

Re-create yourself



QUEST
INNOVATIVE SOLUTIONS

precedence&associativity

precedence	operator	symbol	Associativity
1	Postfix	() [] -> . ++ --	Left to right
2	Unary	+ - ! ~ ++ -- (type)* & sizeof	Right to left
3	Multiplicative	* / %	Left to right
4	Additive	+ -	Left to right
5	Shift	<< >>	Left to right
6	Relational	< <= > >=	Left to right
7	Equality	== !=	Left to right
8	Bitwise AND	&	Left to right



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9	Bitwise XOR	\wedge	Left to right
10	Bitwise OR	$ $	Left to right
11	Logical AND	$\&\&$	Left to right
12	Logical OR	$ $	Left to right
13	Conditional	$?:$	Right to left
14	Assignment	$= \ += \ -= \ *= \ /= \ \% \ == \ > \ >= \ < \ <= \ \&= \ ^= \ =$	Right to left
15	Comma	$,$	Left to right

Input / Output functions

formatted

print()

scanf()

fprintf()

fscanf()

sprintf()

sscanf()

Unformatted

getchar()

getch()

gets()

getc()

putchar()

putch()

puts()

putc

fgets()

fputs()

fput()

fgetc()

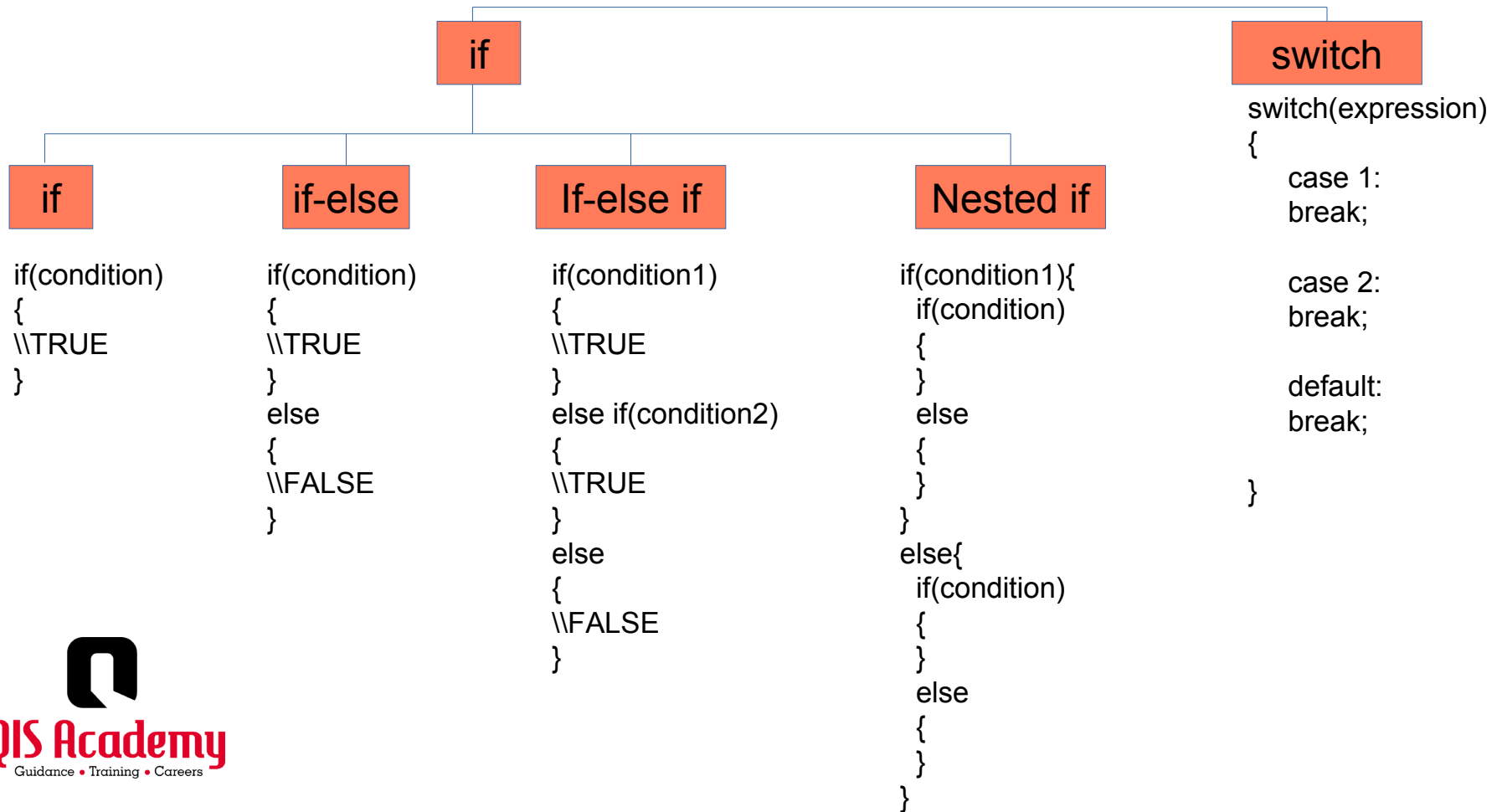
STORAGE CLASS

keyword	Memory	Initial value	scope	lifetime
auto (local)	RAM	Garbage value	Block scope	end of the block
extern (global)	RAM	0	Global scope Multiple file Project scope	End of the project
Register (local)	CPU register	Garbage value	Block scope	End of the block
static (global)	RAM	0	global that file only	End of project
static (local)	RAM	0	With in the scope	End of project

Escape sequence

\a	Alarm or beep
\b	Backspace
\f	Form feed
\n	New line
\r	Carriage return
\t	Horizontal tab
\v	Vertical tab
\\	Back slash
\'	Single quote
\"	Double quote
\?	Question mark
\ooo	Octal number
\xhh	Hexadecimal number
\0	NULL

Control statement/Conditional Statement





➤ if statement

➤ if-else statements

➤ nested if statements

➤ switch statements

➤ Jump Statements

➤ break

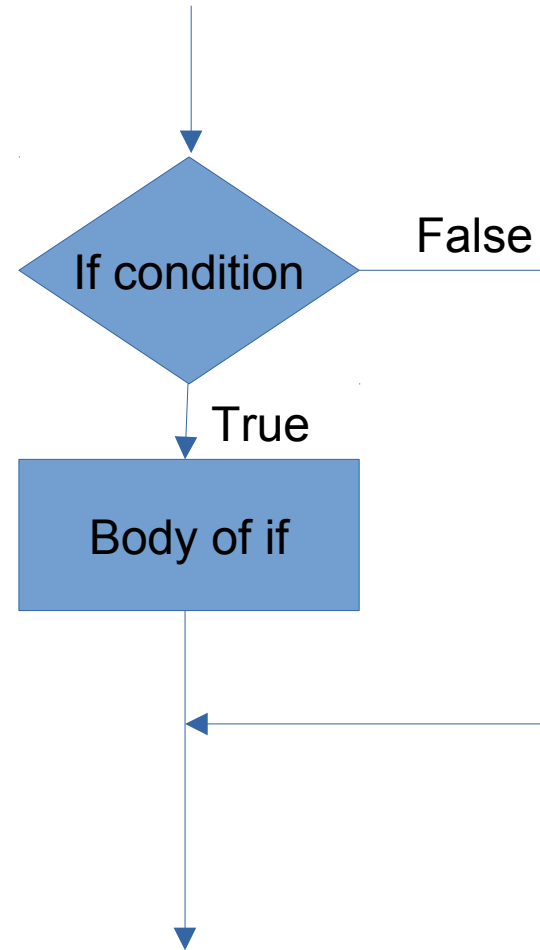
➤ continue

➤ goto

➤ return

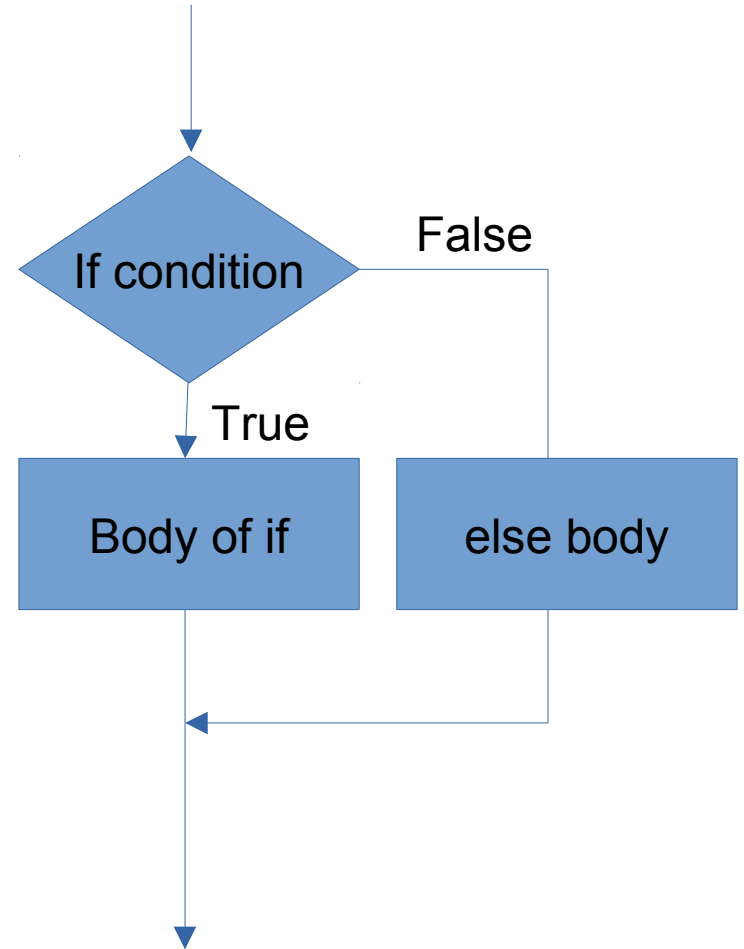
if statement

```
if(condition)
{
    // Statements to execute if
    // condition is true
}
```



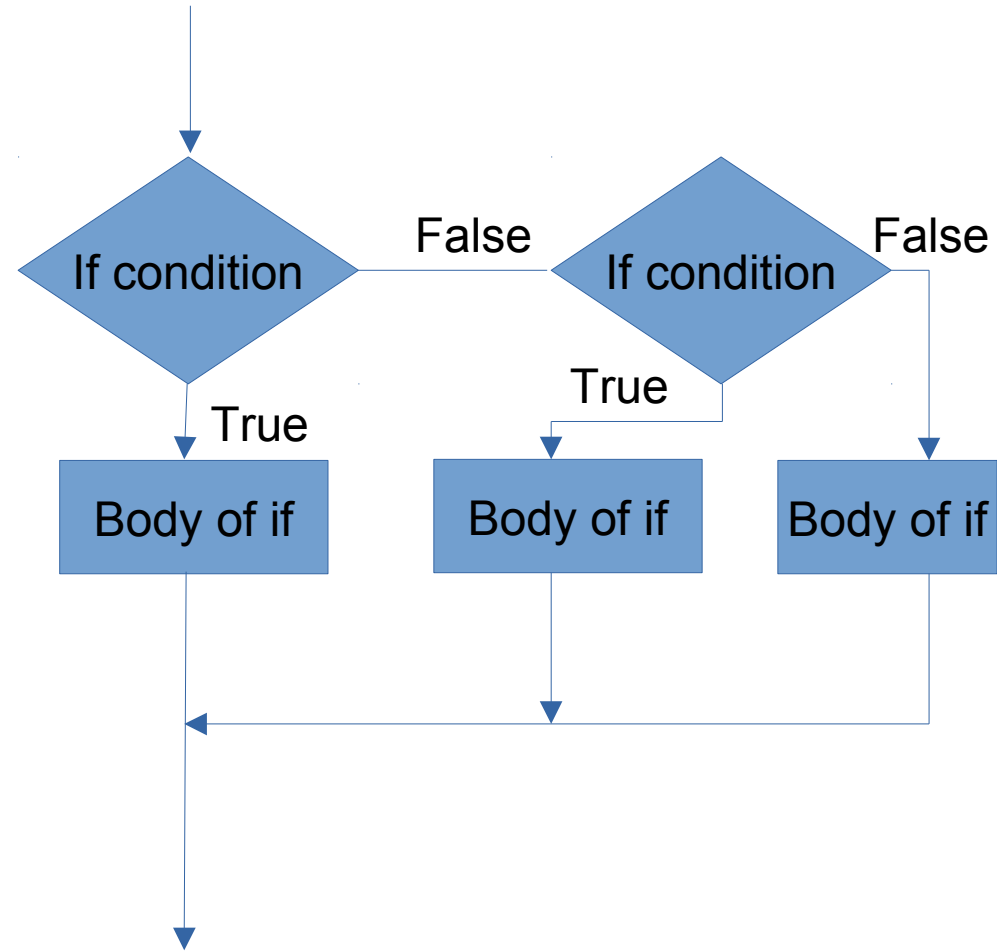
if-else

```
if (condition)
{
    // Executes this block if
    // condition is true
}
else
{
    // Executes this block if
    // condition is false
}
```



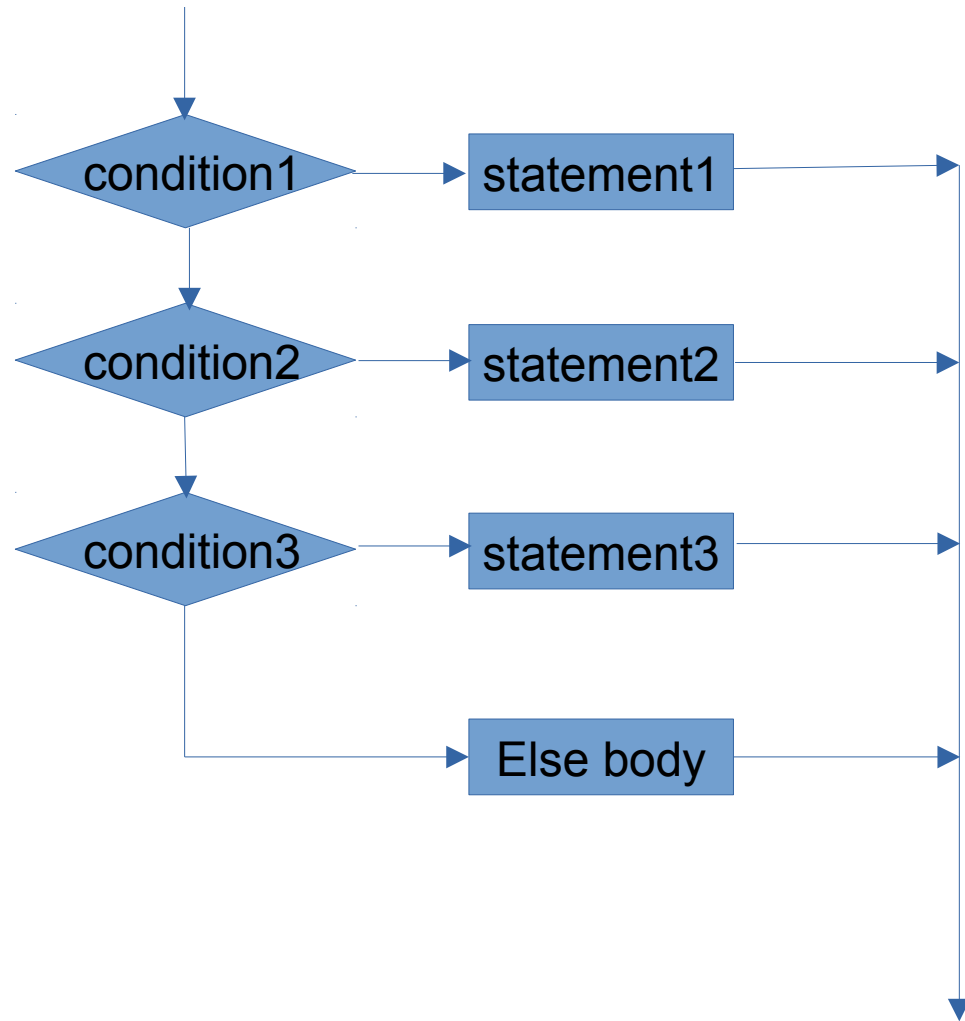
nested-if

```
if (condition1)
{
    // Executes when condition1 is true
    if (condition2)
    {
        // Executes when condition2 is true
    }
}
```



if-else-if ladder

```
if (condition)
    statement;
else if (condition)
    statement;
.
.
else
    statement;
```



Switch case

```
switch(expression)
{
    case value1:block of statement
                break;
    case value2:block of statement
                break;
    case value3:block of statement
                break;

    Default      :block of statement
                  Break;
}
```



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