Programming – 17.09.19

* Will be using C, architype language – useful for lots of other languages
* Integer = numeric data, any whole number, positive or negative, “**int”**
* Floating point number (float) = “-4.25” “11.6” “100.01” = any number with decimal point > Will see 100.0 as a float = **“float” is the name in C**
* Character = “a” “A” (Case sensitive) (will see anything in ‘’ [single quotes] as a character) = **“char” for short**
* “word” = string, will be done later in the course
* Variables = something used to store data in a computer = int, float, car are examples of a var
* Int, float, char = forms of “Data Types” = each can only store single types of data (read above)
* When initialising variables, always give starting data. The areas allocated for memory (vars) contains a random number, this may lead to unexpected program results.
* “=” always in every language, an assignment operation. It always assigns data.
* If a word appears in **bold** it is a reserved word, “main” “int”, etc
* “a variable can only contain the letters a-z (A-Z), 0-9 and \_
* “a variable name must start with a letter or an underscore”
* “a variable name cannot be a reserved word”
* “always give variable names corresponding to their functions, this improves readability”
* “In industry, you will often be maintaining others code. Rather then writing fresh code, always code for the guy who has to manage it after you!”
* “variable names don’t have a length limit, however shorter is better. As some compilers may not like very long variable names”
* EXAMPLE CODE : MyFileIO.c

#include <stdio.h>

Int main()

{

int v1;

float v2;

char v3;

v1 = 65;

v2 = -10.7;

v3 = ‘a’;

return 0,

}