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# **C Keywords**

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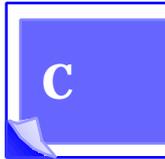
There are several keywords that are reserved as a part of the C programming language. These words shouldn't be used for anything other than their intended uses:

auto	<b>C variable default storage class.</b> <code>auto int x;</code>
break	<b>An unconditional exit command. Used to immediately exit a for, while, switch, or do...while statement.</b> <code>while( TRUE ) {     commands     if( done == TRUE )     {         break;     } }</code>
case	<b>Used in conjunction with the switch statement.</b> <code>switch( x ) {     case 'a': commands         break;     case 'b': commands         break; }</code>
char	<b>The smallest C data type.</b> <code>int char ch = 'A';</code>
const	<b>A C data modifier.</b> <code>const float pi = 3.14159;</code>
continue	<b>A reset command used to jump to the next instance in a for, while, or do...while statement.</b> <code>for( ctr = 1; ctr &lt;100; ctr++ ) {     if( ctr % 2 )         continue;     commands; }</code>
default	<b>A case within a switch that is used when none of the other cases are met.</b> <code>switch( x ) {     case 'a': commands</code>

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        break;
    case 'b': commands
        break;
    default: commands
        break;
    }
do      Used in conjunction with the while statement. This allows
        looping to occur until the while statement evaluates to FALSE.
        The loop is executed at least one time.
do {
    commands;
}while ( condition );
double A data type used to hold double-precision floating point values.
double num = 912340000000.123;
else   Used to signal commands that should be executed when an if
        statement evaluates to FALSE.
if( condition )
{
    commands
}
else
{
    commands
}
enum   A data type that can be used to create variables that accept a
        limited number of predetermined values.
enum card_suit = { CLUB, DIAMOND, HEART, SPADE };
extern A data modifier that signals that the variable will be declared in
        another part of the program.
extern global_variable;
float  A data type used to hold floating-point values.
float num = 123.456;
for    An iterative looping command that allows a portion of code to
        be executed a specific number of times. A for statement
        contains initialization, incrementation, and conditional sections.
for( ctr = 1; ctr <= 10; ctr++ )
{
    commands
}

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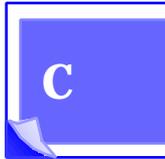


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goto	<p>Transfers program control to a label elsewhere in the program.</p> <pre>goto label ; commands label : commands</pre>
if	<p>Allows for branching within program flow. If the expression following the <code>if</code> evaluates to TRUE, then the following command(s) are executed. Also used in conjunction with the <code>else</code> command.</p> <pre>if( ctr == 1 ) {     commands } else {     commands }</pre>
int	<p>A C data type used to hold a small integer value. Specific values that can be held are dependent upon CPU's integer size. Generally stores numbers in 2 bytes.</p> <pre>int nbr = 150;</pre>
long	<p>A C data type used to hold larger integer values. Generally stores numbers in 4 bytes.</p> <pre>long nbr = 100000;</pre>
register	<p>A C data modifier used to signal that a C variable should be stored in one of the CPU's registers, if available.</p> <pre>register int number;</pre>
return	<p>A C command that causes a function to end and return to the calling function. The <code>return</code> statement may return a single value to the calling function.</p> <pre>function() {     commands;     return; }</pre>
short	<p>A C data type used to hold a small integer value. Generally stores numbers in 2 bytes.</p> <pre>short num = 123;</pre>

signed	<p>A C data modifier that allows both positive and negative numbers to be stored in a variable.</p> <pre>signed int num = -100;</pre>
sizeof	<p>A C operator (rather than a command) that returns the size of its argument in bytes.</p> <pre>sizeof( x );</pre>
static	<p>A C data modifier that allows a variable to retain its contents.</p> <pre>static int ctr = 0;</pre>
struct	<p>A C construct that allows the grouping of several C data types.</p> <pre>struct name {     char first[15];     char last[20]; };</pre>
switch	<p>A C command that allows program flow to be channeled to various conditions. case statements are used to present the conditions.</p> <pre>switch( x ) {     case 'a': commands               break;     case 'b': commands               break;     default:  commands               break; }</pre>
typedef	<p>A C modifier that allows new names to be created for data types.</p> <pre>typedef pos_nbr unsigned int; pos_nbr x; x = 100;</pre>
union	<p>A construct that allows multiple C data types to be stored in the same memory location.</p> <pre>union x {     long nmb;     char str[4]; };</pre>
unsigned	<p>A C modifier that allows a variable to hold only positive numbers.</p> <pre>unsigned int nbr = 100;</pre>





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<code>void</code>	Used to create a generic pointer that can be cast to any type. Can also be used with function declarations to signify that there is not a returned value. <code>void function();</code> or <code>void char *ptr;</code>
<code>volatile</code>	Opposite of <code>const</code> . A data modifier that allows a variable's contents to be altered. <code>volatile int x = 100;</code>
<code>while</code>	A looping command that executes until its condition evaluates to <code>TRUE</code> or until a <code>break</code> command causes an exit. <code>while( condition )</code> { commands }