Tokens

Tokens are collection of different character, symbols, operator or punctuator. Tokens are the basic building blocks in which are constructed together to write a program.

There are six types of tokens as prescribed by.

1. Keywords (eg: int, for, float)
2. Identifiers (eg: variable name)
3. Constants (eg: 1, 2, 3…)
4. Strings (eg:"Hello", "World")
5. Special symbols (eg: [], &)
6. Operators (eg: +, -, \*, /, %)