* Everything inside “ ” is called a string.
* char has one Byte(8 bits).
* int means integer.
* Int has 4 Bytes(32Bits).
* float means a fractional value.
* float has 4 Bytes(32bits).
* double means a big fractional value.
* double has 8 Bytes(64bits).
* Integer size specifiers:- short , long, long long.
* short is 2 Bytes.
* long is 4 Bytes.
* long long is 8 Bytes.
* Int holds only integer values. No decimal points.
* const to make a value constant so that it cannot be changed.
* For eg pie=3.14
* float is stored as a sign , exponent and a significand.
* For Variable declarations char can store numbers as well as alphabets whereas int can store only integers without any decimal and float can store only fractional numbers. Double can store numbers with decimals.
* Always start code with #define\_CRT\_SECURE\_NO\_WARNINGS so that windows allow the scanf function.
* Always put constants in **capital.**
* Always put & in the scanf.
* Visual Studio is a compiler.
* Sequence is a group of statements written in the blocks{ }.
* Single statement can be written without a block.
* Switch has cases which ends with break;
* Default is the last case in the switch.
* %\* to skip the thing.
* Buffer is memory where your input is stored before being processed.
* Default happens when none of the cases match.
* Types of loops:-
* **While(VARIABLE INITIALIZED),**
* **Do While(must run atleast once as the test is done at the last),**
* **For( automatic while loop).**
* Testing is done to know if the program works.
* Debugging is used to know where the code goes wrong.
* Click the grey column at the place till where you want to run the code so that you know its working till the DOT.
* Syntactic error means you break the rules.
* Modulus only works for integers.
* %.0lf to round off the **double.**
* Cast the variable at the time of the use if you have initialized it for some different specifier. For eg. (double)d.
* B = B \* 2 Long way
* B\*= 2 Shortcut
* B = B + 1 Long way
* B += 1 Short way
* ++ to add 1.
* -- to subtract 1.
* B++ for post increment( Increase after the use ).
* ++B for pre increment( Increase before the use).
* A=1 ( single = to assign the value).
* A==1 ( asking if A is = to 1) If yes the answer will be true(1) if not false(0).
* !ANYTHING means its not true.
* ABC && XYZ means both ABC and XYZ are true.
* 0 means false, 1 means true.
* Never put %.2lf in scanf.