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```
typedef unsigned char BYTE;
```

After this type definition, the identifier BYTE can be used as an abbreviation for the type **unsigned char, for example.**

```
BYTE b1, b2;
```

By convention, uppercase letters are used for these definitions to remind the user that the type name is really a symbolic abbreviation, but you can use lowercase, as follows –

```
typedef unsigned char byte;
```

You can use **typedef** to give a name to your user defined data types as well. For example, you can use typedef with structure to define a new data type and then use that data type to define structure variables directly as follows –

```
#include <stdio.h>
#include <string.h>
typedef struct Books {
    char title[50]:
    char author[50];
    char subject[100];
    int book_id;
} Book;
int main( ) {
    Book book;
    strcpy( book.title, "C Programming");
strcpy( book.author, "Nuha Ali");
    strcpy( book.subject, "C Programming Tutorial");
    book.book_id = 6495407;
    printf( "Book title : %s\n", book.title);
   printf( "Book author : %s\n", book.author);
printf( "Book subject : %s\n", book.subject);
printf( "Book book_id : %d\n", book.book_id);
    return 0;
}
```

When the above code is compiled and executed, it produces the following result -

```
Book title : C Programming

Book author : Nuha Ali

Book subject : C Programming Tutorial

Book book_id : 6495407
```

typedef vs #define

#define is a C-directive which is also used to define the aliases for various data types similar to **typedef** but with the following differences –

typedef is limited to giving symbolic names to types only where as **#define** can be used to define alias for values as well, q., you can define 1 as ONE etc.

typedef interpretation is performed by the compiler whereas **#define** statements are processed by the pre-processor.

The following example shows how to use #define in a program -

```
#include <stdio.h>

#define TRUE 1
#define FALSE 0

int main( ) {
    printf( "Value of TRUE : %d\n", TRUE);
    printf( "Value of FALSE : %d\n", FALSE);

    return 0;
}
```

When the above code is compiled and executed, it produces the following result -

```
Value of TRUE : 1
Value of FALSE : 0
```

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