



-  \_\_\_\_\_
-  \_\_\_\_\_
-  \_\_\_\_\_
-  \_\_\_\_\_

 variable



 C  identifier

-  
- 
-  63



```
$zj
j**p
2cat
Hot-tab
tax rate
don't
```



  star  Star  STAR

 C   int

 continue  C

 C 

auto, break, case, char, const, continue, default, do, double, else, enum, extern, float, for, goto, if, inline, int, long, register, restrict, return, short, signed, sizeof, static, struct, switch, typedef, union, unsigned, void, volatile, while

 +  




C 

 type

```
int height;
```

 height  int 



```
int height, width;
```

```
//
```

```
int height;
```

```
int width;
```







C





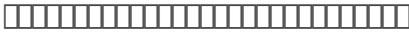
 = 

```
int num;
```

```
num = 42;
```



num



C

num



```
int num = 42;
```



```
int x = 1, y = 2;
```



```
int x, y;
```

```
x = 1;
```

```
y = (x = 2 * x);
```



y

x = 2 \* x

2



C

```
int x, y, z, m, n;
```

```
x = y = z = m = n = 3;
```



n

m

z y x

C left value right value



x = 1

1 = x



scope

block scope

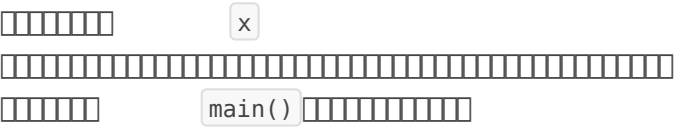
C

file scope

file scope

```
int x = 1;

int main(void) {
    printf("%i\n", x);
}
```

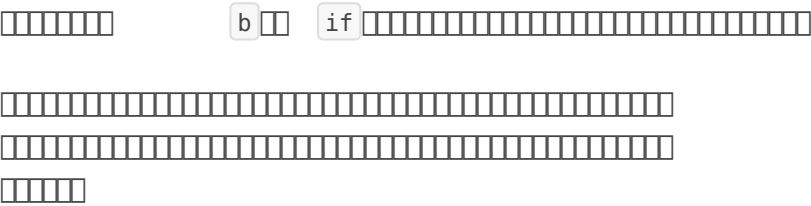


block scope

```
int a = 12;

if (a == 12) {
    int b = 99;
    printf("%d %d\n", a, b); // 12 99
}

printf("%d\n", a); // 12
printf("%d\n", b); // 
```



```
{
    int i = 10;

    {
        int i = 20;
        printf("%d\n", i); // 20
    }

    printf("%d\n", i); // 10
}
```

