Data Type:

Type	Size of byte	Size of bit	Format	Range
int	4	32	%d	-2,147,483,648 to 2,147,483,647
float	4	32	%f	3.4E +/- 38 (7 digits)
double/long double	8	64	%lf	1.7E +/- 308 (15 digits)
char	1	8	%c	-128 to 127 or 0 to 255
long long	8	64	%ld	-9,223,372,036,854,775,808 to 9,223,372,036,854,775,807
Unsigned long long	8	64	%llu	0 to 18,446,744,073,709,551,615

Rules for Naming variable:

- ✓ Names can contain letters, digits and underscores
- ✓ Names must begin with a letter or an underscore (_)
- ✓ Names are case sensitive (myVar and myvar are different variables)
- ✓ Names cannot contain whitespaces or special characters like !, #, %, etc.
- ✓ Reserved words (like C++ keywords, such as int) cannot be used as names

Arithmetic Operators:

Operator	Name	Description
+	Addition	Adds together two values
-	Subtraction	Subtracts one value from another
*	Multiplication	Multiplies two values
/		Divides one value by another
%	Modulus	Returns the division remainde
++	Increment	Increases the value of a variable by 1
--	Decrement	Decreases the value of a variable by 1

Logical Operators:

Operator	Name
&&	AND
||	OR
!	NOT

Conditions and If Statements

- ✓ Less than: a < b
- ✓ Less than or equal to: a <= b
- ✓ Greater than: a > b
- ✓ Greater than or equal to: a >= b
- ✓ Equal to a == b
- ✓ Not Equal to: a != b

Syntax

Problem:

- ✓ Write a C program to find maximum between two numbers.
- ✓ Write a C program to find maximum between three numbers.
- ✓ Write a C program to check whether a number is negative, positive or zero.
- ✓ Write a C program to check whether a number is divisible by 5 and 11 or not.
- ✓ Write a C program to check whether a character is uppercase or lowercase alphabet or number or print(-1).
- ✓ Write a C program to check whether a number is even or odd.
- ✓

✓ Write a C program to input marks :

Numbers in Marks	Grade Conversion
90-100	A
80-89	B
70-79	C
60-69	D
50-59	E
40-49	E–
Less than 40	F or Fail