

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

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	$= \ += \ -= \ *= \ /= \ \% \ =\>\> \ =\<\< \ \& \ = \ \wedge \ = \  =$	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()

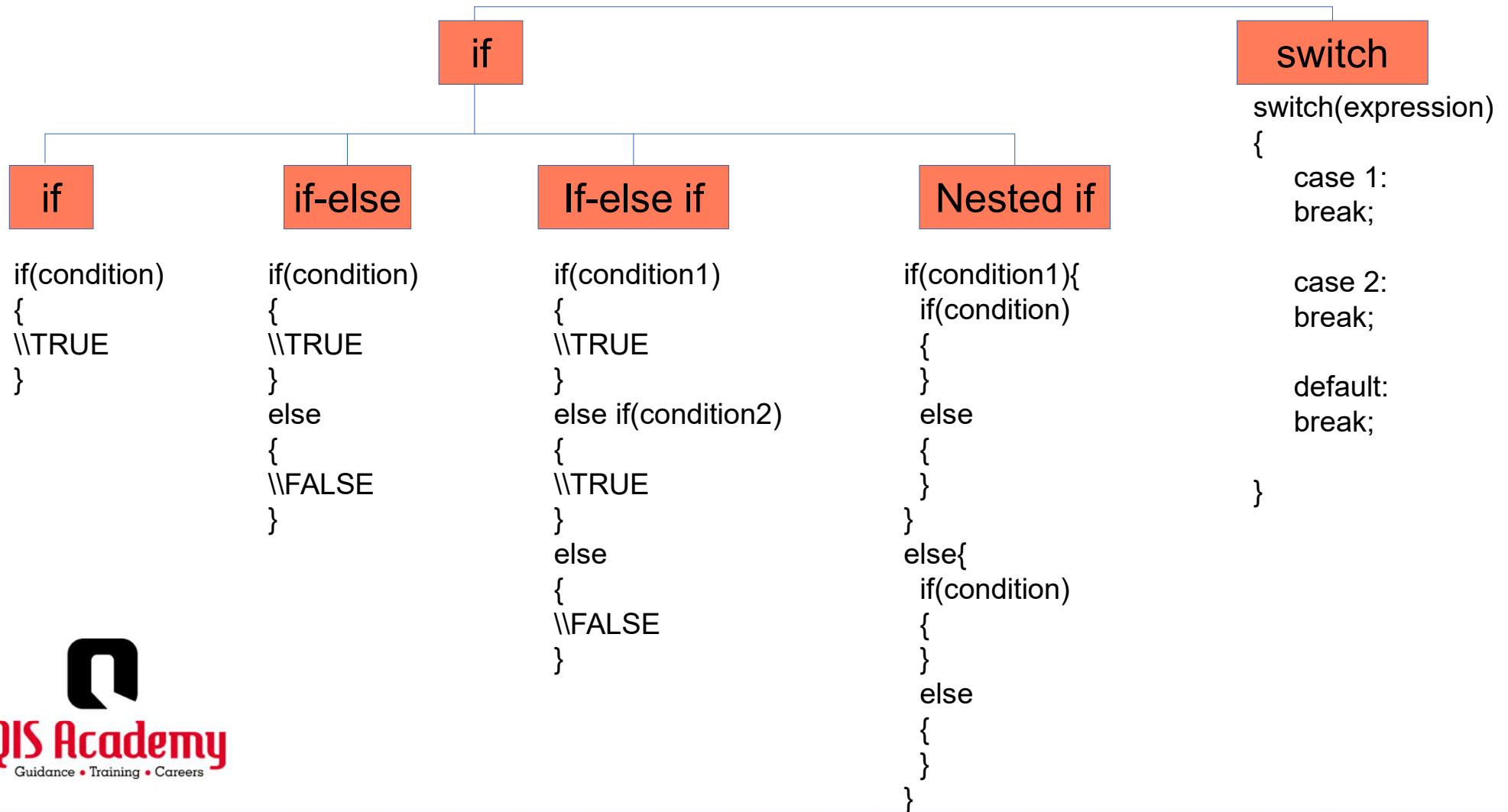
# STORAGE CLASS

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

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

# Control statement/Conditional Statement





➤ if statement

➤ if-else statements

➤ nested if statements

➤ switch statements

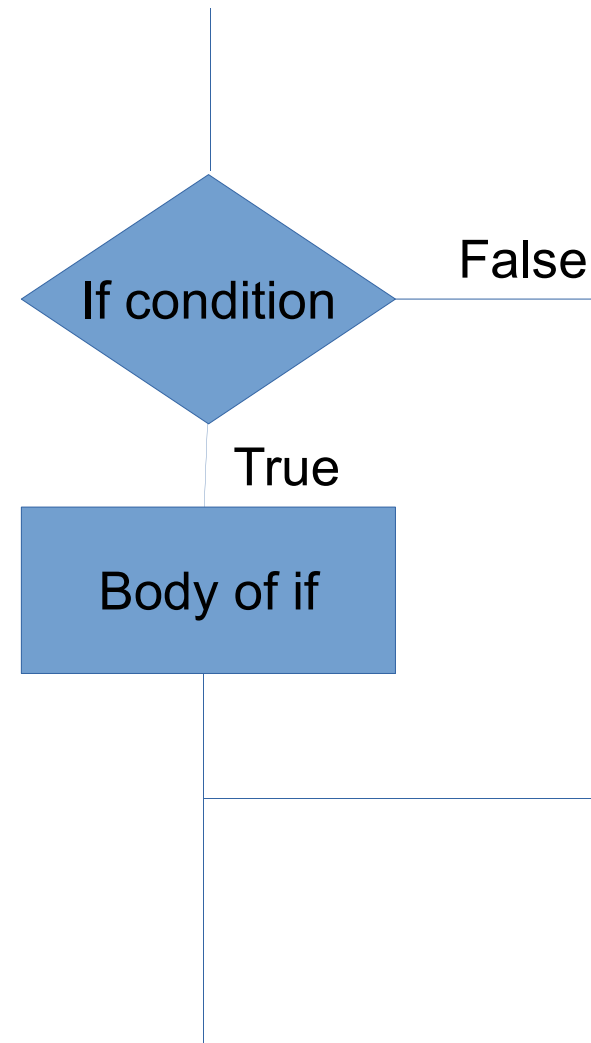
➤ Jump Statements

- - break
  - continue
  - goto
  - return



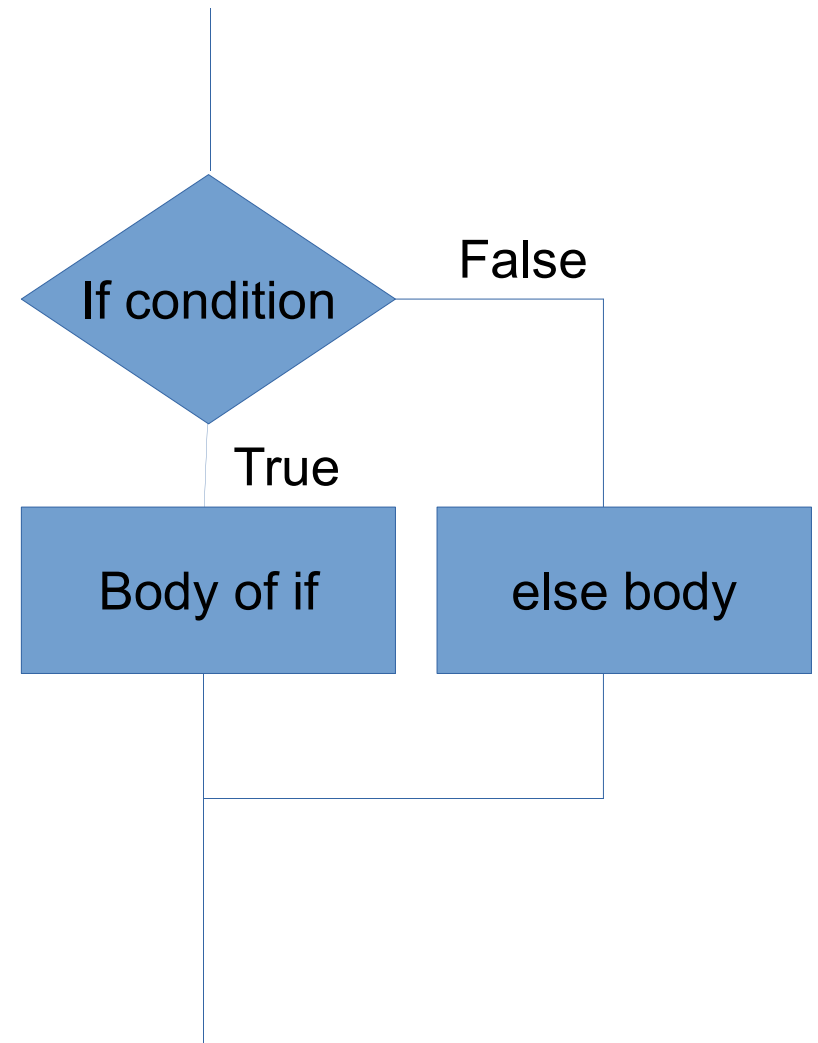
# if statement

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



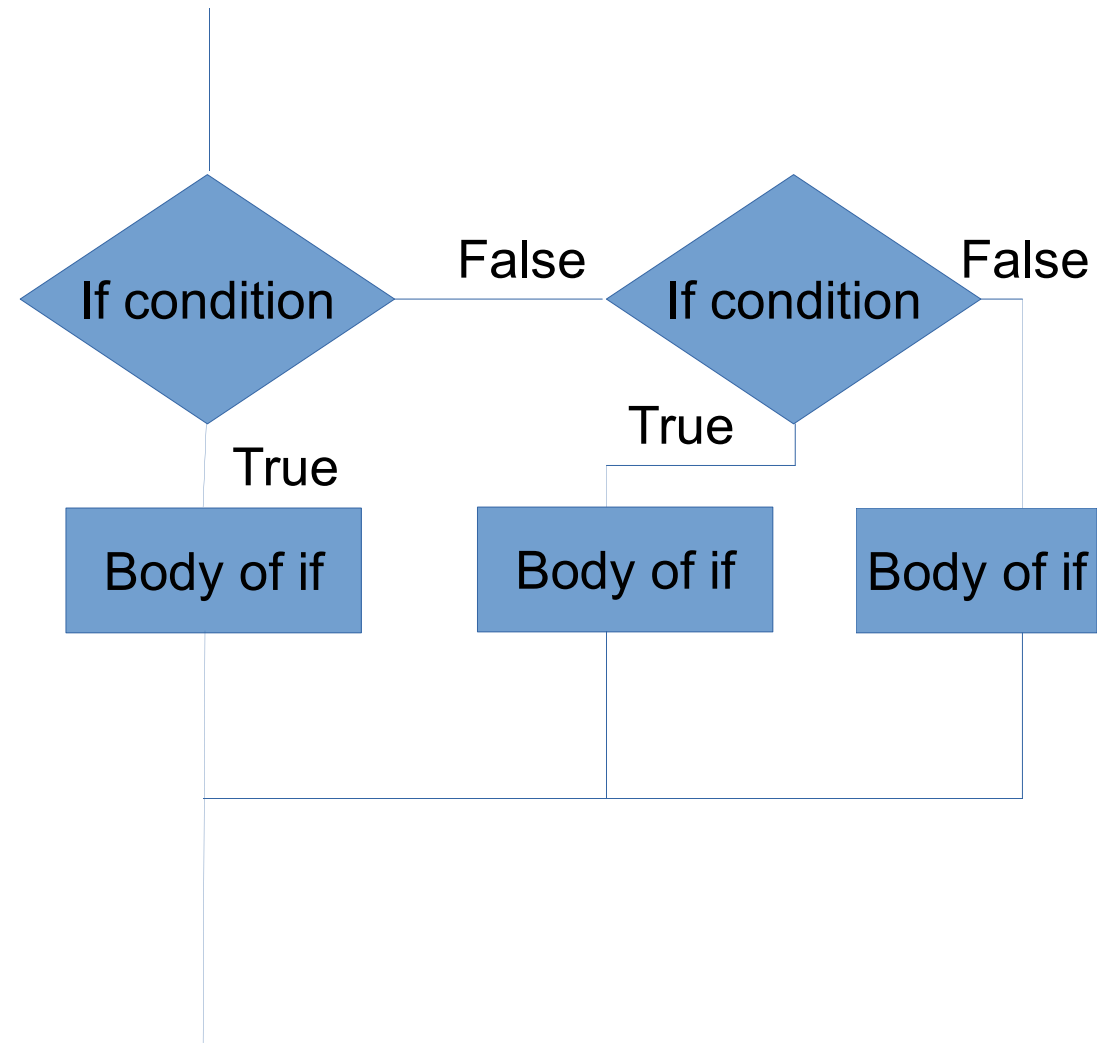
# if-else

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



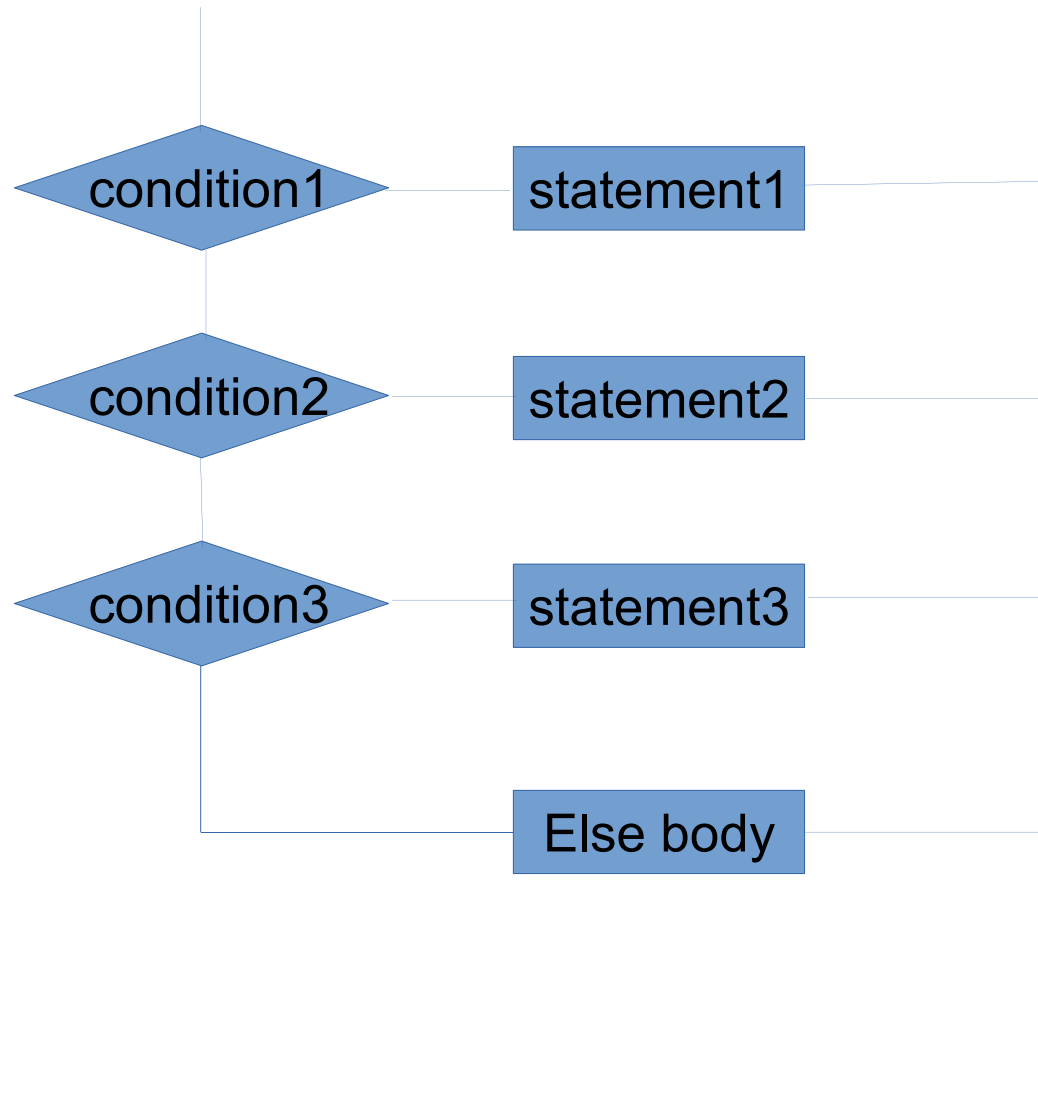
# nested-if

```
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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