

Introduction to C

CMSC 104 Section 2
February 19, 2024

Administrative Notes

Here's a C program - explanation on next slide

```
// This is a comment
// This program prints welcome to c on the screen
#include <stdio.h>
int main()

{

    printf("Welcome to c programming\n");
    printf("Welcome to C ");
    printf("programming \n\n");
    printf("This is output");

}
```

Anything that starts with a # is a command to the
pre-processor

Here's a C program

```
// This is a comment  
// This program prints welcome to c on the screen  
#include <stdio.h>
```

Comments are notes to the programmer and other humans about what the program is trying to do and why

```
int main()
```

```
{
```

```
printf("Welcome to c programming\n")
```

```
printf("Welcome to C ")
```

```
printf("programming \n\n")
```

```
printf("This is output")
```

```
}
```

\n is an escape code that means "print a newline"

This is a function, or function block, or block, of code. A function is a group of code that does something. There has to be a function called "main" for it to be a valid C program

Some more notes on that program

- Anything between two sets of double quotes is a *literal*
 - It means “exactly this and nothing else”
 - The strings in the print statements will be printed exactly as you see them
 - Keeping in mind the \n escape codes
- The printf function stops printing in the next column after you're done
 - If you don't specify a new line, you won't get a newline
 - Keep that in mind when you're formatting your output so that a human can read it
-

Now a slightly more complicated program

```
//This is a c program that prompts the user for two integers,
```

```
/* reads them in,  
   adds them,  
   and then prints out the result  
*/
```

This is a block comment. Everything between `/*` and `*/` is part of a single comment

```
#include <stdio.h>
```

```
int main ()
```

```
{
```

```
    int first_integer; // the first integer the user will type in
```

```
    int second_integer; // the second integer the user will type in
```

```
    printf("This program will read in two integers, add them and print the result\n");
```

Here we are declaring variables. We're telling the C compiler we're going to use these identifiers in the program, and how. "Int" means they will hold decimal integer numbers

```
    printf("Please enter the first integer \n"); //prompt for the first integer
```

```
    scanf("%d", &first_integer); // read the first integer
```

`scanf()` is a function that reads in some value from the keyboard. "`%d`" means it will be a decimal integer number. What happens if the user doesn't type an integer?

```
    printf("Please enter the second integer \n"); //prompt for the second integer
```

```
    scanf("%d", &second_integer); //read the second integer
```

```
    int sum; //the variable where we will store the sum
```

```
    sum = first_integer + second_integer;
```

This is standard integer math. Add two numbers together. It works the same way you'd expect.

```
    printf("The sum of your numbers is %d\n", sum); //print the sum
```

```
}
```

Now print out your result. Again, `%d` means a decimal integer.

Some common escape codes in C:

Code	Meaning
<code>\n</code>	Newline
<code>\t</code>	Tab
<code>\\</code>	Insert an backslash character
<code>\"</code>	Insert a double quote character.