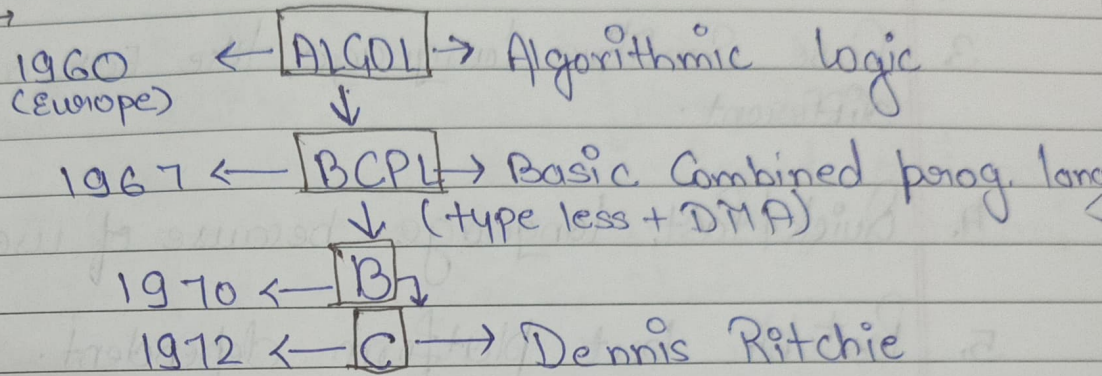


# C PROGRAMMING

Developed by Dennis Ritchie at A.T & T Bell Labs (USA) in 1972.

∴ History →



∴ Uses →

1. Mostly used in designing system software like OS, utilities drivers, libraries, kernel etc.
2. For programming Embedded Systems, IOT devices and Gaming.
3. Less frequently used for Application Programming.
4. Serves as a intermediate language for new languages like C++, C#, Java etc.

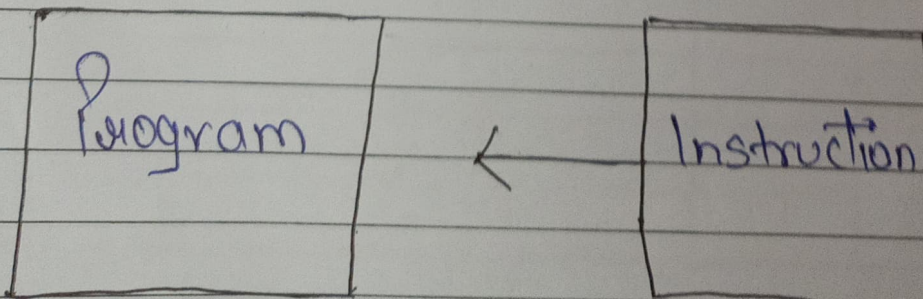
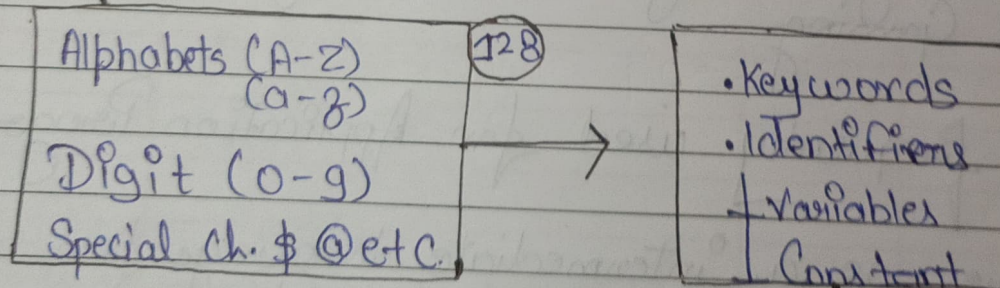




## Features/Characteristics :->

1. High level language and hence easy to understand, read, write, debug etc.
  2. Small Size language  $\rightarrow$  32 keywords.
  3. Case Sensitive language like Eat and eat both are different.
  4. Quick/fast language because of use of pointer.
  5. Portable but platform dependent.
  6. Functional language / Procedure / Structured language.
  7. Extensible language.
  8. C is tightly coupled with datatype.
- $\therefore$  How to learn C?

$\Rightarrow$  C character Set.







## → Keyword:

These are reserved words, they convey a specific meaning.

There are 32 keywords

int, long, switch, far, break, void, signal, case, while, short, float, double, if, else, goto, default, do, unsigned, return, auto, register, static, volatile, typedef, union, struct, const, extern, char, char.

## → Identifier:

A name given to any object/entity for identification/registration purpose.

### ∴ Rules for Naming Identifiers -

- 1.) Alphabets + digit + underscore (-) only as special character → 63  
(A-Z) (a-z) (0-9)
- 2.) Keywords are not allowed.
- 3.) First character of Identifier cannot be a digit.
- 4.) Spaces are not allowed.
- 5.) We can have max. upto 32 character length.  
(32-64)



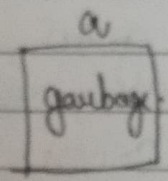
## ➤ Variable -

Named memory location that can store some value and that value can change time to time

### • Variable declaration -

Syntax - datatype variable name1, var. name2;

Example - ① int a;



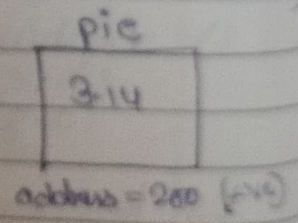
## ➤ Constant -

Named memory location that store fixed value

### • Declaration / Initialisation -

Syntax - Const datatype Const. name = value;

Example - ① Const float pie = 3.14;



## # Datatypes in C :

note: 1 bit  $\begin{cases} \rightarrow 0 \text{ (off)} \\ \rightarrow 1 \text{ (on)} \end{cases}$

1 Nibble = 4 bits

1 Byte = 8 bits = 2 Nibble

1 KB = 1024 B

1 MB = 1024 KB

1 GB = 1024 MB

1 TB = 1024 GB



S. no	Datatype	Keyword	Size	Range
1.	Valueless/no type.	void	— NA —	— NA —
2.	Character	Char / Signed Char	1B = 8 bits	$-2^7$ to $+2^7 - 1$ $-128$ to $+127$
		unsigned char	1B	$0$ to $2^8 - 1$ → $0$ to $255$
3.	Integer	Short int / Short	2B	$-32768$ to $32767$
		/ Signed <del>int</del> Short unsigned short	2B	$0$ to $65535$
		unsigned short int / signed int	2B / 4B	$-32768$ to $32767$ $-2^{31}$ to $-2^{31} - 1$
		unsigned int	2B / 4B	$0$ to $65535$ / $0$ to $2^{32} - 1$
		long int / Signed	4B (16 or 32)	$-2^{31}$ to $2^{31} - 1$
		long int / long	8B (64)	$-2^{63}$ to $2^{63} - 1$
		unsigned long	4B 18B	$0$ to $2^{31} - 1$ / $0$ to $2^{64} - 1$
		long long int	8B (16-32)	$-2^{63}$ to $2^{63} - 1$
		Signed long long	12B (64)	$-2^{96}$ to $2^{96} - 1$
		Unsigned long long	8B	$0$ to $2^{64} - 1$
		long int	12B	$0$ to $2^{96} - 1$
4.	floating point	float	4B	$-3.4E+38$ to $-3.4E-38$ $+3.4E-38$ to $+3.4E+38$
		double	8B	$-1.7E+308$ to $-1.7E-308$ $+1.7E-308$ to $+1.7E+308$
		log double	12B	$-3.4E+4932$ to $-3.4E-4932$ $+3.4E-4932$ to $+3.4E+4932$



# ASCII Table:-  
 (American Standard code for Information Interchange.)

- 0 to 31 → Special Character
- 48 to 57 → 0 to 9 digit
- 58 to 64 → Special character
- 65 to 90 → A to Z
- 91 to 96 → Special Character
- 97 to 122 → a to z
- 123 to 127 → Special Character

# Decimal to Binary:-

$$(65)_{10} \rightarrow ( )_2$$

2	65	
2	32	1
2	16	0
2	8	0
2	4	0
2	2	0
2	1	0
	0	1

$$= (1000001)_2$$

8 bit = 
←
→
  
 Most sig. bit      Data (7 bits)      Last sig. bit

Sign bit [ +ve → 0  
 -ve → 1

$$-2^7 \text{ to } +2^7 - 1$$

$$-128 \text{ to } +128 - 1$$

$$-128 \text{ to } +127.$$



# Comments - (to make the code user friendly)  
 ∴ Compiler will not read the comments only for user.

• Single line Comment -

Syntax → // comment  
 or

/\* comment \*/

Eg → // pie is constant

float pie = 3.14, // pie is constant  
 float A = pie \* 3 \* 3 // area of circle  
 printf ("%f", A);

• Multi line Comment -

Syntax → // -----  
 // -----  
 // -----  
 OR  
 /\* -----  
 -----  
 ----- \*/

Eg → /\* MOD = Name  
 DO D = 2/10/21  
 Client = SBI \*/

# Decimal to Hexadecimal -

(315)<sub>10</sub> = ( )<sub>16</sub>

13 H  
 13 B.

16 → 0-15	16	35
0-9	16	19
10 → A or a	16	1
11 → B or b		3
12 → C or c		0
13 → D or d		1
14 → E or e		
15 → f or F		



# ~~or~~ Octal to Hexadecimal -  
 $(318)_{10} = ( )_8$

473.

$$\begin{array}{r|l} 8 & 318 \\ \hline 8 & 39 \quad 3 \\ \hline 8 & 4 \quad 7 \\ \hline & 0 \quad 4 \end{array}$$

$$\begin{array}{c} (318)_8 = ( )_{10} \\ \begin{array}{ccc} | & | & | \\ 1 & 1 & 0 \\ 2 & 1 & \end{array} \end{array}$$

$$\Rightarrow 3 \times 8^2 + 1 \times 8^1 + 8 \times 8^0$$

$$\Rightarrow 208$$

$$(208)_{10} = ( )_{16}$$

CD.

$$\begin{array}{r|l} 16 & 208 \\ \hline 16 & 12 \quad 13 \uparrow \\ \hline & 0 \quad 12 \end{array}$$