1. Keywords:

asm, 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

1. Data Types:

char, const, double, float, int, long, short, signed, struct, union, unsigned, void, volatile

1. Comment Methods

// Single line

/\* multiple lines \*/

1. Program Statement Related Logic, Math Operators

==, <=, >=, !=, ++, --, <<, >>, =, &, /, >, <, -, %, \*, !, ~, |, +, ^

1. Other Punctuations

, : ;

1. Program Controlling Structure

if-else, for loop, while loop

1. Program Execution

The program may have multiple functions.