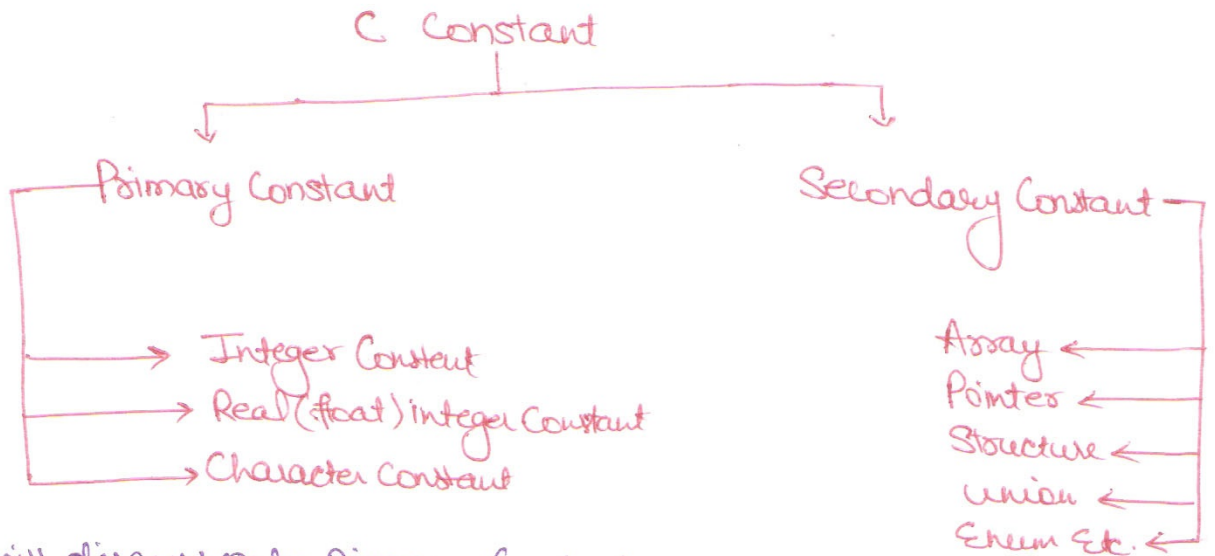


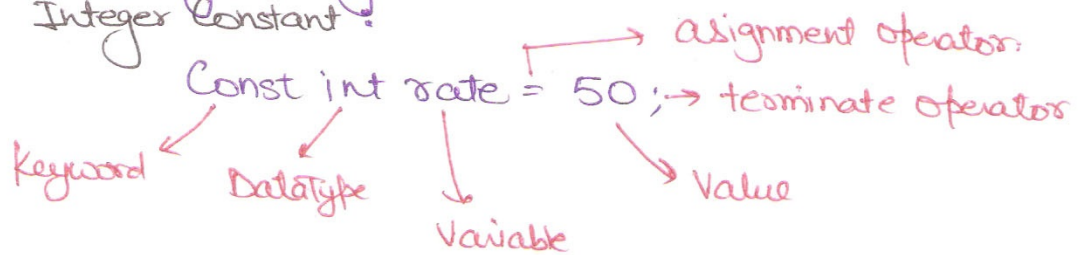
Constants!:- A Symbolic name or an entity that does not change its value during execution of a program.

Two Major Categories of Constants!



We will discuss only primary constants

(a) Integer Constant!



In this value of variable 'rate' will not be changed throughout the program.

(b) Const float or Real integer :-

Const float pi = 3.1415; [Complete is called Declaration with complete statement]

(c) Character Constant :-

Const char ch = 'A'; [A character data type value is always assigned with 'quotes']

Variables : It is the most fundamental aspect of any language  
It is a location in the Computer memory which can store value and is given a Symbolic name for easy reference.

Variable Declaration requires that you inform C of the Variable's name and the data types.

Eg:- int page\_no ;      Float Salary ;  
Char grade ;  
or int page\_no, no\_books ;  
Char first, middle, last ;

These all  
eg. are the  
different ways  
of Declaration  
for Variable.

Initialization of Variables, when a variable is declared it contains undefined value or garbage value. So we can initially initialize a value to the variable.

Eg:- int page\_no = 10 ;      Char grade = 'A' ;  
Float salary = 1200.50 ;      int a = 10, b = 20, c = 30 ;



Expressions!- An Expression consists of a combination of operands, operators, variables and function calls.  
An expression can be 'Arithmetic, logical or Relational'

Example of Expressions

- $a + b = c$  [Arithmetic operation]
- $a > b$  [Relational operation]
- $a == b$  [Logical operation]
- $\text{func}(a, b)$  - function call

Statements!- A Statement is a complete instruction to the computer. In C, statements are indicated by a semicolon at the end.

Eg  $\text{legs} = 4;$  [It is a statement]  
\*\*  $\text{legs} = 4$  [it is an expression]

Other Eg. are

$y = x + 4;$

$x = 90;$

$x = a + b / c + d * z;$

$x = 16 + (y + 10 - 5);$



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