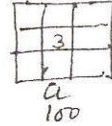


ble :- An entity that may vary during program execution 5/3
called a variable.

Variable names are names given to location in memory. These locations can contain integer, real or character constant.

Let for constructing variable names :-

int a = 3;



A variable name is any combination of 1 to 31 alphabets, digits or under score.

The first character in the variable name must be an alphabet or under score.

No comma or blank are allowed within a variable name.

No special symbol other than an under score can be used in a variable name.

eg. xi - int.

keyword :- keywords are the words whose meaning has already been reserved. ~~to the~~

x) There are only 32 keywords available in C.

y) There are about 45 operators available in C. (There is no operator for exponential).

x) C is a case sensitive language. Thus main is different from Main().

Structure of C Program :-

#include <header files> ①

main() ②

{

statement 1;

statement 2;

}

Source program
or
source code.

#include → Preprocessor directives :- It is a program that processes our source program before it is passed to the compiler.