



DASF004: Basic and Practice in Programming

❖ Lab 1: Program Sequencing and Control



In this lab ...

- ❖ Program Sequencing and Control
- ❖ How to write simple logic in C
 - » Variable declaration and assignment
 - » Variable type
 - » `printf()` and `scanf()`
- ❖ What you need to submit in this lab (Lab #1):
 - » Lab Exercise #1 before the end of today (11:59 pm)
 - » Assignment #1 by Tuesday 11:59 pm



Three **VERY** important rules for programming!!

- 1)Backup your code
- 2)Backup your code, again!
- 3)Backup your code, once more!!!

And save multiple version of your backup as you progress
(e.g. “lab1.v1.0.c”, “lab1.v1.1.c”, “lab1.v2.0.c”, etc)

❖ So that you can backtrack any potential mistakes/bugs



Comment

- ❖ Programmer's note in the code
- ❖ Not being translated by the compiler
- ❖ Written in natural language to explain the code (e.g. English, or Korean)
- ❖ Very useful for debugging



Comment(cont.)

❖ Single line comment

```
printf("Hello, World!"); // Print out Hello, World!
```

❖ Multi line comment

```
/* This program is written by Arthur Tang.  
   Student ID: A12345678 */  
int main(void)  
{ printf("Hello, World!"); // Print out Hello, World!  
  return 0;  
}
```



Variables and Variables Assignment

- ❖ Variable: A memory that stores a value
- ❖ Basic variable type:
 - » `int` – integer
 - » `float` – float point number
 - » `char` – a single character
- ❖ To declare an integer variable i:
 - » `int i;`
- ❖ To assign a value to the variable i:
 - » `i = 1;`
 - » Note: you can only assign value to a declared variable



Variables and Variables Assignment

- ❖ You can declare a variable and assign its initial value:

```
» int i = 1;
```

- ❖ You can reassign a new value to a variable:

```
» int i = 2;
```

```
» i = 4;
```

- ❖ You cannot declare a variable that already exists:

```
» int i = 2;
```

```
» i = 4;
```

```
» int i = 6;    // ERROR!!!
```

- ❖ Name your variable something meaningful:

```
» int i = 5;    // Meaningless name!
```

```
» int midterm_score = 80; // Meaningful name!
```



Variables Type

❖ Basic Variable Type

» `int, float, char`

❖ Integer Division

» `int x = 7;`

» `int y = 2;`

» `float z = x / y; // z = 3`



Assignment and Expression

❖ Arithmetic Operators:

- ❖ `+` `-` `*` `/` `add; sub; multiply; divide`
- ❖ `%` `modules (i.e. remainder)`



Print out the value of variables

- ❖ Use the `printf()` function from `stdio.h` library

```
int x = 10;
float y = 1.5;
char z = 'A';
printf("The value of x is: %d\n", x);
printf("The value of y is: %f\n", y);
printf("The value of z is: %c\n", z);
printf("All: %d, %f, %c\n", x, y, z);
```

- ❖ `%d` – decimal value
- ❖ `%f` – float point value
- ❖ `%c` – character



Try this out

- ❖ Write a program to perform the following task:
 - » Declare an integer variable named `Number_1` with an initial value 5
 - » Declare an integer variable named `Number_2` with an initial value 2
 - » Declare an integer variable name `Sum`
 - » Calculate the value of `Number_1 + Number_2`, assign the result to `Sum`
 - » Print out the value of `Sum`



Taking input from user

❖ Use the `scanf()` function from `stdio.h` library

```
int x;                                // Declare variable x
printf("Input the value of x: ");      // Prompt user for input
scanf("%d", &x);                      // Assign user input to x
printf("The value of x is: %d\n", x);  // Print out value of x
```



Lab Exercise

❖ Write a program to perform the following task:

- » Declare an integer variable named `Number_1`
- » Declare an integer variable named `Number_2`
- » Prompt user to enter an integer and assign the value to `Number_1`
- » Prompt user to enter an integer and assign the value to `Number_2`
- » Declare an integer variable name `Sum`
- » Calculate the value of `Number_1 + Number_2`, assign the result to `Sum`
- » Print out the value of `Sum`

• Submit the **source code** on iCampus before the end of today: 23:59 pm



Lab Assignment #1: Sequence Control

Write a program to perform the following sequence:

- 1) Prompt the user to input John's score (integer).
- 2) Prompt the user to input Mary's score (integer).
- 3) Prompt the user to input Peter's score (integer).
- 4) Prompt the user to input Jane's score (integer).
- 5) Calculate and display the average score of the class (float).

C:\Users\Arthur Tang\Documents\lab1.exe

```
Input John's score': 78
Input Mary's score': 96
Input Peter's score': 78
Input Jane's score': 89
Average: 85.250000
```

```
-----
Process exited after 6.925 seconds with return value 0
Press any key to continue . . .
```



Lab Assignment #1: Sequence Control

Deadline: Tuesday 23:59 pm
Submit to iCampus

Submit your source code only

- » Do not submit the compiled executable file
- » Do not submit the outcome of your program
- » Do not submit screenshot(s)