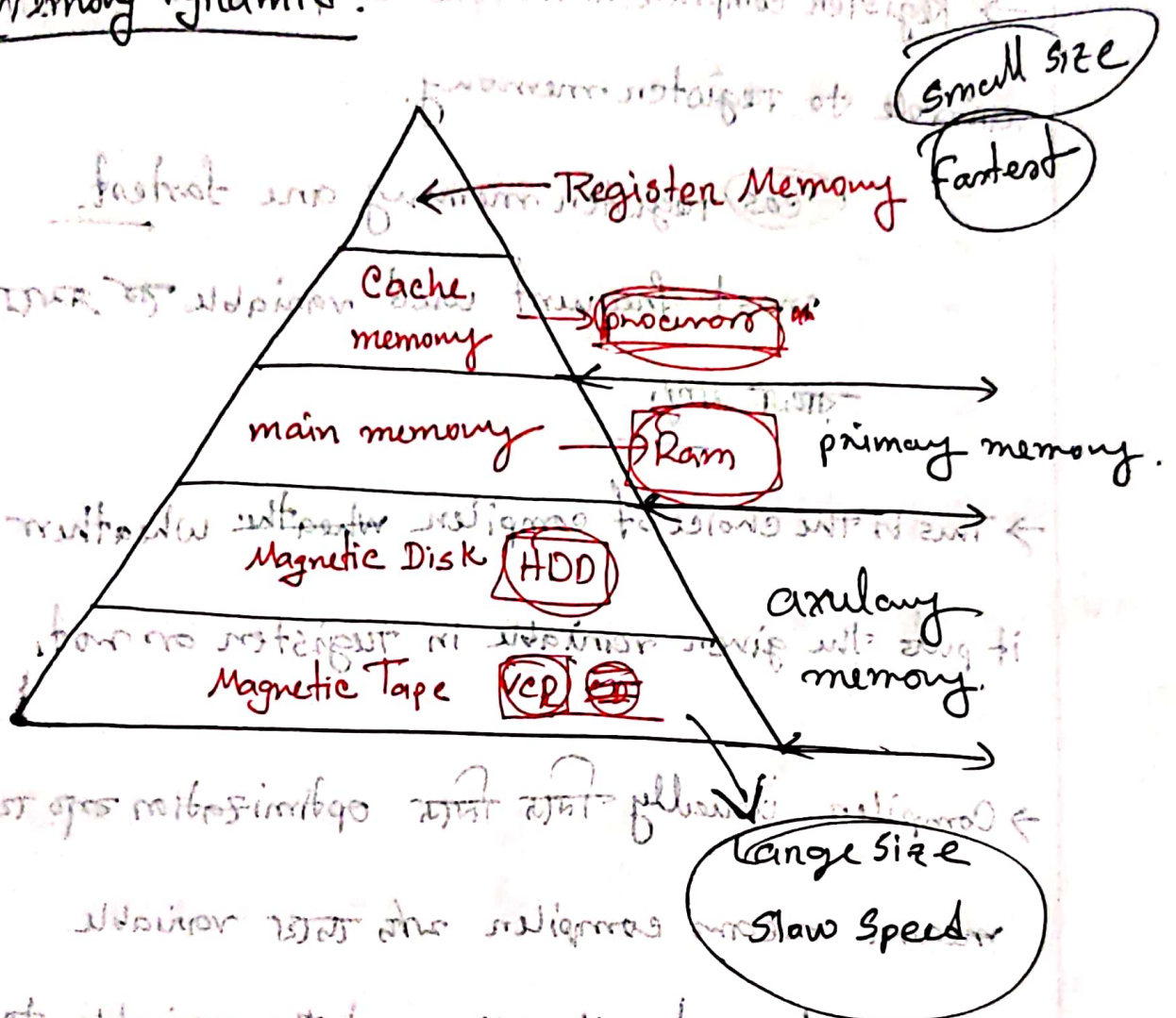


(Video 14) Variables Modifiers → Register

Memory Pyramid:



Register Modifier:

data-type variable-name

```
#include <stdio.h>
```

```
int main() {
```

```
register int
```

```
var;
```

```
return 0;
```

```
}
```

variable enter register memory to start, and fastest access for var.

Register Allocation (P1 objv)

→ Register compiler hints the compiler to store the variable to register memory.

③ Register memory are fastest.

most frequent used variable to RAR

fast var.

→ This is the choice of compiler whether whether it puts the given variable in register or not.

→ Compiler usually gives optimization and register

means means compiler will store variable

in using frequently it will send the variable to the register memory.

Register Memory

data-type variable name

#include <stdio.h>

int main()

{
printf("Hello World");
}

return 0;