

16 - First C Prog

Sunday, 19 July 2026 03:08

```
#include <stdio.h>

int main(void) {
    printf("Hello World!\n");
}
```

Data Types:

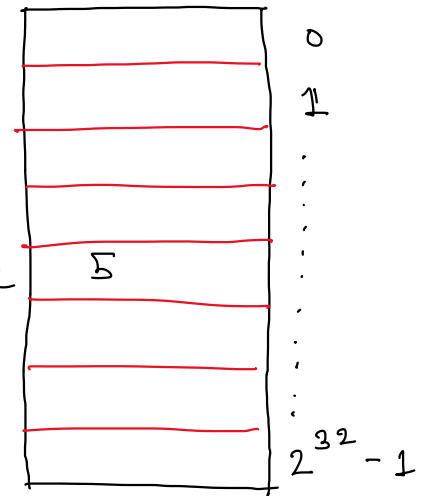
- int (4 bytes) → signed, unsigned
- char (1 bytes) → signed, unsigned
- short (2 bytes) → signed, unsigned
- float (4 byte)
- double (8 byte)
- long double (10 byte)

Memory

Memory is a 1D cell of bytes.

int x = 5;

Memory



Assigning $x=5$ for the int data type allocates a location in the memory

Format Specifiers

- char $\%c$
- int $\%i$
- unsigned int $\%u$
- float $\%f$