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- Declaration Full Structure
  - This applies to variables and functions
  - Declarations consist of 4 elements
    - Storage Class
    - Type Qualifier
    - Type Specifier
    - Declarator
  - Format
    - (Storage\_Class) (Type\_Qualifier) Type\_Specifier Declarator;
      int foo;
      - () indicates optional

- Declaration Type Qualifier
  - Provides additional information on how a variable may be accessed or modified
  - Used by the compiler to allow or prevent various optimizations
  - 4 type qualifiers
    - const
    - volatile
    - restrict
    - \_Atomic

#### const

- The variable cannot be changed after it is initialized
- Frequently used with arrays and functions
  - Since the array is passed by reference, identifying it as const tells the compiler is should not be changed by the function

```
void ary_copy(const int src[], int dest[]);
```

#### volatile

- The variable may be changed by someone other than the current code
- Prevents the compiler from optimizing the variable away if never written to
- Common in embedded systems where hardware registers may change variable values

#### restrict

- Indicates there is only one way to reference a pointer
- Allows additional compiler optimization

```
void ary_fn(restrict int ary1[], restrict int ary2[]);
```

### \_Atomic

- Indicates changes to the variable must be made without interruption from other processes
- Primarily used with concurrent programming (threaded)

```
_Atomic int shared_reg_0 = 0;
```