* 1. Statement printf(“xxxx\n”);
* 2. String “xxxxx”
* 3. Function printf
* 4. Loop while (yyy) or for(int i=0; i<10; i++)
* {
* printf(“xxxxx”)
* }
* 5. Variables int counter=0;
* while (xxx)
* {
* printf(“%d\n’, counter);
* counter++;
* }
* || note: %d means put a decimal number here
* 6. Boolean expressions (x<y) && (y<z) || && means and
* 7. Conditions if…… else if……. else……
* 8. Arrays string inventory{1};
* inventory{0} = “xxxx”;
* Real programming
* #include<stdio.h>
* int main(void)
* gedit
* clang –o xxx.x ||to compile xxx.x
* gcc
* c language
* Data Types
* int 32bits d
* char 8bits
* float 32bits f
* long 32bits
* long long 32bits
* double 64bits
* note: If you are calculating two int, the result will be an int. So if you want to get a float result, change at least one int to float (like change 1 to 1.0)
* Due to the finity of the digits, the number (especially in float) cannot be calculated precisely. If you calculate 1.0/10.0, it will not give you exactly 0.1 but something close enough.
* Some grammar
* 1 i++ means I = i+1 so is with –
* 2 In a loop, if you have more than one line of codes to be done, you should use {} to brace the codes.

3 If a variable is defined inside a pair of curly braces, then it is only meaningful inside the braces.

4 ＝＝ means = , != means not =

5 variable[2] means variable1; variable2