Downloading turbo c++ in our system:

Open any browser. Type download turbo c++ for windows.

Click on the following link.

https://developerinsider.co/download-turbo-cfor-windows-7-8-8-1-and-windows-10-32-64-bitfull-screen/

click on download turbo c++

it downloads a file with the name turbo.c.3.2 zip click on the file. Now it opens winrar app.

Double click on turbo.c.3.2 folder.

Double click on setup.exe file. It opens installation wizard. Click on next → next → next → yes → finish.

When first time we are down loading turbo c++ it prompts to install .net frame work. Install this one also.

Now it creates the turbo C++ icon on the desktop.

Double click on this icons and click start turbo c++.

It opens a blue color window as follows.



This blue window is called

IDE – Integrated Development Environment

Blue screen

Editor

To maximize / restore this window, hold alt key and press enter key.

Here we have to start our program.

Eg:

Here we have to start our program.

```
File Edit Search Run Compile Debug Project Options Window Help

NONAMEGO.CPP

#include<stdio.h>

void main()
{

printf("Welcome To C");
}

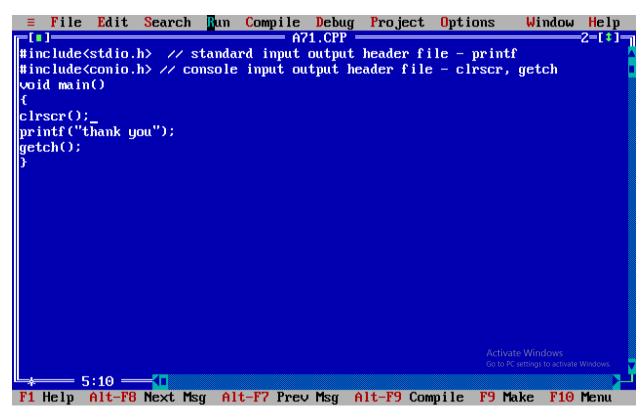
Activate Windows
Go to PC settings to activate Windows
Fill Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu
```

After completion of program, follow the below steps.

- 1. Save the program F2 [In laptop Fn + F2]
- 2.Compile the file Alt+F9 [compile menu]

- 3. For execution Ctrl+F9 [Run]
- 4. For output—alt+f5 [window menu-user screen]

Output: Welcome To C



Output: thank you

To open old files click on file menu and open or press F3 button.

To switch between files use F6 button.

To close c press Alt+X - Quit

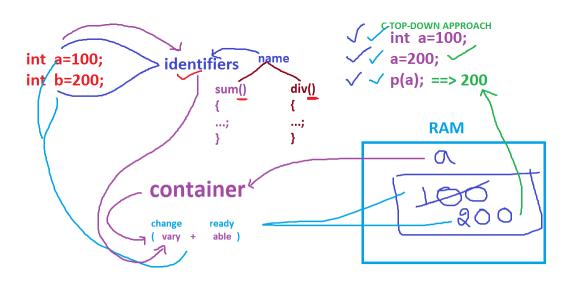
C – TOKENS

The smallest individual words we are using in designing a c program are called C – Tokens. They are of different types.

1. Keywords: The system predefined / reserved words are called keywords. Each keyword is having certain meaning and they should be used in certain positions only. C comes with 32 keywords.

Eg: auto, break, char, const, case, continue, do, default, double, else, enum, extern, float, for, goto, int, if, long, while, switch, register, static, typedef, union,....

2. Identifiers: Names of variables, functions, files, array, pointer, structure,.....



Eg:
int a=100; → variable example
void sum(); → function example
myfile.c → file example
Identifier naming rules: