**Literals.**

Literals are the most obvious kind of constants. They are used to express particular values within the source code of a program. We have already used some in previous chapters to give specific values to variables or to express messages we wanted our programs to print out, for example, when we wrote:

|  |  |  |
| --- | --- | --- |
|  | a = 5; |  |

The 5 in this piece of code was a *literal constant*.

Literal constants can be classified into: integer, floating-point, characters, strings, Boolean, pointers, and user-defined literals.