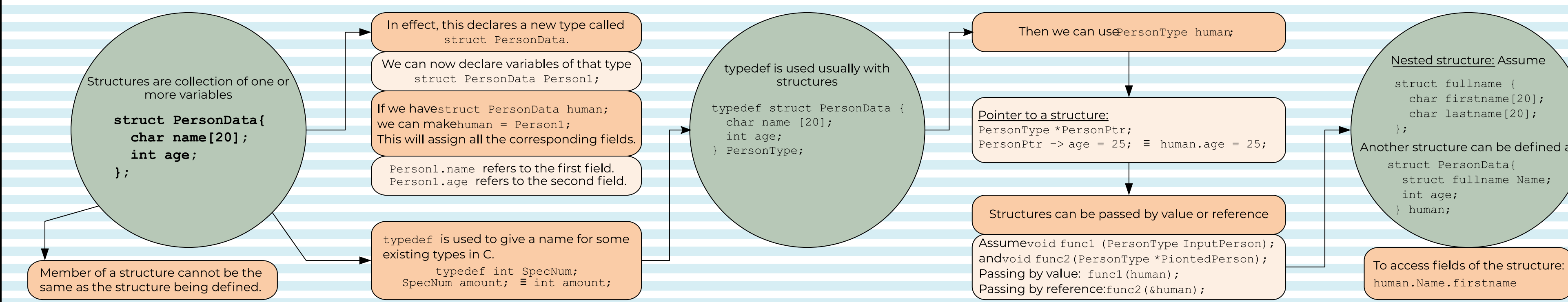


auto - break - case - char - const - continue - default - do - double - else - enum - extern - float - for - goto - if - int - long - register - return - short - signed - sizeof - static - struct - switch - typedef - union - unsigned - void - volatile - while

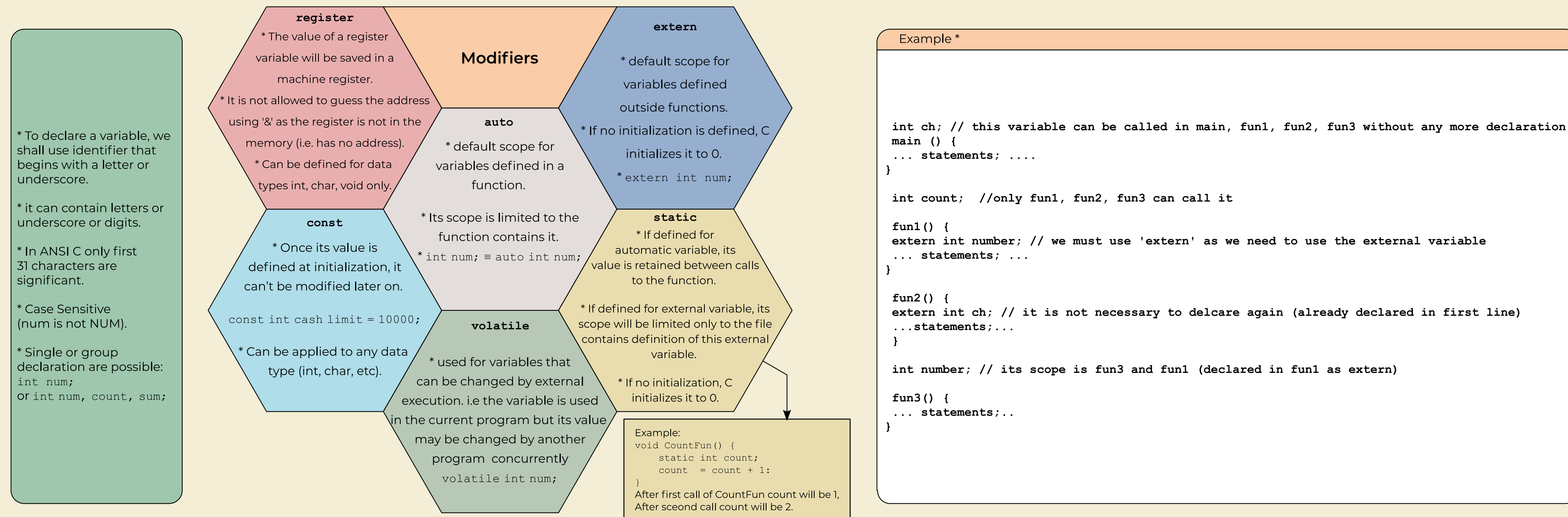
`uint8_t`, `int8_t`, `uint16_t`, `uint32_t`, ... are used by some programmers to get rid of confusion of remembering the size of `long`, `short`, etc.



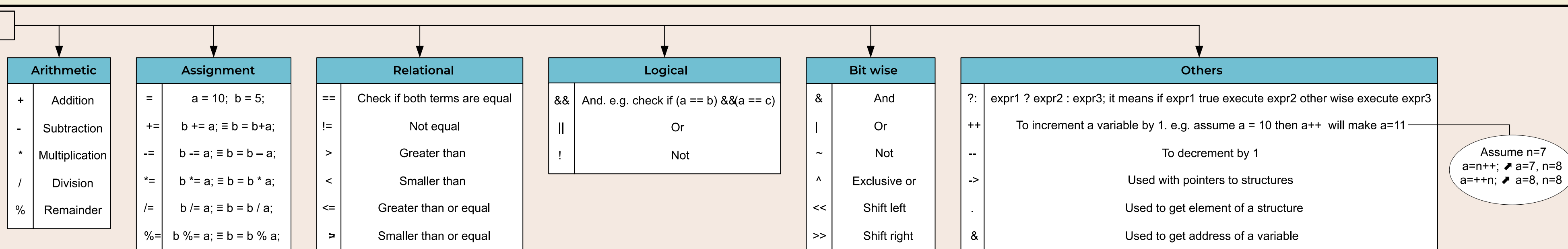
Structures



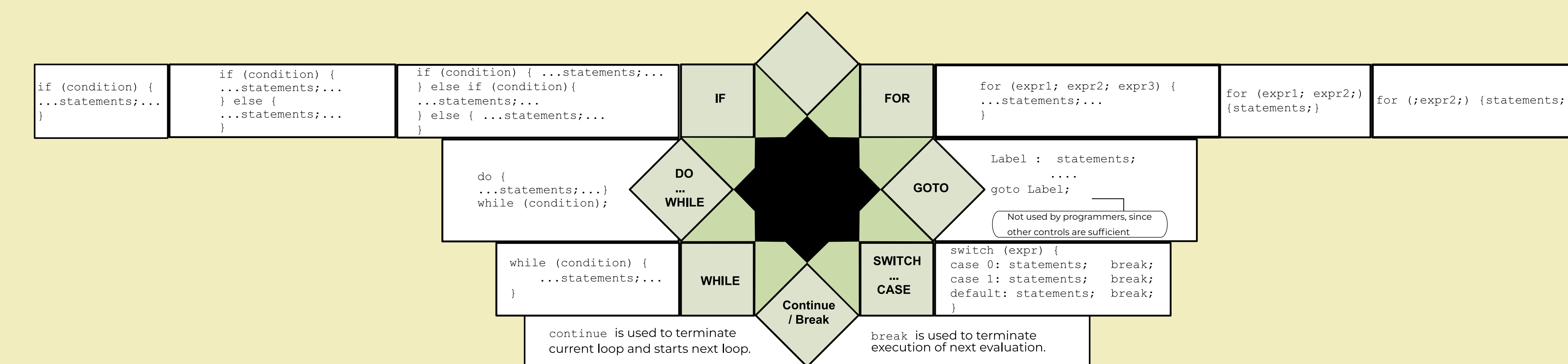
Functions



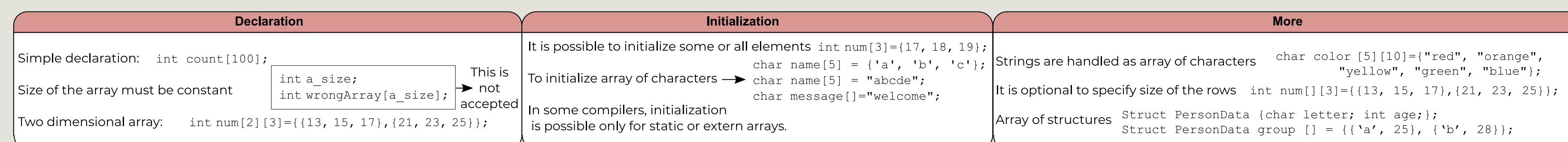
Pointers



Bit-fields



Unions



Preprocessor

