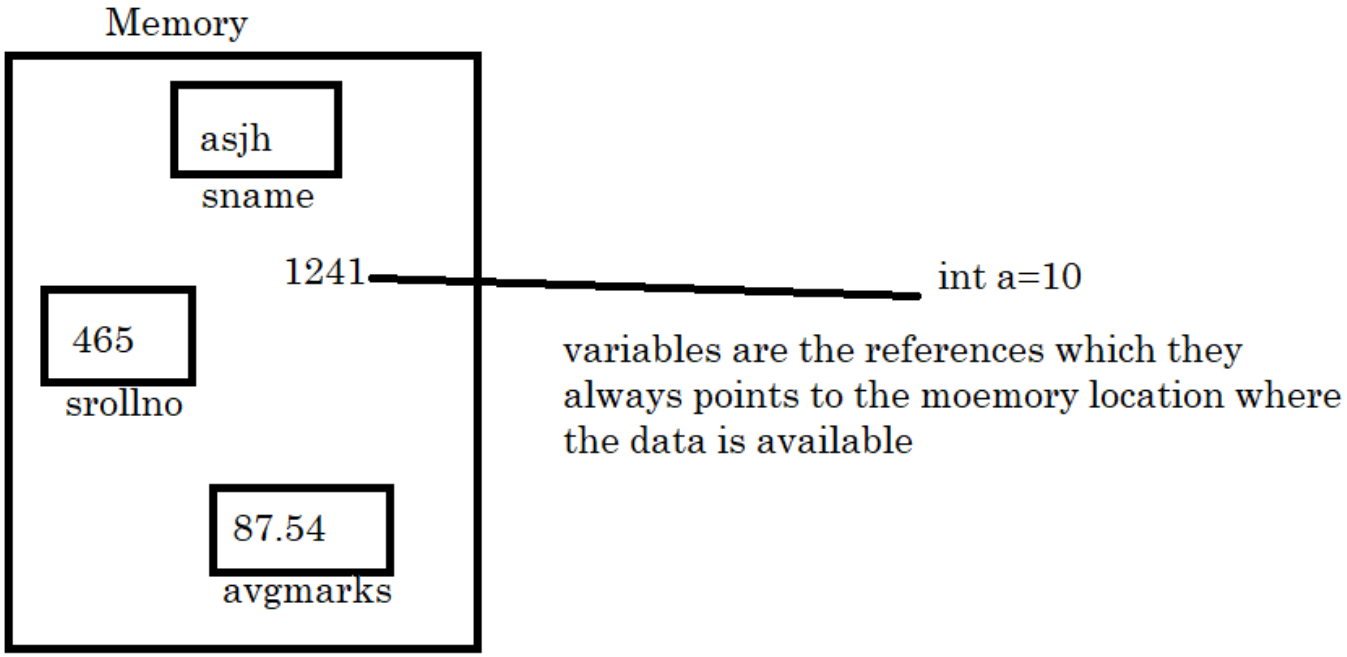
<modifiers name> <datatype> <variable_name>;
long int a;

## Variables

- it is container
- here the data is getting inside the memory
- variables can store single value

**Syntax**

<datatype> <variable_name>;
Int sname=111;
Char ch=”a”;
Char ch[100];
Float avg;


Memory
asjh
sname
1241
int a=10
465
srollno
87.54
avgmarks
variables are the references which they always points to the moemory location where the data is available