

# CS & IT ENGINEERING



Introduction to C Programming

Lecture No.1



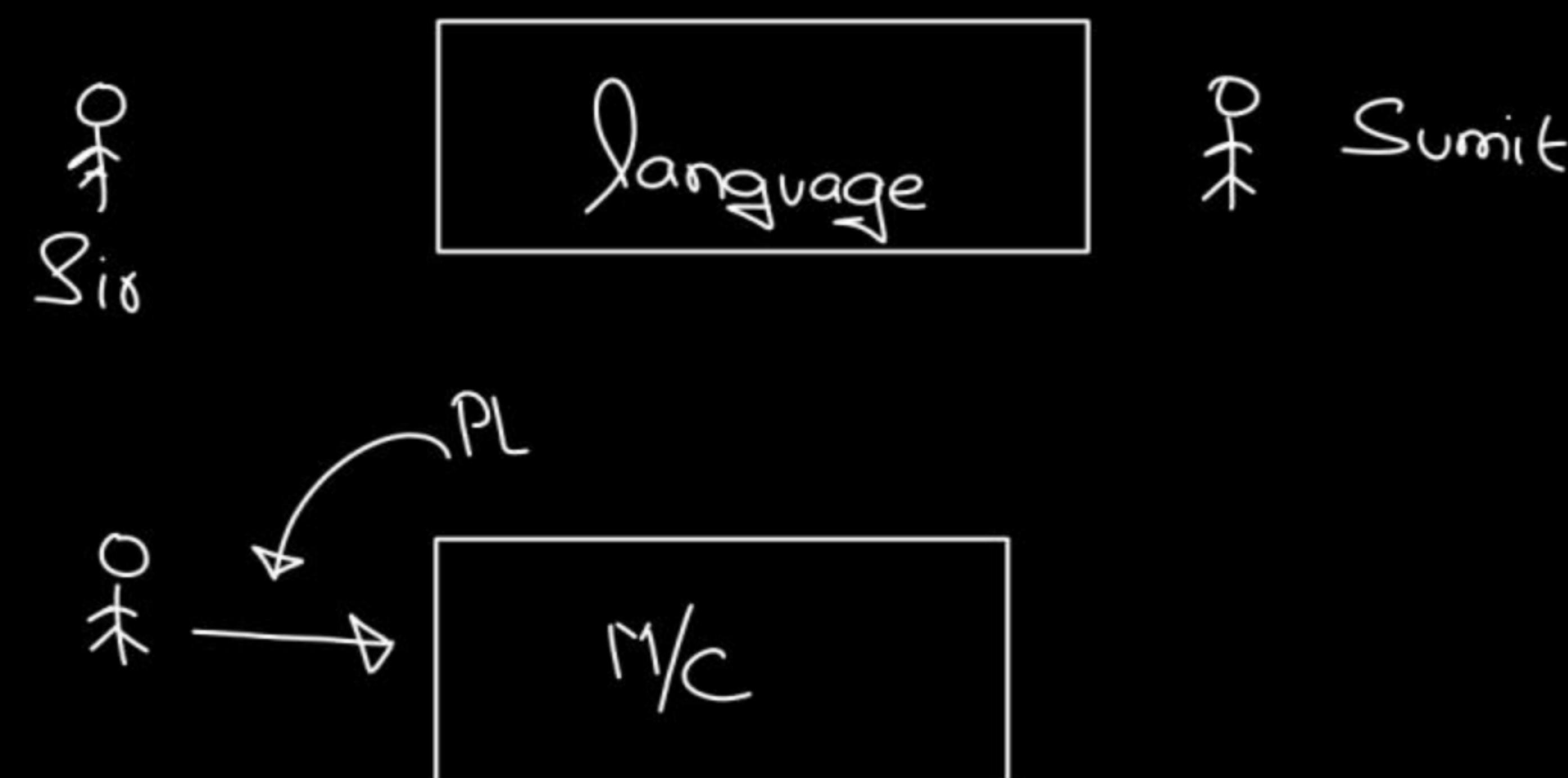
Pankaj Sir

TOPICS TO BE  
COVERED



01 Introduction to 'C'

Doubt ?



Why to interact ?

Computer :

$$18 \times 18 = 324$$

197281678 × 83791624892  
→ M/c  
Computer.

## Program

① Google Maps : source

dest.

② Washing M/c :

③ ATM Machine : Pin

in Some PL

Program



English-type  
language

0/1

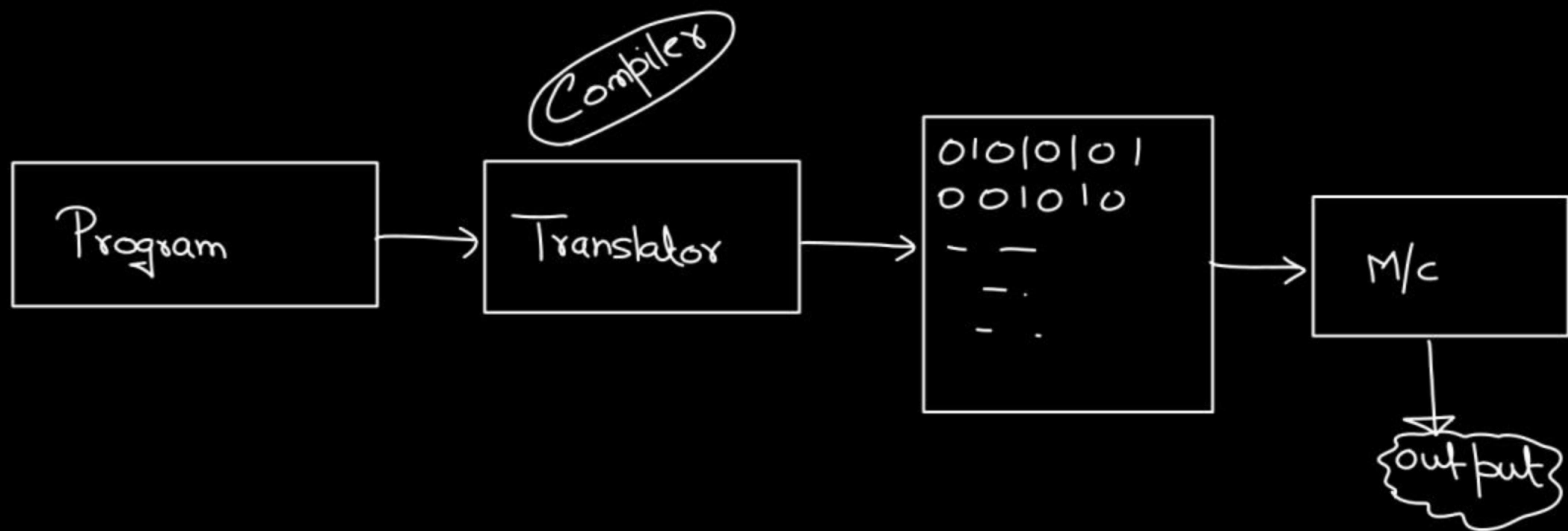
```
Void main(){  
    ;  
    ;  
    ;  
}
```

English type



```
M/c
```

O/I  
M/c language



Google map :

input

Delhi

output

route

Goa

ATM M/c

: Credential

Pin:

Cash

```
Void main() {  
    =  
    }  
}
```

Human readable

Why not we can write

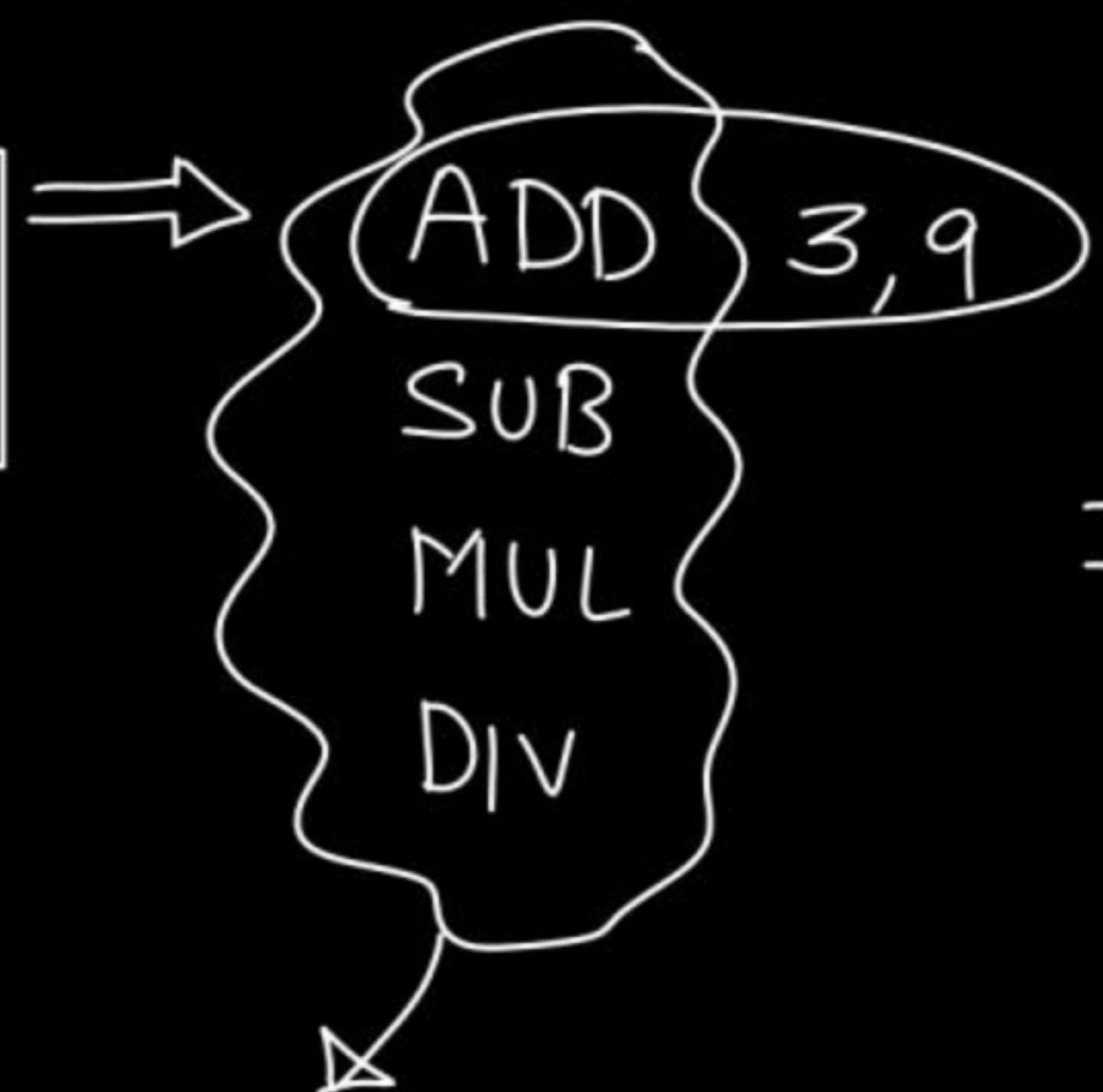
Program in 0,1?

Numbers →

M/c language ✓

M/c language

```
000010010000001100101010  
00100010 - - - - -
```



Assembly language

level

English type

$a = 9$   
 $b = 3$   
 $c = a + b$   
`print(c)`

High level lang.



English → Prof.

Ram is going to Agra.  
↓  
<Noun> <is> <going> v' + ing

Grammar



To

—  
—

regards

—  
—

Application

URGENTLY COME  
HOME

—  
—  
—  
Telegram

①

void main(){

—  
—  
—

}

②

$a = 10$

$b = 20$

$c = a + b$

`print(c)`

→ O/P

CPU



I/O → Keyboard



□ □ □ □ . . . □  
□ □ □ - - □

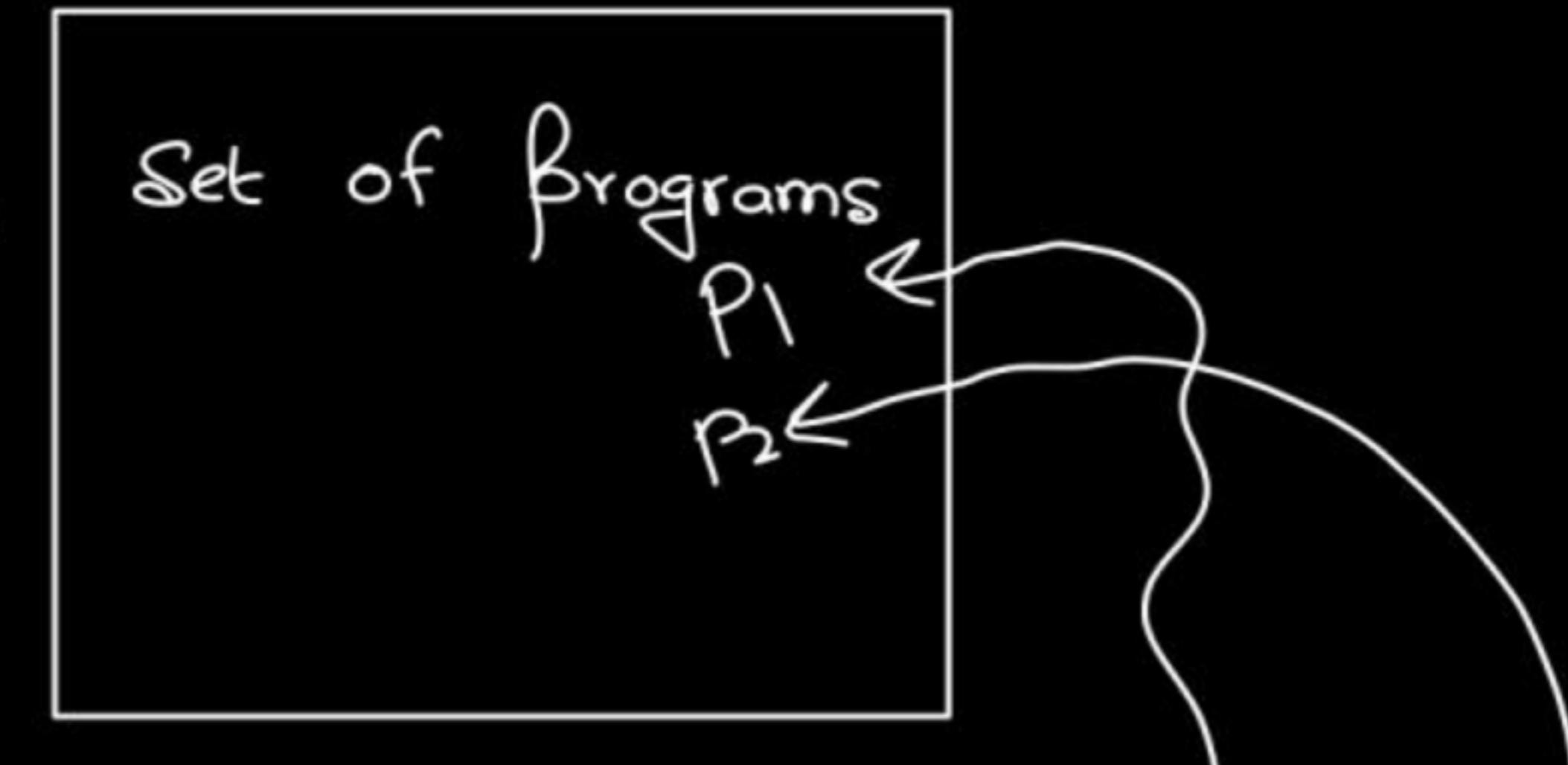
② Every PL must have some feature to take/read/fetch i/p coming from the keyboard.

③ Every PL must have some feature to print/give output from program to monitor.

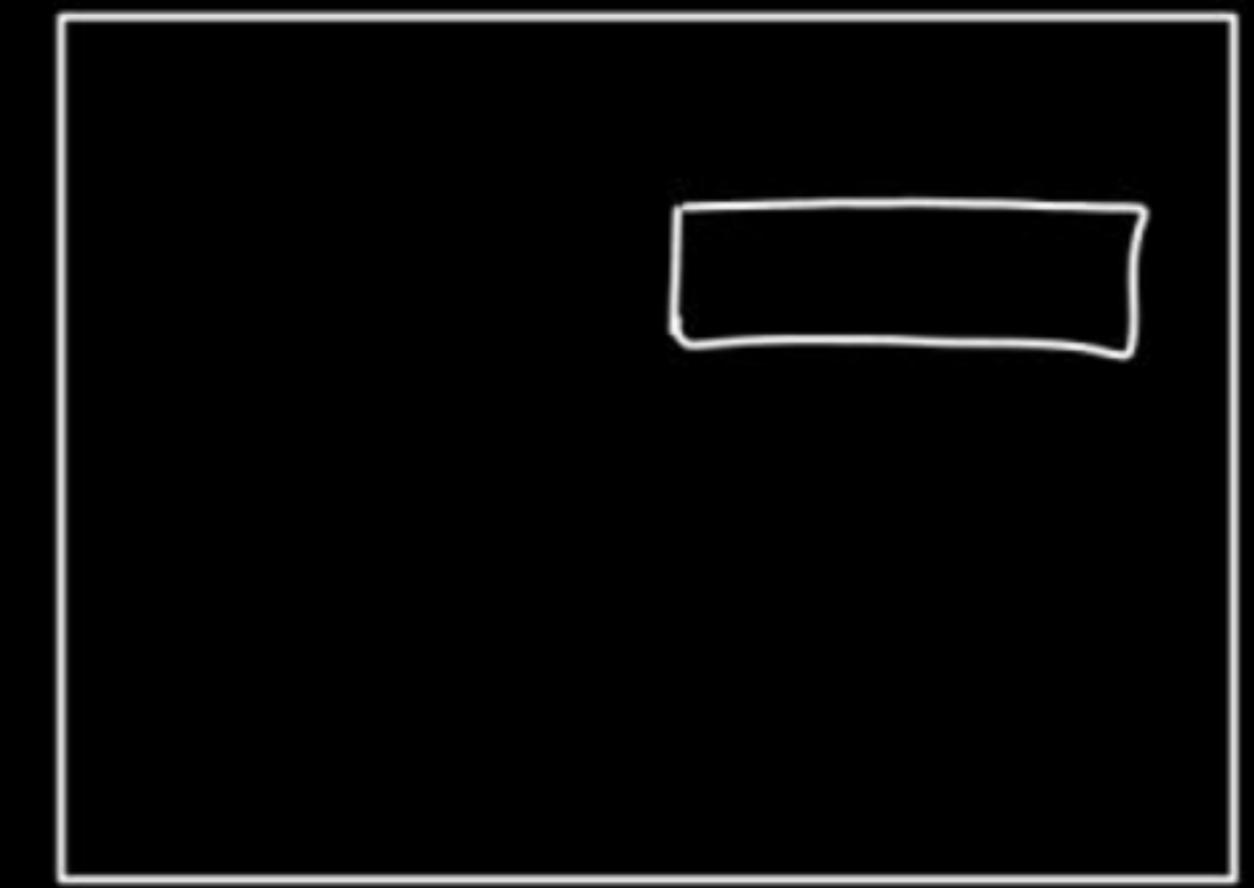
Is it necessary to learn PL  
to interact with computer ?

- ① user
- ② Programmer

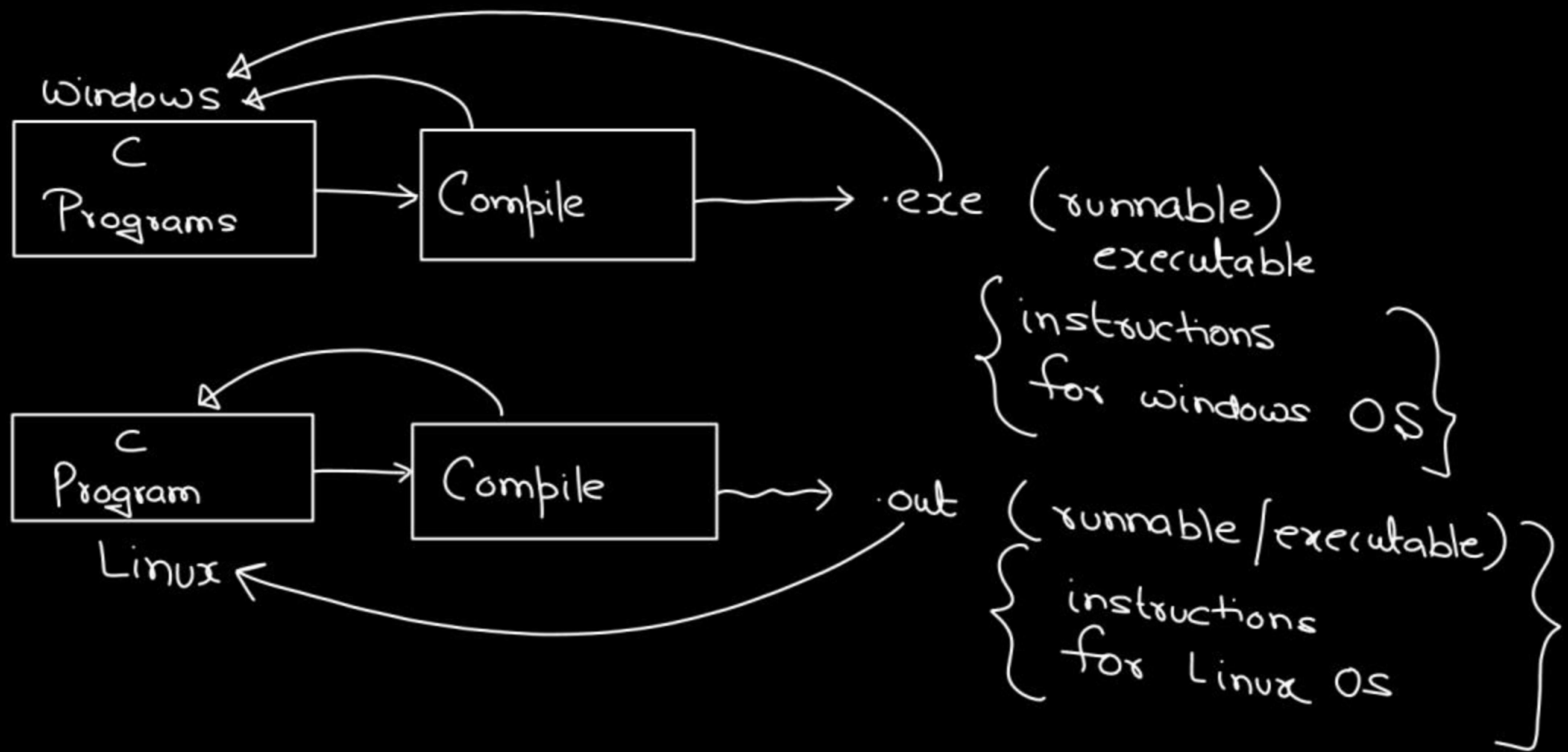
Programmers

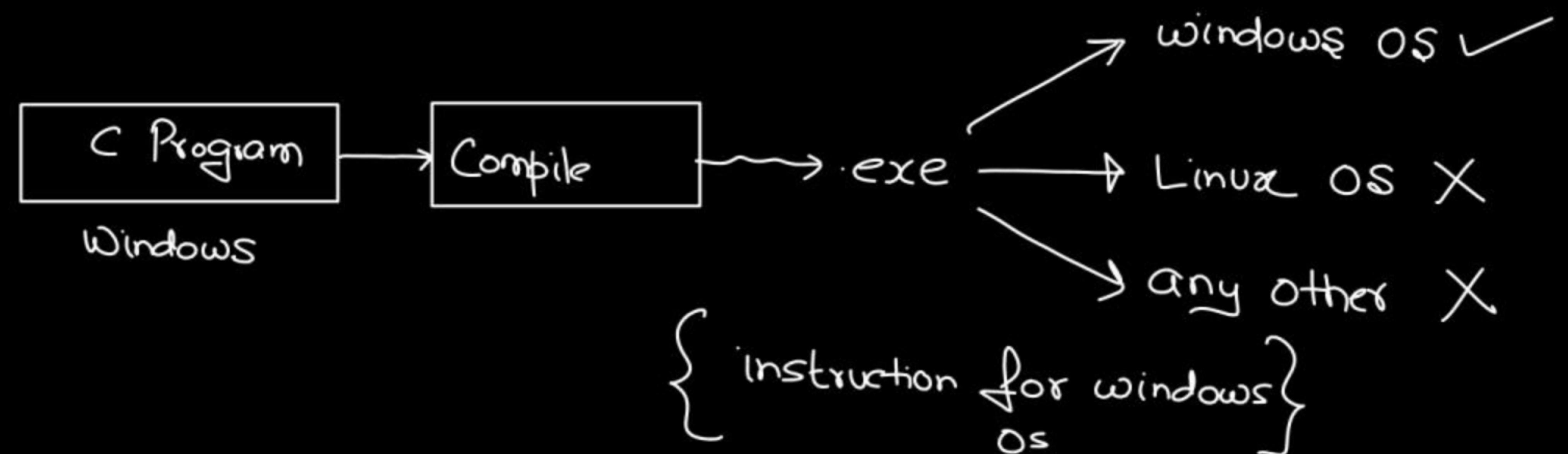


User → interface



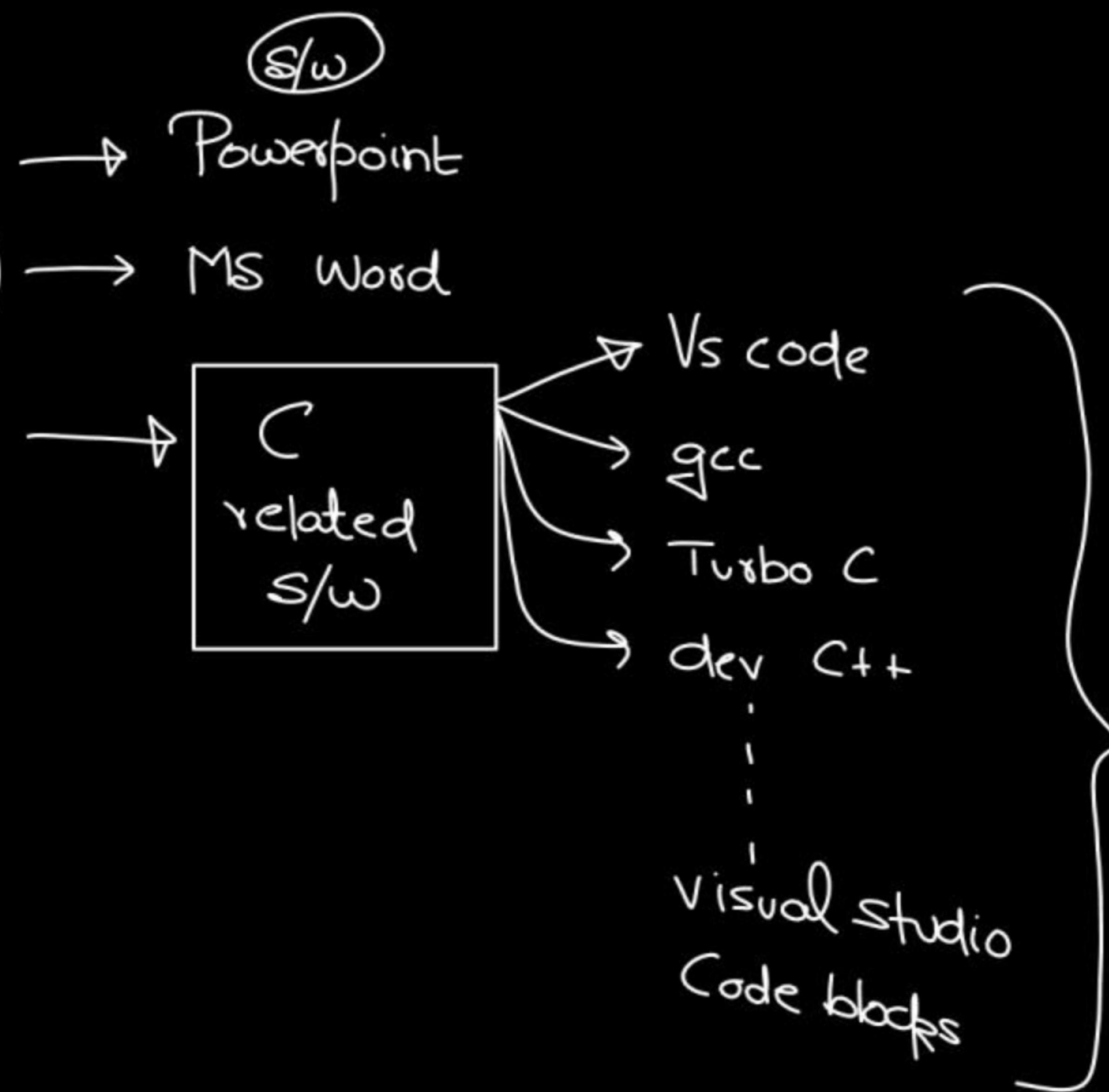
USER





slide/presentation → Powerpoint  
document (.doc) → MS Word

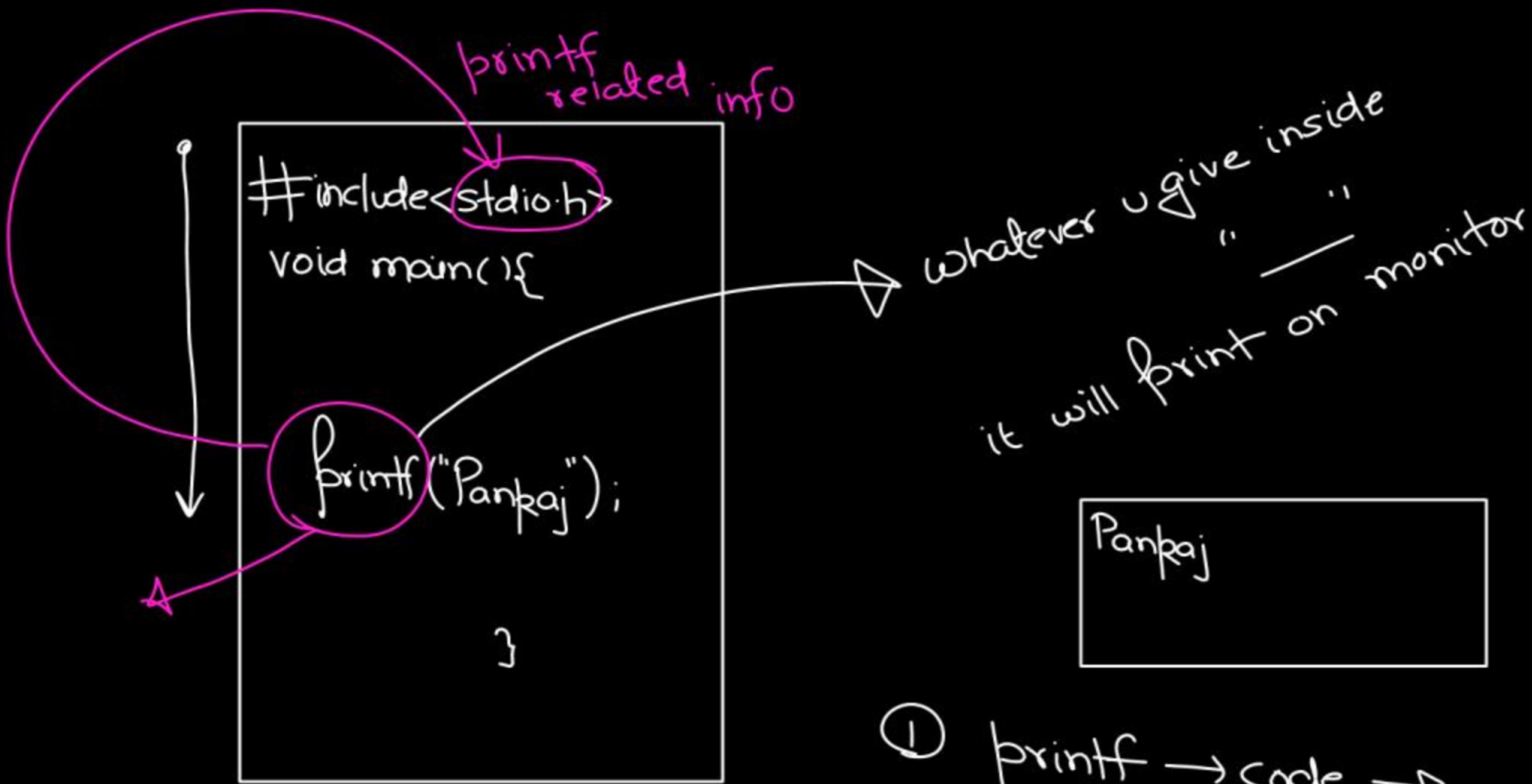
C Program



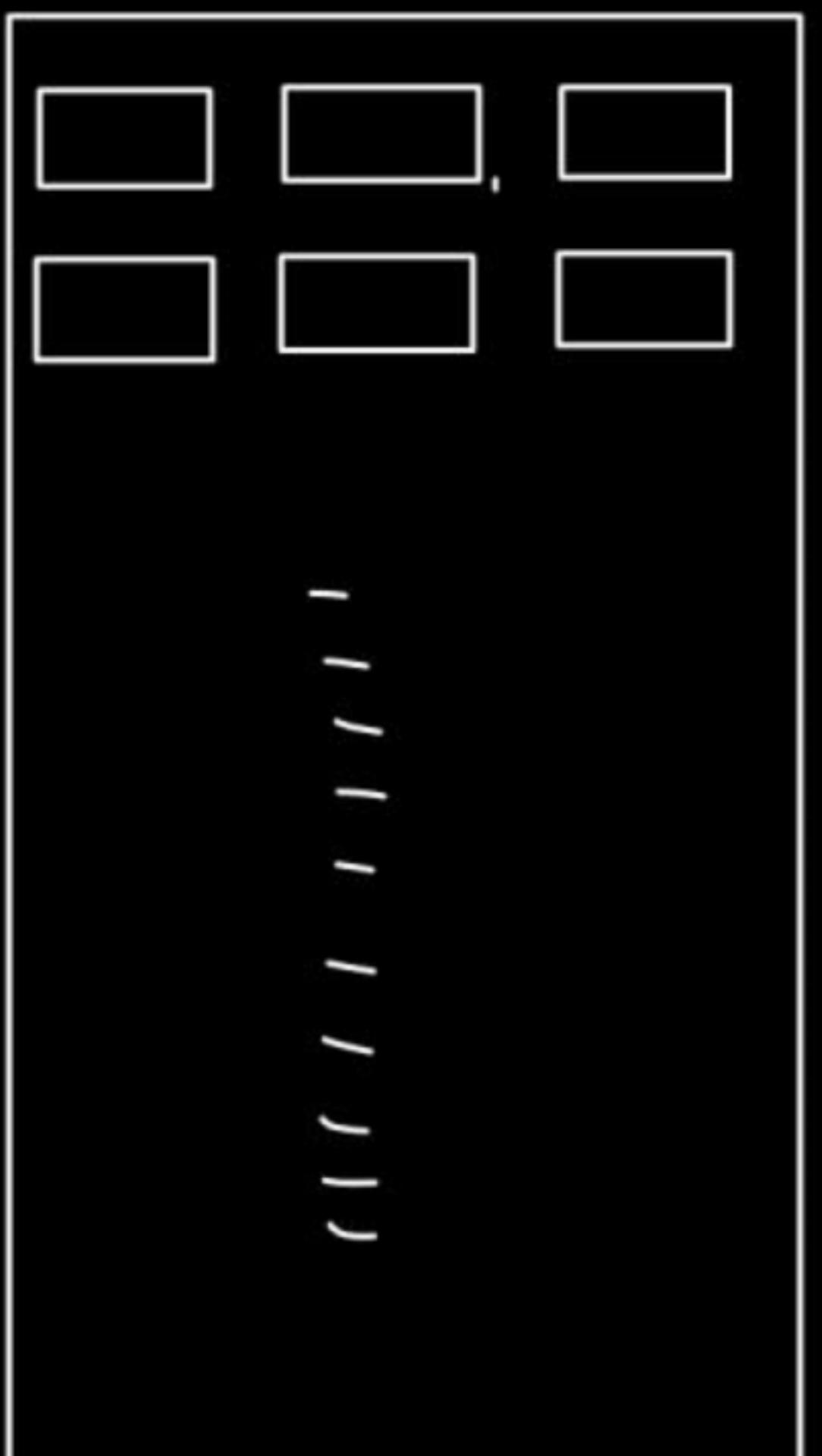
① Compiler ✓  
② Library ?



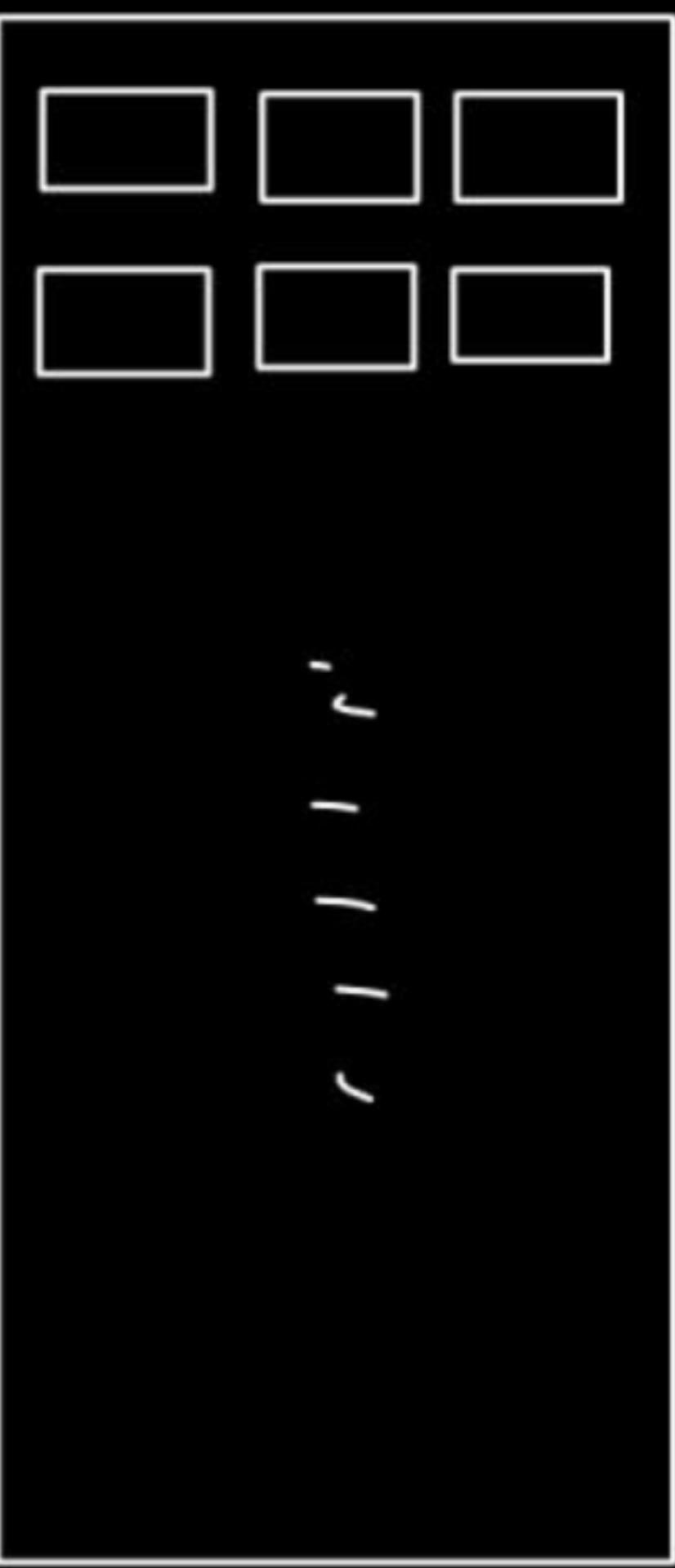
In-built Functions  
use ✓



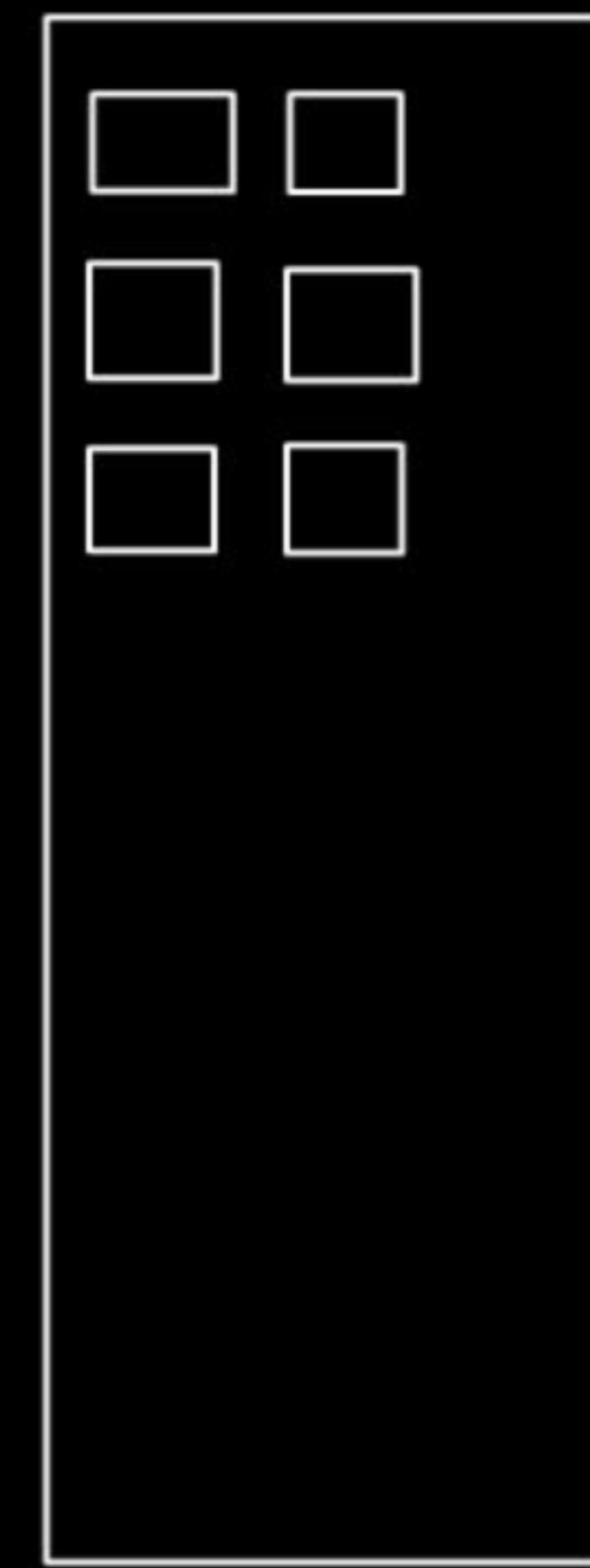
① printf → code →



math.h



stdio.h



{ Let us C } } 1st page → Last page

Dennis Ritchie }  
C in Depth }

