**Sizeof Operator**

// Sizeof is used to size occupied ( in bytes) by a variable in the memory. Char occupies 1 byte, int occupies 4 bytes… so on..

int main()

{

char x; // or int x; or float x;

printf(“size of the variable is : %d bytes”,sizeof(x));

return 0;

}

// output :

Size of the variable is 1 bytes