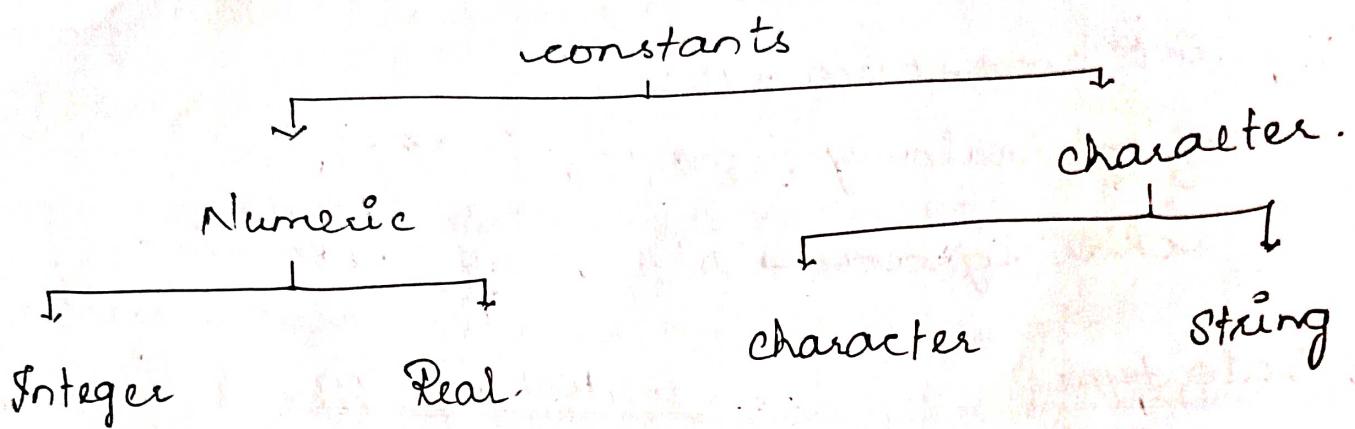


CONSTANTS:-

The items whose values cannot be changed during the execution of the program are called constants. 'c' constants can be classified as



NUMERIC CONSTANTS:-

1) INTEGER CONSTANTS:-

It is formed with the sequence of digits. There are three types of integer constants which are different number systems.

* Decimal number - 0 to 9

* Octal number - 0 to 7

* Hexadecimal number - 0 to 9, A, B, C, D, E, F

eg:- marks = 90;

per = 75;

discount = 15;

eg:- 10, -321, 052,

0xF, 0x8F...,

RULES:-

- * It must have atleast one digit
- * Decimal point is not allowed
- * It can be either positive or negative
- * If it is negative, the sign must be preceded for positive the sign is not necessary.
- * No commas or blank spaces are allowed
- * The valueable range for integer constants is - 32,768 to + 32,767.

REAL CONSTANTS:-

A real constant is made up of a sequence of numeric digits with presence of a decimal point. Real constants serve as a good purpose to represent quantities that vary continuously such as distance, heights, temperature etc.,

eg:- distance = 126.0;

height = 5.6;

speed = 3211;

RULES:-

- * A real constant must have one digit.

- * A real constant must have decimal point
- * It can be either positive or negative
- * If it is negative, the sign is must or if it is positive, sign is not necessary.
- * No commas or blank spaces are allowed.

CHARACTER CONSTANTS:-

The character constant contains a single character enclosed with in a pair of single inverted commas both pointing to the left.

eg:- 'S', 'M', 'g', '-'

The character constant '5' is different from the number '5'.

STRING CONSTANTS:-

A string constant is a sequence of characters enclosed in double quotes, the characters may be letters, numbers, special characters and blank spaces etc..

At the end of string ' \0 ' is automatically placed.

eg:- "HI"
"GOD"
"39.44"
"50"

Declaring a variable as constant:-

when the value of some of the variables may remain constantly during the execution of the program, in such a situation, this can be done by using the keyword const.

SYNTAX:-

const "datatype" variable = constant

where

const → is the keyword to declare constant

variable → is the name of the variable

datatype → is the type of the data

constant → is the constant

e.g:- const int dob = 3977;

The compiler can not be modified by the value of the variable which is assigned

by using the keyword const.

DELIMITERS:-

These are the symbols, which has some syntactic meaning and has got significance. These

will not specify any operation. 'c' language delimiters list is given below.

SYMBOL	NAME	MEANING
#	Slash	Pre-Processor directive
,	Comma	Variable delimiters to separate list of variables
:	colon	label delimiters
;	Semicolon	Statement Delimiters
()	Parenthesis	used in expressions or in functions.
{ }	curly braces	used for blocking 'c' structure
[]	square braces	used along with arrays.