**C programing**

**Built in world- keyword:-**

The world which have predefined meaning in compiler for that specific meaning those world are used .

There are total 34 keyword in c.

For example:

If, else, break, static, for, return, while, sizeof, continue , etc….

**Types of operators:-**

1. Arithmetic operators:-

+

-

/

\*

%

1. Relational operators:-

This operators used to show ture or false value

==

!=

<

>

<=

>=

1. Assignment operators

=

+=

-=

\*=

/=

1. Logical operators

&&

||

!

1. Ternary operators

?:

1. Bitwise operators

&

|

^

<<

**Conversion of source code to executable code**

Source code myprog.c

mdfhdh

mycdc

compiler

library

Linker

Myprog.c

Object code my prog.c

startup

**Type casting**

Converting the value of an expression or one data type into another data type.

Type of casting

1. Implicit

This convert the data type by compiler this is called as implicit.

#include <stdio.h>

int main()

{

    // convert the  one data type  to another data type

    // implicit is convert by complier

    int a = 10;

    int b = 20;

    float c = a + b;

    printf("%f",c);

}

1. Explicit

This convert the data type by users this is called as explicit.

int main()

{

    // convert the  one data type  to another data type

    // implicit is convert by complier

    int a = 10;

    int b = 20;

   /\* float c = a + b;

    printf("%f",c);

    \*/

    //explicit type casting

    float Result=(float)a;

    printf("%f",Result);

**\* Decision and selection control statements**

**Control flow**