	EDG3
	Chapter 1: Variables, Constants & Keywords
	Variables A variable is a Container which stores a Value.
	A variable is a Container which stores a Value.  In Kitchen, we have containers storing Rice, Dal,  Sugar etc. Similar to that Variables in C stores  Value of a constant. Example:
(MAA)	5340 V 1/4
18 1	a = 3; // a is assigned "3" b = 4.7; // b is assigned "4.7" c = 'A'; // c is assigned 'A'
	Rules for naming variables in C
1,	Tirst character must be an alphabet or underscore (_)
27	No Commas, blanks allowed
No.	No special symbol other than ( ) allowed.  Variable names are case sensitive.
17	We must create meaningful variable names in our programs. This enhances readability of our programs.
	Constants An entity whose value doesn't change is called as a constant.
	A variable is an entity whose value can be changed

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Types of constants Primarily, there are three types of constants:  1. Integer Constant 1, 6, 7, 9  2. Real Constant 322.1 2.5 7.0  3.2 Character (onstant 322.1 2.5 7.0  Singk inverted within Singk inverted (onnow)  Keywords  There Are reserved words, whose meaning is  already known to the Compiler There are 32  keywords available in C.  Auto Clouble int struct  break long else Switch  Cose return comm typedy  char register extern union  const Short float unsigned  continue signed for void  default Sizof goto Volatile  do Static if while  Our First C Program  ## include \( \text{Stdio h} \)  int main () \( \text{S} \)  print ("Hello, Iam learning C with Harry");  return 0;  Tile: first C	6-001	EDG3
1. Integer Constant - 1, 6, 7, 9  2. Real Constant322.1, 2.5, 7.0  3. Character (onstant - 'a', 5, 'e' (must be enclosed within single invecked (onnow)  Keywords  Thise are reserved words, whose meaning is already known to the compiler There ware 32 keywords vavailable in C  Auto dowble int struct break long else Switch  Case return crum typedy char register exten union  Const. Short float unsigned (on time signed for void default size of goto Volatile do Gratic if while  Our First C. Program  ## include \( \subseteq \text{Stdio h} \)  int main () \( \subseteq \text{printiple} \)  int main () \( \subseteq \te	Total and the state of the stat	Missall Andrew Committee C
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	A C program starts executes instructions p Each instruction is	Program  o follow a basic structure  with a main function and  cesent inside it  terminated with a Semicobn (;)
		which are applicable to all
17		n Starts from main () function. Jerminated with a semicolon.
37		ed in the same order in which
	the byogram in blain	r Brogram. There are
17	Single line comment: 11	This is a Comment
7,		# This is a multi-line comment */

	Compilation and Execution
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( ) 1000	first C => C Compiler => first exe
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not you?	A compiler is a computer program which converts
	a C program into machine language so that
(iller	A compiler is a computer program which converts a C program into machine language so that it can be easily understood by the computer.
	1
	A C program is written in plain text
1 1 1	This plan text is Combination of Instructions in a particular sequence. The compiler performs
in which	some basic Checks and finally converts the
	some basic checks and finally converts the program into an executable.
	A America O
too	Library Functions of how we day
144	C language has a lot of Valuable library
41	functions which is used to carry out certain
	tasks for instance printf function is used to print
	Values on the screen
	print ("This is % d i);
1	% d for integers
<u>1 d</u>	of for real values
hirs.	% C for Characters
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Types of Varial	Me
	a Word AL I T IS YEAR
17 Integer working	$n \rightarrow \text{inf } n = 3$ :
27 Real Mariable.	$y \rightarrow \text{int } a = 3;$ $y \rightarrow \text{int } a = 7.7;$ $y \rightarrow \text{char } a = 'B';$
32 Character Variable	$0 \rightarrow (ha) = 12$
Receiveme inhut Ce	om the User
In which In	com the Vser take input from the user and a variable, we use Stanf function
assian it In	a variable The use Stant function
70	
Syntax for use	ing scomf:
1	•
Scanf ("%	d", &i);
1007 6	a, XI); This & is important!
	•
& is the address	of operator and it means that the should be copied to the address which is
supplied Value	Should be copied to the address which
is indicated b	y variable i!
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