

## Constantly updating basic CheatSheet for C Cheat Sheet by Yash Gaikwad via cheatography.com/147838/cs/32179/

Variable, Const and Declaration	Е					
Variable						
syntax : datatype variableName =	0					
value	0					
<pre>int myVariable = 100;</pre>	0					
Const	Si					
syntax : storagetype datatype	<>					
variableName = value	Ur					
<pre>const int myVariable = 100</pre>	S					
syntax : #define variableName value						
<pre>#define myVariable 100;</pre>	Si					
Declaration and Initialization						
syntax : storagetype datatype	Ur					
variableName = value	d					
<pre>int myVariable = 110;</pre>	Lo					
OR	Si					
syntax : storagetype datatype	Lo					
variableName	Ur					
int a, b, c	d					
syntax : variableName = value	Ĺ					
a = c = 10;	Lo					
b = 20;	L					

Declaration and Initialization can be
done at the same time or at different
time, but you must declare first and is
usually done at the top and then
initialize later. But it was an old practice,
now there is no need to declare at top
at first and then initialize

Datatyp	es tree			Datatypes (con	t)	
smartdraw	smartdraw	Dataty	martd	Unsigned Short Int	16	0 to 65,535
smartdraw Intridraw	Primary Float	smartdraw		Penighed Short	16	-32,767 to 32,767
Signed Introduce Unsigne d Int	Long Double Uns	ned har smartdraw   signe martdraw Char	smartd	Typedef	32	- 2,147,48- 3,647 to
Short Int	\$ smartdraw	\$ smartdraw		Uniong Long Int	64	-(2 <sup>63</sup> -1) to 2 <sup>63</sup> -1
Short Int Unsigne d Short	<b>\$ smartdraw</b>	\$ smartdraw	smartd	raw: 🔷 sma	32	- 2,147,48- 3,647 to
Long Int shartdraw Signed Long Int	smartdraw	smartdraw	smartd	Unsigned  Whoman Int	32	0 to 4,294,- 967,295
Unsigne d Long	smartdraw	smartdraw		Unsigned Long Long Int	64	2 <sup>64</sup> -1
Long Int  Sipartdraw Long Int  Sipartdraw Long	smartdraw	smartdraw smartdraw	smartd smartd	Float	32	IE-37 to IE+37
Long Unsigne d	smartdraw	smartdraw	smartd	raw Double	64	IE-37 to IE+37
				Long Double	80	IE-37 to

Datatypes						
Types	Bits	Minimal Range				
Char	8	-127 to 127				
Unsigned Char	8	0 to 255				
Signed Char	8	-127 to 127				
Int	16	-32,767 to				
	or 32	32,767				
Unsigned	16	0 to 65,535				
Int	or					
	32					
Signed	16	-32,767 to				
Int	or	32,767				
	32					
Short Int	16	-32,767 to				
		32,767				

