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

Assign:

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

Condition:

? : , ||, &&, |, ^, &, ==, <, <=, >, >=

Math:

>>, <<, \*, /, +, -, (type cast), ++, --, sizeof

1. Other Punctuations

, : ; ->

1. Program Controlling Structure

if-else, switch-case, for loop, while loop, do-while

1. Program Execution

The program may have multiple functions.

The grammar of preprocessor is not included.