

arrays, structures, and unions

of basic data types
pointers

to them
functions

that "return" them
assignment statements

such as:

lower = 0;

upper = 300;

step = 20;

fahr = lower

C language keywords

auto

double

int

struct
break

else

long

switch
case

enum

register

typedef
char

extern

return

union

const

float

short

unsigned
continue

for

signed

void
default

goto

sizeof

volatile
do

if

static

while