5 Nov 2024

05 November 2024

12:14

**Else If Ladder** :

Int main()

{

Char clrCode;

ClrCode = get char();

if(clrCode == 'B')

printf("\nBlack\n");

else if(clrCode == 'N')

printf("\nBrown\n");

else if(clrCode == 'R')

printf("\nRed\n");

else if(clrCode == 'O')

printf("\nOrange\n");

else

printf("\nEnter the correct color code");

printf("\nProgram ended\n");

return 0;

}

* **Switch Case syntax:**

/\*

switch(cond)

{

case 1:

--

break;

case 2:

--

break;

default:

--

break;

}

\*/

* #include <stdio.h>

int main()

{

char clrCode;

clrCode = getc(stdin);

switch(clrCode)

{

case 'O' :

printf("Orange");

break;

case 'B' :

printf("Black");

break;

case 'N' :

printf("Brown");

break;

default:

printf("\nEnter the correct color code\n");

break;

}

printf("\nProgram Ended\n");

return 0;

}

* gdb ./a.out {To Debug}
* gcc -g file\_name {To execute

Looping

Syntax

1. Initialize variables
2. Condition check
3. Statements to be executed
4. Counter

There are three types of loops in C language

1. Do while
2. While
3. For

There are two categories of loops.

1. Entry controlled : The statements get executed after checking the condition and if it is true.
2. Exit controlled : The statements gets executed without checking the condition for the first time itself.
   1. Syntax :

do {

}while(cond);

Only in do while the while statement has the semi colon.

**Arrays**

06 November 2024

10:04

It is a homogenious elements.

Manam saperate ga variabe ichukovali

Syntax:

Dt Arrname[size]:

It contaning diff variables used for different purposes.

How to store the elements:

Arrname[indexvalue] ==value;

=> indexvalue from 0 to cap-1.

Whenever we r declaring variable we need to store int address

Add [20ch]=10

BA +(IV\*size of(dt))(internal programming )

The index should always b in integer.

TYPES:

1.Static array.-the size of the array is known before to the compl time.(static memory)

2.Dynamic array.- melloc, calloc,realloc (heap memory)

3.strachable array.

4.mutable array.

Stack smash happens when we go beyond the limit.

\* dimentional array:

Codes:

\*reversing of array.

Array Rule:y[10.9] =access y[10]

**Functions:**

1.std lib function

Printf, sqrt, abs, pow

User defined

User is defining his/her own task to be performed.

rtd=returned data type.

Rdt fName(input args)

{

Sts;

Return rdt;

}

**Scope of result will be limited once exciquited:**

They are in the stack memory.(ex.val 1,val 2)

Where we use the int we should use int in the result.

We can pass n number of arguments.i

Function prototypes are used in the header files.

Int add(int,int);

Function implementation should be in the .c file.

#ifndef ISPRIME\_H(protection of file)

 Void disp()