Learning sequence:

1. Introduction
2. Variables
3. Datatypes
4. Printf

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1. Working with numbers with built-in functions
2. Comments
3. Contants
4. Getting user input [operations, operands]

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1. Building a basic calculator
2. Arrays
3. Function
4. Return statement

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1. If statements[<>=&&||!]
2. Better calculator
3. Swtich statements [switch calculator]
4. Structs

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1. While loop, do while
2. Guessing game
3. For loop
4. 2D array and nested loops
5. Memory addresses
6. Pointer
7. Dereferencing pointer
8. Writing files
9. Reading files