header	function	integer
floating-point	format specifier	remainder
comment	indentation	condition

A whole number that may be positive, negative or zero.	A named block of C code called with arguments and a declared return type, possibly void.	A file containing declarations, macros or other definitions included by a C source file, commonly through #include.
The amount left after division into equal whole groups, or the residual expression after algebraic division.	A notation in a format string specifying how an argument is represented or read; input and output functions can require different argument types.	A number representation using a significand and exponent, with limited precision and range rather than exact representation of every real number.
An expression used for control flow; zero is false and nonzero is true in these C examples.	Space placed at the start of a line to show structure, including code blocks in languages that use it syntactically.	Explanatory text in source code or markup that does not execute as a program instruction.

boolean	jump out	loop
increment	accumulator	nested
parameter	return value	prototype

A structure that repeats a sequence of instructions.	Leave the innermost enclosing loop or switch with break, then continue after that construct.	A logical value that is either true or false.
Contained within another structure of the same or a related kind, such as a loop inside a loop.	A variable that keeps a running result while a loop processes values.	Increase a value, commonly by one, as with the C ++ operator.
A declaration of a function's name, return type and parameter types before its full definition, commonly used in C.	The value supplied back to a caller when a function finishes; it is distinct from printed output.	A named input in a function definition that receives an argument when the function is called.

scope	local	array
index	element	traverse
row	column	pointer

An indexed collection of elements arranged in one or more dimensions.	For a C name here, declared within a function or block and accessible according to that scope's rules.	The region of a program in which a particular name or binding can be accessed.
To visit the elements of a data structure systematically.	One item stored at an indexed position in an array.	A position marker or lookup structure used to locate data within a collection or database.
A value that identifies a memory location or refers to another stored object.	A vertical arrangement of entries, or a named field in a database table.	A horizontal sequence of entries in a table or array, or a single record in a database table.

address	dereference	pointer arithmetic
string	null terminator	character
struct	member	allocate

Adding or subtracting an element offset from a pointer, subject to C's array-bound rules; steps are scaled to the pointed-to type.	To access the value stored at the memory address held by a pointer.	An identifier specifying a location in memory or on a network.
A text unit such as a letter, digit, punctuation mark or other symbol.	The zero-valued character '\0' marking the end of a C string; it is not the printed digit '0'.	A sequence of characters treated as a single data value.
Reserve storage for a program to use, checking whether the request succeeds before accessing it.	A named component of a structured type or object, such as a field within a C struct.	A C type grouping named data members into one composite object.

heap	memory leak	linked list
node	stack	LIFO
queue	FIFO	linear search

A chain of nodes.	Allocated memory that is no longer needed but has not been released, especially when no usable reference to it remains.	In this memory model, the storage area used for dynamic allocation, whose objects can outlive a function call until released.
An ordering rule in which the most recently added item is removed first.	A last-in, first-out data structure in which items are added and removed at the same end.	An individual unit or point in a network, graph, tree or linked data structure.
Checking items in sequence until the required item is found or the list ends.	An ordering rule in which the earliest added item is removed first.	A data structure in which items are normally removed in the order they were added.

binary search	sorted	bubble sort
swap	recursion	base case
file pointer	mode	return code

A sorting algorithm that repeatedly compares adjacent items and swaps those in the wrong order until the sequence is ordered.	Arranged according to a specified ordering, such as increasing numerical value.	A search of ordered data that repeatedly compares with the middle item and discards half of the remaining search range.
A case that can be solved directly and stops further recursive calls.	Solving a task through further calls to the same function, with a stopping case for terminating inputs.	Exchange the values held in two positions, preserving both original values.
A value returned to report the outcome of an operation, such as success or a specified error.	A setting that determines how a file is opened or used, such as reading, writing or appending.	A C FILE * referring to a stream's control information, not simply a pointer to all the file's contents.

bit	binary	bitwise
compression	run	lossless
hexadecimal	preprocessor	macro

Operating on the individual bits of a value rather than treating it only as a whole number or Boolean truth value.	A number system using base two, with the digits zero and one.	A binary digit, taking the value zero or one.
Describing compression from which the original data can be recovered exactly.	In run-length encoding, a consecutive sequence of repeated occurrences of the same value.	Representing data using fewer bits where possible, using an encoding such as run-length encoding.
A preprocessor name replaced according to its definition, potentially with parameters; it is not an ordinary typed C variable.	The C translation stage that handles directives such as #include and #define before compilation proper.	A base-sixteen number system using digits zero to nine and letters A to F.

constant	enumeration	header

A file containing declarations, macros or other definitions included by a C source file, commonly through #include.	A C enum type naming integer constants; values start at zero by default unless explicitly assigned.	A named or literal value that does not change during the relevant part of a program.