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* Identifier or variable are basically name of the memory location (int a, b → Identifier)

* Constant are the identifiers whose value does not change. It is used to declear the value of pi or charge of an electron.

* Numeric constant are from 0 - to - 9

* Combination of Alphabet is known as String. (e.g. Irshad.)

* Datatype are use to declear the variable datatypes are (int, float, char).

* Char - All single character which are used in the programme belongs to char datatype.

* Modifiers:- Modifiers are also a keyword which are used to change the correct property of datatype. (Long, short, signed, unsigned)

* printf → #include <stdio.h>
Scanf

* getchar and putchar are simple input - output functions which are used to input a character and output.

* Error →
(i) Compilation time error:- Error generated at the time of compilation.

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(ii) Run time Error :- Error Generated at runtime. It is raised becoz of writing wrong logics.

* gets and puts. - gets used to store the data and puts is used to print the datas.

* Conditional operator :- It help in two way decision making programme.
Syntax:-
(Expression 1) ? (Expression 2) : (Expression 3);

* Size of operator is used to find the size of keyword or datatype.

* Conditional Statement :- It helps to Jump from one part of programme to another part depend upon condition.
if - Simple decision control statement.
else if - " " " " " It is used for checking multiple condition in a prog.

* Switch statement is a multiway Branch Statement, which provide an Easy way to Execute different parts of programme.

* goto - go to statement used to Jump from one part of programe to another. two types of Jumping (forward and Backward)

	Datatype	keyword	Size	Range
(i)	character	char	1	-128 to 127
(ii)	Integer	int	2	-32768 to 32767
(iii)	Floating point	float	4	3.4E-38 to 3.4E+38
(iv)	Double	double	8	1.7E-308 to 1.7E+308
(v)	void	void	0	valueless

* Operators:-

(i) Arithmetic operator:- +, -, /, *, %

(ii) Relational operators:- These are comparison operators (<, >, <=, <=)

(iii) Equality operators:- (==, !=)

(iv) Logical operators:- (&&, ||, !)

→ Logical Not → Logical Not produces 0 if the value is non-zero and produces 1 if the value is zero.

e.g int a=10, b;
b = !a
Now, value of b = 0

(v) Unary operators:- → unary operator acts on single operands. There are three types of unary operators: unary minus(-), increament and decreament.

unary minus- is used change the sign of operands. e.g int a=10, b=2
a = -b
Now a = -2

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Increament and decreament:- Increament and decreament increase or decrease the value of its operand by 1.

(vi) Conditional operator:- or ternary → (? :)

(vii) Bitwise operator:- Bitwise operator are used to manipulating the data at bit level.

(viii) Assigment operator:- This operator used to assign the values to variable. most commonally used assignment operator is (=)

a = 10 , b = 1

a = b ;

Now, a = 1 (1 is assigned to b).

(ix) Comma operator → Comma operator used as Separator. Comma op. returns the rightmost value.

* Loop → loop provide the mechanism to repeat a task.
→ for Loop → for loop used to repeat a particular task until the condition is true.
→ while loop → It also repeatedly execte the target Statement as long as condition is true (Entry Restricted loop)
→ do while → do while loop atleast Execute 1 time either if the condition is false. or true. (Exit Restricted loop)

* function → function is a block of code that perform a particular task. It divide a complex programme in simple one.

%d → specifier