

Software - As per the industrial standard a digitalized (GUI) automated system is called software.

When the software where is providing graphically user interface then it is called digitalized.

Without human interaction if the process is completed then it is called automated System.

A software is nothing but a collection of programs. A program is a set of instructions which is designed for a particular task.

A number of programs combining together like a single unit it is called software tool or software component.

Software are classified into two types -

- 1) System Software
- 2) Application software

(1) System software - The software design for general purpose & does not having any limitation it is called system software.

System softwares are classified into 3 types

- a) OS - DOS, windows, Linux, Unix

(2) Application Software - This software is design for specific task only it is called application software.

Ex:- application softwares are classified into two types

- (1) Application Packages - ex- MS Office, Oracle
- (2) Special Purpose softwares - ex- Tally

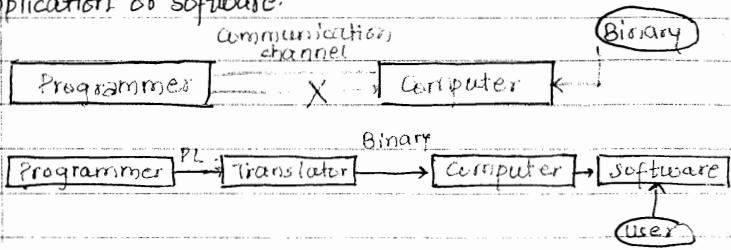
- MS Office is a microsoft product which can maintain the information in document format.
- Oracle is a database which maintain the information in document format.
- By using Tally we can maintain the information of accounts

→ A Computer is an electronic device which accept instruction from user and according to user sended instruction it produce result.

- Computer knows only one language i.e binary lang
- As a programmer when we required to interact with a computer we need a communication channel called programming language

A programming language is a special kind of instructions which is used to communicate with computer.

In above case, recommended to use translator. As a programmer if the instruction came programming lang., translator will converts programming lang. code into binary format and according to even binary instructions we will get an application or software.



Translators -

A Translator is a system software which converts programming lang. code into binary format.

Translators are classified into 3 types -

- ① Compiler
- ② Interpreter
- ③ Assembler

(1) Compiler - It is a system software which converts programming lang. code into binary format in a single step except those lines are having error.

(2) Interpreter - It is a system software which converts programming lang. code into binary format line by line.

- (2) Assembler - By using assembler we can convert assembly language instructions into binary formats.
- As per the performance wise, recommended to use compiler.
- As per the development wise recommended to use an interpreter.

PROGRAMMING LANGUAGE

A programming lang. is a special kind of instructions which is used to communicate with computer.

Programming lang. is classified into two types-

- (1) High Level Programming Lang.
- (2) Low Level Programming Lang.

(1) HIGH LEVEL PROGRAMMING LANGUAGE

which programming lang. syntactically similar to english and easy to understand it is called high level P.L

By using high level P.L we are developing user interface application.

Ex:- C, C++, VC++, java, C#, Swift, Objective C, D-language

(2) LOW LEVEL PROGRAMMING LANGUAGE

This programming lang. is also called assembly lang.

C Programming language

- kd
- ed
- ions
- pes-
- PL
- ng
- e C,
- ng
- (1) It is high level procedure oriented structured programming lang.
 - (2) Which P.L is syntactically similar to english and easy to understand is called high level P.L
 - (3) When the programming language supports module or functions implementation then it is called procedure oriented lang.
 - (4) Top down approach in the form of blocks is called structured Programming language

HISTORY OF C

- (1) The programming language term is started in the year of 1950s with the lang. called FORTRAN
- (2) From FORTRAN lang. another programming lang. is developed called ALGOL (Algorithmic language)
- (3) The beginning of C is started in the year of 1968 with the language called BCPL Martin Richards (Basic Combined Programming lang.)
- (4) In the year of 1970s from BCPL another Programming language is developed by Ken Thompson it is called B-language (Basic language)
- (5) In the year of 1972 Dennis Ritchie developed C-

"K and R-C"

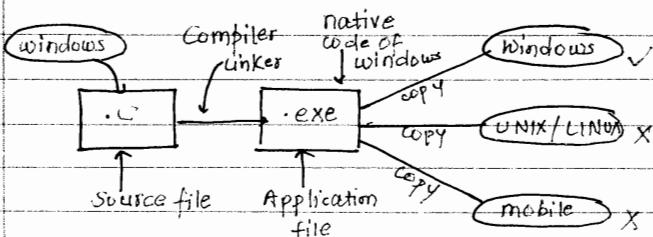
- (7) In the year of 1988, ANSI is released next version of C language called "ANSI-C" (American National Standard Institute)
- ASCII → American Standard code for information Interchange.
- (8) In the year of 2000, ISO standard C is released called "C 99"
- (9) On 8th of Dec 2011, latest version of C is released with the name called "C11" which having actual name has "
- (10) In alphabetical order only the name C-Language is given
- (11) For giving the name has C++ there is a reason nothing but past features of C-language.

Applications of C

- (1) C-programming Lang. can be used for different type of application like
- System software development i.e Operating System and Compiler.
 - Application software development and EXCEL sheets
 - Graphics related applications i.e PC and

Advantages of C

(i) Portability - It is a procedure of carrying the instructions from one system to another system.



(1) As per above observation when we are copying .exe file to any other computers which contains Windows Operating System then it works properly. Because native code is same.

(2) Same .exe file if we are copying to any other computer which contains UNIX / LINUX OS then it doesn't work because native code is different. So this behaviour is called Platform dependency.

Platform dependent, Independent
 After developing any application on a specific OS if we are able to execute on some OS then it is called Platform dependent.

→ If we are able to run on multiple OS then it is called platform independent

Source code :- Set of high level programming lang. and programming instruction

Object code :- Compiled format data of source code is called object code.

Native code :- Unix instructions of a OS is native code.

Byte code :- Java and C# related compiled code are called byte code.

Source code and byte code are platform independent.
Object code and native code are platform dependent

- C programming doesn't supports cross platform applications.
- Modularity :- When the application is developing in same modules or in functions then it is called modularity.
- Mid-level :- C programming lang. is called middle level programming language. Because it can support high-level language features in the combination of assembly language also.
- Simple :- C programming lang. syntactically simple and easy to learn.

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Characteristics of C

To develop a program what fundamental components are required those are called characteristics of C.

In C prog. lang. we having 6 characteristics i.e

- Operator
- Keywords
- code. → Separators
- are → Constants
- Pre-defined functions
- Syntax

(1) Keyword - It is a reserved word, some meaning is already available to this word & that meaning automatically recognizable by compiler.

In C prog. lang. we are having 32 keywords ex:- if, else, void, for, break --- etc.

(2) Operator - It is a special kind of symbol which performs a particular task.

In C prog. lang. we are having 44 operators ex- +, -, *, ...

(3) Separators - By using separator, we can separate an individual unit called token.

In C prog. lang. total no. of separators are 14. ex:- , ; : ' " { } , space, etc

(4) Constants - It is a fixed one never change during the

(i) Alpha numeric constant:- By using this constant we can represent alphabets and 0-9 nos.

Alpha numeric constants are classified into two types -

- Character constant
- String constant

Any data if we are representing in single quotes then it is called character constant.

ex - 'A', 'd', '+', '5', '#'

When we are representing the data within the double quotes then it is called string constant.

ex:- "freshjobs" "Hello"

Under alpha numeric constants we having only one type of data values i.e char.

In C programming lang., total no. of characters are 256.

(ii) Numeric Constant:- By using numeric constant we can represent value type data Numeric constant are classified into 2 types -

- Integer
- Float

When we are representing the numeric values without any fraction parts then it is called

Note - char, int and float are called basic datatype or basic data elements bcz any data is a combination of these 3 types of constants.

(5) Pre-define function - These all are set of pre-implemented functions which are available along with the compiler.

When we required to perform any specific task then we need to call pre-define function. ex- printf(), scanf(), strcpy(), textbackground(), gettime(), setdata() .

The basic syntax of C lang. is every statement should ends with ;

Operators:- It is a special kind of symbol which perform a particular task.

In C programming lang. we are having 44 operators and depends on no. of operands this operators are classified into 3 types

- Unary Operator
- Binary Operator
- Ternary Operator

When we are working with unary operator it require only one argument or operand.

Binary takes 2 operands and ternary is required 3 operands.

Assignment Operator :-

- It is a binary Operator.
- Binary operator means require 2 arguments i.e left, right side arguments.
- By using assignment operator we can assign right side value to left side variable
- When we are working with binary operator if any one of the argument is missing, it gives an error
- When we are working with assignment operator right side argument can be variable type or constant type left side argument must be variable type only.

Syntax :- $L = R ;$

Variable var or constant

Ex :- 1. $a = 100 ; \checkmark$

2. $a = 100 ;$ Error statement missing

3. $a = 12.86 ; \checkmark$

4. $a = 'D' \checkmark$

5. $a = ;$ Error R value require (Binary)

6. ~~$a = 120 ;$~~ Error (Binary)

7. $100 = 200 ;$ Error L side should be var.

8. $a = 100 ;$

$b = a ; \checkmark$

Arithmetic Operator :-

When we required to evaluate basic mathematical

* Binary Arithmetic Operators -

- 1) When we are working with those operators we required 2 operands. If any one of the arg. is missing it gives an error.
- 2) In implementation when we are evaluating any expression if that expression contains multiple operators then inorder to evaluate that expression we require to follows priority of the operator.
- 3) According to priority which operators are having highest priority it should be evaluate first, which operator contains least priority it should be evaluated at last.
- 4) When equal priority is occurred, if it is binary left to right, if it is unary , right to left required to evaluate.

1. * / %

2. + -

3. =

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1. $a = 2 + 5 ; \quad 7$ (return values)

2. $a = 5 + 3 - 4 ; \quad 4$

$8 - 4$

3. $a = 5 - 4 + 3 ; \quad 4$

$1 + 3$

4. $a = 2 * 3 + 2 * 3 ; \quad 12$

$6 + 6$

5. $a = 2 + 3 * 2 + 3 ; \quad 11$

$2 + 6 + 3$

- When we are working with +, - symbols then it works like a binary and unary operator also.
- If the symbol is available before the operands then it is unary operator which indicate sign of the value.
- When the symbol is available after the operands then it is binary arithmetic operators which require 2 arguments.
- Always expressions required to evaluate acc. to operand type only.
- Always operator behaviour is operand dependent only i.e what type of data we are passing depends only on input types it works.
- If both arguments are integer then return value is int.
- Any one of the argument is float or both are float then return value is float type only.
- Output sign will depends on numerator value sign and denominator value also i.e If any of the argument is negative then return value is negative, if both arguments are return value is positive.
- In division operator when the numerator value is less than of denominator operator then return value is zero if both are integer.

Expression	Return Values
5/2	2
5.0/2	2.5

Modulus Operators (%) :-

This operator returns remainder value.

- Remainder value means the part which is not divisible in modulus operator - Return value depends only on numeric value.
- When the numerator value is less than half denominator value then return value is numerator value only.

$$a = 15 \% 3 ; \quad 0$$

$$a = 21 \% 2 ; \quad 1$$

$$a = 12 / 8 ; \quad 4$$

$$a = 16 \% 1 ; \quad 0$$

$$a = 27 \% 7 ; \quad 6$$

	Value	Return Value
is	47 \% 5	2
ents	47 \% -5	-2
	-47 \% -5	2
	5 \% 2	1
	2 \% 5	2

$$a = 12.0 + 5/6 \% 2 ;$$

- We can't apply it for float datatype
- In implementation when we require to calculate remainder value of float datatype then go for fmod() or fmodf() function which is declared in <stdlib.h>

Syntax:-

$\text{value} = \text{fmod}(n, d);$

// return type is double datatype

$\text{value} = \text{fmod}(n, d);$

// return type is long double datatype

$$a = 158 \% 10 ; \quad 8$$

$$a = 158 / 10 ; \quad 15$$

$$a = 104 \% 10 ; \quad 4$$

$$a = 1048 / 10 ; \quad 10$$

$$a = 86 \% 10 ; \quad 6$$

$$a = 23 \% 10 ; \quad 3$$

$$a = 23 / 10 ; \quad 2$$

- % 10 always provide last digits of input value.

- Divided by 10 always removes last digit of its value.

Relational and logical Operators

- In C and C++, all relational and logical operators all return 1 or 0.
- If expression is true then return value is one, if expression is false then return value is 0.
- Every non-zero is called true, when the value become zero, it is false.
- Relational Operators are :-
 $<$, $>$, \leq , \geq , $=$, \neq .
- logical Operators are :-
 $\&\&$, $\| \|$, $!$

Note :- ANSI-C prog. lang supports bool data-type so relational, logical operators returns TRUE or FALSE.

- | | | |
|----|--------------------|----------------|
| 1. | () | Paranthesis |
| 2. | $+, -, \%$ | Unary operator |
| 3. | $*, /, \%$ | |
| 4. | $+, -$ | |
| 5. | $<, >, \leq, \geq$ | |
| 6. | $=, \neq$ | |

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Relational Operators

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1.	$a = 2 > 5; \ 0$	1. $a = 5 > 5 \leq 0; \ 1$
2.	$a = 5 \leq 8; \ 1$	$0 \leq 0;$
3.	$a = 3 > 2 > 1; \ 0$ $1 > 1$	2. $a = 8 \leq 8 \geq 1; \ 1$ $1 \geq 1$
4.	$a = 3 > 2 > 0; \ 1$ $1 > 0$	3. $a = 5 > (8 \leq 5) \leq 5; \ 1$ $5 > 0 \leq 5$ $1 \leq 5$
5.	$a = 5 < 8 \geq 2 < 5; \ 1$ $1 > 2 < 5;$ $0 \leq 5$	

Whenever we have to keep one of the part in the expression with highest priority we keep it in parenthesis.

$L = R;$ → assignment

$L == R;$ compare

comparison = equals

$L \neq R$ → not equals

1.	$a = 2 == 8; \ 0$	1. $()$
2.	$a = 5 == 5; \ 1$	2. $+, -, !$
3.	$a = 2 < 5 == 0; \ 0$ $1 == 0$	3. $* / \%$
4.	$a = 5 > 2 == 2 < 8; \ 1$ $1 == 1$	4. $+, -$
5.	$a = 1 > (5 - 2) < 5; \ 1$	5. $<, >, <=, >=$
6.		6. $=, \neq, !=$

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1. $a = 5! = 5; \underline{0}$

2. $a = 2! = 8; \underline{1}$

3. $a = 2 > 5! = 5 < 8; \underline{1}$

4. $a = 1! = 5 < 8; \underline{0}$

1. 5. $a = 1 \mid = 5 \neq 8 == 2 < 5! = 1; \underline{0}$

$1 \mid = 0 == 1 \mid = 1$

$1 \mid = 1 \mid = 1$

$1 \mid = 1$

In implementation, when we require to combine multiple expressions then recommended to go for logical operators

- In C programming language, we have 3 logical operators i.e is
 - Logical AND $\&$ - Binary
 - Logical OR $\|$ - Binary
 - Logical NOT $!$ - Unary

And

$$TT \rightarrow T$$

$$TF \rightarrow F$$

$$FT \rightarrow F$$

$$FF \rightarrow F$$

Or

$$TT \rightarrow T$$

$$TF \rightarrow T$$

$$FT \rightarrow T$$

$$FF \rightarrow F$$

Not

$$T \rightarrow F$$

$$F \rightarrow T$$

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a	b	$a \neq b$	$a \parallel b$	$!a$
1	1	1	1	0
0	1	0	1	1
1	0	0	1	0
0	0	0	0	1

1. $a = 5 > 8 \neq 2 < 5 ; 0$

$0 \neq 1$

2. $a = 8 > 5 \neq 2 > 8 ; 0$

$1 \neq 0$

3. $a = 5 > 8 \neq 8 < 2 ; 0$

$0 \neq 0$

4. $a = 5 > 2 \neq 2 < 8 ; 1$

$1 \neq 1$

5. $a = 1! = 1 < 5 \neq 0! = 0 < 5 ; 0$

$= 1! = 1 \neq 0! = 1$

$0 \neq 1$

6. $a = 2 > 5! = 2 < 5 \neq 8 > 5 == 2 < 5 ; 1$

$\Rightarrow 0! = 1 \neq 1 == 1$

$1 \neq 1$

7. ~~$a = 2 < 5!$~~

OR Combinations

1. $a = 2 < 5 \parallel 2 > 5 ; 1$

$1 \parallel 0$

~~$a = 2 < 5 \parallel 2 > 5 ; 1$~~

DATA	1	1	1
------	---	---	---

4. $a = 1 \mid = 1 > 5 \mid \mid 0 \mid = 0 < 5; \quad 1$

$$\begin{array}{r} 0 \mid \\ 1 \mid \\ \hline 1 \quad 1 \end{array} = 0 \mid \mid 0 \mid = 1$$

5. $a = 5 > 2 \mid = 2 \mid \mid 2 < 5 \mid = 5; \quad 1$

$$\begin{array}{r} 1 \mid \\ 1 \mid \\ \hline 1 \quad 1 \end{array} = 2 \mid \mid 2 \mid = 5$$

NOT Combinations

1. $a = !5; \quad 0$

2. $a = !0; \quad 1$

3. $a = !5 \mid = 5; \quad 1$
 $0 \mid = 5;$

4. $a = !(2 < 5 \And 2 > 5); \quad 1$
 $!(1 \And 0)$

Points

- When we are working with logical OR operator anyone of the expression is true or both expressions are true, then return value is 1.
- In logical AND operator, both expressions or all expressions are true then only return value is 1.

- C Programming Language is called CASE Sensitive Language i.e. upper & lower case contents both are different
 - In C Programming language all existing Key words, and pre-defined functions, all are available in lower case only.
 - To write a C Program, we need IDE (Integrated Development Environment)
- ⇒ Generally IDE provides Editor, compiler & Linker
- Linker is also required - which is a part of OS
- Editor - provides workspace for typing the program.
 - Compiler - will perform translations
 - Linker - will combine object file into application file (OJP → .exe)
- ⇒ For C programming Languages we having different types of IDEs.

- ~~for
32 bit~~
1. (Turbo C++ v3.0) (DOS, XP, Win 7 - 32 bit, Win 8 - 32 bit)
 2. Borland Turbo C++ 4.5 (XP, Win 7/8 - 32 bit)
 3. Turbo C++ 5.06 (Win 7/8 32/64 bit)
 4. DevC++ 4.9.9.2 (Win 7/8 32 bit OS)
- ~~for
64 bit~~

9. Cygwin (Win 7/8 32/64 bit) gcc compile for windows/
linux

GCC compiler for Linux in-built

10. KDevelop for Linux inbuilt in redhat
linux

Diff. b/w Turbo C++ and GCC

① Data Types - Turbo C → int 2 bytes

GCC → int 4 bytes

Turbo C → support long, double

GCC → don't support

② Inc/dec

③ Pointer size (2B/4B/8B)

⇒ If we are using Linux OS, gcc compiler is already installed.

05-6-15

1st Prog

void main()

{

Print ("Welcome");

}

O/P: Welcome

* When we are working with Turbo C compiler, by default it takes 16 bit architecture, so it will give 16 bit output.

- * When we are working with high end compilers, for every predefined fn, corresponding header file must be required to include or else compiler provides warning message.
- * Generally main() fn, void is a keyword which indicates starting point of an app.
- * '{' indicates that instruction block is started, closing curly brace indicates that instruction block is ended.
- * all the instructions must be required to place within the body only.

printf () :-

- * It is predefined fn which is declared in <stdio.h>
- * By using this predefined fn, we can print the data on console.
- * When we are working with printf () function, it can take any no. of arguments but first arg. must be string constant & remaining arguments are separated by commas.
- * Within the " " double quotes, whatever we pass, it brings it like that only, if any format specifies are there, then copy that type of data.

Syntax :-

FORMAT SPECIFIERS

- ① All format specifiers will decide that what type of data required to print on console.

int → %d

short → %hd

char → %c

long → %ld

float → %f

* Designing a prog on Linux OS.

- ① Open the terminal and type following command
vi file1.c

- ② To make typing enable just press I button & type prog.

#include <stdio.h>

int main()

{

 printf (" Balututorials");

 return 0;

}

O/P: Balututorials

- ③ Press ESC button, then write following command
:wq (writing quit)

- ④ For compiling and linking the page, we are required

- ① stdio.h provides standard I/O related predefined functions prototypes → just declaration not implementation
- ② • h file doesn't provide any implementation part of predefined functions, it provides only prototype or forward declaration of function.
- ③ void main() fn doesn't provide any exit status back to the OS.
- ④ int main() fn provide exit status back to the OS i.e. success or failure
- ⑤ If we are required to provide exit status as success, then return value is 0 i.e. return 0; or return EXIT-SUCCESS
- ⑥ When we are required to inform exit status or failure, then return value is 1 i.e. return 1; or return EXIT-FAILURE

TOKEN

- ① Smallest part of programming or an individual part of programming is called
- ② A C prog. is a combination of tokens.
- ③ Tokens can be Keyword, operator, separator, constant and any other identifiers.
- ④ When we are working with tokens we can't split a token or we can't break the token but b/w the tokens, we can keep any no. of spaces, tabs and newline characters

DELTA PRACTICE

- | | | | |
|--------|----|-------------------------------------|---|
| action | 1. | printf ("Hello"); | Hello |
| c | 2. | printf ("@@ welcome##"); | <u>@@ welcome##</u> |
| lock | 3. | printf ("%d Welcome %d", 10, 20); | Error
function call missing
" " 10 not separated by comma |
| IS | 4. | printf ("%d welcome%d", 10, 20); | Error
function call missing
20, separator there, compiler waits for one more argument |
| exes | 5. | printf ("%.d welcome%.d", 10, 20) | Error
statement missing |
| UX | 6. | printf ("%d.%d welcome%d", 10, 20); | 10 welcome 20 |

FAILURE

In printf statement when we are passing format specifier then at the time of execution automatically format specifiers are replaced with corresponding value.

- | | | | |
|----|----|------------------------------------|-------------------|
| xt | 1. | printf ("%d%d%d", 10, 20, 30); | 102030 no clarity |
| xt | 2. | printf ("%d %d %d", 10, 20, 30); | 10 20 30 |
| xt | 3. | printf ("%d, %d, %d", 10, 20, 30); | 10, 20, 30 |

10. `printf ("2+3=%d", 2+3);`
 $2+3=5$ ↗ expression will return value

11. `printf ("%d %d %d", 100, 200);`
 $100 \ 200$ ← → garbage / junk value

12. `printf ("%d %d", 100, 200, 300);`
 $100 \ 200$

⇒ In printf statement when we are passing an additional format specifier which doesn't have corresponding value then it brings some unknown or undefined value called garbage / junk.

⇒ In printf when we are passing an additional value which doesn't have corresponding format specifier then that value is ignored because format specifier only decides what type of data is required to print on console.

13. `printf ("Total salary = %d", 25,000);`
 Total salary = 25

14. `printf ("Total salary = %d", 25000);`

16. `printf ("%d %d", 275, 5<8);`

O/P 0 1

→ void main()

{

`a = 10;`

`printf ("a=%d", a);`

}

Error: undefined symbol 'a'

ding → void main()

{

`int a; // variable declaration`

`a = 10; // Assignment`

`printf ("a=%d", a);`

}

O/P: a=10

* VARIABLE Declarations

- Name of the memory location is called variable
- Before testing any variable in the program, it must be required to declare first
- Declaration of variable means required to specify data type, name of the variable followed by some order.

- (v) In declaration of a variable, existing name of the variable must be required to start with alphabet or underscore only.
- (vi) In declaration of the variable, existing key words, operators, separators, constants are not allowed.
- (vii) In declaration of the variable, max. length of variable name is 32 characters, after 32 characters compiler will be not consider remaining characters.

Data Type Variable or Data Type Var1, Var2, Var3
--

- When we are using multiple variables of same data type then recommended to use comma as a separator.
- According to syntax, atleast single space must be required b/w datatype and name of the variable.

DELTAPNO.
030 1 1

Syntax to Initialize a Variable

[Data Type variable = value;]

Ex-

1. int a; Error
2. int a;
3. int a b c; Error
4. int a,b,c;
5. int abc,d;
6. int if; Error
 └ keyword

7. int If; yes valid bcz C is case sensitive
and all Keywords in same case.

8. int -if; yes valid

9. int 1,2,3; Error
constant does not allowed

10. int -1,-2,-3; Valid

11. int 1a, 1b, 1c; Error
12. int a1, b1, c1; yes
13. int total-sal; Error
 └ operator

14. float total-sal; yes

because -

Predefined reserved words are possible to redefine but Keywords are not possible to redefine.
like printf is keyword not defined in java, C++, etc.

As per the variable declarations - for narrowing conversion we required to follow 2 rules -

1. CAMEL NOTATION -

According to this notation first character of every word should be required in upper case & every subsequent word also is required to follow same condition.

e.g: ~~total~~ int TotalSalary;

2. Hungarian Notation -

Acc. to this notation every variable should require a prefix which indicates what type of datatype is the variable

→ The basic difference b/w declaration and initialization of a variable is

In declaration of the variable after creating the memory it stores garbage value until we are assigning the data

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int a;

a=10;

a

[~~gr~~ 10]

int a=10;

a

[10]

Ex- 1. Open the terminal and write the following commands

vi file2.c

2. For enabling typing, press i button

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

```
int main()
```

```
{
```

```
int i;
```

```
float f
```

```
i= 5/2;
```

```
f = 5/2;
```

```
printf ("i=%d f=%f", i, f);
```

```
return 0;
```

```
}
```

/ press escape button then type following command [:wq]

/ Compile & Run : gcc -o file2 file2.c

- Operator behaviour is always operand dependent only i.e depends on input values only . behaviour of operator will be changed.
- Return value behaviour is always variable dependent only i.e depends on variable type automatically return value will be changed.
- When the operator is ~~ope~~ returning an integer value and we required to store in float variable then automatically return value will convert it into float format by adding zero
- When the operator is returning float value and we are storing into int variable then decimal value only is assigned

$$\begin{array}{ccc}
 i & \leftarrow & 2 \\
 & & \curvearrowright \\
 5/2 & \rightarrow & (2) \\
 & & \curvearrowright \\
 f & \leftarrow & (2.0)
 \end{array}$$

$$\begin{array}{ccc}
 i & \leftarrow & 2 \\
 & & \curvearrowright \\
 \frac{5.0}{2} & \rightarrow & 2.5 \\
 & & \curvearrowright \\
 f & \leftarrow & (2.5)
 \end{array}$$

	value	int i;	float f;
	-	98	98
	5/2	2	2.0
sent	5.0/2	2	2.5
	5/2.0	2	2.5
	5.0/2.0	2	2.5
r	2/5	0	0.0
e	2.0/5	0	0.4

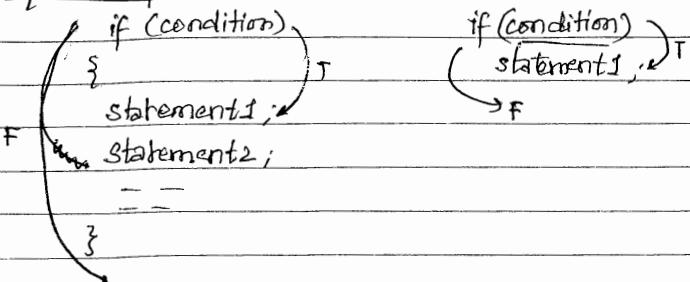
Control Flow Statements

- The execution flow of the prog. is under control of control flow statements.
- In C prog. lang. control flow statements are classified into 3 types
 - 1) Selection statements
ex:- else, if, elseif, switch
 - 2) Iterative statements
ex - while, for, do while
 - 3) Jumping statements
Ex- break, continue, goto

(1) Selection Statements

- These are also called decision making statements
- By using them, we can create conditional oriented block.

Syntax to If :-



- Constructing the body is always optional.
- Body is recommended to use when we having multiple statements
- For single statement, it doesn't require to specify a body, if body is not mentioned then automatically scope is terminated with next semicolon -

* Else :-

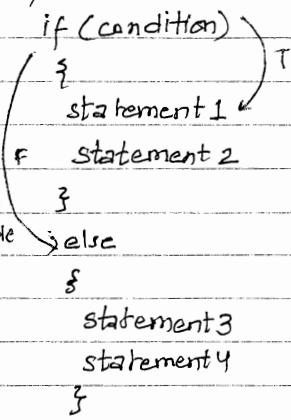
- else is a Keyword, by using this Keyword we can create alternate block of if condition
- Using else is always optional, it is recommended to use when we having alternate block.
- When we are working with if and else, only one block can be executed i.e. When 'if' condition is false then only 'else' part is executed

(Syntax)

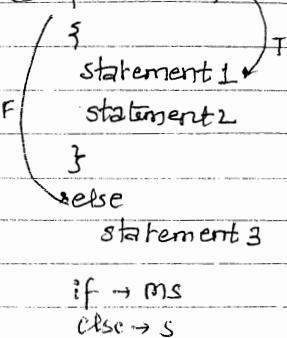
Syntax

(1)

In this
In 'if' -
multiple
statements
'else' - multiple
statements

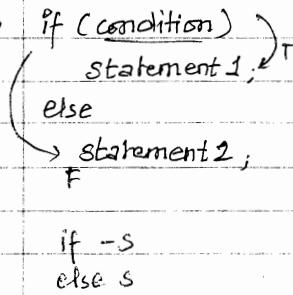


(2) if (condition)

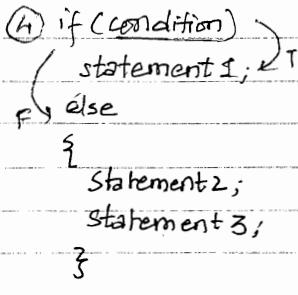


if → ms
else → s

(3)



(4) if (condition)



if -s
else -ms

PROGRAM

void main()

{

printf("A");

WARNING MESSAGE

When ↗

printf ("Welcome");
?

O/P : ABNITC Welcome

Note When we are constructing any conditions by using constant expression then compiler provides a WARNING MESSAGE i.e condition is always true or False

→ When the warnings are occurred, it can be ignored if it is possible bcz prog can be executed properly.

PROGRAM

(1) void main()

{

 printf ("NIT");
 if (1 != 2 & 5 || 0 == 5 < 8) // if (1 = 1 || 0 = 1)
 {
 printf ("A");
 printf ("B");
 }

F

 }
 printf ("C");

}

O/P : NITC

(2) void main ()

{

printf ("Hello");

if ($5 < 8 != 1$) // ($8 != 1 \Rightarrow 0 = 1$) Falseprintf ("A"); } \rightarrow if scope is close here

printf ("B");

printf ("C");

}

O/P : HelloBC

→ When the body is not specified then automatically scope is terminated with next semicolon i.e. within the condition only 1 statement will be placed

(3) void main()

{

printf ("NIT");

if ($2 < 5 != 2 > 5$) // ($1 != 0$) True

{

printf ("A");

printf ("B");

{

else

{

printf ("C");

(4) void main()
{ printf ("Welcome");
if (!5) // O/P: Welcome
{
printf ("A");
printf ("B");
}
else
{
printf ("C");
printf ("D");
}
}
O/P: Welcome CD

5) void main()
{
printf ("A");
if (5>8) = 1); // if (0 != 1)
{
printf ("B");
printf ("C");
}
else
{
}

→ When the body is not specified for else part then automatically scope is terminated with next semicolon.

6) void main

{

printf ("A")

if (

printf ("B")

printf ("C");

else

{ printf ("NIT");

printf ("C");

}

O/P: ABC Error, misplaced else
else scope starts only after if scope only.

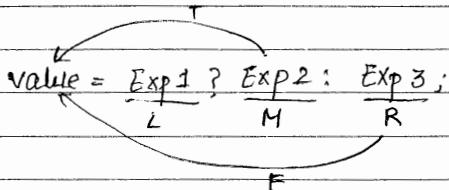
→ According to syntax of if-else when we are using elsepart it must be required to start after if scope only.

CONDITIONAL OPERATORS (?:) →

- 1: Conditional Operators are ternary category operators.
- 2: Ternary Category means it required 3 arguments, i.e left, middle & right side arguments.

and left side argument is treated like condition.

Syntax:



4. According to syntax, if exp 1 is true or leftside value is non-zero, then exp2 or middle value is returned.
5. If exp1 is false or leftside value is 0, then exp3 or right side value is returned.
6. When we are working with conditional operators, we require to satisfy following conditions-
 - 1) No. of ? and : should be equal.
 - 2) Every colon should match with just before ?.
 - 3) Every " " followed by ? only.

- int a;

1. $a = 10 ? 20 : 30 ;$ O/P = 20

$$a = \frac{10}{L} ? \frac{20}{M} : \frac{30}{R} ;$$

2. $a = 5 < 8 ? 1 ? 20 : 30 ;$ O/P = 30

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4.

$$a = \frac{2 < 5! = 1 ? 10: 5 > 2 ? 20: 30;}{\text{O/P : } \begin{matrix} L & 1 & m & 1 \\ \hline R & 2 & 2 \end{matrix}}$$

upto 1st ? $\rightarrow L$

after 1st ? Before 1st: $\rightarrow m$

after 1st: Before ; $\rightarrow R$

$$1 < 1 \quad | \quad 5 > 2 ? 20 : \frac{30}{m}$$

$$\text{O/P} = 20$$

*

$$1. a = \frac{5 > 2 ? 2 < 5! = 0 ? 10: 20: 30;}{\text{L } M \text{ R}}$$

$$a = \frac{5 > 2 ? 2 < 5! = 0 ? 10: 20: 30;}{\text{L } M \text{ R}}$$

$$1 \quad 2 \quad 2 \quad 1$$

$$\text{L } \quad \text{m } \quad \text{R}$$

$$\boxed{\text{O/P} \rightarrow 10}$$

*

Initial

$$2. a = \frac{5 > 8 ? 10: 2 < 5! = 1 ? 20: 5 > 2 ? 30: 40;}{\text{L } 1 \text{ m } 1 \text{ R } 2 \text{ } 2 \text{ } 3 \text{ } 3}$$

$$\text{L } \quad \text{m } \quad \text{R}$$

$$\text{L } \quad \text{m } \quad \text{R}$$

$$\boxed{\text{O/P} \rightarrow 30}$$

$$2 < 5! = 1 ? 20: 5 > 2 ? 30: 40$$

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- When we are working with multiple ? and : then initially we required to convert the expression into 3 arguments.
- In order to convert the expression into 3 arguments, it is recommended to follow Numbering System.
- According to numbering process, for every ? one unique no. required to assign and for every ':' corresponding ? no. required to assigned.
- upto 1st question mark, it is called left argument after 1st ?, b4 1st ? corresponding : should be middle argument and remaining complete part is right side argument

$$1. \quad a = 8 \geq 2 ? 2 < 5 ! = 0 ? 5 ! = 5 \geq 2 ? 10 : 20 : 30 : 40 ;$$

$$2 < 5 ! = 0 ? 5 ! = 5 \geq 2 ? 10 : 20 : 30$$

$$\frac{5 !}{L} = 5 \geq 2 ? 10 : 20$$

5 ! = 1

O/P: 10

$$78 ? 2 < 5 ? 10 : 2 > 5 = 0 ? 30 : 5 < 8 ? 2 > 5 ! = 0 ? 15 ? 40 : 8 ? 50 : 60 : 70 : 80,$$

1 2 3 4 5 6 7 8 9 10

m

R

L

R

m

$$5 < 8 ? 2 > 5 ! = 0 ? 15 ? 40 : 8 ? 50 : 60 : 70 : 80$$

L

R

m

$$2 > 5 ! = 0 ? 15 ? 40 : 8 ? 50 : 60 : 70$$

L

m

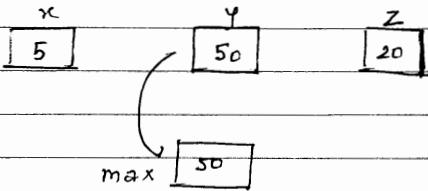
R

O/P: 70

DELTA	/ Pg No.
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- 1) The basic advantage of conditional operator is reducing coding part of the prog.
- 2) When we are reducing the coding part then it occupies less memory, so automatically performance will increase.

PROGRAM



void main()

{

int x, y, z, max;

x = 5; y = 50; z = 20;

if (x > y && x > z)

{

max = x;

}

if (y > x && y > z)

{

max = y;

}

if (z > x && z > y)

{

C/P : Max value is: 50

- In implementation when interrelated blocks are considered independently then after completion of the requirement also, compiler checks remaining all cond's. So it is time taking process.
- When interrelated blocks are occur then always recommended to create in optional blocks by using else part.
- By using else part, we can create only 1 optional block, if we required to create multiple blocks then recommended to go for (nested if else).

Note: In previous prog., in place of writing multiple condns we can create single statement which can provide max value i.e. conditional operator required to use.

* void main()
{

int x, y, z, max;

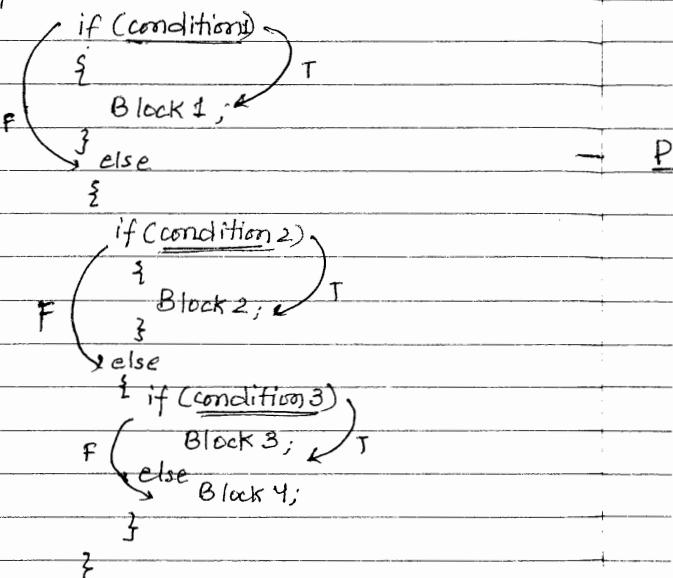
x = 5, y = 50, z = 20;

max = x > y && x > z ? x : y > z ? y : z;

NESTED If-else

- * It is a procedure of constructing a cond'n within an existing conditional block.
- * In C prog. lang., it is possible to place upto 255 nested blocks.

Syntax:

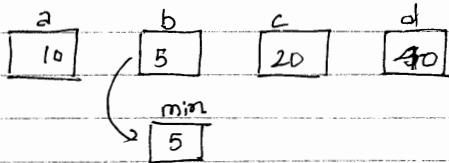


- * According to syntax, if condition 1 is true then block 1 is executed, if it is false then control will pass to else part.

- * Within the else part if condition 2 is true then block 2 will be executed, if it is false then control

- * When we are working with nested if else at any point of time, only one block will be executed or can be executed.
- * Nested concepts can be applied for if part and else part also
- * If we are applying the nested concepts to if part then it is called nested if-else, if we are applying to else part, then it is called else if ladder

- Prog:



void main()

{

int a, b, c, d, min;

clrscr();

Pointf ("Enter 4 values : ");

Scarf (" %d %d %d %d ", &a, &b, &c, &d);

if (a < b && a < c && a < d)

{

min = a;

}

else

else

{

if ($c < d$)

min = c;

else

} min = d;

}

Pointf ("min value is : %d", min);

getch();

}

S/P: Enter 4 values : 10 20 30 40

min value is : 10

*

Scanf

- It is a predefined funcⁿ which is declared in stdio.h
- By using scanf function we can read of data from user.
- When we are working with scanf function, it can take any no. of arguments, but first argument must be string const & remaining arguments r separated with ,
- When we are working with scanf() funcⁿ within the double quotes, we are required to pass proper format Specific only i.e. what type of data we are reading, same type of format specifier is required.

Syntax:-

```
int cdecl scanf (const char * format...);
```

* clrscr

- It is a predefined funcⁿ which is declared in conio.h, by using this funcⁿ we can clear the data from console.
- Using clrscr is always optional, it is recommended to place after declaration part only.

* getch()

- It is a predefined funcⁿ which is declared in conio.h, by using this funcⁿ we can read a character from Keyboard.
- Generally getch funcⁿ we are placing at end of the body because after printing the output, it can hold the screen until we are passing any character input.

Note: conio.h is a compiler dependent header file i.e all the compiler doesn't supports conio.h

* Comments

- When we are using comments for the prog. then that specific part of the prog. is ignored by compiler.
- Generally comments are used to provide the description about the logic.

- Single line comments can be provided by using //
 - Multi line comments can be provided by using
/* ----- */
 - When we are working with multiline comments then nested comments are not possible i.e. comments within the comment.
- * In previous prog., in place of using nested if-else we can use single statement which can provide min. value also, i.e. conditional operators required to use.

Prog: void main()

{

int a,b,c,d,min;

clrscr();

printf ("Enter 4 values:");

scanf ("%d %d %d %d", &a, &b, &c, &d);

min = a < b && a < c && a < d ? a : d < c && b < d
? b : c < d ? c : d;

printf ("min value is: %d", min);

getch();

{

O/P: Enter 4 values: 10 20 30 40
min value: 10

Ques

Write a prog. to calculate electricity bill value.

DETAILED
DAYS / /

11 151 - 250 5.00

7 >= 251 6.50

- its 3) Previous reading value is 1234
its 4) min. charged amt. is 40rs.
its 5) Service tax need to applied to 12.36%

```
void main()
{
    #include <stdio.h>
    #include <stdlib.h>
    {
        int sno, cread, pread = 1234, nunits, t;
        float rps;
        printf ("Enter sno : ");
        scanf ("%d", &sno);
        if (sno == 4321)
        {
            printf ("Enter current reading : ");
            scanf ("%d" &cread);
            if (cread > pread)
            {
                nunits = cread - pread;
                if (nunits > 251)
                {
                    t = nunits - 250
                    rps = t * 6.50
                }
            }
        }
    }
}
```

else if (nunits >= 15)

{

t = nunits - 150

rps = t * 5.00 // 3rd

rps = rps + 100 * 3.75; // 3+2nd

rps = rps + SD * 1.75 // 3+2+1st

}

else if (nunits >= 50)

{

t = nunits - 50;

rps = t * 3.75;

rps = rps + SD * 1.75;

}

rps = nunits * 1.75;

if (rps < 40); // Min amount

rps = rps + (rps * 12.36 / 100)

printf ("Total Amount: %.2f \n", rps);

}

else

printf ("invalid credit value\n");

else

printf ("invalid sno\n");

return EXIT_SUCCESS; // return 0;

DETAILED
TEST

// Compil & Link command : gcc -o ebill ebill.c
// Run / Load command : ./ebill

O/p : Enter sno # 4321

Enter current reading # 1234

Total Amount : 44.94

* OOPS

→ Set of instructions into the compiler to execute set of statements until the condition become false it is called loop.

→ Basic Purpose of loop is code repetition

→ In implementation when the repetitions are required then recommended to go for loops.

→ Generally iterative statements are called loop bcz way of the repetition forms a circle.

→ In 'C' prog. lang., loops are classified into 3 types

- 1) while loop
- 2) for loop
- 3) do-while loop

(1) while loop

- when we are working with while loop pre-checking process is occurred i.e before execution of statements block condition part is executed.
- While loop always repeats in clockwise direction.

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statement 1;
statement 2;

false

— — —
— — —

Increment / Decrement:

3

- Acc. to syntax "while" cond. is true then control will pass within the body.
 - After execution of the body, once again control will pass back to the cond. and until the condition becomes false body will be repeated n no. of times.
- yes → When while condition become false, then control will pass outside of the body, if cond. is not false, then it becomes an infinite loop.

void main()

{

int i;

i = 1;

while (i <= 10)

{

- i++;

* for loop :-

When we are working with for loop it contains

3 parts -

- 1) Initialisation
- 2) Condition
- 3) Iteration

Syntax :- for (initialization ; condition ; iteration)

{

statement block ;

}

- When we are working with for loop, always execution process will start from initialisation.
- Initialisation part will be executed only once when we are passing the control within the body first time.
- After execution of initialisation part, control will pass to condition, if condn evaluated is true, then control will pass to statement block.
- After execution of statement block, control will pass to iteration, from iteration once again it will pass blocks to condition.
- Always repetition will come b/w condn, statement block and iteration only.
- When we are working with for loop everything is

`while()` → error

`for (;)` → valid

- When the condition part is not given in for loop, then it repeats infinite times bcz cond'n part is replaced with non-zero value (True value).
- When we are working with for loop, it repeats in anticlock direction.
- Always prechecking process occurs when we are working with for loop i.e. by execution of statement block cond'n part is executed.

`while (0)` → No repetition

`for (; 0,)` → It will repeat

- In for loop, when d cond'n part is replaced with constant 0 then it repeats once, bcz no. of instances became 1 at the time of compilation.

`int i;`

`i = 0;`

`while (i) -> No repetition`

`for (; i ;) -> No rep.`

↳ condⁿ part shud be const 0

or NULL not a variable.

```

int i;          ①
for (i = 1; i <= 10; i = i + 2) ④
    printf("%d", i); ③
}
    
```

O/P: 1 3 5 7 9

3) do - while :-

- In implementation when we required to repeat the statement block atleast once then go for do-while loop.
- When we are working with do-while loop, post checking process occurs, i.e. after execution of statement block, condⁿ part is executed.
- When we are working with do-while loop, it repeats in clockwise direction.

Syntax :

Assignment ;

do

{

 statement 1;

 statement 2;

 statement 3;

 inc/ dec;

}

 while (condition);

Prog:-

void main ()

{

int i;

i = 1;

do

{

point("d", i);

i = i + 2;

}

while ($i \leq 10$);

O/P: 1 3 5 7 9

Working with while loop

(1) Increment order

- Assignment statement should contain min value
- Condition \rightarrow max
- relation $\rightarrow </<=$
- control \rightarrow Add (+)

Ex: 2 4 6 8 10 12 14 16 18 20

Ex: 25 23 21 19 17 15 13 11 9 7 5 3 1

Task 1

24 6 8 10 12 14 16 18 20

void main ()

{

int i; // initially garbage value

i = 2;

while (i <= 20)

{

printf ("%d", i);

printf ("\n");

i = i + 2;

}

}

Task 2

25 23 21 19 17 15 13 11 9 7 5 3 1

void main ()

{

int i;

i = 25;

while (i >= 1)

{

printf ("%d\n");

Prog - Enter a value : 30

1 3 5 6 7 9 11 12 13 15 17 18 19 21 23 24
25 27 29 30.

void main()

{

int i, a;

i = 1;

Printf ("Enter a value : ");

scanf ("%d", &a);

while ((i <= a))

{

printf ("%d\n", i);

i++;

if (i > a)

{

break; (ctrl + C + F5)

}

else if (i == a)

{

else

{

else

{

else

{

void main()

{

int i, a;

OR

```

i = 1;
while (i <= n)
{
    printf ("%d", i);
    count = count + 1;
    if (count == 3 && i != n)
    {
        printf ("%d", i + 1);
        count = 0;
    }
    i = i + 2;
}
getch();

```

Prog Enter a value : 100

0 1 1 2 3 5 8 13 21 34 55 89

[Fibonacci Series]

void main()

{

```

int i = 0;
int j = 1;
int a = 1;
printf ("%d %d", i, j);
a = 1;
while (a <= n)
{
    printf ("%d %d", i, j);
    i = i + 1;
    j = j + i;
    a = a + 1;
}

```

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$$a = i+j;$$

}

}

x

Again

void main()

{

int n, x, y, z;

clrscr();

printf("Enter a value: ");

scanf("%d", &n);

if (n>0)

{

x = 0;

y = 1

printf ("%d %d", x, y);

z = 1; // x+y=z,

while (z<=n)

{

printf ("%d", z);

x = y;

y = z;

z = x+y;

}

}

Prog1: Write a Program to print first n no. of fibonacci values.

How many values you want to print? - 15

O/P : 0 1 1 2 3 5 8 13 21 34 55 89 144 233

B77.

Prog2: Write a prog to print fibonacci series b/c given two input values.

→ Enter 2 values: 10 200

13 21 34 55 89 144

→ Enter 2 values: 5 200

5 8 13 21 34 55 89 144

Prog1

void main()

{

int n, x, y, z, count = 2;

clrscr();

printf ("How many values you want to print? : ");

scanf ("%d", &n);

x = 0;

y = 1;

printf ("%d %d", x, y);

z = 1;

while (count < n)

{

 printf ("%d %d", x, y);

CEPTECH/FB RC.
Tech I

10-

count++;

}

getch();

}

given

2)

Auto-alignment concept

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Prog

Enter no. of rows : 10

Enter a value : 5

$$5 * 1 = 5$$

$$5 * 2 = 10$$

$$5 * 3 = 15$$

$$5 * 4 = 20$$

$$5 * 5 = 25$$

$$5 * 6 = 30$$

$$5 * 7 = 35$$

$$5 * 8 = 40$$

$$5 * 9 = 45$$

$$5 * 10 = 50$$

void main()

{

int r, n, i;

clrscr();

printf("Enter no. of rows : ");

scanf ("%d", &r);

if (r >= 1 && r <= 25)

{

printf (" Enter a value : ");

scanf ("%d", &n);

for i = 1;

while (i <= r)

{

Auto
alignment

DELLA / F. NO.
Date

* \n

- It is a special character which is used to print data in vertical format.
- When we are using %2f format specifier it allows to print

at

Q Write a program to print all even nos b/w 2 even input values with irrespective of ifp data.

Case 1:

Enter 2 values : 10 20 (n1, n2)

10 12 14 16 18 20

or

~~Case 2:~~ Enter 2 values : 9 20 (n1, n2)

10 12 14 16 18 20

nt

be

Case 2: Enter 2 values : 20 10 (n1, n2)

20 18 16 14 12 10

or

Enter 2 values : 21 10 (n1, n2)

20 18 16 14 12 10

n

Case 3: Enter 2 values : 10 10

Both values are same

ten

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else

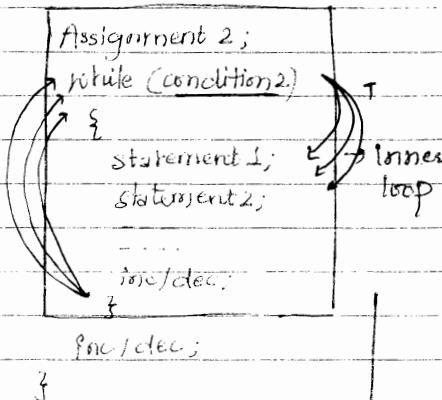
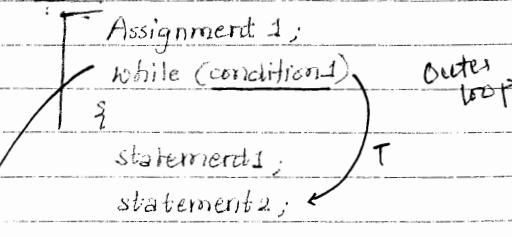
```
    printf ("invalid row value (1-25)");
    getch ();
    ?
```

- In `printf` statement, when we are using `%2d` format specifier then it indicates that 2 digit decimal values required to print, if 2 digits are not occur then go for right alignment, i.e. digits will be printed towards right side and space will be printed towards left side.
- When we are using `(%2d)` format specifier then it indicates 2 digit decimal value required to print, if 2 digits are not occur then go for left alignment i.e. digit will be printed towards left side and space will be printed towards right side
- When we are using `"%5.3d"` format specifier then it indicates 5 digit decimal value, with right alignment but mandatory to print 3 digits. If 3 digits are not occur then fill with zeros.
- When we are using `"%-5.3d"` format specifier then it indicates 5 digit decimal value with left

* NESTED LOOPS

- It is a procedure of constructing a loop within an existing loop body.
- When the repetitions are required then go for for loops, if complete loop body required to repeat n no. of times then go for nested loop.
- In C prog. lang., we can place upto 255 nested blocks.

Syntax :



- When we are working with nested loops, always execution is started from outer loop condⁿ i.e condⁿ 1
- When the outer loop condition is true, then control will pass to outer loop body.
- In order to execute the outer loop body, if any while statements occur those are called inner loops
- When the inner loop occurs, we required to check inner loop condⁿ i.e condⁿ 2.
- If inner loop condⁿ is true then control will pass within the inner loop body and until the inner loop condition became false, body is repeated n no. of times, When inner loop condition is false then control will pass to outer loop and until the outer loop condition became false body is repeated n no. of times.

Task

Prog: Enter 2 values : 2 5

$$2 * 1 = 2 \quad 3 * 1 = 3 \quad 4 * 1 = 4 \quad 5 * 1 = 5$$

--- --- --- --- ---

$$2 * 10 = 20 \quad 3 * 10 = 30 \quad 4 * 10 = 40 \quad 5 * 10 = 50$$

void main()

{

int a, b;

Ans

for

if

else

else if

else if

else if

else if

else if

i = 1;

while ((i <= 10)) {

 printf ("\n");

 n = n1

 while (n <= n2) {

 printf ("%3d * %2d = %2d", n, i, n * i);

 n = n + 1;

}

 i = i + 1;

 getch();

}

i	DELTIA / Fe No.
1 2 3 4 5 6 7 8 9 10	2 * 1 = 2 3 * — 2 * 2 = 4

n
2
5

Task 1

Enter a value : 6

1

1 2

1 2 3

1 2 3 4 → outer loop

1 2 3 4 5

1 2 3 4 5 6 → inner loop

Try.

```

void main()
{
    int n, i, in;
    clrscr();
    printf("Enter a value: ");
    scanf("%d", &n);
    i = 1;
    while (i <= n)
    {
        printf("\n");
        in = i;
        i <= j
        while (in <= i)
        {
            printf("%d", in);
            in = in + 1;
        }
        i = i + 1;
    }
    getch();
}

```

- When we are working with pattern related programs then recommended to split the program into 3 partitions -
 - ⇒ inner loop order
 - ⇒ outer loop order.
 - 3) making the inner loop & outer loop

- In order to design inner loop logic, we required to consider only 1 row where we having max no. of elements.

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- If startup values are changing then inner loop assignment contains outer loop variable
- If ending values are changing then inner loop condition contains outer loop variable.

Task 2:

Enter a value : 6

Decreasing
order

6 5 4 3 2 1

5 4 3 2 1

4 3 2 1

3 2 1

2 1

1

void main()

{

int n, i, dn;

clrscr();

printf ("Enter a value : ");

scanf ("%d", &n);

i=n;

while (i>=1)

{

printf ("\n");

dn=i;

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$dn = dn - 1;$

}

$l = l - 1;$

}

getch();

}

Task 3: Enter a value : 6

1 2 3 4 5 6

2 3 4 5 6

3 4 5 6

4 5 6

5 6

6

T₃

Task 4: Enter a value : 6

T₄

6 5 4 3 2 1

6 5 4 3 2

6 5 4 3

6 5 4

6 5

6 5

Task 5: Enter a value : 6

T₅

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Task 6: Enter a value: 6

1

2 2

3 3 3

4 4 4 4

5 5 5 5 5

6 6 6 6 6 6

Task 7: Enter a value: 6

1

* *

1 2 3

* * * *

1 2 3 4 5

* * * * *

Task 8: Enter a value: 6 (ans)

1

* 2

1 * 3

* 2 * 4

1 * 3 * 5

* 2 * 4 * 5

Task 9: Enter a value: 8

*

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15(6)

Task 10: Enter a value: 6

1

0)

1 0)

0 1 0 1

1 0 1 0 1

0 1 0 1 0 1

Task 11: Enter a value: 6

1

2 3

4 5 6

7 8 9 10

11 12 13 14 15

16 17 18 19 20 21

Task 12 Enter a value: 6

1

2 7

3 8 12

4 9 13 16

5 10 14 17 19

6 11 15 18 20 21

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Task 14: Enter a value : 6

* * * * * 6
* * * * 5 6
* * * 4 5 6
* * 3 4 5 6
* 2 3 4 5 6
1 2 3 4 5 6

n=6 ↙

n = no. of rows

i = > 0, i < n + 1

for (i = 1; i <= n; i++)

 for (j = 1; j <= i; j++)

S	1	2	3	4	5	6	7	8
5								
4								
3								
2								
1								

Void main()

{

int n, i, in, s;

clrscr();

printf ("Enter a value : ");

scanf ("%d", &n);

l = n;

while (i >= 1)

{

 printf ("%d\n");

```
while (s <= i - 1)
```

```
printf ("*");
```

```
s = s + 1;
```

```
// s = s - 1;
```

```
}
```

```
in = i;
```

```
while (in <= n)
```

```
{
```

```
printf ("%d", in);
```

```
in = in + 1
```

```
}
```

```
i = i - 1;
```

```
{
```

```
getch();
```

```
}
```

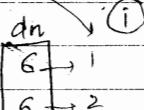
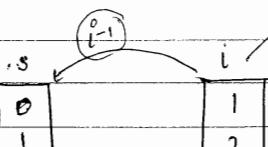
Task 15: Enter a value : 6



Void main()

i s in
1 6

n → i



```
void main()
{
    int i, n, dn, s;
    clrscr();
    printf("Enter a value: ");
    scanf("%d", &n);
    i = 1;
    while (i <= n)
        {

```

```
    printf("\n");
    s = i - 1;
    while (s >= 1)
        {
            printf("*");
            s = s - 1;
        }

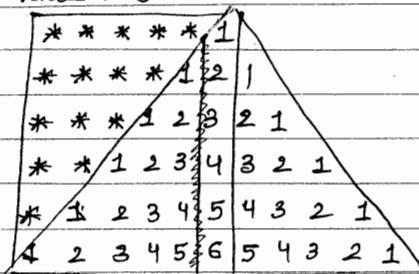
```

```
    dn = n;
    while (dn >= i)
        {
            printf("%d", dn);
            dn = dn - 1;
        }
    i = i + 1;
}
```

```
getch();
```

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Task 16: Enter a value : 6



i	s	$n-i$	i	in	i	dn
1	5	$n-1$	1	$1 \rightarrow 1$	1	$1 \rightarrow 1$
2	4	$n-2$	2	$1 \rightarrow 2$	2	$1 \rightarrow 1$
3	3	$n-3$	3	$1 \rightarrow 3$	3	$2 \rightarrow 1$
4	2	$n-4$	4	$1 \rightarrow 4$	4	$3 \rightarrow 1$
5	1	$n-5$	5	$1 \rightarrow 5$	5	$4 \rightarrow 1$
6	0	$n-n$	6	$1 \rightarrow 6$	6	$5 \rightarrow 1$

Task

void main()

{

int n, i, s, in, dn;

clrscr();

printf (" Enter a value : ");

scanf ("%d", &n);

i = 1;

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```
while (in <= i)
{
    printf ("%d", in);
    in = in + 1;
}
dn = i - 1;
while (dn >= 1)
{
    printf ("%d", dn);
    dn = dn - 1;
}
i = i + 1;
getch();
```

Task#:

Enter a value : 6

6 5 4 3 2 1 2 3 4 5 6
* 6 5 4 3 2 3 4 5 6
6 5 4 3 4 5 6
* * * 6 5 4 5 6
* * * * 6 5 6
* * * * * 6

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Task 18: Enter a value : 6

1 * * * * * * * * * 1
1 2 * * * * * * * * 2 1
1 2 3 * * * * * * 3 2 1
1 2 3 4 * * * * 4 3 2 1
1 2 3 4 5 * * 5 4 3 2 1
1 2 3 4 5 6 6 5 4 3 2 1

Task 19: Enter a value : 6

1 2 3 4 5 6 6 5 4 3 2 1
1 2 3 4 5 * * 5 4 3 2 1
1 2 3 4 * * * * 4 3 2 1
1 2 3 * * * * * * 3 2 1
1 2 * * * * * * * * 2 1
1 * * * * * * * * * 1
1 2 * * * * * * * * 2 1
1 2 3 * * * * * * 3 2 1
1 2 3 4 * * * * 4 3 2 1
1 2 3 4 5 * * 5 4 3 2 1
1 2 3 4 5 6 6 5 4 3 2 1

Task 20:

1 1
1 1

Task

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Task 21:

1	1
2	2
3	3
4	
5	5
6	6
7	7

Task 22: Enter a - value : 6

*	*	*	*	*	1					
*	*	*	*	2	1					
*	*	*	2	3	2	1				
*	*	3	2	4	3	2	1			
*	4	3	5	4	3	2	1			
1	2	3	4	5	6	5	4	3	2	1
*	1	2	3	4	5	4	3	2	1	
*	*	1	2	3	2	1				
*	*	*	*	1	2	1				
*	*	*	*	*	1					

Task 22:-

```
void main()
{
    int i, j, a, s, n;
    clrscr();
}
```

```
while (i<=n)
{
    printf ("\n");
    s = n-i;
    while (s>=1)
    {
        printf ("*");
        s--;
    }
    j=1;
    while (j<=i)
    {
        printf ("%d", j);
        j++;
    }
    a = i-1;
    while (a>=1)
    {
        printf ("%d", a);
        a--;
    }
    i++;
}
i = n-1;
while (i>=1)
{
    printf ("\n");
}
```

```

j=1;
while (j <= 1)
{
    printf ("%d", j);
    j++;
}

a = i-1;
while (a >= 1)
{
    printf ("%d", a);
    a--;
}

i--;
}

getch();
}

```

Unary Arithmetic Operators

- In implementation, when we require to modify initial value of a variable by 1, den go for increment, decrement operators i.e. ++, --
- When we are working inc/dec operators then difference between existing value and new value is +1 or -1 only.

Pre operators Post operators

- When the symbol is available before d operand.
- When we are working with pre operators, data is required to modify by evaluating d expression.
- When we are working with post operators, then data is required to modify after evaluating d expression.

int a, b;

a=1;

Syntax :- $b = ++a;$ pre increment.

First increment the value of a by 1, then evaluate d expression.

i.e $b = a;$

O/P : a=2 b=2

Syntax 2 :- $b = a++;$ post increment

First evaluate d expression, then increment d value of a by 1.

O/P : a=2, b=1

Syntax 4 :- $b = a --$ post decrement

first evaluate the expression, then decrement the value of a by 1.

O/P :- $a=0 \quad b=1$

and

is

Order of priority :-

1. $()$ (signs)
2. $+, -, !, ++, --$ pre
3. $\ast, /, \%$
4. $+, -$ (Arithmetic operations)
5. $<, >, <=, >=$
6. $=, !=$
7. $\&&$
8. $||$
9. $? :$
10. $=$
11. $++, --$ post

⇒ The behaviour of inc/dec operators changes from compiler to compiler

→ void main()

{

int a;

25/10/11

void main()

{

int a;

25/10/11

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- There is no diff b/w pre & post operators, until we are assigning the data to any other variable.

→ void main()

{

int a;

a = 1;

a = ++a + ++a + ++a;

printf ("a = %d", a);

}

O/P:- 12

$a = ++a + ++a + ++a;$

$a = a + a + a;$

$\frac{a}{X}$

$\boxed{X} \boxed{2} \boxed{3} \Rightarrow \boxed{a=4}$

firstly evaluate all the pre operators
then substitute the value.

Pre

Add

Assignment

Thus, $\boxed{a=12}$

→ void main()

{ int a;

a = 5;

a = --a + a-- + --a;

Pre

Add

dtl → void main()
 { int a;
 a = 1;
 a = a++ + ~~a~~ + ~~a~~ a++;
 printf ("%d", a);

$$\begin{aligned} a &= a + a + a \\ &= 2 + 2 + 2 \end{aligned}$$

$a = 6$ } after post $a = 8$

→ void main()
 {
 int a, b;
 a = b = 50;
 a = a++ + ++b;
 b = ++a + b++;
 printf ("a=%d b=%d", a, b);
 }

$$a = a++ + ++b;$$

$$a = a + b$$

$$= 50 + 51;$$

$$= 101$$

After post $\Rightarrow a = 102$

a

b

 $b = a + b$

→ void main()
{

int a, b;

a = b = 5;

a = a-- + --b;

b = --a + b--;

printf ("%d %d", a, b);

}

$$a = a + b^{\vee}$$

$$a = 5 + 4$$

$$a = 9 - 1 \Rightarrow \boxed{a = 8} \quad \checkmark \text{ Then}$$

$$\boxed{b = 4}$$

$$b = a + b$$

$$b = 7 + 4$$

$$b = 11$$

O/P:-

$$\boxed{a = 7}$$

$$\boxed{b = 10}$$

$$\boxed{b = 10}$$

→ void main()

{

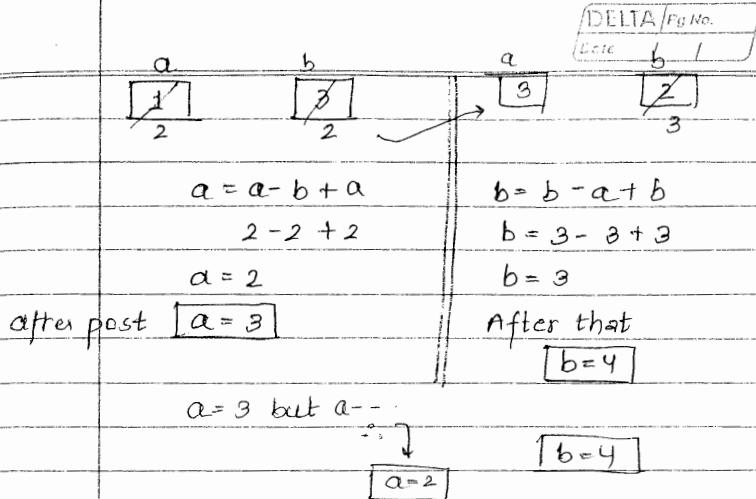
int a, b;

a = 1; b = 3;

a = ++a - --b + a++;

b = ++b - a-- + b++

Po:



→ void main()
 {

```

int a,b,c
a=2, b=4, c=6;
a = ++a + b++ - -c;
b = a++ - -b + c--;
c = --a + ++b - c++;
printf ("%d %d %d", a,b,c);
  
```

}

For a

a	b	c			
<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>2</td></tr></table>	2	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>4</td></tr></table>	4	<table border="1" style="display: inline-table; vertical-align: middle;"><tr><td>6</td></tr></table>	6
2					
4					
6					

$$a = a + b - c$$

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for b :-

$$\boxed{a} \\ \boxed{3}$$

$$\boxed{b} \\ \boxed{5}$$

$$\boxed{c} \\ \boxed{8}$$

$$b = a - b + c$$

$$= 2 - 4 + 5$$

$$\boxed{b = 3}$$

for c :-

$$\boxed{a} \\ \boxed{3}$$

$$\boxed{b} \\ \boxed{3}$$

$$\boxed{c} \\ \boxed{4}$$

$$c = a + b - c$$

$$= 2 + 4 - 4$$

$$\boxed{c = 2}$$

II model

→ void main ()

{

int a;

a = 5; stack (LIFO)
approach

printf ("%d %d %d", ++a, ++a, ++a);

←

passes this way.

⇒ printf is a predefined function, by using printf function, we can print the data on console.

⇒ When we are working with printf function, it works with the help of stack i.e LIFO approach.

⇒ When we are working with printf function, always arguments require to pass, from right to left and data is required to be printed from left to right

→ void main ()

{

int a;

a = 3;

printf ("%d %d %d", ++a, a++, ++a);

↑ pre ↑ post
+1 +1 remains same

```
→ void main ()  
{  
    int a;  
    a = 5;  
    printf ("%d %d %d", a--, --a, a--);  
    printf ("\n a=%d", --a);  
}
```

O/P :-

3 3 5

↑

pre-subtract two.

DETAILED
Explanations

→ void main()

{

int a;

a = 5;

printf ("%d %d %d", ++a, a = 10, ++a);

}

O/P :- [11 10 6]

we can assign values inside printf

→ void main()

{

int a;

a = 5;

printf ("%d %d %d", --a, --a = 3, --a);

}

O/P :- 2 1 4

→ void main()

{

int a;

a = 5;

printf ("%d %d %d", ++a, ++a, ++a);

}

O/P: 7 6 9

For printing, 7 goes
first then 6 then 9

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void main ()

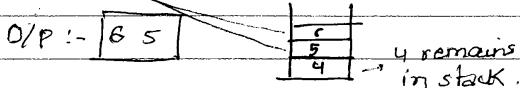
{

int a;

a = 3;

printf ("%d %d", ++a, ++a, ++a);

}



void main ()

{

int a=1, b, c, d;

int b = ++a * ++a * ++a;

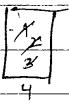
d = ++c * ++c * ++c;

printf ("a=%d b=%d c=%d d=%d", a, b,
c, d);

}

O/P : [4 24 4 64]

a int b = ++a * ++a * ++a ← initialisation



2 * 3 * 4
24

works acc. to stack

[a=4 b=24]

In s. & d. post
but t. are same.

d = ++c * ++c * ++c ← assignment

d = c * c * c

works acc. to register

1. Any kind of expressions are evaluated in 2 locations
i.e
 - 1) Stack evaluation
 - 2) Register evaluation
2. Acc. to stack evaluation, pre and post operator both are having same priority
3. In stack evaluation, data required to substitute at the time of evaluating the expression only.
4. In Register evaluation, pre & post operator both are having diff. priority i.e pre operator having highest priority than post operator.
5. In Register evaluation, data required to substitute after modifying all three values.

→ void main()

{

int a = 1, c = 1, d;

int b = a++ * 4 + a * a++;

d = c++ * 4 + c * c++;

printf ("a=%d b=%d c=%d d=%d", a, b, c, d);

}

[a = 4 b = 9 c = 4 d = 8]

→ void main()

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printf ("a = %d b = %d, c = %d d = %d", a, b, c, d);

}

O/P: 2 8 4 9

→ void main()

{

int a;

a = 1;

printf ("\n%d", ++a * ++a * ++a);

a = 1;

printf ("\n%d", ++a * a++ * ++a);

a = 1

printf ("\n%d", a++ * a++ * ++a);

a = 1

printf ("\n%d", a++ * a++ * ++a);

a = 1

printf ("\n%d", ++a * a++ * a++);

}

O/P :

// 2 * 3 * 4 = 24

// 1 * 3 * 3 = 9

// 2 * 2 * 4 = 16

// 1 * 2 * 3 = 6

- d);
- When we are working with printf statement, always evaluation is required to take place acc. to stack.
 - In printf statement if we are passing single expression then evaluation is required to take place from left to right, multiple expression if we are passing right to left.

void main()

{

int a, b;

a=1; b=3;

printf ("\n%d %d", ++a * b++, a++ * +b),
a=2; b=4;

printf ("\n%d %d", - -a + - -b, a-- + b--),
a=3; b=2;

printf ("\n%.d %.d", a-- + b++, +ra * b++);

}

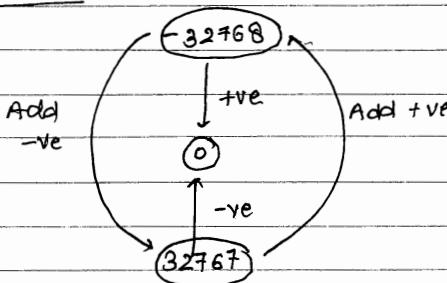
#

O/P :	12 4
	2 6
	7 8

INTEGER

- On 16 bit based compiler, size of int integer is 2 bytes and range from -32768 to +32767
- When we are working with integer variable then always data required to store within the limit only.
- When we are crossing the limit, then automatically control will pass to opp. direction.
- When we are crossing the max. +ve value, then it provides negative data, when we are crossing min.-ve value then it provides +ve data.

int i; / short i;



value

32767

32767 + 1

32767 + 2

32767 + 3

int value

32767

-32768

-32767 (-32768 + 1)

-32766 (-32768 + 2)

→ V1

→ Void main()

{

int a, b;

a = 200 * 200 / 200;

b = 200 / 200 * 200;

printf ("a = %.d b = %.d", a, b);

3

O/P : a = -127 b = 200

ve

$$\begin{array}{r}
 \overbrace{200 * 200}^{40000} \\
 40000 \\
 \times 1 \\
 \hline
 32768
 \end{array}$$

n → 32767 → (A-1) → + 7232
 7233 → -25536

$$a = 200 * 200 / 200$$

$$= -25536 / 200$$

$$= -25536 \times 10^{-2}$$

2

$$= -12768 \times 10^{-2}$$

$$= -127.68$$

a = -127

$$b = 200 * 200 / 200$$

$$1 * 200$$

→ Void main()

{

int a, b;

a = 300 * 200 / 200;

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$$\begin{array}{r}
 60000 \\
 32767 \\
 \hline
 27233
 \end{array}
 \quad
 \begin{array}{r}
 -32768 \\
 24232 \\
 \hline
 -5536
 \end{array}$$

$$\begin{aligned}
 a &= 360 * 200 / 360; \\
 &= -5536 / 360 \\
 &= -5536 \times 10^{-2} \\
 &= -18.45 \\
 a &= -18
 \end{aligned}$$

$$\begin{aligned}
 b &= 360 / 200 * 200; \\
 &= 36 * 200
 \end{aligned}$$

$$b = 360$$

→ void main()

int a;

a = 32767;

if (++a < 32767) // if (-32768 < 32767)

printf ("Welcome %d", a);

else

printf ("Hello %d", a);

}

O/P: Welcome -32768

```
printf ("Welcome %d", i);  
else  
    printf ("Hello %d", i);  
{  
    [O/P : Welcome 32767]
```

```
→ void main()  
{ int i;  
i = 32767;  
if (i++ < 32767) // if (32767 < 32767)  
    printf ("Welcome %d", i);  
else  
    printf ("Hello %d", i);  
}
```

[O/P: Hello - 32768]

```
→ void main()  
{ int a, b;  
a = b = 1;  
while(a)  
{ a = b++ <= 3  
    printf ("\n a = %d b = %d", a, b);  
} printf ("\n a = %d b = %d", a+10, b+10);  
{  
    [1/1]
```

$$a = b + + \leq 3$$

$$1 \leq 3$$

$$\therefore b = 2$$

$$a = 1 \text{ and } b = 2$$

$$\text{Then } 2 \leq 3 \therefore [b = 3]$$

$$a = 1 \text{ and } b = 3$$

$$\text{Then } 3 \leq 3 \therefore [b = 4]$$

$$a = 1 \text{ and } b = 4$$

$$\text{Then } 4 \leq 3 \therefore [b = 5]$$

and $[a = 0]$

$$[a = 10] \quad [b = 15]$$

\rightarrow void main()

{ int a, b;

$a = b = 5;$

 while (a)

 { $a = ++b \leq 8;$

 printf ("\\n a=%d b=%d", a, b);

 }

 printf ("\\n a=%d b=%d", a+10, b+10);

}

$$a = ++b \leq 8$$

$$b = 5$$

$$a = 1 \quad a < b \quad a = 5$$

$$a = 6$$

O/P: 1 6

1 7

1 8

void main()

{

int a;

a = 10;

a * 5;

printf ("%d", a);

}

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[O/P: a=10]

- When we are not collecting the value of any expression or if we are not using value of the expression then it is called dummy statement.
- When we are working with dummy statement compiler doesn't give any error but it gives a WARNING msg i.e. code has no effect.

void main()

{ int a;

a = 5;

a * 10;

printf ("%d %d %d", a, a * 2, a);

}

[O/P: 5 10 5]

void main()

{ printf ("A");

if (5 > 8);

↳ dummy condition

it will not consider

- When we are placing the semicolon at end of the if then it is called dummy condition.
- When dummy conditions are created then compiler creates new body without any statements and current body comes outside of the condition.
- When we are working with dummy conditions , if the cond is true or false always correct body is executed.

```

void main()
{
    printf ("A");
    if (8>5)
        {
            printf ("B");
            printf ("C");
        }
    else; ← dummy else
        {
            printf ("NIT");
            printf ("D");
        }
}

```

[O/P: ABCNITD]

- When we are placing semicolon at end of else then it is called dummy else part.
- When we are working with dummy else part then after execution of if part also else part is executed.

7 while ($i <= 10$)

{ printf ("%d", i);
 $i + i;$

}

[O/P : 1 2 3 4 5 6 7 8 9 10]

→ void main()

{ int i;

$i = 1;$

while ($i <= 10$)

 printf ("%d", i);

$i + i;$

}

scope is close here

$i = 1;$

while ($i <= 10$)

 printf ("%d", i);

$i + i;$

[O/P : 1 1 1 1 --- inf loop]

→ When the body is not constructed for the loop then only 1 statement will be placed inside the body and until the condition becomes false single line statement only will be executed & whenever the condition will become false, then automatically control will pass outside of body. If it is not false, then it becomes infinite loop.

void main()

{ int i;

$i = 1;$

while ($i <= 10$);

dummy loop

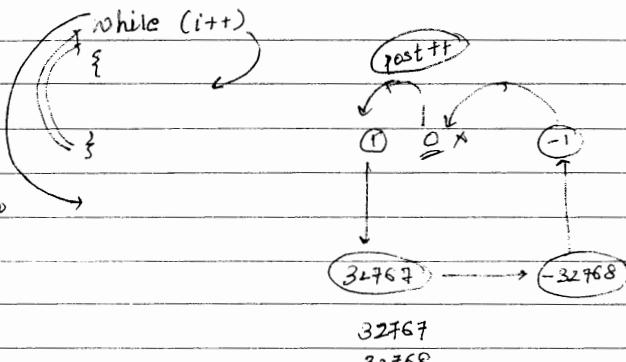
- when we are placing the semicolon at end of the while then it became dummy loop.
- When the dummy loop is constructed then compiler creates empty body without any statements & until the loop condition becomes false, body is repeated n no. of times, if it is not false then it became infinite loop.

* void main()

```
{
    int i;
    i=1;
    while (i++);
    printf("i=%d", i);
}
```

O/P: i=1 (65536)

i
X
Y
Z
u
S
8
32767 num.32768
-32768
-32767



DETA/Fg No.
Ech 1 1

→ void main()

```
{ int i;  
i = -1;  
while (i-- > -32768);  
printf ("i=%d", i);
```

dummy
loop P

while (i-- > -32768)
{
}

O/P: i = 32767

(-1) → -32768 > -32768

+32767

→ void main()

```
{ int i;  
i = -1;  
while (i--);  
printf ("i=%d", i);
```

post

}

O/P: i = -1 (65536)

→ Void main()

```
{ int i;  
i = 1;  
while (i++ < 32767);  
printf ("i=%d", i);
```

}

O/P: i = -32768

break & Continue

- 1) break is a keyword, by using break keyword, we can terminate the loop body or switch body.
- 2) Using break is always optional but it should be required to place within the loop body or switch body only.
- 3) In implementation, when we know the max. no. of repetitions but depends on the condition, if we require to stop the repetition process then go for break statement.
- 4) continue is a keyword, by using continue we can skip the statements from loop body. Using continue is always optional, but it should be required to place within the loop body only.
- 5) In implementation, when we know the max. no. of repetitions but depending on the condition if we require to skip the statements then go for continue.

→ void main ()

{

int i;

i = 1;

while (i <= 10)

→ In previous program, when if condition became true, break statement is executing, when the break statement is executed, then control is passed outside of the loop body.

→ void main()

{

int i;

i = 20;

20

while (i >= 2)

18

{

printf ("%d", i);

16

i -= 2;

14

// i = i - 2

12

if (i <= 10)

break;

O/P :- 20 18 16 14 12

}

→ void main()

{

int i,

i = 1,

while (i <= 10)

{

printf ("%d", i);

if (!i)

- There is no any mandatory conditions to execute break statement inside a loop body
- Depending on condⁿ statement status only break statement can be executed.

```

void main()
{
    int i;
    i = 10;
    while (i >= 2)
    {
        printf ("%d", i);
        if (i)
            break;
        i = 2; // i = i - 2;
    }
}

```

[O/P: 10]

→ void main()

```

{
    int i;
    i = 5;
    while (i <= 50)
    {
        printf ("%d", i);
        i
    }
}

```

DETA/F.G No.
Date / /

```
if (i >= 25)
{
    break;
    i = 5;
}
O/P: 5
```

- In previous prog. due to dummy condition, break statement is placing outside of the body that's why in order to execute loop body 1st time, automatically break statement is executed.

```
→ void main()
{
    int i;
    i = 1;
    while (i <= 10); // dummy loop
    {
        printf ("%d", i);
        if (i == 5)
            break;
        ++i;
    }
}
```

```
i = 1;
while (i <= 10)
{
    printf ("%d", i);
    if (i == 5)
        break;
    ++i;
}
O/P: Error misplaced break
```

→ void main()

{ int i;

i = 0;

while (i <= 40)

 i += 2; // i = i + 2

 if (i >= 10 && i <= 30),

 continue;

 printf ("%d", i);

}

Output: 2 4 6 8 32 34 36 38 40 42

- When the continue statement is executing within the loop body then control will pass back to the condⁿ, without executing remaining statements.

→ void main()

{ int i;

i = 30;

while (i > 2)

{

 i -= 2;

 if (i > 10 && i < 20)

 continue;

 printf ("%d", i);

```

→ void main()
{
    int i;
    i = 1;
    while (i <= 25)
    {
        printf ("%d", i);
        if (i >= 5 && i <= 15)
            continue;
        i += 2;
    }
}

```

O/P:- 1 3 5 5 5 5 -- inf. loop

- When we are working with continue statement, if increment statement or dec statement is skipping then it becomes inf. loop.

```

→ void main()
{
    int i;
    i = 1;
    while (i <= 30)
    {
        if (i >= 9 && i <= 25)
            continue;
        printf ("%d", i);
    }
}

```

→ void main()

{

int i;

i=50;

while (i >= 10); ↴

{

i -= 2; // i = i - 2;

if (i >= 10 && i <= 40)

continue;

printf("%d", i);

}

O/P: Error misplaced continue

Acc to syntax of continue, it should be required to place within the loop body only, but in previous prog due to dummy loop, it is placing outside the body.

Working with 'for' loop :-

When we are working with for loop it contains 3 parts i.e initialisation, condition, iteration.

→ void main()

```

    {
        int a;
        a=2;                                → It will execute bcz in for loop everything
        for( ; a <= 10; )                   is optional.
        {                                     but mandatory to place 2 semicolons
            printf ("%d", a);
            a+=2;
        }
    }
  
```

O/P :- 2 4 6 8 10

→ void main()

```

    {
        int a, b;
        for( a=1, b=10; a<=b; a++, b-- )
            printf ("\n%d %d", a, b);
        printf ("\n a=%d b=%d", a+10, b+10);
    }
  
```

O/P :-	1	10
	2	9
	3	8
	4	7
	5	6
	a=16	b=15

1
2
3
4
5

6 <= 5 Here cond'n = false

so 6+10 = 5+10

- When for loop is not having the body

In for loop, when we required to place multiple initialisation & iteration, then recommended to use comma as a separator.

→ void main()

```

    {
        int a, b;
        for( a=b=5; a; printf ("\n%d %d", a, b))
            a= b-- > 3;
        printf ("\n a=%d b=%d", a+10, b+10);
    }
  
```

O/P :- 1 4
2

a	5
gt	8
8	7
7	6
6	5
5	4
4	3
3	2
2	1
1	

5 >= 3 ✓
4 >= 3 ✓

→ Void main()

```
{ int a, b;
for (a = b = 8; a; )
{ a = --b >= 5;
printf ("\n% d % d", a, b);
printf ("\n a=% d b=% d", a+10, b+10)
}
```

O/P:-	1	7
	1	6
	1	5
	0	4
a=10	b=14	

a	b
8	7
7	6
1	5
1	4
0	4
a=10	b=14

* Perfect Number

Sum of all the factors of the no. should be = to input value then it is called Perfect Number.

$$\text{Ex- } 6 \rightarrow 1 + 2 + 3 \rightarrow 6$$

$$28 \rightarrow 1 + 2 + 4 + 7 + 14 \rightarrow 28$$

$$496 \rightarrow 1 + 2 + 4 + 8 + 16 + 31 + 62 + 124 + 248 = 496$$

$$8128 \rightarrow 1 + 2 + 4 + 8 + 16 + 32 + 64 + 127 + 254 + 508 + 1016 + 2032 +$$

$$4064 = 8128$$

→ void main()

```
{ int n, i, sum = 0
clrscr();
printf ("Enter a value:");
scanf ("%d", &n);
for (i=1; i <= n/2; i++)
{ if (n % i == 0)
    sum = sum + i; // sum += i;
}
if (sum == n && n > 0)
```

n	n/2
28	14

i	sum
2	0+1
3	1+2
4	3+4
7	7+7
8	14+14
14	

void main()

To get list of Perfect Numbers.

```
{ int n, n1, i, sum = 0;
    clrscr();
    printf("Enter a value : ");
    scanf("%d", &n1);
    for (n = 6; n <= n1; n += 2)
    {
        sum = 0;
        for (i = 1; i <= n/2; i++)
        {
            if (n % i == 0)
                sum = sum + i; //sum+=i;
        }
        if (sum == n)
            printf("\n %d . PERFECT NO : %d", ++count, n);
        if (count == 1)
            break;
    }
    getch();
```

O/P : Enter a value : 10000

1. PERFECT NO. : 6
2. PERFECT NO. : 28
3. PERFECT NO. : 496
4. PERECT NO. : 8128

Armstrong No.

Sum of every individual digit's cube = no. is called armstrong Number.
value

There are 4 armstrong numbers

$$\rightarrow 153 \rightarrow 1^3 + 5^3 + 3^3 \quad ? \\ 1 + 125 + 27 \quad \boxed{153}$$

$$\rightarrow 370 \rightarrow 3^3 + 7^3 \quad ? \\ 27 + 343 \quad \boxed{370}$$

$$\rightarrow 371 \rightarrow 3^3 + 7^3 + 1^3 \quad ? \\ 27 + 343 + 1 \quad \boxed{371}$$

$$\rightarrow 407 \rightarrow 4^3 + 0^3 + 7^3 \quad ? \\ 64 + 343 \quad \boxed{407}$$

```

void main()
{
    int n, temp, i;
    clrscr();
    printf("Enter a value:");
    scanf("%d", &n);
    for(temp = n; temp != 0; temp /= 10)
    {
        i = temp % 10;
        sumt = (i * i * i); // sumt = pow(i, 3); <math.h>
    }
    if(n == sumt && n >= 1)
        printf("\n%d IS ARMSTRONG NUMBER", n);
    else
        printf("\n%d is not ARMSTRONG NUMBER", n);
    getch();
}

```

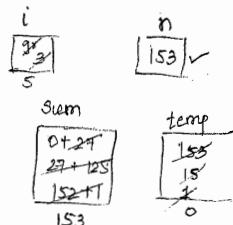
O/P: Enter a value: 153
153 IS ARMSTRONG NUMBER

How to get list of numbers

```

void main()
{
    int n, n1, temp, i, sum = 0;
    clrscr();
    printf("Enter a value: ");
    scanf("%d", &n1);
    for(n = 153; n <= n1; n++)
    {
        sum = 0;
        for(temp = n; temp != 0; temp /= 10)
        {
            i = temp % 10;
            sumt = (i * i * i); // sumt = pow(i, 3); <math.h>
        }
        if(n == sum)
            printf("\n%d. ARMSTRONG No. : %d", ++count, n);
    }
}

```



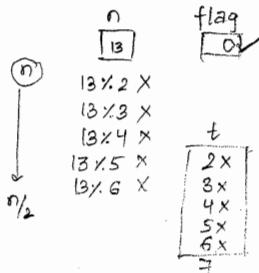
O/P: Enter a value : 1500

- 1. ARMSTRONG NO. : 153
- 2. ARMSTRONG NO. : 370
- 3. ARMSTRONG NO. : 371
- 4. ARMSTRONG NO. : 407

* Prime No.

It is a no. which is not having any factors except 1 & itself.

```
void main()
{
    int n, t, flag = 0;
    clrscr();
    printf("Enter a value : ");
    scanf("%d", &n);
    for(t=2; t <= n/2; t++)
    {
        if(n % t == 0)
        {
            flag = 1;
            break;
        }
    }
    if(flag == 0)
        printf("\n%d IS PRIME NUMBER", n);
    else
        printf("\n%d IS NOT PRIME NUMBER", n);
    getch();
}
```



O/P: Enter a value : 13
13 IS PRIME NUMBER

```
void main()
{
    long int n, n1, n2, t, count = 0;
    int flag;
    clrscr();
    printf("Enter 2 values : ");
    scanf("%ld %ld", &n1, &n2);
```

```

if (n%6 == 0)
{
    flag = 1;
    break;
}
if (flag == 0)
    printf ("%d %d. PRIME NO: %d", ++count, n);
}
getch();
}

```

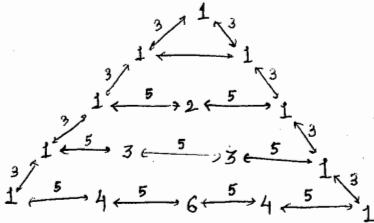
O/P : Enter 2 values : 15 2170

1. PRIME NO: 17
2. PRIME NO: 19
3. PRIME NO: 23

22/5

PASCAL TRIANGLE

Enter no of rows = 5



void main()

```

{
    int r, s, i, K, n;
    clrscr();
    printf ("Enter no. of rows: ");
    scanf ("%d", &r);
    i = 0;
    while (i < r)
    {
        printf ("\n")

```

```

else
    n = ((i - K + 1) * n) / K;
    printf ("%6d", n);
}
    i = i + 1;
getch();
}
}

```

```

i = 0;
while (i < r)
{
    printf ("\n");
    for (s = 40 - i * 3; s >= 1; s--)
        printf (" ");
    for (K = 0; K <= i; K++)
    {
        if (K == 0)
            n = 1;
        else
            n = ((i - K + 1) * n) / K;
        printf ("%6d", n);
    }
    i = i + 1;
}

```

s

5

s

41 → 1
37 → 1
34 → 1
31 → 1
20 → 1

i

∅
X
X
X
X

K

∅
X
X
X
4

r

X
X
X
X
X

X

INTERVIEW QUESTIONS

→ void main()

```
{ int a;  
  a = printf ("Welcome");  
  printf ("\n a=%d", a);
```

O/P :- Welcome
 a = 7

It is possible to collect value
from printf → integer values (R)

a = pf ("Welcome")
(pf ("a=%d", a));

When we are working with printf function it returns an integer value
ie total no. of characters printed on console.

→ void main()

```
{ int a;  
  a = printf ("%d Hello %d", 10, 200);  
  printf ("\n a=%d", a);  
 }
```

O/P : 10 Hello 200
 a = 12

(2(10) + 1(s) + 5(Hello) + 1(s) + 3(200))

→ void main()

```
{ int a;  
  a = printf ("\n Welcome %d", printf ("Naresh IT"));  
  printf ("\n a=%d", a);  
 }
```

O/P :- Naresh IT
 Welcome 9
 a = 10
 (9(Naresh IT))
 (10(1\n) + 7>Welcome)
 + 1(s) + 1(q))

→ When we are working with printf function always it executes
from (R → L) only because it works with the help of stack.

→ When we are placing printf statement within the printf then
it always executed first.

→ void main()

```
{  
    int a;  
    a = printf("One%d\n", printf("Two%d\n"), printf("Three%d\n"));  
    printf("a = %d", a);  
}
```

O/P :- Three
Two6
One5
a=5

void main()

```
{  
    int a;  
    a = printf("One\n") + printf("Two\n") + printf("Three\n");  
    printf("a = %d", a);  
}
```

O/P :- One 4
Two +4
Three +5+1
a=14

→ void main()

```
{  
    int a;  
    a = 5 > 2 ? printf("Hai") : printf("Bye");  
    printf("\na = %d", a);  
}
```

O/P : Hai
a = 3

$a = \frac{5 > 2}{T} ? p^f(Hai) : p^f(Bye);$

→ void main()

```
{  
    int a;  
    a = ! printf("Hi") ? printf("Bye") : printf("Hello");  
    printf("\na = %d", a);  
}
```

↑ Hi → 2 value

```

→ void main()
{
    int a = 2;
    a = printf("Hai") ? printf("NIT") : a; // error
    pf (" a=%d", a);

```

O/P: Error L value required

→ In conditional operator if right side expression contains assignment operator then it gives an error because syntax evaluation is right to left.

```

# void main()
{
    int a, b, c;
    c = scanf ("%d %d", &a, &b);
    pf ("\na=%d", " b=%d", " c=%d", a, b, c);
}

```

// input values 100 200

O/P:- a = 100 b = 200 c = 2

a gt 100	b gt 200	c gt 2
----------------	----------------	--------------

→ Total no. of values provided by user.

→ scanf is predefined function, by using scanf function we can read the data from user.

→ Scanf function returns an integer value i.e total no. of input values provided by user.

```
# void main()
```

```

{
    int a, b, c;
    a = b = 100; // complete behaviour of scanf depends on
    c = scanf ("%d %d", &a, &b); // format specifier not on argument.
    printf ("\n a=%d b=%d c=%d", a, b, c);
}

```

// Input values are 111 222

a = 700 b = 222 c = 2

- Complete behaviour of scanf function will depends on format specifier only not on argument list.
- As a programmer it is our responsibility to store the data proper by using ampercant "&" symbol.
- In scanf statement when we are not using "&" symbol then that variable value will not be updated with new value

```
void main()
{
    int a,b,c;
    a=10; b=20;
    c = scanf ("%d %d %d");
    printf ("\na=%d b=%d c=%d", a,b,c);
}
```

O/P:- a=10 b=20 c=3

23/6

```
void main()
{
    int x,y,z;
    z = printf ("Welcome %d", scanf ("%d %d", &x, &y));
    printf ("\nx=%d y=%d z=%d", x,y,z);
}
```

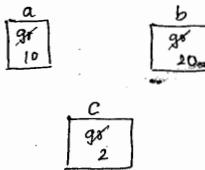
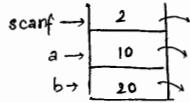
L → R

// Input values are 100 200

O/P: Welcome 2
x=100 y=200 z=9



```
void main()
{
    int a,b,c;
    a=10; b=20;
    c = printf ("%d %d %d", scanf ("%d %d %d", &a, &b));
    printf ("\na=%d b=%d c=%d", a,b,c);
}
```

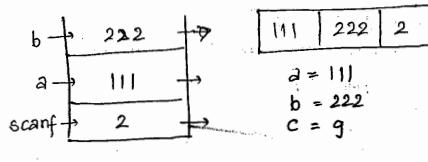
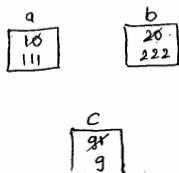


- After passing the data into printf related stack then it is not possible to update by using scanf function.
- Always scanf funcn will try to update actual memory locations only.

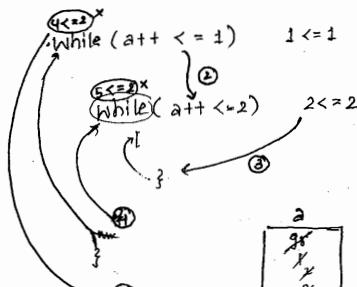
```
# void main()
{
    int a, b, c;
    a = 10; b = 20;
    c = printf ("%d %d %d", a, b, scanf ("%d %d", &a, &b));
    printf ("\n a=%d b=%d , a,b);
```

3 // Input values are 111 and 222.

O/P :- a = 111, b = 222 [C = 9]



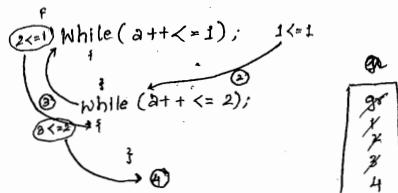
```
→ void main()
{
    int a;
    a = 1;
    while (a++ <= 1);
    while (a++ <= 2);
    printf ("a=%d", a);
```



→ In implementation when two while statements occur immediately without body, without statement and without semicolon then first while is called outer loop and second loop is called inner loop i.e according to nested loop body will be executed.

```
Void main()
{
    int a;
    a = 1;
    While (a++ <= 1);
    While (a++ <= 2);
    printf ("a=%d", a);
}
```

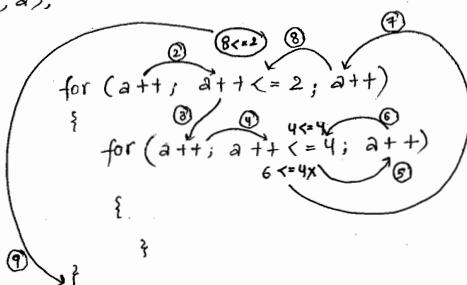
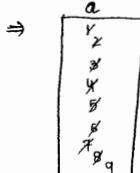
O/P: a = 4



→ void main()

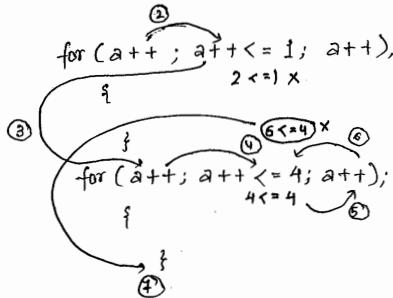
```
{
    int a;
    a = 1;
    for(a++; a++ <= 2; a++);
    for(a++; a++ <= 4; a++);
    printf ("a=%d", a);
}
```

O/P: a = 9



Void main()

```
{
    int a;
    a = 1;
```



→ void main()

```

{
    int a;
    a = 1;
    do
        while (a++ <= 1);
        printf ("a=%d", a);
    }
}

```

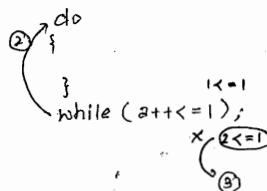
O/P: Error - do statement must have while loop

→ When we require to create dummy - do while loop then recommended to place the semicolon ';' at the end of the do.

```

void main()
{
    int a;
    a = 1;
    do;
        while (a++ <= 1);
        printf ("a=%d", a);
    }
}

```



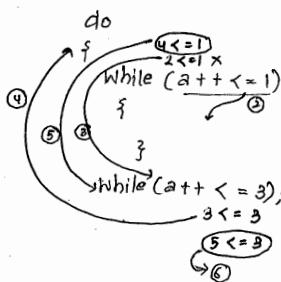
O/P: a = 3

```

void main()
{
    int a;
    a = 1;
    do
        while (a++ <= 1);
        while (a++ <= 3);
    printf ("a = %d", a);
}

```

O/P :- a = 6



SWITCH (switch);

- Switch is a Keyword, by using this Keyword we can create selection statement with multiple choices.
- Multiple choices can be constructed by using case keyword.
- When we are working with switch statement it require a condition or expression of type and integer.
- case Keyword always required an integral constant expression or integral constant value.

Syntax :-

```

switch (condition / expression)
{
    case const 1: Block 1;
    break;

    case const 2: Block 2;
    break;

    case const 3: Block 3;
    break;
}

```

- When we are working with switch statement at the time of compilation condition or expression written value will map with case ~~star~~ constant values.
 - At the time of execution if matching case is available then control will pass to corresponding block, from that matching case upto Break everything will be executed.
 - At the time of execution if matching case does not occur then control will pass to default block.
 - default is a special kind of block which will be executed automatically when the matching case does not occur.
 - By using nested if-else also, it is possible to create multiple blocks but we are required to create n no. of blocks then (n-1) conditions are mandatory to be created.
 - When we are working with nested if-else at any point of time only one block can be executed but in switch statement, it is possible to execute multiple blocks by removing break statement b/w the blocks.
 - Constructing the default is always optional, it is recommended to use when we are not handling all the blocks of switch statements.
- void main() {
 int i;
 i = 2;
 switch (i)
 {
 case 1:
 case 2:
 case 3:
 case 4:
 case 5:
 case 6:
 case 7:
 case 8:
 case 9:
 case 10:
 }

→ void main()

```
{  
    int i;  
    i = 1;  
    switch (i)  
    {  
        case 1: printf ("A");  
        case 2: printf ("B");  
        break;  
        case 3: printf ("C");  
        break;  
        default: printf ("D");  
    }  
}
```

O/P :- A B

→ void main()

```
{  
    int a;  
    a = 5;  
    switch (a)  
    {  
        case 1: printf ("A");  
        break;  
        case 2: printf ("B");  
        break;  
        case 3: printf ("C");  
        break;  
        default: printf ("D");  
    }  
}
```

O/P :- D

→ void main

```
{  
    int a;  
    a = 3;  
    switch (a)  
    {  
        case 1: printf ("A");  
        break;  
    }  
}
```

O/P :- B2

```
    default : printf("D");
```

```
}
```

- When we are working with switch statement, cases can be constructed randomly i.e. in any sequence cases can be designed.
- When we are constructing the cases randomly then from matching case upto break everything will be executed in any sequence.

```
→ void main()
```

```
{
```

```
    float i;
```

```
    i = 2;
```

```
    switch(i)
```

```
    { case1 : printf("A");
```

```
        break;
```

```
    case 2 : printf("B");
```

```
        break;
```

```
    case 3 : printf("C");
```

```
        break;
```

```
    default : printf("D");
```

```
}
```

O/p: Error (switch selection
expression must be of integral
type)

- When we are working with switch statement it is not applicable to float data type.

```
→ void main()
```

```
{
```

```
    int f;
```

```
    f = 3.8;
```

```
    switch(f)
```

```
    { case1 : printf("Apple");
```

```
        break;
```

```
    case2 : printf("iPhone");
```

```
        break;
```

```
    case 3 : printf("Apple TV");
```

O/p: Apple TV

```
→ void main()
{
    int a;
    a = 5;
    switch (a)
    {
        case 1: printf("A");
                   break;
        default: printf("B");
        case 2: printf("2");
                   break;
        case 3: printf("C");
    }
}
```

- When we are working with default, it can be placed anywhere within the switch body i.e beginning or middle or end of the body but generally recommended to place at the end of the body only.

24/Jun

```
→ void main()
{
    int a,b,c,d;
    a = 1; b = 2; c = 3;
    d = c-a;
    switch(d)           → variable type
    {
        case a : printf ("A");
                    break;
        case b : printf ("B");
                    break;
        case c : printf ("C");
                    break;
        default: printf ("D");
                    break;
    }
}
```

case 'a':

case 'b':

case 'c':

O/P: Error Constant expression Required

- When we are working with case Keyword, it should be required, constant integral expression or constant integral value only i.e. Variable type data, we can't pass.

```
→ void main()
{
    int a;
    a = 8/4;
    switch(a)
    {
        case 1+1: printf ("A");      // Case 2;
        case 4%2: printf ("B");      // Case 0;
        case 2*3 : printf ("C");     // Case 6
        default : printf ("D");
    }
}
```

O/P: A

Within the switch statement when we are passing constant expression then it will give the written value.

```

→ void main()
{
    int a;
    a = 2<5;
    switch (a)
    {
        case 5>8 : printf ("A");           // case 0:
                    break;
        case 2<5 : printf ("B");           // case 1:
                    break;
        case 1!=2>5 : printf ("C");        // case 1:
                    break;
        case 2==2 : printf ("D");           // case 1:
                    break;
    }
}

```

[O/P : Error, Duplicate Case]

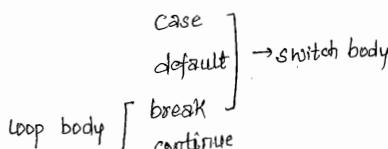
- Within the switch body cases must be unique i.e more than 1 case with same constant value not possible to create.

```

→ void main()
{
    int i;
    i = 2;
    switch (i)
    {
        case 1 : printf ('A');
                    break;
        case 2 : printf ('B'),
                    continue;
        case 3 : printf ('C');
                    break;
        default: printf ("D");
    }
}

```

[O/P: Error misplaced continue]



→ void main()

```

case 1 : printf ("A");
           break;
case 2 : printf ("2");
           break;
case 3 : printf ("C");
           break;
default : printf ("D");
}

```

O/P : Error misplaced case, default and break

- When we are placing the semicolon at end of the switch, then it is called dummy switch.
- When we are creating the dummy switch, automatically compiler creates new body without any statement and current body is outside of switch.
- Acc. to syntax of case, default & break, it should be required to place within the body only.

goto

- goto is a keyword, by using this we can pass the control anywhere within the program.
- goto keyword always required an identifier called label.
- Any valid identifier followed by colon is called label.
- Generally, goto statement is called unstructured programming statement bcoz it breaks the rule of structured prog. lang.
- In implementation, we required to take the repetition process, without using loop, then recommended to go for goto statement

Syntax : statement 1 ; ✓
 statement 2 ; ✓

goto LABEL ;
 statement 3 ; X

LABEL :
 statement 4 ; ✓
 statement 5 ; ✓

→ void main()

{ printf ("A");
 printf ("B");

```

→ void main()
{
    printf ("A");
    printf ("B");
    ABC:
        printf ("C");
        printf ("D");
    goto XYZ;
    printf ("INIT");
XYZ:
    printf ("X");
    printf ("Y");
}

```

O/P: ABCDXY

- In order to execute the program, if the label is occurred then automatically it will be executed.
 - Creating the label is always optional, after creating the label, calling the label also optional. But if we are calling the label then it should be exist in the program.
- WAP to print all even nos from 2 to 20 without using loops.

```

void main()
{
    int i;
    i = 2;
    EVEN:
        printf ("%d ", i);
        i += 2;
        if (i <= 20)
            goto EVEN;
}

```

O/P: 2 4 6 8 10 12 14 16 18 20

```

→ void main()
{
    printf ("A");
    goto XYZ;
    printf ("INIT");
    ABC:
        printf ("B");
        printf ("C");
XYZ:
    printf ("XYZ");
}

```

- When we are working with goto statement, if circle is created between the labels then it becomes infinite.

→ void main()

```
{
    printf ("A");
    printf ("B");
    (goto NIT;)
    printf ("Welcome");
(nit:)
    printf ("C");
    printf ("D");
}
```

[O/P: Error undefined label 'NIT']

- When we are working with goto statement, label works with the help of case sensitive, i.e. upper & lower case both treated as different.

→ switch program

```
void main()
{
    int i;
    i = 2;
    switch(i)
    {
        case1: printf ("A");
        case: break;
        case2: printf ("B");
        case: break;
        case3: printf ("C");
        case: break;
        default: printf ("D");
    }
}
```

[O/P: D]

- Acc. to syntax of the switch, case and constant value must required atleast single space.
- When the space is not given b/w case and constant value then it become Label, that's why default block is executed in prev. prog.

→ void main()

```
{
    int i;
    i = 8;
    switch(i)
```

```

case 3: printf("C");
break;
case default: printf("D");
case default:
case default:
O/P: 2
}
}
}
{ O/P : Error

```

Prog: Write prog.

Enter a value : 12345
ONE TWO THREE FOUR FIVE

```

void main()
{
    long int n, rn;
    int count = 0;
    clrscr();
    printf(" Enter a value");
    scanf("%d", &n);
    while(n)
    {
        rn = n % 10 + n / 10;
        ++count;
        n = n / 10;
    }
    while(rn)
    {
        switch(rn % 10)
        {
            case 0: printf("ZERO");
            break;
            case 1: printf("ONE");
            break;
            case 2: printf("TWO");
            break;
            case 3: printf("THREE");
            break;
            case 4: printf("FOUR");
            break;
            case 5: printf("FIVE");
            break;
        }
    }
}

```

```

case 8: printf ("EIGHT");
        break;
case 9: printf ("NINE");
        break;
}
rn = rn / 10;
--count;
while (count > 0)
{
    printf ("ZERO");
    --count;
}
getch();
}

```

```

case 8: printf ("EIGHT");
break;
case 9: printf ("NINE");
break;

```

$\frac{3}{\text{rn} = \text{rn} / 10;}$

--count;

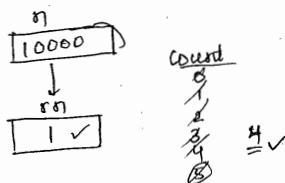
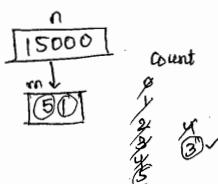
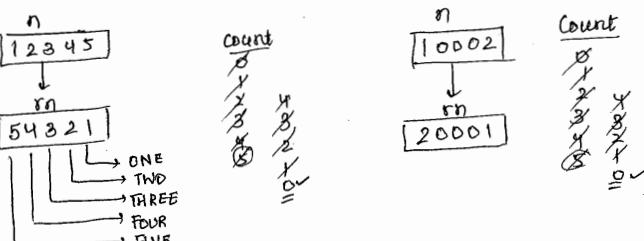
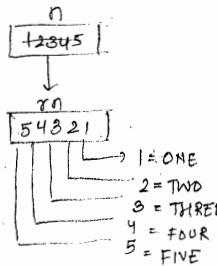
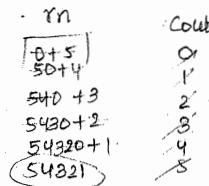
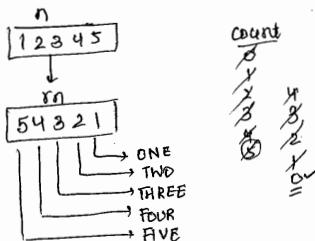
$\frac{3}{\text{while} (\text{count} > 0)}$

$\frac{9}{\text{printf} ("ZERO");}$

--count;

$\frac{5}{\text{getch();}}$

Other cases



25 JUN

Program - CALENDER

Enter year :

Enter month :

Enter day :

Weekday is :

Void main()

```
int yy, mm, dd, nleap;
long int dp;
clrscr();
do
{ printf ("\nEnter year");
  scanf ("%d", &yy);
  } while (yy<1);
  }
```

```
do
{ printf ("\nEnter month : ");
  scanf ("%d", &mm);
  } while (mm<1 || mm>12);
```

```
do
{ printf ("\nEnter Date : ");
  scanf ("%d", &dd);
  } while (dd<1 || dd>31);
```

```
if ((mm==4 || mm==6 || mm==9 || mm==11) && dd>30)
```

```
{ printf ("\ninvalid date");
  goto END;
```

```
} if (yy%4 == 0 && yy%100 != 0 || yy%400 == 0)
```

```
{ if (mm==2 && dd>29)
```

```
{ printf ("\ninvalid date");
  goto END;
```

```
}
```

Here we want to repeat invalid case,
so write invalid condition.

Here if we write (mm < 1 && mm > 12);
Here condition not fully satisfy

Take -15

-15 < 1 but -15 > 12
True False

```

        goto END;
    }

    nleap = (yy-1) / 4 - (yy-1) / 100 + (yy-1) / 400;
    dp = (yy-1) * 365 + nleap;
    switch (mm)           /* long for storing long value of int
    {
        case 12 : dp += 30;          // Nov. (Add) (dp contains the value of dec
        case 11 : dp += 31;          if it is of dec month)
        case 10 : dp += 30;          // Reverse because
        case 9 : dp += 31;          say if d month is june
        case 8 : dp += 31;          then 6+5+4+3+2+1 and since case
        case 7 : dp += 30;          date is ↓
        case 6 : dp += 31;          in reverse → in order
        case 5 : dp += 30;          if cases like
        case 4 : dp += 31;          Here if date is
        case 3 : dp += 28;          25-Jun-1955
        case 2 : dp += 31;          to add all d values
        case 1 : dp += dd;          Control goes to june
    }                           then it adds july, aug, sept --
                                which is wrong
                                if leap year
if ((yy % 4 == 0 && yy % 100 != 0 || yy % 400 == 0) && mm > 2)
    ++dp;
printf ("%d %d/%d/%d Weekday is : ", dd, mm, yy);
switch (dp % 7)
{
    case 1 : printf ("Monday");
    break;
    case 2 : printf ("Tuesday");
    break;
    case 3 : printf ("Wednesday");
    break;
    case 4 : printf ("Thursday");
    break;
    case 5 : printf ("Friday");
    break;
    case 6 : printf ("Saturday");
}

```

To find Weekday

* 01-01-01 → Monday

18 Jan - 01 → 4 Thursday
 $18 \times 7 = 4$

14 - Feb - 01 → 3 Wednesday
 $\frac{31}{45} + 14 = 45\% 7 = 3$

20 - Mar - 01 → 2
 $\frac{31}{28} + 20 = 79\% 7$
 Tuesday

Jan
Mar
May
July
Aug
Oct
Dec

{ 31

Apr
June
Sept
Nov

{ 30

Feb 28 / 29

For leap year

- 1) % 4
- 2) after 100 yrs → X no leap yr
- 3) after 400 yrs → ✓ leap yr

100	1100
200	1200
300	1300
400	1400
500	1500
600	1600
700	1700

final now
 yy
 2015
 J
 mm
 06
 dd
 25
 current
 2015
 passed years $(yy-1) * 365 + n \text{ leap}$
 $2014 * 365 + 488 = 01 - \text{Dec } 2014$

<u>7 35598</u>	
31	
28	
31	
30	
31	
25	

dp

7, 35, 774

$$\begin{array}{r}
 20 \times 25 = 500 \\
 \hline
 503 \\
 - 20 \\
 \hline
 483 \\
 + 5
 \end{array}$$

Program:- To get the weekday of 29th date of feb of the input year

```
void main()
{
    int yy, nleap;
    long int dp;
    clrscr();
    do
    {
        printf ("\nEnter year : ");
        scanf ("%d", &yy);
        if (yy % 4 == 0 && yy % 100 != 0 || yy % 400 == 0)
            nleap = (yy-1)/4 - (yy-1)/100 + (yy-1)/400;
        dp = (yy-1)* 365L + nleap;
        dp += 31; // Jan
        dp += 29; // Feb
        printf ("\n 29-Feb-%d Weekday is : ", yy);
        switch (dp % 7)
        {
            case 1: printf ("Monday");
            break;
            case 2: printf ("Tuesday");
            break;
            case 3: printf ("Wednesday");
            break;
            case 4: printf ("Thursday");
            break;
            case 5: printf ("Friday");
            break;
            case 6: printf ("Saturday");
            break;
            case 0: printf ("Sunday");
            break;
        }
    } while (yy < 1);
```

DATA TYPES:-

Always data types will decide that what type of data is required to store in variable.
→ In 'C' programming lang. we have 3 types of basic data types i.e. :-

- a) char
- b) int and
- c) float types

- When the basic data type is not supporting user requirement then go for primitive or predefined data types.
- All primitive data types are constructed by extending size and range of basic data type.
- In 'C' programming lang. we are having 9 types of primitive or pre-defined data types

Type	Size	Range	%	Ex :-
char	1 byte	-128 to 127	%c	'a', 'A', '#', '\n'
unsigned char	1 byte	0 to 255		
int	2 bytes	-32768 to 32767	%d	-26.5 0 -5
unsigned int	2 bytes	0 to 65,535	%u	25U 32768U
long int	4 bytes	-2,147,483,648 to +2,147,483,648	%ld	45L -5L 40000L
unsigned long	4 bytes	0 to 4,294,967,295	%lu	100LU 51LU
float	4 bytes	$\pm 3.4 \times 10^{\pm 38}$	%f	-35f 7.5f
double	8 bytes	$\pm 1.7 \times 10^{\pm 308}$	%lf	-3.5, 7.5
long double	10 bytes	$\pm 3.4 \times 10^{\pm 4932}$	%Lf	-3.5L, 7.5L

→ The basic advantage of classifying this many types nothing but utilizing m/m more efficiently & inc. the performance

- In implementation, when we required to manipulate characters then it is

- When we required the numeric values from the range of 0 to 255 then go for unsigned char datatype in place of constructing an unsigned integer. In this case it is recommended to use %u or %d format specifiers.
- For normal numeric operations go for an int type, if there is no -ve representation then go for unsigned int datatype like employer salary.
- By default, any type of decimal values are integer and real values are decimal.
- short, long, signed & unsigned are called Qualifiers.
- These all Qualifiers required to applied for an integral datatypes only i.e. we can't apply for float, double & long double type.
- Integral datatype means char, unsigned char, int, unsigned int, long int and unsigned long data types.
- signed, unsigned are called signed specifiers
- short, long are called size specifiers

```

void main()
{
    int i;
    long int l;
    float f;
    i = 32767 + 1;
    l = 32767 + 1;
    f = 32767 + 1;
    printf ("%d %ld %f", i, l, f);
}
  
```

O/P:- -32768 -32768 -32768.000000

Automatic Operations on Data Type

- If both arguments are same type then return value is same type
- If both arguments are diff. type then among those 2, which one will occupies max. value, will return.

int, int	----->	int
int, float	----->	float
int, char	----->	int
(int) long int	----->	long
(short), long	----->	long
(signed) unsigned	----->	unsigned

same size ←

→ When we are working with an integral value with the combination of float then always return value is float type only.

```
void main()
{
    int i;
    float f;
    long int L;
    i = 32767 + 1;
    L = 32767L + 1; // L = (long)32767 + 1;
    f = 32767.0f + 1; // f = (float)32767 + 1;
    printf("%d %ld %f", i, L, f);
}
```

O/P:- -32768 32768 32768.000000

TYPE CASTING

→ It is a procedure of converting one datatype value into another datatype.

→ Type Casting can be performed by Using (Type) operator
(Type) means name of the datatype.

→ In 'C' prog. lang. Type Casting is classified into 2 types.

1) Implicit type Casting

2) Explicit type Casting

1) Implicit Type Casting - When we are converting low order data into high order datatype.

→ Implicit Type Casting is under control of compiler.

→ As a programmer, it is not required to handle implicit type casting process.

Ex-
int i;
long int L;
i = 82414;
L = i; L = (long)i;

2) Explicit Type Casting - When we are converting high order data type into low order datatype then it is called explicit Type Casting.

→ Explicit Type Casting is under control of programmer.

→ As a programmer, mandatory to handle explicit type casting process or else data overflow is occur

Ex- long double d;

long int L;

```

→ void main()
{
    float f;
    → by default it
    f = 2.9; → is double
    if (f == 2.9) // If (float == double) 4B == 8B
        printf("Welcome");
    else
        printf("Hello");           O/P :- Hello
}

```

→ When we are comparing float value with double then comparison will take place on binary representation, so 8 bytes data \neq 4 bytes.

```

→ void main()
{
    float f;
    f = 3.7;
    if (f == 3.7) // If (f == float) 3.7
        printf("Welcome");
    else
        printf("Hello");           O/P :- Welcome
}

```

```

→ void main()
{
    int i;
    float f;
    i = 7;
    f = 7.0;
    if (i == f)
        printf("Welcome");
    else
        printf("Hello");           O/P :- Welcome
}

```

When we are working with float values or float variables, if the fractional part is zero, then it occupies the m/m in the form of integer that's why float data is equivalent to integer data type.

```

→ void main()
{
    float f;
    f = 3.5;
    if (f == 3.5)
        printf("Welcome");      O/P :- Welcome
}

```

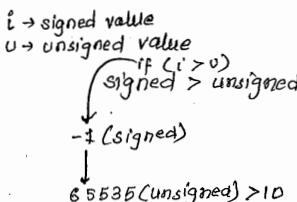
When $i = 6 \{$

```

void main()
{
    int i;
    unsigned int u;
    i = -1;
    u = 10;
    if (i > u)
        printf ("Welcome");
    else
        printf ("Hello");
}

```

I/O/P :- Welcome



NUMBER SYSTEM

Always number system will decide that how the numeric values required to store in m/m.

Number systems are classified into 4 types.

- 1) Decimal Number System
- 2) Octal Number System
- 3) Hexadecimal Number System
- 4) Binary Number System

1) Decimal Number System -

- The base value of decimal number system is 10 and the range from 0 to 9.
- By using decimal no. system, we can represent +ve & -ve values also.
- When we are working with decimal no. system, we required to use %d format specifier.

Eg :- 10, -20, 85, -40

2) Octal Number System

- The base value of octal no. system is 8 and the range from 0 to 7.
- If any numeric value is started with zero then it indicates octal data.
- By using octal no. system, we can represent +ve data only.
- When we are working with octal no. system, we required to use %o format specifier

Eg:- 012, 084, 0765, 01457

3) Hexadecimal Number System

- The base value of Hexadecimal is 16 and the range from 0 to 9 ABCDEF.
- If any numeric value is started with 0x then it indicates hexadecimal

DECIMAL (10)		OCTAL (8)	HEXADECIMAL (16)
		0-7 %d	0-9 ABCDEF %x
①	100	0144	0X64
②	127	0177	0X7F
③	32767	077777	0XFFFF
④	65535	0177777	0XFFFF

DECIMAL (10)		OCTAL (8)	HEXADECIMAL (16)
		0-7 %d	0-9 ABCDEF %x
⑤	10	012 $8^0 \times 1 + 8^0 \times 2$	0XA
⑥	83	0123 $8^0 \times 1 + 8^1 \times 2 + 8^0 \times 3$	0X53
⑦	Illegal	0128 Max 0-7 0192	Illegal

161	0241	0XA1 $16^0 \times 10 + 16^0 \times 1$
291	0443	0X123 $16^2 \times 1 + 16^1 \times 2 + 16^0 \times 3$ <u>256 + 31 + 3</u>
32768	0100000	0X8000

BINARY NUMBER SYSTEM

- The base value of binary no. system is 2 and the range is 0, 1.
- When we are representing the data in m/m, then always it stores in the form of binary only.
- As a programmer we can't pass the instruction and can't store the data directly in binary format.
- There is no any special kind of format specifiers are available to print the data on console but logically it is possible using arrays.

$\text{Int } i = \underline{\hspace{2cm}} 0101 \rightarrow \text{dis is not binary to octal}$
 ↓
 starting with 0

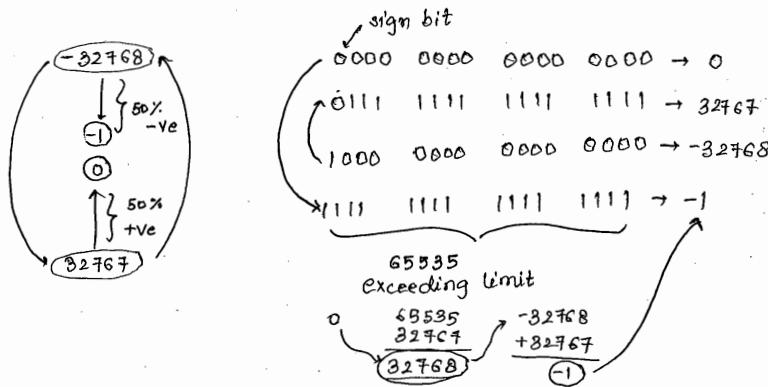
Decimal Binary

49	$\longrightarrow 0011\ 0001$	$(32+16+1)$
127	$\longrightarrow 0111\ 1111$	$(64+32+16+8+4+2+1)$
255	$\longrightarrow 1111\ 1111$	$128+127$ 2^8
32768	$\longrightarrow 1000\ 0000\ 0000\ 0000$	
65535	$\longrightarrow 1111\ 1111\ 1111\ 1111$	

No. of bits	No. of Combination	max value	max value representation
1	2 (2^1)	1 (2^1-1)	0001
2	4 (2^2)	3 (2^2-1)	11
3	8 (2^3)	7 (2^3-1)	111
4	16 (2^4)	15 (2^4-1)	1111
5	32 (2^5)	31 (2^5-1)	00111111
6	64 (2^6)	63 (2^6-1)	11111111
7	128 (2^7)	127 (2^7-1)	11111111
8	256 (2^8)	255 (2^8-1)	11111111

int i; On dos based compiler, size of integer is 2 bytes & the range from -32768 to 32767

- For representing any integer value, we required 16 bit combination i.e. 65536 representations.
- Among those all representations, 50% provides +ve values & remaining 50% provides -ve value.
- left side → most significant bit is called Sign bit
- Always sign bit will decides the written value of binary representation i.e. +ve or -ve.
- If sign bit is 0 and remaining all bits are zeros then it gives min. value of +ve sign i.e. zero.
- If sign bit is 0 and remaining all bits are ones then it gives max. value of +ve sign i.e. 32767.
- If sign bit is 1 and remaining all bits are zeros then it gives min. value of -ve sign i.e. -32768.
- If sign bit is 1 and remaining all bits are ones then it gives max. value of -ve sign i.e. -1.

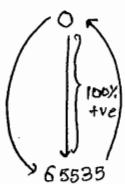


$$32767 \rightarrow 0111\ 1111\ 1111\ 1111 \\ + 1 \rightarrow \underline{0000\ 0000\ 0000\ 0001}$$

$$1000\ 0000\ 0000\ 0000 \rightarrow -32768$$

unsigned int u;

- The size of unsigned integer is 2 bytes and the range from 0 to 65535
- For representing any unsigned integer value, we required 16 bit combination i.e. 65536 representations.
- Among those all representations, all provides +ve data only coz sign bit is not available in unsigned type.
- When we are working with integer and unsigned integer, then always format specifier decides the return value of binary representation.



%d	Binary	%u
0	0000 0000 0000 0000	0
32767	0111 1111 1111 1111	32767
-32768	1000 000 000 000	32768
-1	1111 1111 1111 1111	65535

char ch;

- The size of character is 1 byte and the range from -128 to 127
- For representing any character variable, we require 8 bit combinations i.e. 256 representations.
- Among those all representations 50% provides +ve data & remaining 50% provides -ve data
- If sign bit is 0, and remaining all bits are zeros then it gives min. value of +ve sign i.e. (0)
- If sign bit is 0, and remaining all bits are ones then it gives max. value of +ve sign i.e. (127)
- If sign bit is 1, and remaining all bits are zeroes, then it gives min. value of -ve sign i.e. (-128)
- If sign bit is 1, and remaining all bits are ones, then it gives max. value of -ve sign i.e. (-1)



sign bit	
0	0000 0000 → 0
1	0111 1111 → 127
1	1000 0000 → -128

unsigned char ch ;

- The size of unsigned char is 1 byte and range from 0 to 255
- For representing any unsigned char, we required 8 bit combinations i.e. 256 representations.
- Among those all representations, all provides the data only.
- When we are working with char & unsigned char, always datatype will decides the written value of binary representation becoz both are having same format specifier.



0000	0000	→ 0
0111	1111	→ 127
1000	0000	→ 128
1111	1111	→ 255

1. printf ("%d %u", 65535U, -1);
O/P :- -1 65535

2. printf ("%d %u", 32768U, -32768); O/P :- -32768, 32768

3. printf ("%d %o, %x", 65535U, 65535U, 65535U);
O/P :- -1 177777 FFFF

8/6/35
8/10 first count in binary forms and then solve

65535 → 1111 1111 1111 1111 (Octal)

65535 → F F F F (Hexadecimal)

For representing any octal data we need 3 binary bits only, for representing any hexadecimal value we require 4 binary bits.

4. printf ("%d %d %x", 076543, 076543, 076543);
 └ octal

076543

0111 0110 0111 0100

... 110 111 100 011 octal

%x → FD63

%d → 32099

%u → 32099

5. `printf ("%d %u %o", 0XFABC, 0XFABC, 0XFABC);`

0XFABC

$F \rightarrow 1111 \quad A \rightarrow 1010 \quad B \rightarrow 1011 \quad C \rightarrow 1100$

16bit

1 7 5 2 7 4
1111 1010 1011 1100

$32768 + 16384 + 8192 + 4096 + 2048 + 512 + 128 + 32 + 16 + 8 + 4 = 64188$

① $\frac{64188}{32767} \quad \frac{-32768}{31420} \quad \frac{31420}{-1848}$

$\% d = -1848$
 $\% o = 175274$

BITWISE OPERATORS

- 1) In implementation when we required to manipulate the data on binary representation then go for bitwise operators.
- 2) Bitwise operators need to be applied for an integral datatype only i.e. we can't apply for float, double and long double type.
- 3) Bit manipulation is always low level programming concept.
- 4) When we are working with bitwise operators directly manipulation will happen on m/m only.
- 5) In 'c' programming lang., we are having following operators:

- \sim → 1's complement
- $<<$ → bitwise left shift
- $>>$ → bitwise right shift
- $\&$ → bitwise AND
- \wedge → bitwise XOR
- $|$ → bitwise OR

(1) 1's complement -

This operator returns complement value of input data.
Complement means all 1's will be converted to zeros, all 0's \rightarrow 1's

\rightarrow int a;

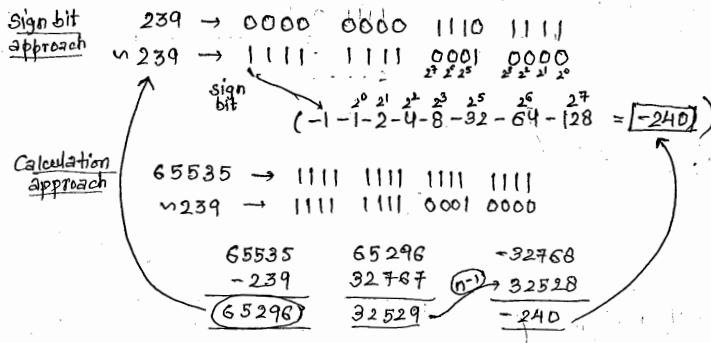
a) $a = \sim 5$

$$5 \rightarrow 0000 \ 0000 \ 0000 \ 0101$$
$$\sim 5 \rightarrow 11\cancel{0}1 \ 1111 \ 1111 \ 1010$$
$$2^2 \ 2^0$$

$$65535 \rightarrow 1111 \ 1111 \ 1111 \ 1111$$

$$-6 \ (-1-4-1)$$

b) $a = \sim 239$



c) $a = \sim 0; -1$

$$0 \rightarrow 0000\ 0000\ 0000\ 0000$$
$$\sim 0 \rightarrow 1111\ 1111\ 1111\ 1111 \quad \textcircled{-1}$$

d) $a = \sim 32767; -32768$

$$32768 \rightarrow 0111\ 1111\ 1111\ 1111$$
$$\sim 32767 \rightarrow 1000\ 0000\ 0000\ 0000 \quad -32768$$

e) $a = \sim -19; 18$

$$-1 \rightarrow 1111\ 1111\ 1111\ 1111 \quad \left. \begin{array}{l} \text{From } -1 \text{ to } -19 \\ \text{we need to reduce} \\ 18 \text{ values} \end{array} \right\}$$
$$-19 \rightarrow 1111\ 1111\ 1110\ 1101$$
$$\sim -19 \rightarrow 0000\ 0000\ 0001\ 0010 \quad \textcircled{18}$$

f) $a = \sim -128, 127$

$$-1 \rightarrow 1111\ 1111\ 1111\ 1111$$
$$-128 \rightarrow 1111\ 1111\ 1000\ 0000 \quad (-1 - 64 - 32 - 16 - 8 - 4 - 2 - 1)$$
$$\sim -128 \rightarrow 0000\ 0000\ 0111\ 1111 \quad \textcircled{(127)}$$

unsigned int v;

1. $v = \sim 15 \quad 65520$

$$15 \rightarrow 0000\ 0000\ 0000\ 1111$$
$$\sim 15 \rightarrow 1111\ 1111\ 1111\ 0000 \quad 65520 \quad (65535 - 15)$$

Ques What is the 2's complement value of 29?

Ans -29 (exact negation value).

$$\begin{array}{r} 29 \rightarrow 0000\ 0000\ 0001\ 1101 \\ \sim 29 \rightarrow 1111\ 1111\ 1110\ 0010 \\ + 1 \rightarrow 0000\ 0000\ 0000\ 0001 \\ \hline 1111\ 1111\ 1110\ 0011 \end{array}$$

(-29)(-1-16-8-4)

LEFT-SHIFT OPERATORS

1) In left-shift operators, towards from left side n no. of bits required to draw & towards from right side (empty) places required to be filled with zeros.

2) When we are dropping the bits towards from left side then all 1's will be shifted towards left side by n places, so automatically value is increased.

int a;

1. $a = 10 \ll 1;$

$$\begin{array}{l} 10 \rightarrow 0000\ 0000\ 0000\ 1010 \\ 10 \ll 1 \rightarrow 0000\ 0000\ 0001\ \underline{0100} \quad 20(16+4) \end{array}$$

2. $a = 5 \ll 2;$

$$\begin{array}{l} 5 \rightarrow 0000\ 0000\ 0000\ 0101 \\ 5 \ll 2 \rightarrow 0000\ 0000\ 0001\ \underline{0100} \quad 20(16+4) \end{array}$$

3. $a = 20 \ll 3;$

$$\begin{array}{l} 20 \rightarrow 0000\ 0000\ 0001\ 0100 \\ 20 \ll 3 \rightarrow 0000\ 0000\ 1010\ \underline{0000} \quad 160(128+32) \end{array}$$

4. $a = 15 \ll 4;$

$$\begin{array}{l} 15 \rightarrow 0000\ 0000\ 0000\ 1111 \\ 15 \ll 4 \rightarrow 0000\ 0000\ 1111\ \underline{0000} \quad 240(128+64+32+16) \end{array}$$

5. $a = 1 \ll 1 \quad 2$

6. $a = 100 \ll 1; 200$

7. $a = 500 \ll 1; 1000$

8. $a = 1500 \ll 1; 3000$

9. $a = 1 \ll 15; -2^{15}68$

10. $a = 92767 \ll 15 \quad -32768$

$$92767 \rightarrow 0111\ 1111\ 1111\ 1111$$

$$92767 \ll 15 \rightarrow$$

11. $a = 1 \ll 16; \quad 0$

12. $a = 1284 \ll 16; \quad 0$

13. $a = 32767 \ll 16; \quad 0$

* For any +ve integer, left shift (16) makes the value as zero bcoz +ve data representation is available in 16 bit towards from left side.

int a;

1. $a = -1 \ll 1; \quad -1 \rightarrow 1111\ 1111\ 1111\ 1111$
 $\sim 9 \ll 1; \quad -10 \rightarrow 1111\ 1111\ 1111\ 0110$

2. $a = -10 \ll 2; \quad -10 \ll 1 \rightarrow 1111\ 1111\ 1110\ 110\underline{0} \quad -20 (-1-16-2-1)$
 $\sim 9 \ll 2; \quad -10 \ll 2 \rightarrow 1111\ 1111\ 1101\ 10\underline{00} \quad -40 (-1-32-4-2-1)$

3. $a = -10 \ll 3; \quad -10 \ll 3 \rightarrow 1111\ 1111\ 1011\ 0\underline{000} \quad -80 (-1-64-8-4-2-1)$
 $\sim 9 \ll 3;$

Value = $x \ll n;$
 $x * 2^n \rightarrow$ Valid upto $n = 14.$

RIGHT-SHIFT OPERATOR

- In right-shift operator, towards from right side n no. of bits required to draw & towards from left side empty places required to be filled with zeros for +ve no's only.
- 2) In right-shift operator, for -ve no., empty places required to be filled with 1's so sign bit will not be modified & we will get -ve values only.
- 3) When we are dropping the bits towards from right side then all 1's will be shifted towards right side by n places, so automatically value is decreased. (for +ve only).

int a;

1. $a = 10 \gg 1; \quad 10 \rightarrow 0000\ 0000\ 1010$
 $\gg 1 \rightarrow 0000\ 0000\ 0000\ 0101 \quad \textcircled{5}$

$$25 \rightarrow 0000\ 0000\ 0001\ \underline{1001} \\ 25 \gg 1 \rightarrow 0000\ 0000\ 0000\ \underline{0001}$$

5. $a = 100 \gg 1; \boxed{50}$
 6. $a = 1000 \gg 1; \boxed{500}$
 7. $a = 1284 \gg 1; \boxed{617}$
 8. $a = 1 \gg 15; \boxed{0}$
 9. $a = 32767 \gg 15; \boxed{0}$

⇒ For any positive integer, right-shift 15 makes the value as 0 because the data representation is available in 15 bits towards from right side.

Int a;

1. $a = -5 \gg 1;$
 $\sim 4 \gg 1;$
 $-1 \rightarrow 1111\ 1111\ 1111\ 1111$
 $-5 \rightarrow 1111\ 1111\ 1111\ \underline{1011^x}$
 $-5 \gg 1 \rightarrow 1111\ 1111\ 1111\ 1101 \quad -3(-1-2)$
 $-5 \gg 2 \rightarrow 1111\ 1111\ 1111\ 1\underline{010} \quad -2(-1-1)$
 $-5 \gg 3 \rightarrow 1111\ 1111\ 1111\ 1111 \quad -1$

$$\boxed{\begin{aligned} \text{Value} &= x \gg n; \\ &= \frac{x}{2^n} \end{aligned}}$$

Remaining Operators (BITWISE AND, OR, XOR)

a	b	$a \& b$	$a b$	$a \oplus b$
1	1	1	1	0
0	1	0	1	1
1	0	0	1	1
0	0	0	0	0

1. $\text{printf}(" \%d \%d \%d ", 2 \& 3, 2 | 3, 2 \wedge 3);$
 O/P : 2 3 1

$$2 \rightarrow 0000\ 0000\ 0000\ 0010 \\ 3 \rightarrow 0000\ 0000\ 0000\ 0011$$

$$2 \& 3 \rightarrow 0000\ 0000\ 0000\ 0010$$

2. `printf ("%d %d %d", 25&30, 25|30, 25^30);`

$$\begin{array}{rcl} 25 &\rightarrow &0000 \ 0000 \ 0001 \ 1001 \\ 30 &\rightarrow &0000 \ 0000 \ 0001 \ 1110 \\ \hline 25 \&30 &\rightarrow &0000 \ 0000 \ 0001 \ 1000 & (24) \\ 25 | 30 &\rightarrow &0000 \ 0000 \ 0001 \ 1111 & (31) \\ 25 ^ 30 &\rightarrow &0000 \ 0000 \ 0000 \ 0111 & (7) \end{array}$$

3. `printf ("%d %d %d", 0&-1, 0|-1, 0A-1)`

$$\begin{array}{rcl} 0 &\rightarrow &0000 \ 0000 \ 0000 \ 0000 \\ -1 &\rightarrow &1111 \ 1111 \ 1111 \ 1111 \\ \hline 0\&-1 &\rightarrow &0000 \ 0000 \ 0000 \ 0000 & (0) \\ 0|-1 &\rightarrow &1111 \ 1111 \ 1111 \ 1111 & (-1) \\ 0A-1 &\rightarrow &1111 \ 1111 \ 1111 \ 1111 & (-1) \end{array}$$

OPERATORS IN 'C'

In 'C' prog. lang., We are having 44 operators, acc. to the priority those operators are (subscript) (45) operators but , is not opr, it is separator so (44)

1. (), [], → , . → 1st category operators
(Paranthesis) (Pointer to member) (struct to member)

2. +, -, ++, --, !, ~, *, &, size of, (type) → 2nd category
↓ (address of)
(int direction)

3. *, /, % → 3rd category

4. +, - → 4th category

5. << (L.shift); >> (R.shift) → 5th category

6. <, >, <=, >= → 6th category

7. !=, == → 7th category

8. & (bitwise AND) → 8th category

9. ^ (A.XOR)

13. ?:

14. =, +=, -=, *=, /=, %=
&=, |=, ^=, <<=, >>=

15. ,

Size Of

- sizeof is a operator cum Keyword in 'C' lang.
- By using sizeof operator, we can find size of an V/P argument.
- sizeof operator is a unary operator which always requires 1 argument of type, of datatype & returns Unsigned integer value which always greater than zero.

void main()

{ int i;

char ch;

float f;

clrscr();

printf ("\nsize of int : %u", sizeof(i));

printf ("\nsize of char : %u", sizeof(ch));

printf ("\nsize of float : %u", sizeof(f));

O/P :- size of int : 2

size of char : 1

size of float : 4

} Both
way, u
can call.

sizeof (int) → 2

sizeof (short) → 2

sizeof (signed) → 2

sizeof (unsigned) → 2

sizeof (long) → 4

sizeof (25) → 2

sizeof (250) → 2

sizeof (25l) → 4

sizeof (char) → 1

sizeof ('A') → 2

- By default character constant returns an integer value i.e ASCII value of a character constant that's why size of (char constant) is 2 bytes.

sizeof (float)	→ 4
sizeof (double)	→ 8
sizeof (long double)	→ 10B
sizeof (short float)	→ Error
sizeof (signed double)	→ Error
sizeof (12.8)	→ 8 // double
sizeof (12.8f)	→ 4 // float
sizeof (12.8L)	→ 10 // long double
sizeof (12.0)	→ 8
sizeof (12.5)	→ 8

```

void main()
{
    int i;
    i=10;
    printf ("\nsize 1 : %u", sizeof (i));
    printf ("\nsize 2: %u", sizeof (i/5-0));
    printf ("\nsize3: %u", sizeof (i * 51));
    printf ("\nsize4: %u", sizeof (i/2.0f));
    printf ("\nsize5: %u", sizeof (i = i * 10));
    printf ("\ni=%d", i);
}

```

O/P :

size 1: 2	// int	→	double
size 2: 8	// int / double	→	double
size 3: 8	// int * long	→	long
size 4: 4	// int / float	→	float
size5: 2	// int * int	→	int

i = 10

- In sizeof Operator any kind of expressions can be evaluated except assignment.
- In sizeof Operator directly or indirectly, assignment related expressions are not evaluated

```
printf ("%d = %d", a);
```

3
O/P:- size of a: 2
a = 10

→ void main () {

```
int i;
```

```
i = -1;
```

```
if (i > sizeof(i)) // Here signed is compared with unsigned
    printf ("Welcome");
else
    printf ("Hello");
}
```

O/P :- Welcome

if (i > sizeof(i))
↓
i (signed) 2 bytes (unsigned)
65535 (unsigned) > 2

→ void main ()

```
{
```

```
int a, b, c;
```

```
a = b = 1;
```

```
c = ++a > 1 || ++b > 1;
```

```
printf ("%d %d %d", a, b, c);
```

3

O/P:- 2 > 1 || right side [2 1 1]
will not be evaluated.

• In logical OR operator, if anyone of the expression is true then return value is 1

• In logical OR operator, when left side expression is true right side will not be evaluated.

→ void main ()

```
{ int a, b, c;
```

```
a = 1; b = 2;
```

```
c = --a > 1 || ++b > 2;
```

```
printf ("%d %d %d", a, b, c);
```

}

O/P :- [0 3 1]

→ void main ()

```
{ int a, b, c, d;
```

```
a = 1; b = 2; c = 3;
```

```
d = ++a < 1 || -b < 2 || ++c > 3;
```

```
printf ("%d %d %d %d", a, b, c, d);
```

O/P :- 2 1 3 1

```

→ void main()
{
    int a,b,c;
    a = b = 1;
    c = ++a < 1 && ++b > 1;
    printf ("%d %d %d", a, b, c);
}

```

[O/P :- 2 1 0]

- When we are working with logical 'AND' operator both expressions or all expressions must be true, then only return value is ①
- In logical 'AND' operator when left side expression is false then right side will not be evaluated.

```

→ void main()
{
    int a,b,c;
    a=1; b=2; → c = ++a >= 1 && --b < 2;
    printf ("%d %d %d", a, b, c);
}

```

[O/P :- 2 1 1]

```

→ void main()
{
    int a,b,c,d;
    a=1; b=2; c=3;
    d = ++a > 1 && --b < 2 && ++c > 3; → 2 > 1 && 1 > 2
    printf ("%d %d %d %d", a, b, c, d);
}

```

[O/P :- 2 1 3 0]

- In logical 'AND' operator, required to stop the evaluation when the expression became false.

OR, AND Combinations

```

→ void main()
{
    int a,b,c,d;
    a=1; b=2; c=3;
    d = ++a > 1 || --b < 2 && ++c > 3; → True
    printf ("%d %d %d %d", a, b, c, d);
}

```

2 > 1 || 1 < 2

2) $(\text{exp1}) \text{ || } (\text{exp2}) \text{ && } (\text{exp3})$

3) $(\text{exp1}) \text{ || } (\text{exp2} \text{ && } \text{exp3})$

True

→ void main()

{ int a, b, c, d;

a = 1; b = 2; c = 3;

d = ++a < 1 && -b < 2 || ++c > 3; 2 < 1 &&

printf ("%d %d %d %d", a, b, c, d);

}

1) $(\text{exp1}) \text{ && } (\text{exp2}) \text{ || } (\text{exp3})$

O/P :- 2 2 4 1

2) $(\text{exp1}) \text{ && } (\text{exp2}) \text{ || } (\text{exp3})$

3) $(\text{exp1}) \text{ && } (\text{exp2} \text{ || } \text{exp3})$

2/1/2015.

POINTERS...

- Pointer is a derived data type in 'C' which is constructed from fundamental datatype of 'C' language
- Pointer is a variable which holds address of another variable.

Advantages of Pointer

1) Data Access

- 'C' programming language is a procedure-oriented lang, i.e. applications are developed by using functions.
- From one funcⁿ to another funcⁿ, when we required to access the data, pointer is required

2) Memory Management

- By using pointers only, dynamic memory allocation is possible.

3) Database/ Datastructures

- Any kind of data structures required to develop by using pointers only, if data structures are not available then database is not possible to create.

4) Performance

- By using pointers, we can increase the execution speed of the program.

→ When we are working with pointers, we required to use following operators:-

1. & :- address of operator

2. * :- In direction operator or dereference operator or object at location or value at address.

→ Address of operator always returns base address of variable.

→ Starting cell address of any variable is called base address.

→ Indirection operator always returns value of a address; i.e. what address we are passing, from that address corresponding value will be retrieved.

Syntax to create a pointer

| Datatype * ptrName;

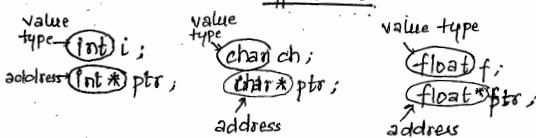
Syntax to initialise a pointer

Datatype variable;
Datatype * ptr = &variable;

→ void main()

```
i int i;
int * ptr;
```

→ i is a variable of type int, it is a value type variable which holds an integer value
 → ptr is a variable of type an int*, it is a address type variable which holds an integer variable address



Memory Management in TC3.0 (Memory architecture)

→ TC3.0 designed on 8086 Architecture

→ The platform of 8086 Architecture is DOS 16bit OS

→ On this architecture, when we are designing a 'C' application, it occupies 1 MB
 RAM only.

→ This complete 1 MB data is divided into 16 equivalent parts called segments

→ Each and every segment having a unique identification value called Segment Address which starts from OX0 and ends with OXF.

→ Among those all segments, 9th segment is called data segment i.e OX8, 11th segment is called Graphics Video Segment & next segment is called Text Video Segment.

→ Whenever we are creating any type of variable, then that variable will occupy the ram within the data segment only.

→ Graphics related resources are available in Graphics Video segment & printing process will take place in text video segment.

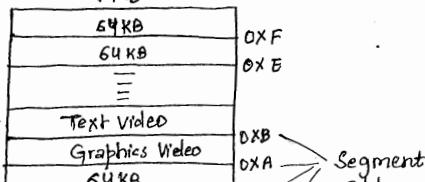
TC - 3.0



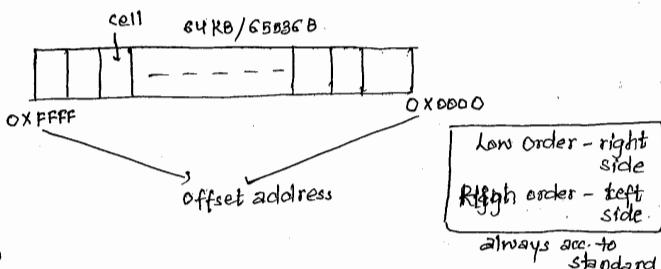
8086



DOS 16 bit OS



- Each segment capacity is 64 KB only.
- This complete 1KB data is divided into small partitions called cells.
- Each cell capacity is 1 byte only.
- Each and every cell having a unique identification value called offset Address which starts from 0X0000 and ends with 0X FFFF.
- physical add. of a variable means combination of offset Address and Segment Address.



→ void main()

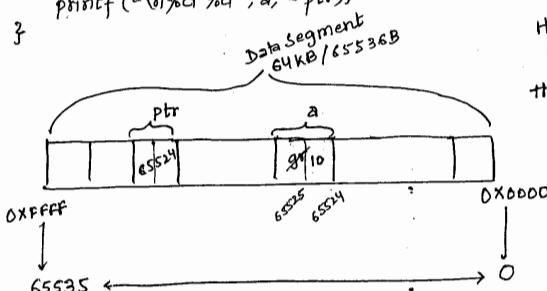
```

  {
    int a;
    int *ptr;
    ptr = &a;
    a = 10;
    printf ("\n%p %p", &a, ptr);
    printf ("\n%p %p", a, *ptr);
  *ptr = 20; // a = 20
    printf ("\n%p %d", &a, *ptr);
    printf ("\n%d", a, *ptr);
  }
  
```

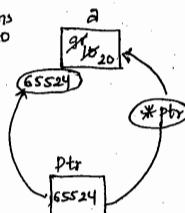
o/p → will print physical address only in 16 bit not in 32 bit

O/P :-
 {
 Address (H) Address (H)
 Address (D) 10
 Address (D) 20
 Address (D) 20
 }

Here in code
 ptr = &a
 if ptr contains address of a
 then *ptr = 20
 it contains value of 20



65535 → 1111 1111 1111 1111



- In implementation, when we required to print the address of a variable then we are required to use `%p`, `%x`, `%u`, `%lp` or `%lu` format specifier.
- `%p`, `%x`, `%lp` → will print the address in the form of Hexadecimal.
- `%u`, `%lu` → will print the address in the form of Decimal.
- `%p`, `%x`, `%u` → will print 16 bit physical address i.e. offset value only.
- `%lp`, `%lu` → will print 32 bit physical address i.e. segment address & offset address also

NOTE :- For printing the address of a variable, we can't use `%d` format specifier because -

- Addresses are available in the form of Hexadecimal from the range of `0X0000` to `0xFFFF` in decimal (0 to 65536) so this range is not compatible.
- There is no any -ve values are available in addresses but `%d` will print -ve data also.

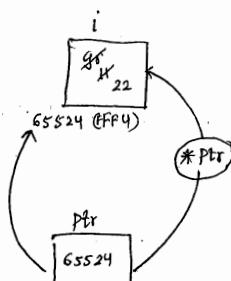
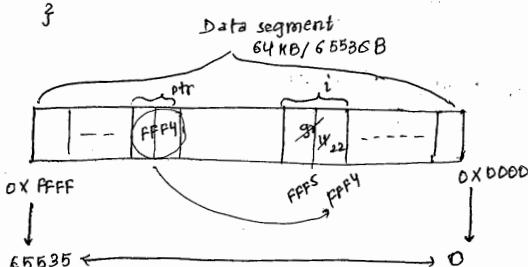
→ void main ()

```

    int i;
    int *ptr;
    ptr = &i;
    i = 11;
    printf ("%p %p", &i, ptr);
    printf ("\n%d %d", i, *ptr);
    *ptr = 22;
    printf ("\n%x %x", &i, ptr);
    printf ("\n%d %d", i, *ptr);
  }
```

O/P :-	
PPFA	FFFFA
11	11
ffff4	ffff4
22	22

`0X0000` → 0000 0000 0000 0000
`0xFFFF` → 1111 1111 1111 1111
`0xFFFF4` → 1111 1111 1111 0100

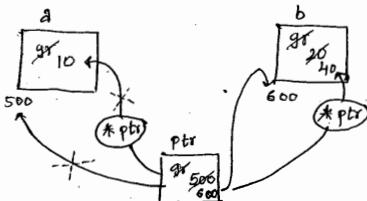


- Address of operators always returns base address i.e starting cell address of a variable.
- In previous prog, ptr holds an integer variable address that's why %i cmd.
 Indirection operator always returns value of the address.
- i and *ptr values are same because ptr is holding address of i.

```
void main()
{
    int a, b;
    int *ptr;
    ptr = &a;
    a = 10;
    b = 20;
    printf("\n%d %d %d", a, b, *ptr);
    *ptr = 30;
    ptr = &b; - now pointer is pointing to b
    b = 40;
    printf("\n%d %d %d", a, b, *ptr);
}
```

O/P :-

10	20	10
30	40	30



In implementation when we required to shift the pointer from one variable to another variable then we are required to reassign address of a variable to ptr.

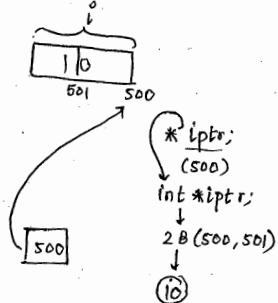
DATA ACCESS MECHANISM USING POINTERS

- Different types of variables are having diff. types of sizes bcoz internal content is diff.
- Any type of pointer having same size only because internal content is address which is common for any type of variable.

```

int i; ← 2B
int *iptr; ← 2B
lptr = &i;
i = 10;

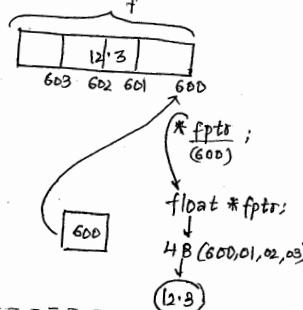
```



```

float f; ← 4B
float *fptr; ← 2B
fptr = &f;
f = 12.3;

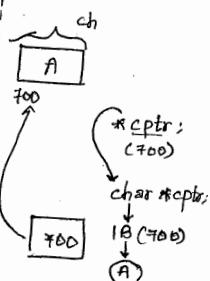
```



```

char ch; ← 1B
char *cptr; ← 2B
cptr = &ch;
ch = 'A';

```



- Windows, Unix and Linux OS are having proper m/m management that's why addresses are not limited (depends on RAM capacity)
- On windows based compiler (TC-4.5, c-free, DevC++, gcc compiler, 32 bit compiler) The size of the pointer is 4 bytes because addresses are Unlimited.
- On 64-bit OS, when we are using 64 bit compiler then size of the pointer is 8 bytes.

32 bit OS, 16 bit compiler size of pointer is 2 bytes

64 bit OS, 16 bit compiler not compatible

only 32 bit compiler and 64 bit compiler will work.

OS/compiler	16 bit	32 bit	64 bit
16 bit	2B	2B	X
32 bit	X	4B	4B
64 bit	X	X	8B

- Any type of pointer size is 2 bytes only because it maintains the offset address from the range of 0x0000 to 0xFFFF, so for holding this

- On address when we are applying indirection operator then it defersence to pointer type, So depending on pointer type given base address (n no. of bytes will be accessed)
- In 'c' prog. lang, any type of pointer can holds, any kind of variable address because address doesn't maintain any type information.
- In implementation when we are manipulating an integer variable then go for an int*, float variable float* and character variable is char* because we can see the difference when we are applying indirection operator.

→ void main()

```

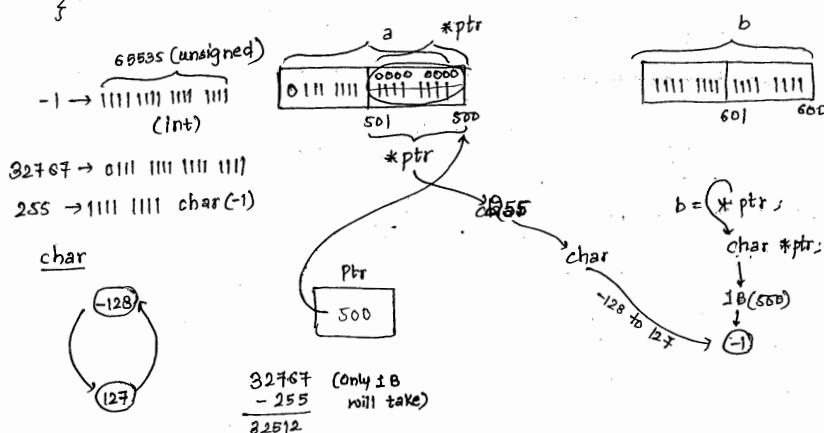
    {
        int a, b;
        char* ptr;
        ptr = &a;
        a = 32767;
        b = *ptr;
        printf ("\n%d %d %d", a, b, *ptr);

        *ptr = 0;
        printf ("\n%d %d %d", a, b, *ptr);
    }

```

O/P :-

32767	-1	-1
32512	-0	0



- On integer variable, when we are applying char pointer, then it can access ~~only~~ manipulate only ~~true~~ data because indirection character behaviour is

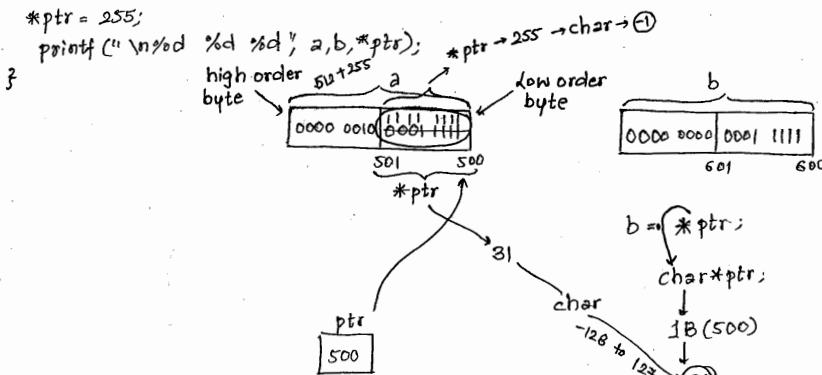
```

→ void main()
{
    int a, b;
    char *ptr;
    ptr = &a;
    a = 548;
    b = *ptr;
    printf ("\n%d %d %d", a, b, *ptr);
    *ptr = 255;
}

```

O/P :-

543	31	31
767	31	-1



- All integer variable, when we are applying char ptr then always it will access low order byte data only.
- When we are working with 2 byte integer, then 1st byte is called low order byte and 2nd byte data is called high order byte.
- When we are working with pointers, generally we are getting following errors :-

1. Suspicious pointer conversion :-

- This warning msg occurs when we are assigning address of a variable in diff. type of pointer.
- These conversions are not allowed in C++.

2. Non-portable pointer conversion :-

- This warning msg occurs when we are assigning value type data to a pointer.

ARITHMETIC OPERATIONS ON POINTERS :-

```
int p1, p2;  
int *p1, *p2;  
p1 = &i1;  
p2 = &i2;
```

- 1) $p1 + p2$; Error
- 2) $p1 + 1$; Next address
- 3) $++p1$; } Next address
 $p1++$;
- 4) $p2 - p1$; No. of elements
- 5) $p2 - 1$; Pre address
- 6) $--p2$; } Pre Address
 $p2--$;
- 7) $p1 * p2$; } Error
 $p1 * 2$;
- 8) $p1 / p2$; } Error
 $p1 / 3$;
- 9) $p1 \% p2$; } Error
 $p1 \% 2$;

POINTER RULES

Rule 1 :-

- Address + Number = Address (Next Address)
- Address - Number = Address (Pre Address)
- Address ++ = Address (Next Address)
- Address -- = Address (Pre Address)
- ++ Address = Address (Next Address)
- Address = Address (Pre Address)

Rule 2 :-

$$\text{Address} - \text{Address} = \text{Number} (\text{No. of elements}) \\ = \text{Size Diff / size of (datatype)}$$

$$\text{int } *p1 = (\text{int } *) 100$$

$$\text{int } *p2 = (\text{int } *) 200$$

$$p2 - p1 = 50$$

$$200 - 100 \rightarrow 100 / \text{size of (int)}$$

Rule 4 :-

We can't perform bitwise operation b/w 2 pointers like

Address & Address = Illegal

Address | Address = Illegal

Address ^ Address = Illegal

~ Address = Illegal

Rule 5 :-

We can use relational operator and conditional operator b/w two pointers ($<$, $>$, $<=$, $>=$, $=$, \neq , $?:$)

Address $>$ Address = T/F

Address \geq Address = T/F

Rules :- We can find size of a pointer using size of operator

Pointer - to Pointer

→ It is a procedure of holding the pointer address into another pointer variable.

→ In C prog. lang., pointer to pointer relations can be applied upto 12 stages.

→ For a pointer variable, we can apply 12 indirection operators.

→ When we are inc. pointer to pointer relations then performance will be decreased.

Syntax :-

pointer :

Datatype *ptr,

P2 pointer :

Datatype **ptr;

P2 P2 pointer :

Datatype ***ptr;

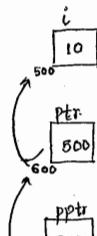
P2 P2 P2 pointer :

Datatype ****ptr;

void main()

```

    {
        int i;
        int *ptr;
        int **ptr;
        int ***pptr;
        ptr = &i;
        pptr = &ptr;
    }
  
```



- ① &i → 500
- ② ptr → 500
- ③ i → 10
- ④ *ptr → 10

- ① &ptr → 600
- ② pptr → 600
- ③ *pptr → 500
- ④ **ptr → 10

$\ast(600)$
 ↓
 $\ast(500)$
 ↓
 (10)

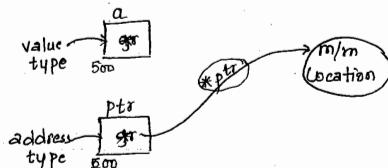
- ① &ptr → 700
- ② ppptr → 700
- ③ *ppptr → 600
- ④ ***ptr → 500
- ⑤ ****ptr → 10

$\ast(700)$
 ↓
 $\ast(600)$
 ↓
 $\ast(500)$
 ↓
 (10)

→ Wild pointer :-

- Uninitialized pointer variable or the pointer which is not initialized with any variable add. is called wild pointer.
- Wild pointer is also called bad pointer bcz without assigning any variable address, it is pointing to a m/m location.

```
void main()
{
  int a;
  int *ptr; // Wild or bad pointer
}
```



→ When we are working with pointers, always recommended to initialise with any variable address or make it NULL.

NULL Pointer :-

- The pointer variable which is initialised with null value it is called null pointer
- Null pointer doesn't points to any m/m location until we are not assigning the address
- Size of Null pointer also is 2 bytes acc. to DSC compiler.

Syntax :

datatype * ptr = NULL;

<stdio.h>

`Datatype* ptr = (Datatype*) NULL;`

Ex: `int* ptr = (int*) NULL;`
`char* ptr = (char*) NULL;`
`float* ptr = (float*) NULL;`

`Datatype* ptr = (Datatype*) 0;`

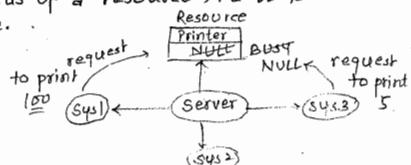
Ex: `int* ptr = (int*) 0;`
`char* ptr = (char*) 0;`
`float* ptr = (float*) 0;`

- NULL pointer can be used like error code of a function
- NULL can be used like a constant integral value.

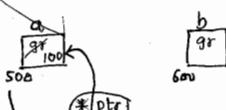
`int x = NULL; // int x = 0;`

- By using NULL, we can check the status of a resource, i.e it is busy with any process or free to utilize.

```
→ void main()
{
    int a, b;
    int* ptr = (int*) 0;
    // int* ptr = NULL; <stdio.h>
    if (ptr == 0)
    {
        ptr = &a;
        a = 100;
    }
    if (ptr == (int*) 0)
    {
        ptr = &b;
        b = 200;
    }
    printf ("Value of *ptr : %d", *ptr);
}
```



O/P: value of *ptr = 100



1) check whether ptr is null or not

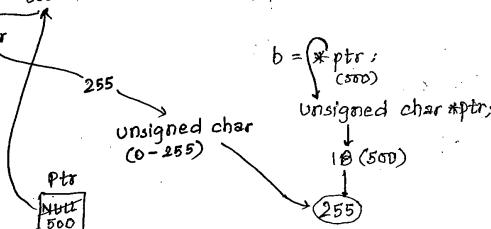
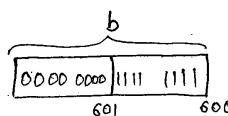
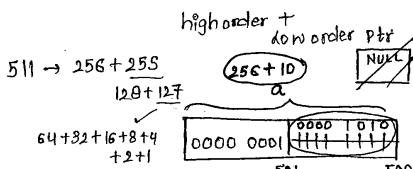
If (ptr == 0)
NULL == 0 True

→ void main()

```
{ int a,b;  
  unsigned char* ptr = (unsigned char*)0;  
  ptr = &a;  
  a = 511;  
  b = *ptr;  
  printf("\n%d %d %d", a, b, *ptr);  
  
  *ptr = 10;  
  printf ("\n%d %d %d", a, b, *ptr);
```

O/P:

511	255	255
266	255	0



- On integer variable when we are applying unsigned character pointer then it can access and manipulate 1B data only bcz indirection operator behaviour is datatype dependent.

- TC-30 designed on 8086 Architecture.

In this Architecture m/m models are classified into 6 types i.e.

- (1) Tiny
- (2) Small

→ By default, any application m/m model is small in TC 3.0

→ In TC 4.5 m/m models are classified into 4 types i.e.

- Small
- Medium
- Compact
- Large

→ By default, any application m/m model is large in TC 4.5

• Always m/m model will decides that what type of pointer required to create.

• Depending on m/m model pointers are classified into 3 types :-

- 1. near pointer
- 2. far pointer
- 3. huge pointer

1) near pointer - The pointer variable which can handle only 1 segment of 1 MB data it is called near pointer.

→ near pointer doesn't points to any other segments except data segment.

→ The size of near pointer is 2 bytes.

→ When we are incrementing the near pointer value then it inc offset address only

→ When we are applying the relational operators on near pointer then it compares offset address only

→ By default, any type of pointer is near only.

→ When we are printing the address, by using near pointer, then we required to use %d or %x or %u format specifier only

→ By using near keyword, we can create near pointer.

2) far pointer - The pointer variable which can handle any segment of 1MB data, is called far pointer.

• When we are working with far pointer, it can handle any segment from the range of 0x0 - 0xF, but at a time only 1 segment.

• The size of far pointer is 4 bytes bcz it holds segment & offset add. also.

• When we are incrementing the far pointer value, then it increases offset address only.

• When we are applying relational operators on far pointer then it compares segment address along with offset address.

• When we are

3) Huge Pointer: - The pointer variable which can handle any segment of 1MB data is called huge pointer.

- When we are working with huge pointer, it can handle any segment from the range of 0x0 - 0xf, but at a time only 1 segment.
- When we are working with huge pointer, then it occupies 4B of m/m or it holds segment & offset address also.
- When we are incrementing the huge pointer value, then it increases segment address along with offset address.
- When we are comparing the huge pointer, it compares normalisation value.
- When we are printing the address by using huge pointer then we required to use %lp or %lu format specifier.
- By using huge keyword, we can create huge pointer.

* Normalisation - is a process of converting (32 bit) physical bit into (20 bit) hexadecimal format.

IN DECIMAL

$$\text{Physical address} = (\text{Segment address}) * 16 + \text{Offset Address}$$

IN HEXADECIMAL

$$\text{Physical address} = (\text{Segment Address}) * 0x10 + \text{Offset Address}$$

What is the normalisation value of 0x12345678 huge address ?

huge address :- 0x12345678

Segment address :- 0x1234

Offset Address :- 0x5678

$$\begin{aligned}\text{Physical address} &= (\text{Segment Address}) * 0x10 + \text{Offset Address}, \\ &= 0x1234 * 0x10 + 0x5678 \\ &= 0x12340 + 0x5678 \\ &= 0x179B8\end{aligned}$$

In binary :- 0001 0111 1001 1011 1000

$$\begin{cases} \rightarrow \text{Ones's is moved to tens} \\ \rightarrow 10's to 100's \end{cases} \quad \begin{aligned} 1 * 10 &= 10 \\ 12 * 10 &= 120 \\ 123 * 10 &= 1230 \end{aligned}$$

$$\begin{aligned} 01 * 010 &= 010 \\ 012 * 010 &= 0120 \\ 0123 * 010 &= 01230 \end{aligned}$$

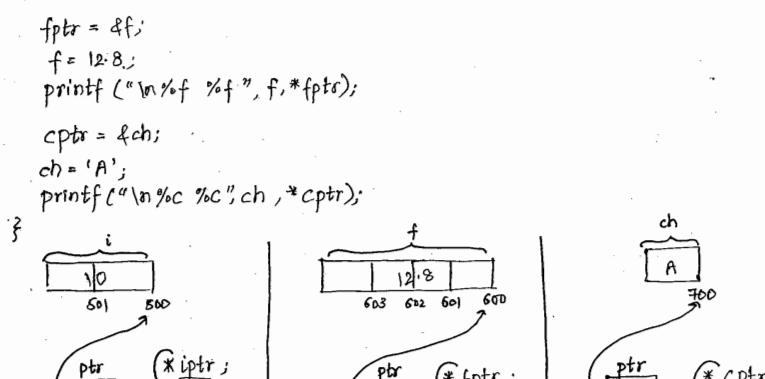
$$\begin{aligned} 0 * 1 * 0x10 &= 0x10 \\ 0 * 12 * 0x10 &= 0x120 \end{aligned}$$

Void Pointer

- Generic Pointer of C and C++ is called void pointer
- Generic pointer means it can access and manipulate any kind of data properly. → (multiple datatype, 1 pointer)
- Size of void pointer is 2 bytes
- By using void pointer, when we are accessing the data then we required to use Type Casting.
- When we are working with void pointer, type specification will be decided at run time only.
- When we are working with void pointer, arithmetic operations are not allowed, i.e. Incrementation and decrementation of pointer is restricted.

void main()

```
{  
    int i;  
    float f;  
    char ch;  
    int* iptr = (int*)0;  
    float*fptr = (float*)0;  
    char*cptr = (char*)0;  
  
    iptr = &i;  
    i = 10;  
    printf ("\n%d %d", i, *iptr);  
  
    fptr = &f;  
    f = 12.8;  
    printf ("\n%f %f", f, *fptr);  
  
    cptr = &ch;  
    ch = 'A';  
    printf ("\n%c %c", ch, *cptr);
```



→ In previous prog., in place of constructing 3 types of pointers, we can create a single pointer variable which can access & manipulate any kind of variable properly, i.e void pointer required to use.

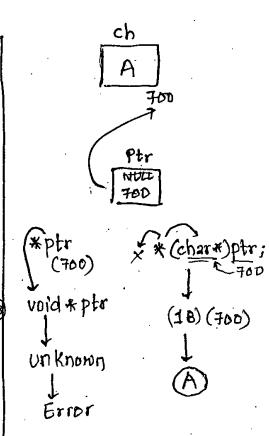
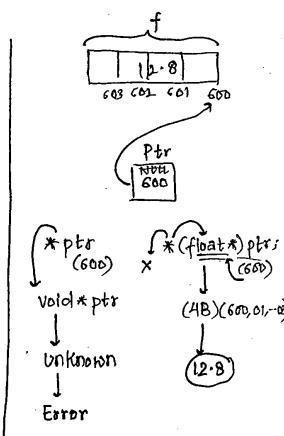
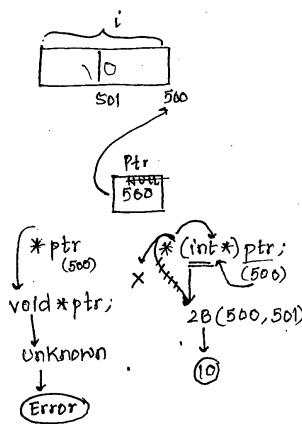
**** void main()**

```

    {
        int i;
        float f;
        char ch;
        void *ptr;
        ptr = &i;
        i = 10;
        printf ("%n%d %d", i, *(int *)ptr); //*(int*)ptr = 10;

        ptr = &f;
        f = 12.8;
        printf ("%n%f %f", f, *(float *)ptr); //*(float*)ptr = 12.8;

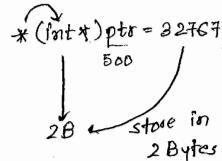
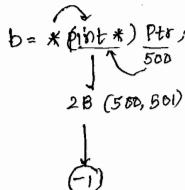
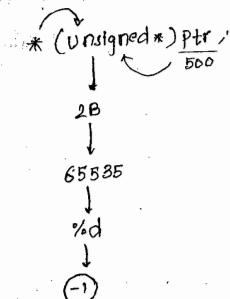
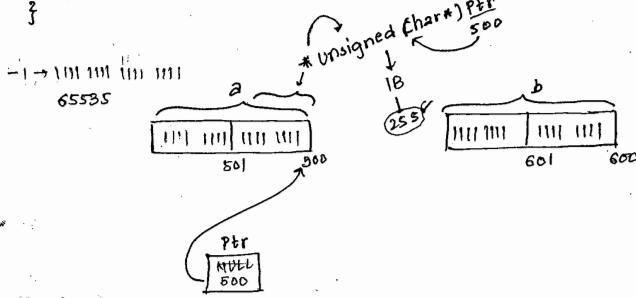
        ptr = &ch;
        ch = 'A';
        printf ("%n%c %c", ch, *(char *)ptr); //*(char*)ptr = 'A';
    }
  
```



```

void main()
{
    int a,b;
    char* ptr;
    ptr = &a;
    a = -1;
    b = *(int*)ptr;
    printf("\n%d %d %d", a, b, *(unsigned*)ptr);
    *(int*)ptr = 32767;
    printf("\n%d %d %d", a, b, *(unsigned char*)ptr);
}

```



O/P :-

-1	-1	-1
32767	-1	255

Explanation

* ptr (When we are applying indirection operator to ptr, it will point to the memory location)

FUNCTIONS

Self contained block of 1 or more statements or a sub program which is designed for a particular task is known as function

ADVANTAGES

- 1) Module Approach :- By using functions we can develop the application in module format i.e procedure oriented language concept.
 - 2) Reusability :- By using functions we can create reusability blocks i.e
Develop once and use Multiple times
 - 3) By using functions, we can easily Debug the program.
 - 4) Code Maintenance - When we are developing the application by using functions, then it is easy to maintain code for future enhancement.
- The basic purpose of function is Code reuse
 - A 'C' prog. is a collection of functions.
 - Always compilation process will take place from Top to Bottom.
 - Execution process starts from main, and ends with main only.
 - When we are working with functions, functions can be defined randomly.
 - From any func. we can invoke (call) any another function.
 - When we are calling a function, which is defined later for avoiding the compilation error, we required to go for forward declaration
 - Declaration of a function means required to specify return type, name of the function & parameter type information
 - In Function Definition, first line is called function header / function prototype.
 - Always function declaration must be required to match with function declaration.
 - When the function is not returning any value then specify the return type as void.
 - When nothing is no return type or value

- When the function is returning the value, we required to specify the return type is other than void i.e. what type of data it is returning, same type of return statement is required to be specified.
- When the function is returning the value, specifying the return statement is optional.
In this case compiler will give a warning message i.e. function should return a value.
- When the function is returning the value, collecting the value is always optional.
In this case compiler will not give any warning message or error.

Syntax :-

```

return-type Function Name(parameters)
{
    function-statement;
    —
    return statement;
}

```

- Acc. to syntax, specifying the return type, parameters and return statements are optional.
 - All the rules of variable declarations are applicable to function name also.
- functions are classified into 2 types-
- 1) Library functions/ 2) User-defined functions
 - ↳ Built-in functions/ Pre-defined func's.

- 1) **Library Functions** :- library functions are set of pre implemented functions which are available along with compiler.
- The implementation part of library functions are available in .lib or .obj files which is available in C:\TC\LIB directory
- .lib or .obj files contains pre-compiled object code
- When we are working with pre-defined functions for avoiding the compilation error we required to go for forward declaration i.e. prototype is required
- When we required to provide of prototype of pre-defined functions, then required to go for header files
- .h files does not provide any implementation part of predefined functions, it

Limitations

- All predefined functions contain limited task only i.e. for what purpose function is developed, for same purpose we required to use.
- As a programmer, we don't have control on predefined functions.
- As a programmer, it is not possible to alter or modify the behaviour of any pre-defined functions.

Eg:- `printf()`, `scanf()`, `clrscr()`, `getch()`,
`strcpy()`, `pow()`, `sqr()`

- When pre-defined functions are not supporting user requirement then go for user-defined functions.

2) User-defined functions :-

- As per client or project requirements, the functions we are developing are called user-defined functions.
- Always user-defined functions are client specific functions or project specific functions only.
- As a programmer, we are having full control on user-defined functions.
- As a programmer, it is possible to alter or modify the behaviour of any user-defined functions if it is required because coding part is available.
- Depends on return type and parameter type.
- User-defined functions are classified into 4 types -
 - 1) No return type with no parameters
 - 2) No return type with parameter
 - 3) With return type without parameters
 - 4) With return type with parameter.

NOTE: All predefined functions are user-defined functions only becoz somewhere else another programmer developed these functions & we are using in the form of object code or compile code.

- Whenever we are using any functions in compiled format then it is called pre-defined functions.

```
• void printf()  
  {  
  }  
 void main()  
  {  
    printf("Hello");  
  }
```

- It is possible to place user-defined function name as similar to pre-defined function name also.

About main() :-

- Main is an identifier in the program which indicates startup point of an Application (Every function name is identifier)
- Main is a user-defined functions with pre-defined signature for linker.
- A Linker is a Assembly language Program which always decides startup point of the program is main.

C	CPP	Java	C++
void main()	int main()	public void main()	void main()
{	{	{	{
}	}	}	}

- * It is possible to change name of the main function if it is required but to execute the program, we required to place one more function with the name called main()
- It is possible to develop a program without using main function also. In this case compilation is success but linking is failure.
- In any kind of Application, only one kind of function is required to place with any 1 unique name i.e. multiple main functions are not possible.
- When we are developing .lib/.obj files for other projects then doesn't required to include main function (reusable components for multiple projects)
- Generally main function doesn't returns any value, that's why return type of main function is void.
- In implementation, when we required to provide exit status of an application then recommended to specify the return type as an int.
- Void main function doesn't provides any exit status back to the OS.
- Int main function provides exit status back to the OS i.e. success or failure.
- When we required to inform the exit status as success, then return value is 0, i.e. return 0; or return EXIT_SUCCESS.
- When we required to inform the exit status as failure, then return value is 1, i.e. return 1; or return EXIT_FAILURE.
- When the return type of main function is integer, then

```

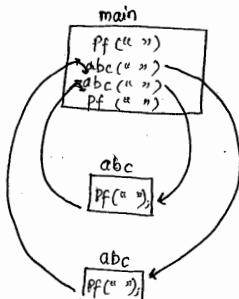
Prog1 void abc() //&abc
{
    printf("Hello abc\n");
}
void main() //&main
{
    printf("Hello main\n");
    abc(); //calling &abc();
    abc(); //calling &abc();
    printf("Hello main2\n");
}

```

O/P:-

Hello main1
Hello abc
Hello abc
Hello main2

compilation starts from Top to Bottom
while execution from main()



- ⇒ A 'C' program is a combination of pre-defined and User-defined functions
Always compilation process starts from Top to Bottom and execution process starts on main() and ends with main() only.
- ⇒ In order to compile a program, if any function is declared then with that function name one unique identification value is created called address of function.
- ⇒ When we are calling any function, that calling statement is substituted with corresponding function address called Binding process.
- ⇒ With the help of Binding process only, compiler will recognize that which funcn required to call at the time of execution.
- ⇒ In 'C' prog. lang., always static binding takes place i.e. Compile-Time Binding Process.
- ⇒ Dynamic Binding is a OOPs concept which works with the help of polymorphism.

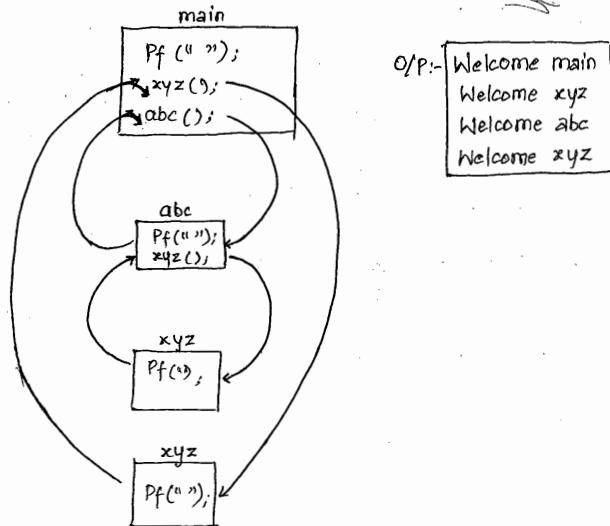
Prog2 void xyz() //&xyz
{
 printf(" Welcome xyz\n");
}
void abc() //&abc

address is not given to printf because
printf definition is not there
all are user-defined functions

```

void main() //&main
{
    printf (" Welcome main \n");
    xyz();           // calling &xyz();
    abc();           // calling &abc();
}

```



- When we are working with functions, functions can be implemented randomly, i.e. in any sequence functions can be defined.
- From any function we can call any other function
- After execution of any function, automatically control will pass back to the calling place i.e. from which location we called the func' to same location it will pass.

Prog3 - void main()

```

{
    printf (" Hello main \n");
    abc();
}

void abc()

```

Case 1:

```
Void abc()
{
}
Void main()
{
    abc();
}
```

- 1) Address
 2) Type information
 → return type - Void
 → Parameters - void
 → No. of parameters - 0

Valid

Case 2:

```
Void main()
{
    abc();
}
Void abc()
{
}
```

- 1) Address
 2) Type information (default)
 → return type - int
 → Parameters - void
 → No. of Parameters - 0

Error

Go this, if we write int instead of void

Soln 1.

```
Void main()
{
    abc();
}
Int abc()
{
}
```

O/P:-

}

valid

- When we are working with functions, at the time of compilation along with the address, Type of information also maintain by compiler i.e. return type, parameter type and no. of parameters.
- If function is compiled before calling, then along with the address, Type information also available but if funcⁿ is calling b4 compilation then address is not available and automatically compiler takes default type information i.e. return type int
 parameter type - void
 no. of parameters - 0
- In previous prog., at the time of compilation, we are getting Type mismatch error because return type is expecting an int but actual return Type is void.
- When we are calling a funcⁿ which is defined later for avoiding the

- Forward declaration means required to specify return type, function name and parameter type info
- Forward declaration statement always provides Type information explicitly so compiler doesn't take default Type info.

Soln2 void main()

```
{
    void abc(void); //declaration
    printf ("Hello main\n");
    abc();
}
void abcc()
{
    printf ("Hello abc\n");
}
```

O/P:-

Hello main
Hello abc.

Prog4 :- void abc()
{
 printf ("Welcome abc\n");
 xyz();
}

void main()
{
 printf ("Hello main\n");
 xyz();
 abcc();
}

void xyz()
{
 printf ("Welcome xyz\n");
}

O/P:-
Error Type Mismatch in
redclaration of xyz

- In order to call the xyz function in abc(), main(), we required to provide forward declaration of xyz() in abcc(), main() also.
- In implementation, when we required to provide forward declaration more than once then recommended to go for Global declaration
- When we are declaring a function at top of the prog. before defining first function then it is called Global declaration.
- When the Global declaration is available then doesn't required to go for local declaration also available then Global

```

Soln
void xyz(); // global declaration
void abc()
{
    // void xyz(); // local declaration
    printf("Welcome abc\n");
    xyz();
}
void main()
{
    // void xyz(); // local declaration
    printf("Hello main\n");
    xyz();
    abc();
}
void xyz()
{
    printf("Welcome xyz\n");
}

```

D/P:-

Hello main
Welcome xyz
Welcome abc
Welcome xyz

STORAGE CLASSES

Storage Classes of C will provide following information to the compiler

i.e 1. Storage area of a variable.

2. Scope of a variable i.e in which block that variable is visible.

3. Lifetime of a variable i.e how long that variable will be there in active mode.

4. Default value of a variable if it is not initialised

* depends on storage area and behaviour, storage classes are classified into 2 types -

1. Automatic storage class -

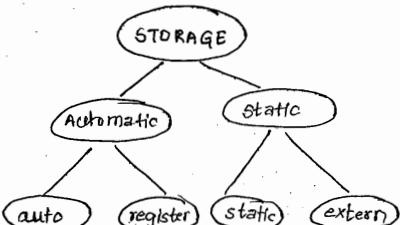
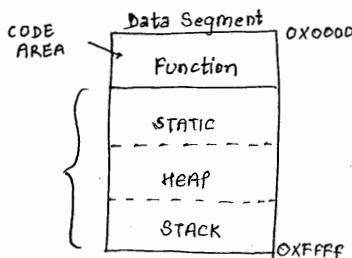
2. Static storage class

1) AUTOMATIC STORAGE CLASS

- Automatic Storage class Variables are created automatically and destroyed automatically.
- This storage class variables stored in stack area of Data Segment.
- Under automatic storage class, we are having 2 types of storage class

2) STATIC STORAGE CLASS

- This storage class variables are created only once and throughout the program it will be there in active mode.
- Static Storage Class variable are stored in static area of data segment.
- Under Static Storage Class, we are having 2 types of static storage specifiers i.e static, extern.



TYPE	SCOPE	LIFE	DEFAULT VALUE
auto	body	body	Garbage value
Static	function	program	0
extern	Program	Program (or) All functions	0
register	body	body	Garbage value

⇒ In 'C' prog lang. we are having 4 types of scope

- body scope
- function scope
- file scope
- program scope

⇒ By default any variable is storage class specifier is auto within the body.

- In implementation, when we are accessing a variable throughout the program n no. of times then go for register Variable

Limitations

- ⇒ Register m/m is limited so it is not possible to create n no of register Variables.
- ⇒ On register variables we can't apply POINTERS because register variables doesn't allows to access address.

NOTE :- Register storage class specifier just recommends to the compiler that variable need to be stored in CPU Register if memory is available or else store in stack area of data segment.

```
void main()
{
    register int r = 10;
    ++r;
    printf ("\n r = %d", r);
    printf ("\nEnter a value: ");
    scanf ("%d", &r);
    ++r;
    printf ("\n r = %d", r);
}
```

// Enter a value: 100

O/P :- Error must take
address of a
memory location.

In interviews, they give
scanf ("%d", r);

O/P :

r = 10
r = 12

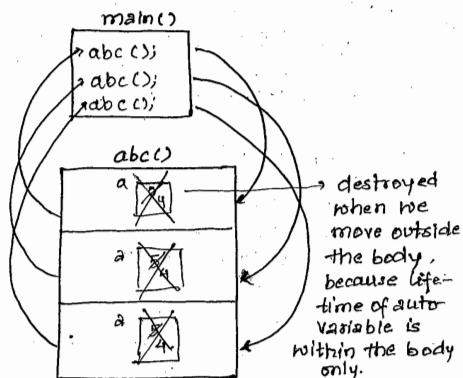
```
register int r = 10;
int *ptr;
ptr = r;           // ptr = &r;
*ptr = 100;
printf ("%d", r);  Error
```

WORKING WITH AUTO VARIABLES

```
void abc()
{
    int a=5;
    --a;
    printf ("%d", a);
}

void main()
{
    abc();
    abc();
    abc();
}
```

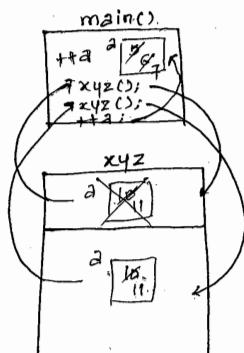
O/P :- 4 4 4



⇒ Acc. to storage classes of C, by default any type of variable storage class specifier is auto and lifetime of autovariable is restricted within the body that's why how many times we are calling the function that many times it is constructed.

```
void xyz()
{
    auto int a = 10;
    ++a;
    printf ("\n a = %d", a);
}

void main()
{
    int a = 5;
    ++a;
    xyz();
    xyz();
    ++a;
    printf ("\n a = %d", a);
}
```



O/P: a = 11
a = 11

```

→ void abc()
{
    auto int a = 10;
    --a;
    printf("\na = %d", a);
}

void main()
{
    abc();
    abc();
    printf("\na = %d", a);
}

```

O/P: Error
Undefined symbol 'a'

- Scope of the autovariable is restricted within the body only that's why abc() related data we can't access in main function.

```

→ void main()
{
    int a = 10;
    abc();
    int b = 20; → should be
    declared here.
    ++a;
    ++b;
    printf("\na = %d b = %d", a, b);
}

```

O/P: Error
declaration is not allowed here.

- In 'C' prog. lang., variables required to declare on top of the program after opening the body before writing first statement

```

→ void main()
{
    auto int a = 5;
    int a = 10;
    ++a;
    printf("a = %d", a);
}

```

O/P: Error
Multiple declaration for 'a'

- In any type of scope only one variable required to place with any one of unique name, Multiple variables, if we are creating with same name then it gives error

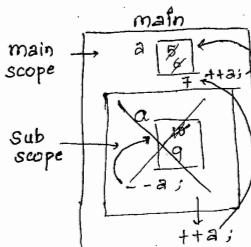
```

void main()
{
    auto int a = 5;
    ++a;
    printf ("\n a = %d", a);
    {
        int a = 10;
        --a;
        printf ("\n a = %d", a);
    }
    ++a;
    printf ("\n a = %d", a);
}

```

O/P :

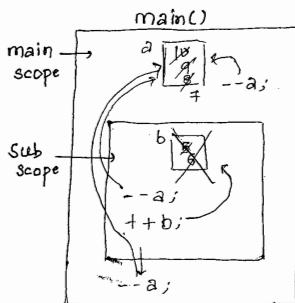
a = 6
a = 9
a = 7



```

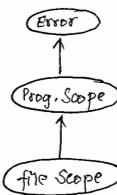
→ void main()
{
    int a = 10;
    --a;
    printf (" \n a = %d", a);
    {
        auto int b = 5;
        --a;
        ++b;
        printf (" \n a = %d b = %d", a, b);
    }
    --a;
    printf (" \n a = %d", a);
}

```



O/P :-

a = 9
a = 8 b = 6
a = 7



- It is possible to access main scope variable directly in subscope, if subscope doesn't have same variable.
- Acc. to K & R-C standard, previous prog. is error because it is not possible to create variables directly in sub-scope.
- Acc. to NCC standard, it is possible to create variables anywhere within the prog. after opening the body.

```
→ void main()
{
    auto int a = 5;
    ++a;
    printf("\na = %d", a);
}
int a = 10;
auto int b = 20;
++a;
++b;
printf("\na = %d b = %d", a, b);
}
++a;
++b;
printf("\na = %d b = %d", a, b);
}
```

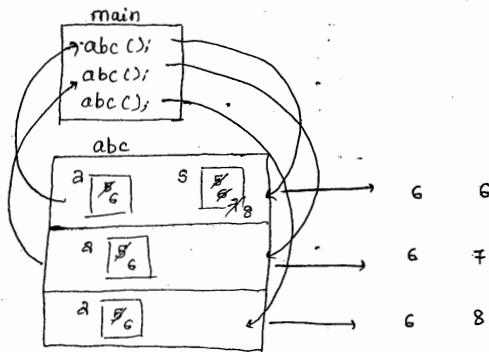
O/P: Error undefined symbol
b!

It is not possible to access subscope variable in main scope, if main scope doesn't have same variable.

WORKING WITH STATIC VARIABLES

```
→ void abc()
{
    int a = 5;
    static int s = 5;
    ++a;
    ++s;
    printf("\n%d %d", a, s);
}
void main()
{
    abc();
}
```

6	6
6	7
6	8



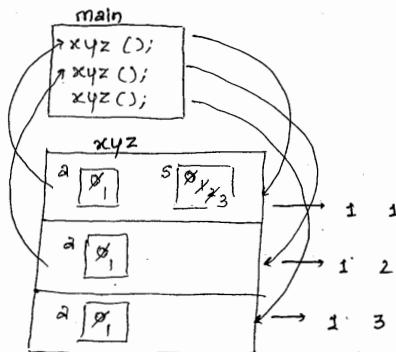
- When we are working with static variable, it is created only once when we are calling the function first time and throughout the program the variable will be there in active mode only

```

void xyz()
{
    auto int a=0;
    static int s;
    ++a;
    ++s;
    printf ("\n%d %d", a,s);
}
void main()
{
    xyz();
    xyz();
    xyz();
}
    
```

O/P:

1	1
1	2
1	3



- When we are working with static variable, by default value of static variable is 0 if it is not initialized

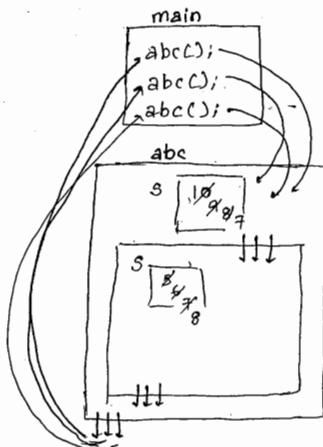
```

→ void abc()
{
    static int s = 10;
    --s;
    printf ("\nstatic1: %d", s);
}
    
```

O/P:-

static1: 9
static2: 6
static3: 0

```
void main()
{
    abc();
    abc();
    abc();
}
```



```
- static c1 : 9
static c2 : 6
static c1 : 8
static c2 : 7
static c1 : 7
static c2 : 8
```

- When we are working with static variable, it can be created within function scope and subscope/body/local also.
- When we are creating the static variable within the subscope then it is accessible in subscope only; if we are creating in functionscope then throughout the function it can be accessed.

→ void abc()

```
{ static int s = 1947;
    +s;
    printf ("%d", s);
}
```

Void main()

```
{ abc();
    abc();
    printf ("In static data : %d", s);
```

?

O/P: Error Undefined symbol's

⇒ When we are working with static variable, scope is restricted within the function only that's why abc function related data, we can't access in main function.

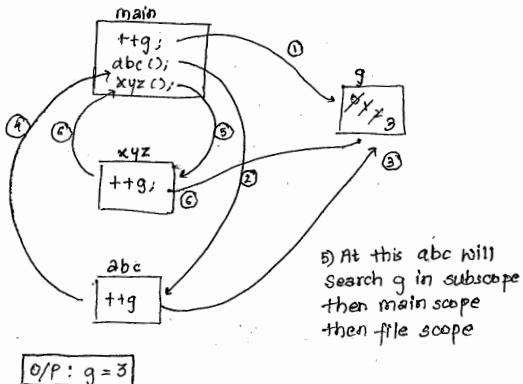
⇒ When we are working with auto variable, scope & lifetime both are restricted within the body only.

- When we are declaring a variable, outside the function, then it is called Global variable.
- When we are working with global variables then scope and lifetime is not restricted.

WORKING WITH GLOBAL VARIABLES :-

```

→ int g; // global variable
void abc()
{
    ++g;
}
void xyz()
{
    ++g;
}
void main()
{
    ++g;
    abc();
    xyz();
    printf("g = %d", g);
}
  
```



- By default, any type of variable storage class specifier is auto within the body, extern outside the body.
- When we are working with global variable, it can be created anywhere within the prog. i.e top or middle or end of the prog. also

```

→ void make()
{
    ++g; → this creates
            error
}
  
```

```

int g;
void xyz()
{
    ++g;
}
  
```

O/P :- Error Undefined symbol 'g'

```

void main()
{
    ++g;
    abc();
    xyz();
}
  
```

During compilation process, from Top to Bottom [++g] treated as local variable but there is no local and global variable defined. So throws error.

→ When we are working with Global variable, it can be created anywhere within the program but if we are accessing before creation then we will get an error.

→ In previous program, due to Top-Bottom compilation process, when we are compiling `++g` statement in `abc()` then we will get an error because memory is not created for global variable.

→ To avoid the compilation error of global variable, we required to provide forward declaration by using `extern` keyword.

Soln - `void abc()`

```
{ extern int g; // declaration
    ++g;
}
int g;
void xyz() // defining
{
    ++g;
}
void main()
{
    ++g;
    abc();
    xyz();
    printf ("g = %d", g);
}
```

[O/P: g=3]

NOTE: The basic difference between declaration and definition of Global Variable is -

- In declaration of global variable, it doesn't occupies any physical memory, it avoids only compilation error.
- In definition of global variable, actual memory is constructed.

`void abc()`

```
{
    --g;
}
void xyz()
{
    --g;
}
void main()
```

[O/P: Error, Undefined symbol 'g']

- ⇒ In order to access global variable g , in abc(), xyz() and main() , We required to provide forward declaration of global variable in abc(), xyz() and main() also.
- ⇒ In implementation, when we required to provide declaration of a global variable more than once, We required to go for Global declaration.
- ⇒ When we are declaring a global variable, Top of the program, before defining first function then it is called Global declaration if the global declaration is available then doesn't required to go for local declaration, if local declaration also available then global declaration is ignored.

```

Soln:- extern int g; // global declaration
        void abc()
{
    //extern int g; local declaration
    --g;
}
void xyz()
{
    //extern int g; local declaration
    --g;
}
void main()
{
    //extern int g; local declaration
    abc();
    xyz();
    --g;
    printf("g=%d",g);
}
int g = 10;

```

O/P: g=7

```

→ extern int g;
void abc()
{
    ++g;
}
void main()

```

O/P: Error Undefined symbol -g
(Linking Error)

- When we are working with global variable, if declaration statement is not available, we will get Error at the time of Compilation.
If definition is not available, then we will get the error at the time of linking

```
→ extern int g = 10;
void abc()
{
    --g;
}

void main()
{
    --g;
    abc();
    printf("g=%d", g);
}

int g;
```

O/P: g=8

- Initialisation of the global variable can be placed in declaration and definition also.

```
→ extern int g = 5;
void xyz()
{
    ++g;
}

void main()
{
    ++g;
    xyz();
    printf("g=%d", g);
}
```

O/P: g=7

- When declaration statement contains initialisation, then physical memory is constructed in declaration only. So doesn't required to go for definition. If definition also available then it will ignore automatically.

```
→ extern int g = 5;
```

```
void abc()
{
    ++g;
}
```

O/P: Error Variable 'g' is initialised more thance once

→ In C programming lang. When local variable and Global variables names are same, then we can't access global varial in local variable in C++, in order to access the variable we required to use scope resolution operator i.e. ::

```
extern int g = 5;
void abc()
{
    int g=420;
    ++g;
    printf ("\ng=%d",g);
}
void main()
{
    ++g;
    abc();
    printf ("\ng=%d", g);
}
```

O/P: 421
g=6

FORMAL ARGUMENTS, ACTUAL ARGUMENTS :-

- In function declarator or in function header, what variables we are creating those are called formal arguments, Parameters
- In function calling statement what data we are passing those are called actual arguments.
- In order to call a function if it is required specific no. of parameters then it is not possible to call the function with less than or more than no. of arguments.
- Where we are implementing the logic of the function it is called function definition.
- In function definition, 1st line is called function header / function declarator
- Where we are executing the logic of a function it is called function calling statement
- When we are providing type information explicitly then it is called function prototype or forward declaration.

CALLING CONVERSIONS

- As a programmer, it is our responsibility to indicate in which sequence parameters required to create.
- Always Calling conversion will decides that in which sequence parameters created i.e Left to Right or Right to Left.
- In 'C' prog. lang., calling conversions are classified into 2 types-
 - 1) cdecl (-cdecl)
 - 2) pascal (-pascal)

1) cdecl calling conversion - In this calling conversion, parameters are created towards from right to left.

- By default, any function calling conversion is cdecl.
- When we are working with cdecl calling conversion that recommended to place the function name in lower case.

2) pascal calling conversion - In this calling conversion, parameters are created towards from left to right.

- In pascal calling conversion, recommended to place the calling conversion the function name in UPPERCASE.
- Generally in database pascal calling conversion is available like oracle.

PARAMETER PASSING TECHNIQUES

In 'C' prog. lang. we are having 2 types of parameter passing Techniques-

- 1) call by value
- 2) call by address

1) Call by Value

- When we are calling a function by passing value type data then it is called call by Value.
- In call by value, actual arguments and formal arguments both are value type variables only.
- In call by value, if any modifications occur on formal arguments then those modifications doesn't pass to actual arguments.

2) Call by address

- When we are passing address type data to a function then it is called call by address.
- In call by address, actual arguments are address type and formal arguments are pointer type.
- In call by address, if any modifications occurred on formal arguments then those changes will pass to actual arguments.
eg:- `scanf()`, `strcpy()`, `strups()` ... etc

NOTE: • C prog. lang. doesn't support call by reference

- Call by reference is a OOP concept which is used to access the data by using reference type.
- C prog. lang. doesn't support reference type
- That's why call by reference is not possible.

`void cdecl abc (int x, int y)`

{ `printf ("\\n x=%d y=%d", x, y);`

`void main ()`

{

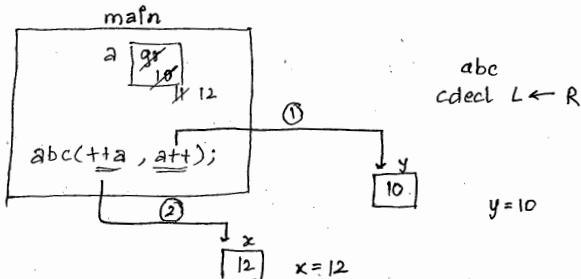
`int a;`

`a = 10;`

`abc (&a, &a);` - Here 2 arguments need to be passed because
`printf ("\\n a=%d", a)` of 2 parameters.

O/P :

x = 12	y = 10
a = 12	



In this above progr...

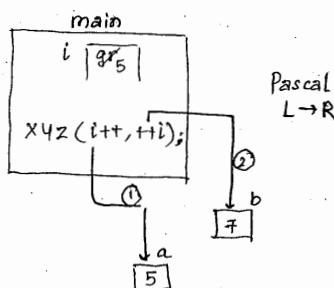
```

→ void pascal xyz (int a, int b)
{
    printf ("\n a = %d b = %d", a, b);
}
void main ()
{
    int i;
    i = 5;
    xyz (i++, ++i);
    printf ("\n i = %d", i);
}

```

O/P:

a = 5	b = 7
i = 7	



```

→ void swap()
{
    int t;
    t = a;
    a = b;
    b = t;
    printf ("\n a = %d b = %d", a, b);
}
void main()
{
    int a, b;
    a = 10; b = 20;
    swap (a, b);
    printf ("\n a = %d b = %d", a+10, b+10);
}

```

O/P: Error undefined symbol 'a', 'b'

- In order to call the swap function it doesn't required any parameters but we are calling the function by sending 2 arguments
- Acc. to storage classes of C, a, b are autovariables, but we are trying to access in swap funcⁿ .! invalid

void swap (int a, int b)

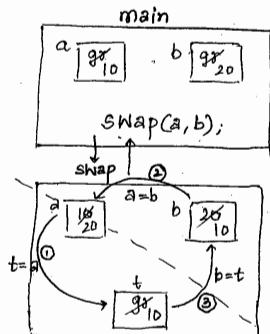
```

printf("\na = %d b=%d", a, b);
}
void main()
{
    int a, b;
    a=10; b=20;
    swap(a, b);
    printf("\na = %d b=%d", a, b);
}

```

O/P:

a = 20	b = 10	in swap
a = 10	b = 20	in main



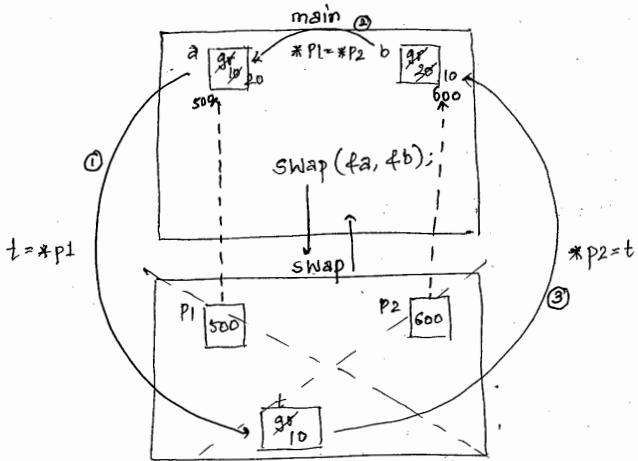
- In previous prog., swap() is working with the help of call by value mechanism. That's why no any modification of swap() is passing back to main.
- In implementation, when we are expecting the modifications, then go for call by address.
- In 'c' prog. lang., call by address can be implemented by using POINTERS only
- The basic advantage of pointer is accessing the data which is available outside of the function

```

→ void swap( int *p1, int *p2)
{
    int t;
    t = *p1;           // t = a
    *p1 = *p2;         // a = b
    *p2 = t;           // b = t
    printf("\nData in swap a=%d b=%d", *p1, *p2);
}

void main()

```



- In previous program, array elements are passing by using call by address mechanism that's why all the modifications of `swap()` is passing back to `main()` function.
- The relation b/w formal arguments & parameters is always parameters are initialised with arguments.

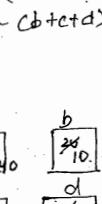
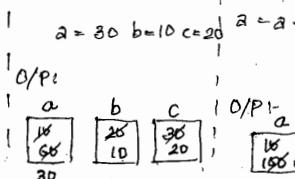
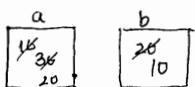
14/7/2015.

```

int a=10, b=20;    int a=10, b=20,    int a=10, b=20;    int a=10, b=20;
a=a+b;           c=30;          a=a+b+c;      c=30, d=40;    a=a+b+d;
a=a-b;           a=a-(b+c);    b=a-(b+c);    b=a-(b+c+d);  b=a-b;
a=a-b;           c=a-(b+c);    c=a-(b+c+d);  c=a-(b+c+d);  a=a-b;
d=a-(b+c);      d=a-(b+c);    d=a-(b+c+d);  d=a-(b+c+d);  o/p: a=20 b=10

```

O/P: a=20, b=10

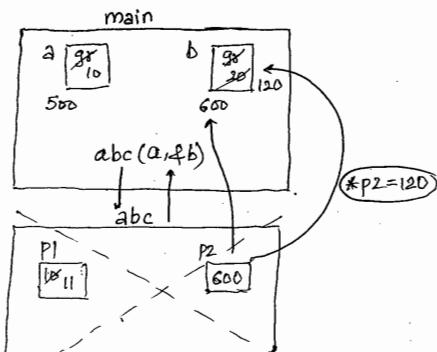


```

→ void abc (int p1, int *p2)
{
    ++p1;
    *p2 = 120;
}
void main()
{
    int a, b;
    a = 10; b = 20;
    abc(a, &b);
    printf ("\na = %d b = %d ", a, b);
}

```

O/P: a = 10 b = 120



- In a single funcn, it is possible to pass value & address at a time.
- When we are passing value type data then it is not updated but if we are passing address type data then it is updated.

return by value

- When the function is returning value type data then it is called return by value
- When the function is not returning any values then specify the return type as void
- Void means nothing i.e function doesn't return any value.
- When the function is returning

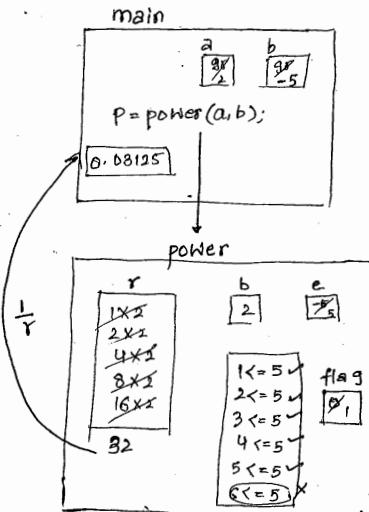
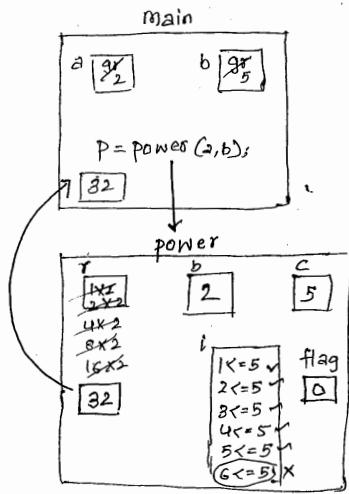
↳ If function is returning same type of return statement

* float power (int b, int e)

```
{
    int r, flag=0;
    float r=1;
    if (e<0)
        flag=1;
        e = e*-1
    for (i=1; i<=e; i++)
        r=r*b;
    if (flag == 0)
        return r;
    else
        return (1/r);
}
```

POWER PROGRAM -

```
void main()
{
    int a,b;
    float p;
    clrscr();
    printf("Enter value of a:");
    scanf("%d", &a);
    printf("Enter value of b:");
    scanf("%d", &b);
    p = power(a, b); // p = pow(a, b);
    // <math.h>
    printf("\n %d ^ %d value is %g", a, b, p);
    getch();
}
```



→ return is a keyword, by using return keyword we can pass the control back to the calling place with arguments or without arguments.

- In a function it is possible to place any no. of return statements, but at ^{any} given point of time, only one return statement can be executed.
- function can return only one value.
- By using return statement, it is possible to return only one value.
- From ³ function, when we required to return multiple values, then use call by address
- By using call by address, it is not possible to return multiple values but it is possible to pass multiple values by using POINTER.

→ int max(int x, int y)

```
{
    if (x > y)
        return x;
    else
        return y;
}
```

void main()

```
{
    int a, b, m;
    clrscr();
    printf("Enter 2 values:");
    scanf("%d %d", &a, &b);
    m = max(a, b);
    if (a != b)
        printf("Max value is : %d", m);
    else
        printf("Both values are same");
    getch();
}
```

O/P:- Enter 2 values : 10 20
Max value is : 20

int abc (int *p1, int *p2)

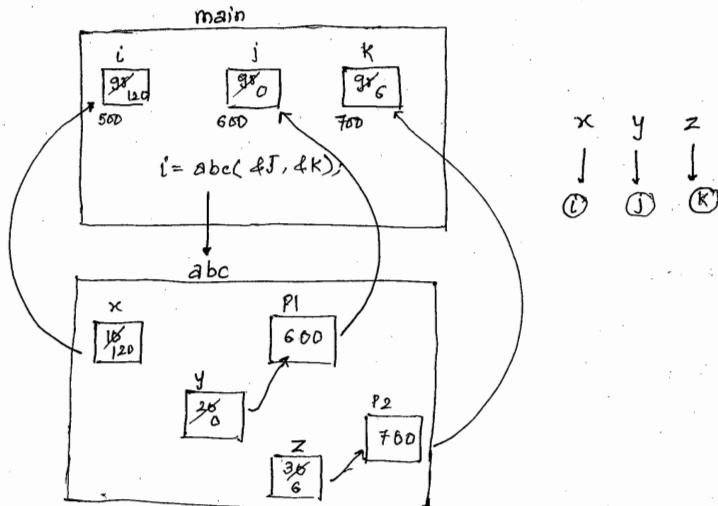
```
{
    int x=10, y=20, z=30;
    x*=10+2; // x = x*(10+2);
    y% = 1+3; // y = y%(1+3);
    z /= 2+3; // z = z/(2+3);
```

Void main()

*p1 = y; // j = y;

*p2 = z; // k = z;

{ int i, j, k;

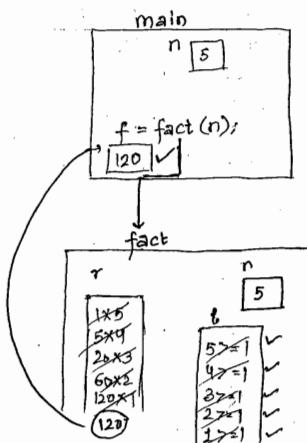


By using POINTERS, we can collect any no. of values as per the requirement of a function

→ FACTORIAL

```
void main()
{
    int n, f;
    //int fact(int);
    clrscr();
    printf ("Enter a value");
    scanf ("%d", &n);
    f = fact(n);
    printf ("%d fact value is : %d", n, f);
    getch();
}

int fact (int n)
{
    int r = 1, i;
    if (n < 0)
        return 0;
    else
        for (i = 1; i <= n; i++)
            r = r * i;
    return r;
}
```



- > Acc to K and RC standard, when the return type is integer and parameter type is other than float then doesn't required to go for forward declaration
- > As per ANSI standard when we are calling a function which is defined later for avoiding the compilation error, we required to go for forward declaration i.e prototype is required.

return by address

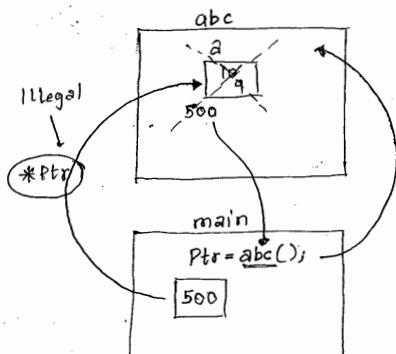
- When the function is returning address type data then it is called return by address
- When the function is not returning any values then specify the return type as void
- When the function is returning the int value then specify the return type as int i.e function returning value called return by value
- When the funcn is returning an integer value address then specify the return type as an int* i.e function returning address called return by address.
- The basic advantage of return by address is 1 funcn related local data can be accessed from outside of the function.

DANGLING POINTER

- The pointer variable which is pointing to a inactive or dead location called Dangling Pointer

```

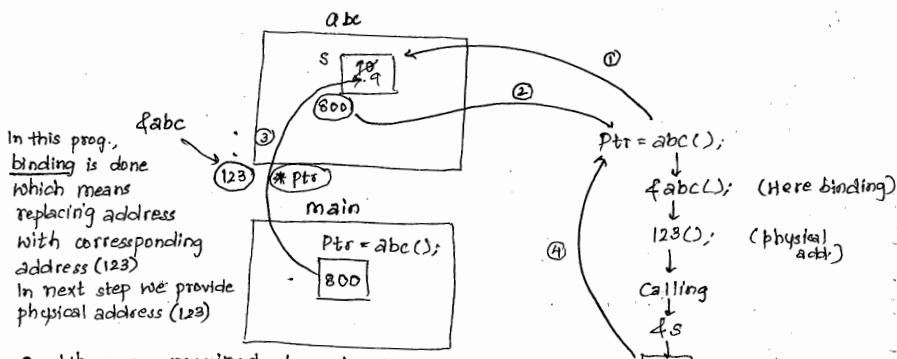
→ int *abc()
{
    int a = 10;
    - - a;
    return &a;
}
void main()
{
    int *ptr; //dangling pointer
    ptr = abc();
    printf("value of a=%d", *ptr);
}
  
```



- In previous program, `ptr` is called Dangling Pointer because acc to storage classes of C by default any type of variable storage class specifier is `void` and lifetime of the `auto` variable is within the body only. But in previous prog, control is passing back to main function it is destroyed but still pointer is pointing to that inactive variable only.
- Solution of dangling Pointer is In place of creating `auto` variable, recommended to create `static` variable because lifetime of the `static` variable is entire program..

```
Prog int *abc() {
    static int s=10;
    --s;
    return &s;
}
void main()
{
    int *ptr;
    ptr = abc();
    printf (" static data : %d",*ptr);
}
```

O/P: static data : 9



FUNCTION POINTER

- The pointer variable which holds the address of a function it is called function Pointer.
- The basic advantage of function pointer is 1 function related can be passed as a parameter to another function.
- Function pointer calls are faster than normal functions.
- Function pointers are similar to delegates in C#.

Syntax :- **Datatype (*ptr)(parameters);**

Ex :-

```
void (*ptr)(int);
int (*ptr)(int, int);
int *(*ptr)(int);

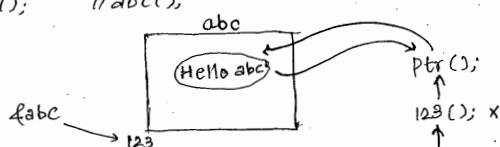
Datatype (*ptr)();

void (*ptr)();
int (*ptr)();
int *(*ptr)();
```

- If function takes parameters then go for Parameterized function Pointer.
- If function doesn't takes any parameters then go for non-parameterized function pointer.
- According to Syntax, function pointer datatype must be required to match with return type of the function.

```
void abc()
{
    printf("Hello abc\n");
}

void main()
{
    void (*ptr)(void)      // Pointer Function
    ptr = &abc;
    ptr();                // abc();
}
```



Here in function
Pointer binding
is not required
because ptr is

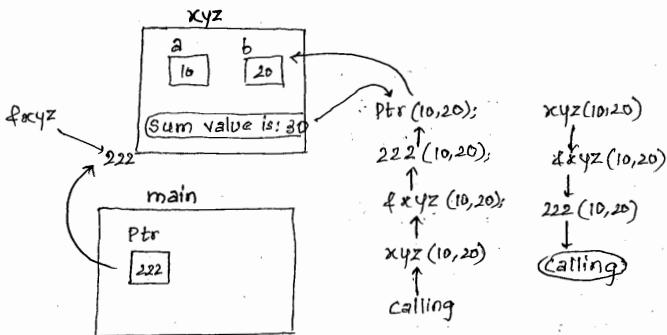
```

→ void xyz (int a, int b)           To create function pointer
{
    printf ("sum value is: %d", a+b);
}

void main()
{
    void (*ptr)(int, int);
    ptr = &xyz;
    ptr(10, 20); // xyz(10, 20)
}

```

O/P : sum value is : 30



16th July 15

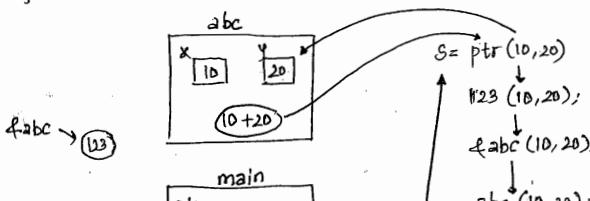
```

int abc (int x, int y)
{
    return (x+y);
}

void main()
{
    int (*ptr)(int, int);
    int s;
    ptr = &abc;
    s = ptr(10, 20); // s = abc(10, 20);
    printf ("sum value is: %d", s);
}

```

O/P: Sum value is 30



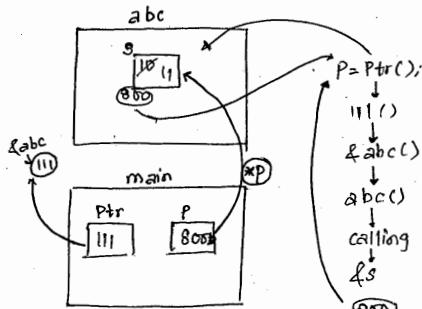
```

→ int * abc()
{
    static int s = 10;
    ++s;
    return &s;
}

void main()
{
    int * (*ptr)(); // pointer to fn
    int * p; // pointer to integer
    ptr = &abc;
    p = ptr();
    printf("static data is : %d", *p);
}

```

O/P: static data is 11



```

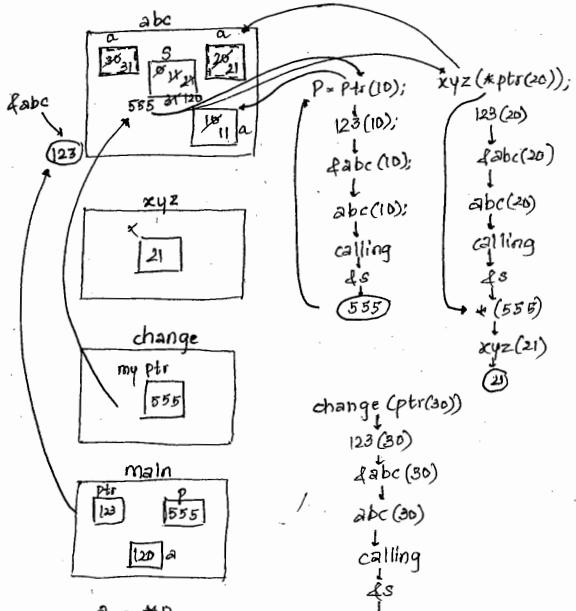
→ int * abc(int a)
{
    static int s;
    s = ++a;
    return &s;
}

void xyz(int x)
{
    printf("In static data\nin xyz!: %d", x);
}

void change (int * myptr)
{
    *myptr = 120;
}

void mainc()
{
    int * (*ptr)(int);
    int * p;
    int a;
    ptr = &abc;
    p = ptr(10);
}

```



Recursion :- Function calling itself is called recursion.

→ The function in which control is present, if it calls itself again then it is called recursion process.

Advantages :-

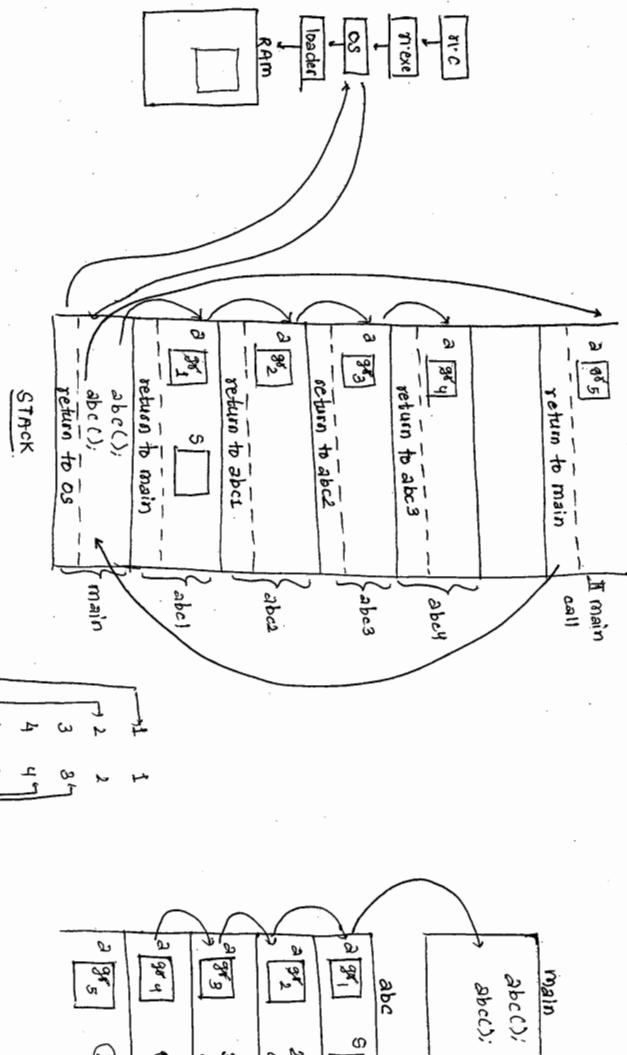
1. By using recursion process only, function calling info. will be maintained in program.
2. By using recursion process stack evaluation takes places.
3. With the help of recursion only, infix, postfix, prefix notation are evaluated.
4. By using recursion process only trees and graphs are implemented.
5. By using recursion process we can develop tree traversing approach i.e inorder, preorder & postorder traversing process.
6. By using recursion only BFS, DFS are developed (Graphs traversing process)

Drawbacks :-

1. It is a very slow process due to stack overlapping.
2. Recursion based programs can create stack overflow.
3. Recursion based functions can create oo loop.

```
⇒ void abc()  
{  
    int a;  
    static int s;  
    a = ++s;  
    printf("\n%d %d", a, s);  
    if (a <= 3)  
        abc();  
    printf("\n%d %d", a, s);  
}  
void main()
```

O/P:	1	1
	2	2
	3	3
	4	4
	4	4
	3	4
	2	4
	1	4
	5	5
	5	5



```

→ void xyz()
{
    int a;
    static int s = 5;
    a = s++;
    printf ("\n%d %d", a, s);
    if (a <= 7)
        xyz();
    printf ("\n%d %d", a, s);
}
void main()
{
    xyz();
    xyz();
}

```

O/P:

5	6
6	7
7	8
8	9
7	9
6	9
5	9
9	10
9	10

17/7/2015.

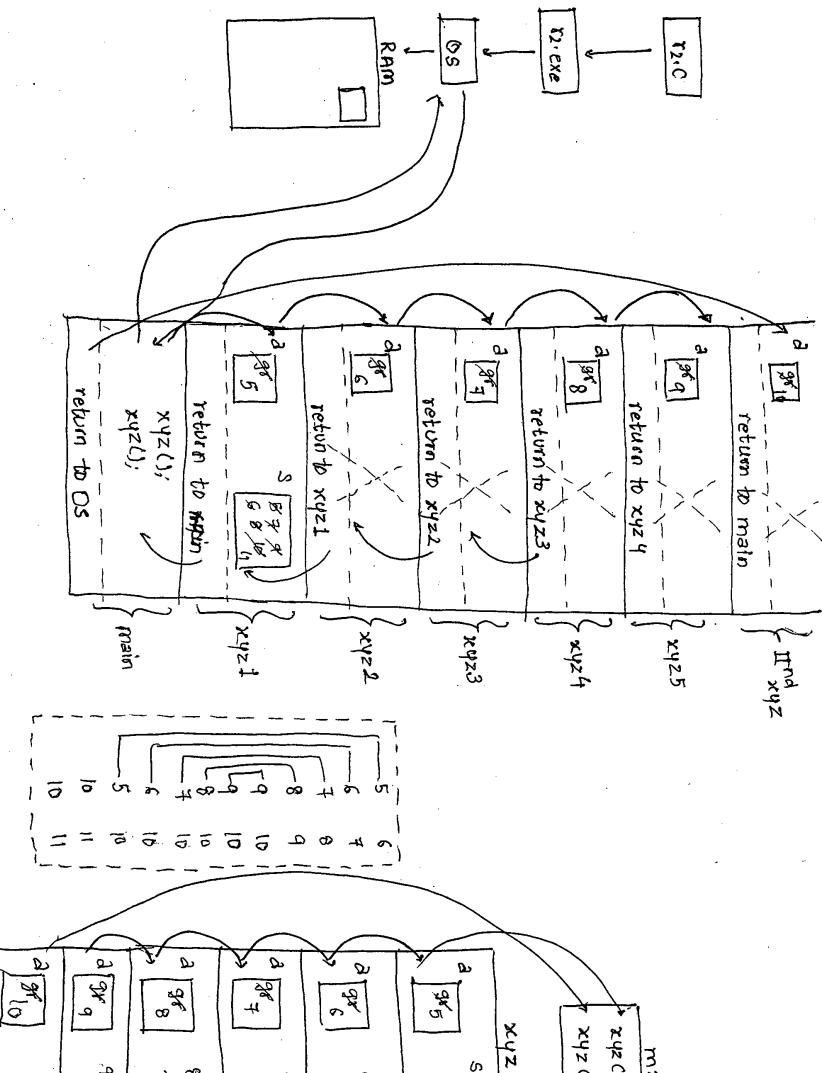
```

→ void xyz()
{
    auto int a;
    static int s = 5;
    a = s++;
    printf ("\n%d", a, s);
    if (a <= 8)
        xyz();
    printf ("\n%d", a, s);
}
void main()

```

O/P:

5	6
6	7
7	8
8	9
9	10
9	10
8	10
7	10
6	10
5	10



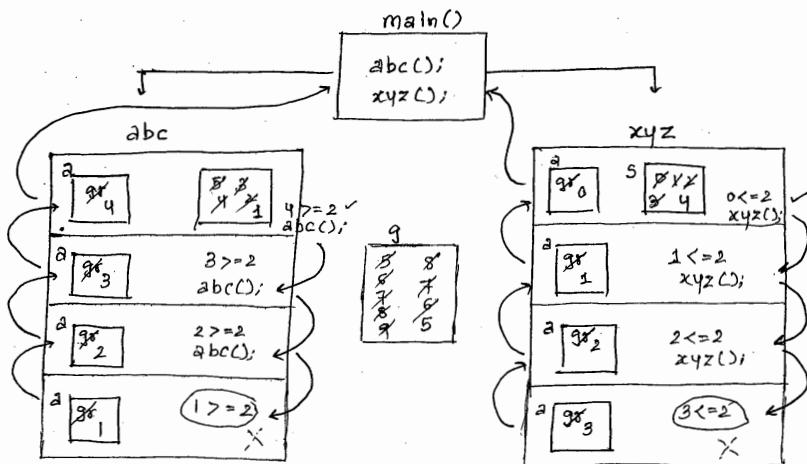
```

extern int g;
void abc()
{
    int a;
    static int s = 5
    a = --s;
    +g;
    printf("\n%d %d %d", a, s, g);
    if (a >= 2)
        abc();
    printf("\n%d %d %d", a, s, g);
}
void main()
{
    void xyz(void);
    abc();
    xyz();
}
void xyz()
{
    auto int a;
    static int s;
    a = s++;
    -g;
    printf("\n%d %d %d", a, s, g);
    if (a <= 2)
        xyz();
    printf("\n%d %d %d", a, s, g);
}
int g = 5;

```

O/P:

4	4	6
3	3	7
2	2	8
1	1	9
1	1	9
2	1	9
3	1	9
4	1	9
0	1	8
1	2	7
2	3	6
3	4	5
3	4	5
2	4	5
1	4	5
0	4	5



- Recursions are classified into two types-
 - Internal Recursive process
 - External Recursive process
- When the function is calling itself then it is called Internal Recursive process.
If Recursive function is calling another recursive function then it is called External Recursive process.

```

→ extern int g = 5;
void abc()
{
    auto int a;
    static int s = 5;
    a = s--;
    --g;
    printf ("\n%d %d", a, s, g);
    if (a >= 0)
        abc();
    printf ("\n%d %d %d", a, s, g);
}
  
```

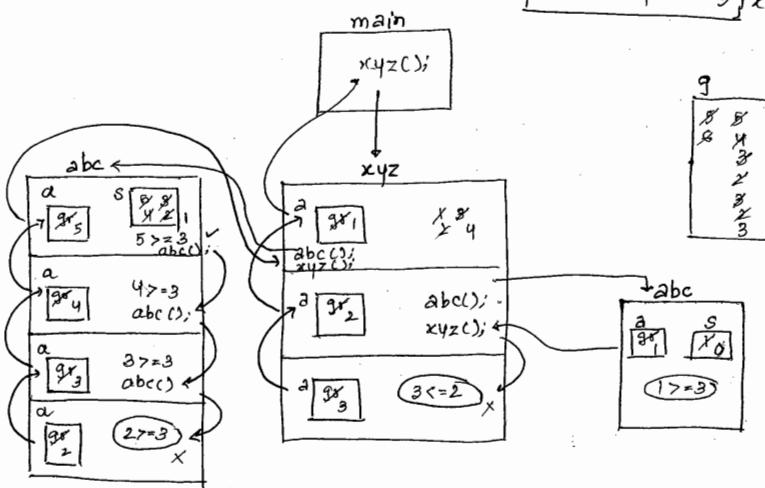
```

void xyz()
{
    int a;
    static int s = 1;
    a = s++;
    ++g;
    printf ("\n%d %d %d", a, s, g);
    if (a <= 2)
    {
        abc();
        xyz();
    }
    printf ("\n%d %d %d", a, s, g);
}

```

O/P:

1	2	6	xyz1
5	4	5	abc1
4	3	4	abc2
3	2	3	abc3
2	1	2	abc4
2	1	2	abc4
3	1	2	abc3
4	1	2	abc2
5	1	2	abc1
2	3	3	xyz2
1	0	2	2nd abc
1	0	2	2nd abc
3	4	3	xyz3
3	4	3	xyz3
2	4	3	xyz2
1	4	3	xyz2



- It is possible to perform recursion of main function also
- By using autovariable if we are performing the recursion of main

→ void main()

```
{ int a=5;
    --a;
    printf("%d", a);
    if (a >= 3)
        main();
    printf("%d", a);
}
```

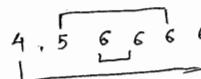
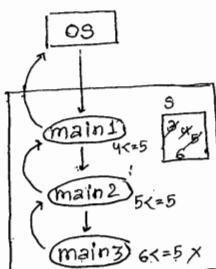
O/P: [4 4 4 4] --- stack overflow

∴ Loop will terminate automatically.
Stack overflow because auto variable
is there.

→ void main()

```
{ static int s = 3;
    ++s;
    printf ("%d", s);
    if (s <= 5)
        main();
    printf ("%d", s);
}
```

O/P: [4 5 6 6 6 6]



POWER PROGRAM (Recursion Approach)

```
float power (int b, int e)
{
    if (e == 0)
        return 1;
    else
        return (b * power (b, e-1));
}

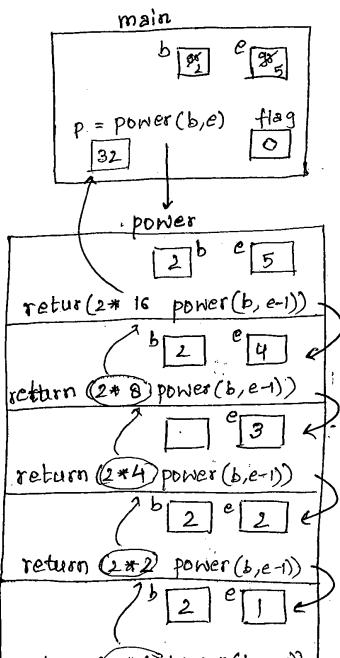
Void main()
```

```

scanf ("%d", &b);
printf ("Enter value of e: ");
scanf ("%d", &e);
if (e<0)
{
    flag = 1
    e = e*-1;
}
p = power (b,e);
if (flag==0)
    printf ("\n%d %d value is :%g", b, e,p);
else
    printf ("\n%d %d value is :%g", b,-e,1/p);
getch();
}

```

O/P: Enter value of b: 2
Enter value of e: 5
32



FACTORIAL PROGRAM (Recursive Approach)

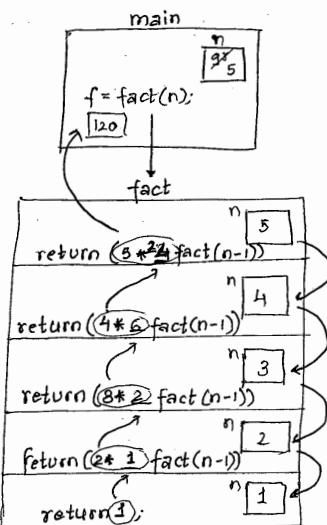
```

void main()
{
    int n, f;
    int fact(int);
    clrscr();
    printf("Enter a value:");
    scanf("%d", &n);
    f=fact(n);
    printf("%d fact value is : %d", n, f);
    getch();
}

int fact(int n)
{
    if (n<0)
        return 0;
    else if (n<=1)
        return 1;
    else
        return (n*fact(n-1));
}

```

O/P:
Enter a value: 5
fact value: 120



- When the function is not returning any value then specify the return type as void
- Void means nothing i.e no return value

→ void abc()

```

    {
        printf("Hello abc\n");
    }
}

void main()
{
    abc();
}

```

O/P: Hello abc

- If function return type is void then it is possible to place return statement also.
- From void function when we are placing empty return statement, then control will pass back to the calling place automatically without any

```
→ void abc()
{
    printf ("Welcome abc\n");
    return ;
}
void main()
{
    abc();
}
```

O/P: Welcome abc

- If the function return type is void, then it is possible to place return statement with value also
- from void function, when we are returning the value, then compiler will gives a warning message i.e void function may not return any values

```
→ void abc()
{
    int a = 10;
    ++a;
    printf ("Hello abc : %d", ++a);
    return a;
}
void main()
{
    abc();
}
```

O/P: Hello abc : 12

- from void function, when we are trying to collect the value it gives an error i.e not an allowed type.

```
→ void abc()
{
    int a = 10;
    ++a;
    return a;
}
void main()
{
    int x;
    x = abc();
    printf ("x = %d", x);
}
```

O/P: Error

```
→ void sum (int x, int y)
```

```
→ int sum (int x, int y) {  
    printf ("sum value is : %d", x+y);  
}  
void main () {  
    sum (10,20);  
}
```

O/P: sum value is : 30

- When the function is returning the value then specifying the return statement is always optional.

In this case, compiler will give a warning message :- function should return a value.

```
→ int sum (int x, int y) {  
    printf ("sum value = %d", x+y);  
    return x+y;  
}  
void main () {  
    sum (10,20);  
}
```

O/P: sum value = 30

- When the function is returning the value then collecting the value is always optional.

In this case, compiler doesn't give any warning or error messages.

```
→ int sum (int x, int y) {  
    return (x+y);  
}  
void main () {  
    int s;  
    s = sum (10,20);  
    printf ("sum value is : %d", s);  
}
```

Sum value is : 30

- When we are returning simple format data, then it doesn't require to specify return statement within the parenthesis. When we are returning expression format data, then it is recommended to specify the return statement within parenthesis.
bcz if parenthesis is not there then it inc. the burden on compiler

→ `float sum (int x, int y)`

{
 return (x+y);

}

void main()

{
 int s;

 s = sum (12, 30);

 printf ("sum value is : %d", s);

}

O/P: sum value is : 42

int x, int y

12 30

12+30 = 42

- When the return type and parameter types are not matching at the time of execution then automatically type conversion will happen at the time of execution.

→ `auto int g = 10;`

Void main ()

{
 tg ;

 printf ("g= %d", g);

O/P: Error
Storage class 'auto' is not allowed
here.

- By default any type of variable, storage class specifier is auto within the body, extern outside of the body

In Global scope, it is not possible to place auto storage class specifier.

→ `void abc (auto int a);`

{
 ta;

 printf ("a= %d", a);

};
void main ()

 abc(10);

}

O/P: Error
Storage class 'auto' is not allowed
here.

- For any type of parameters of a function, we can't specify storage class specifier because function m/m is temporary.

- For parameters, it is possible to specify register storage class specifier only.

→ `auto void abc`

{
 printf ("Hello abc\n")

}

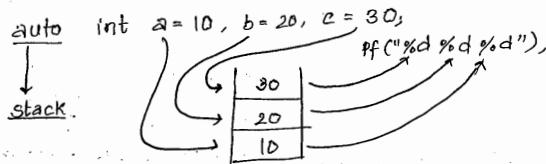
O/P: Error

- By default scope of any function is extern i.e from anywhere in project we can call any function.
- By using auto storage class specifier, we can't restrict the scope of a function because it is self contained, independent block.
- For a function we can't apply auto, register storage class specifier.

→ void main()

```
{ int a=10, b=20, c=30
    printf("%d %d %d");
}
```

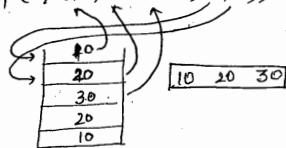
O/P : 30 20 10



1. printf("%d %d %d", a);



2. printf("%d %d %d", a, b);



→ void main()

```
{ auto static int a = 10;
    ++a;
    printf("a = %d", a);
}
```

Error:
Too many storage classes in declaration.

- for any type of variable, only 1 storage class specifier is possible to be placed.

→ void abc()

```
{ auto int a = 10;
    static int s = a;
    ++a;
    ++s;
```

O/P: Error Illegal initialization

- When we are working with static variables, always required to initialised with constant value only.

→ static int g = 5;

void abc()

```
{
    static int s = 10;
    ++g;
    ++s;
    printf ("\n s = %d g = %d", s, g);
}
```

```
void main()
{
    ++g;
    abc();
}
```

D/P: g = 11 s = 7

- When we are declaring a static variable within the function then it is called **internal static declaration**.

- When we are declaring a static variable outside the function then it is called **external static declaration**.

➤ Basic difference b/w internal & external static declaration :

Scope.

The scope of internal static declaration is restricted within the function.
The scope of external static declaration is restricted within the file.

CASE 1: project global variable

<u>1.c</u>	<u>main.c</u>
extern int g = 10;	void main()
void abc();	{
{	++g; ✓
	}
void xyz();	
{	
	++g; ✓
	}

CASE 2: file scope global variable

<u>2.c</u>	<u>main.c</u>
static int g = 10;	void main()
void abc();	{
{	++g; ✓
void xyz();	
{	
	++g; ✓
	}

- "c" programming lang. doesn't supports static functions
- static function is a OOP concept which is used to access static member of a class.
- In "c" programming lang., static functions are not possible but we can place static storage class specifier to a func.

CASE1:

```
default exten. .c
void abc()
{
}
void xyz()
```

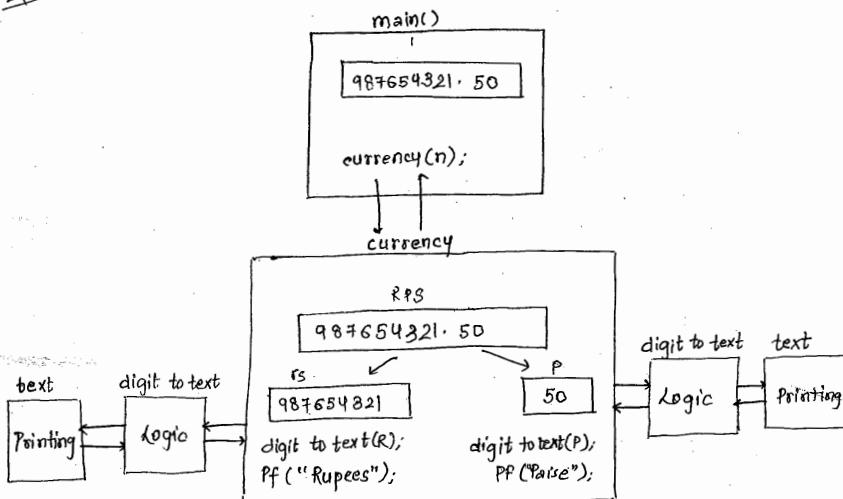
```
main.c
void main()
{
    abc(); ✓
    xyz(); ✓
}
```

CASE2:

```
1.c
static void abc()
{
    xyz(); ✓
    abc(); ✓
}
```

```
main.c
void main()
{
    xyz(); ✓
    abc(); ✓
}
Error
```

21/1/2015.



```
void text (long int no)
{
    switch (no)
    {
        case 1: printf ("ONE");
        break;
        case 2: printf ("TWO");
        break;
        case 3: printf ("THREE");
    }
}
```

```
case 6 : printf ("SIX");
break;
case 7 : printf ("SEVEN");
break;
case 8 : printf ("EIGHT");
break;
case 9 : printf ("NINE");
break;
case 10 : printf ("TEN");
break;
case 11 : printf ("ELEVEN");
break;
case 12 : printf ("TWELVE");
break;
case 13 : printf ("THIRTEEN");
break;
case 15 : printf ("FOURTEEN");
break;
case 16 : printf ("SIXTEEN");
break;
case 17 : printf ("SEVENTEEN");
break;
case 18 : printf ("EIGHTEEN");
break;
case 19 : printf ("NINETEEN");
break;
case 20 : printf ("TWENTY");
break;
case 30 : printf ("TWENTY"); ("THIRTY");
break;
case 40 : printf ("FORTY");
break;
case 50 : printf ("FIFTY");
break;
case 60 : printf ("SIXTY");
break;
```

```
case 90: printf ("NINETY");
break;
case 100: printf ("HUNDRED");
break;
case 1000: printf ("THOUSAND");
break;
case 1000000: printf ("LAHKH");
break;
case 10000000: printf ("CRORE");
break;
}
case 32: //End of switch
}
//End of text
Void digitotext (long int n)
{
    long int t;
    if (n == 0)
        printf ("ZERO");
    if (n >= 10000000)
    {
        t = n/10000000;
        if (t <= 20)
            text(t);
        else
            {
                text (t/10*10);
                text (t%10);
            }
        text (10000000);
        n = n%10000000;
    }
    if (n >= 100000)
    {
        t = n/100000;
        if (t <= 20)
            text(t);
    }
    else
    }
```

```
if (n >= 1000)
{
    t = n/1000;
    if (t <= 20)
        text(t);
    else
    {
        text (t/10*10);
        text (t%10);
    }
    text (1000);
    n = n % 1000;
}
if (n >= 100)
{
    t = n/100;
    text(t);
    text (100);
    n = n % 100;
}
if (n <= 20)
    text (n);
else
{
    text (n/10 *10);
    text (t %10);
}
Void currency (double rps)
{
    long int r, p;
    r = (long int)rps;
    digittotxt (r);
    printf (" RUPEES");
    p = (rps - r)* 100;
    digittotext(p);
    printf (" PAISE");
}
```

```
clrscr();
printf(" Enter Amount:");
scanf ("%f", &n);
currency (n);
getch();
```

Calling & Declaration

```
int i1, i2;
int *ip1, *ip2;
int **ipp;
```

Calling

```
abc();
abc(i1, i2);
i1 = abc();
xyz(&i1, &i2);
abc(&i1, i2);
ip3 = abc(&i1, &i2);
swap (&i1, &ip1);
ipp = swap (&ip1, &ip2);
```

Declaration

```
void abc(void);
void abc(int, int);
int abc(void);
void xyz(int*, int*);
void abc(int*, int);
int *abc (int*, int* );
void swap (int*, int* );
int **swap (int** , int** );
```

27/7/2015

PRE - PROCESSING

Pre - Processing

- Pre - Processing is a program which will be executed automatically b4 passing the source program to compiler.
- Pre - Processing is under control of Pre Processor directives.
- All pre - processor directives start with pound (#) symbol and should be not ended with semicolon (;)
- When we are working with Pre - Processor directives, it can be placed anywhere within the program but recommend to place on top of the prog. before defining first function
- In 'C' Programming lang. Preprocessor directives are classified into 4 types -

1. Macro substitution Directives

Ex: # define

2. File inclusion Directives

Ex: # include

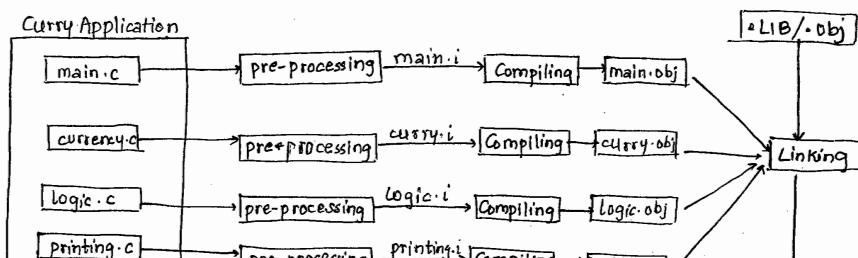
3. Conditional compilation Directives

Ex: # if, # else, # endif, # elif
 # ifdef, # ifndef, # undef

4. Miscellaneous Directives

Ex: # pragma, # error, # line

Curry Application



- When we are working with any kind of 'C' application we are required to perform 4 steps
 - 1) Editing
 - 2) Compiling
 - 3) Linking
 - 4) Loading
 - 1) Editing is a process of constructing the source program and saving with .c extension
 - To perform the editing process, we are required any kind of text editors like notepad, wordpad or any other C language related IDE.
 - 2) Compiling is a process of converting high level programming lang. data in the machine readable data i.e object code or compiled code.
 - To perform compilation process, must be required, 'C' prog. language related IDE's only
 - 3) Linking is a process of combining all obj files of current project along with standard lib or obj files to construct an executable file
 - To construct an ex
 - When the linking process is successful then automatically executable file is generated with .exe extension
 - 4) Loading is a process of carrying the application file from secondary storage area to primary memory.
 - Editing, Compiling and Linking is under control of IDE and loading is under control of OS
- When we are working with any C application, it creates 5 types of files i.e
- | | | |
|----|------|------|
| .c | .Bak | .exe |
| .I | .obj | — |
- .c, .I, and .Bak contains user readable format data i.e source format
Generally .I file contains extended source code which is constructed after pre-processing.
 - .obj file contains compiled code which can be understandable to system only.

MACRO SUBSTITUTION (#define)

- When we are working with #define at the time of pre-processing where an identifier is occurred, which is replaced with replacement text.
- Replacement text can be constructed using single or multiple tokens
- A Token can be keyword, operator, separator, constant or any other identifier

Syntax: `#define identifier replacement text`

- Acc. to syntax, atleast single space must be required between #define, identifier and identifier, replacement text.
- When we are working with #define, it can be placed anywhere in the program but recommended to place on top of the program before defining first function.
- By using #define, we can create symbolic constants which decreases the burden on programmer when we are working with array.

DESIGNING A C PROGRAM WITH DOS COMMANDS

- For editing the program, we required to use edit command
edit is a internal command which is available along with OS.

Syntax: `edit filename.c`

Ex: `D:\C1100AM>edit p1.C`

Code in p1.C

```
# define A 35
void main()
{
    int X;
    X=A;
    printf ("%d %d", X, A);
}
// Save p1.C (File → save)
// Close p1.C (File → exit)
```

- To perform the preprocessing we required to use cpp command.
cpp is a command which is available in C:\TC\BIN directory

NOTE: Preprocessing is a automated program which will be executed automatically before passing the source code to compiler.

→ If we required to create .i file explicitly then mandatory to perform.

Code in p1.i

```
p1.c 1:  
p1.c 2: void main()  
p1.c 3: {  
p1.c 4: int x;  
p1.c 5: x=15;  
p1.c 6: printf ("%d %d", x, 15);  
p1.c 7: }  
p1.c 8: }
```

→ As per above observation, at the time of preprocessing where an identifier A is occurred, it is replaced with replacement text.

→ No any preprocessor related directives can be understandable to compiler, that's why all preprocessor related directives are removed from source code.

► .i file is called extended source code which is having actual source code which is passing to compiler.

► For compilation & linking process, we are required to use TCC command.

► TCC is a external command which is available in C:\tcc\Bin directory.

Syntax: TCC filename.c

ex: D:\C1100AM>TCC p1.c

► When we are working with TCC command compilation & linking both will be performed at a time.

► If compilation is success then we will get obj file, if linking is success then we will get .exe file.

► For loading or execution of program, we required to use application name or program name.exe

Syntax:

ex: D:\C1100AM>p1.exe

O/P: 15 15

ex: D:\C1100AM>p1

```
# define size 120
void main()
{
    int x;
    x = ++size;
    printf ("x=%d", x);
}
```

O/P: Error L value req.

- By using #define we can create symbolic constant value which is not possible to change at the time of execution.

```
# define A 2+3
# define B 4+5
void main()
{
    int c;
    C = A * B;
    printf ("C=%d", c);
}
```

O/P: C = 19

$$\begin{aligned} C &= A * B \\ &= 2+3 * 4+5 \\ &= 2+12+5 \\ &= 19 \end{aligned}$$

$$\begin{aligned} C &= (A) * (B), \\ &= (2+3) * (4+5); \\ &= 5 * 9 \\ &= 45 \end{aligned}$$

- When we are creating the replacement text with multiple tokens then recommended to place replacement text in Parameters(c)

```
# define A (2+3)
# define B (4+5)
```

$$\begin{aligned} C &= A * B \\ &= (2+3) * (4+5) \\ &= 5 * 9 \\ C &= 45 \end{aligned}$$

2) MACRO :-

- Simplified function is called macro
- When the function body contains 1 or 2 statements then it is called simplified function.
- When the simplified functions are occurred always recommended to go for macro

Advantages :-

- When we are working with macros, code substitution will happen in place of bouncing process

Drawbacks :-

- No any syntactical problems can be considered at the time of pre-processing.
- Macros required to construct in single line only.
- No any type checking process is occurred, when we are working with macros (parameter checking process)
- No any control flow statements are allowed.

```
Prog1 int sum(int x, int y)
{
    return (x+y);
}
void main()
{
    int s;
    s = sum(10,20);
    printf ("sum value is %d", s);
}
sum value is : 30
```

- 1) Parameters \rightarrow 4B
- 2) Arguments \rightarrow 4B
- 3) return value \rightarrow 2B
- 4) func address $\rightarrow \frac{2B}{4B}$
 $12B/14B$

By using macros

```
#define sum(x,y) x+y
void main()
{
    int s;
    s = sum(10,20);
    printf ("sum value is %d", s);
}
```

define sum(x,y) x+y
 S = sum(10,20);
 S = 10 + 20;
 Here
 memory
 0B.

In previous program at the time of preprocessing when we are calling sum macro, automatically it is replaced with replacement text

Prog2. int max(int x, int y)

```
{ if (x>y)
```

```
    return x;
```

```
else
```

Using macro

```
# define max(x,y) x>y ? x:y
```

```
void main()
{
    int m;
    m = max (10,20);
    printf (" Max value is : %d", m);
}
```

O/P: Max value is : 20

Prog 3.

```
# define SQR(a) a*a
void main()
{
    int i, j;
    i = SQR(2);
    j = SQR(2+3);
    printf (" i=%d j=%d ", i, j);
}
```

O/P: i=4 j=11

$$\begin{aligned}
 i &= SQR(2); & j &= SQR(2+3); \\
 &= 2 * 2; & &= 2 * 2; \\
 &= 2 * 2; & &= 2 + 3 * 2 + 3; \\
 &= 4 & &= 2 + 6 + 3; \\
 & & &= 11
 \end{aligned}$$

```
# define SQR(a) (a)*(a)
```

$$\begin{aligned}
 i &= SQR(2); & j &= SQR(2+3); \\
 &= (2)*(2); & &= (2)*(2); \\
 &= (2)*(2); & &= (2+3)*(2+3); \\
 &= 4 & &= 5 * 5; \\
 & & &= 25
 \end{aligned}$$

Prog 4:

```
# define CUBE (a) (a)*(a)*(a)
```

```
void main()
{
    int i, j;
    i = CUBE(2);
    j = CUBE(2+3);
    printf (" i=%d j=%d ", i, j);
}
```

O/P: i=8 j=125

$$\begin{aligned}
 i &= CUBE(2); & j &= CUBE(2+3); \\
 &= (2)*(2)*(2); & &= (2)*(2)*(2); \\
 &= (2)*(2)*(2); & &= (2+3)*(2+3)*(2+3); \\
 &= 8 & &= 5 * 5 * 5; \\
 & & &= 125
 \end{aligned}$$

Prog 5: NESTED MACRO

```
# define SQR(a) (a)*(a)
# define CUBE(a) SQR(a)*(a)
```

```
void main()
```

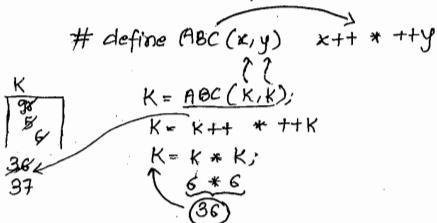
O/P: i = 125

i = CUBE (2+3):

Prog 6:

```
#define ABC(x,y) x++ * ++y
void main()
{
    int K;
    K = 5;
    K = ABC(K,K);
    printf("K = %d ", K);
}
```

O/P: [K = 37]



2) FILE INCLUSION PRE PROCESSOR (# include)

- By using this preprocessor we can include a file in another file. Generally by using this preprocessor, we are including Headerfiles.
- A Headerfile is a sourcefile which contains forward declaration of predefined functions, global variables, constant values, predefined datatypes, predefined structures, predefined macros, inline functions.
- .h file doesn't provide any implementation part of predefined functions, it provides only forward declaration (Prototype).
- A 'c' program is a combination of predefined and userdefined functions.
- .c file contains implementation part of user defined functions and calling statement of predefined functions.
- If the function is userdefined or predefined, logic part must be required.
- project related .obj files provides implementation of user defined functions, .lib files provides implementation part of pre-defined functions which is loaded at the time of linking.
- As per function approach, when we are calling a function which is defined later for avoiding the compilation error, we are required to go for forward declaration i.e prototype is required.
- If the function is user-defined, we can provide forward declaration explicitly but if it is pre-defined funcⁿ, we required to use header-file.
- In 'c' programming language, .h files provides prototype of predefined

- h file doesn't pass for compilation process but .h file code is compiled.
When we are including any header file at the time of pre-processing, that header file code will be substituted into current source code and along with current source code header file code also compile.

Syntax : `#include <filename.h>`
 or
`#include "filename.h"`

using angular body
syntax
double quotation
syntax

- `#include <filename.h>` when we are including headerfile.
 → By using this syntax, then it will loaded from default directory i.e C:\TC1 INCLUDE.
- Generally by using this syntax we are including pre-defined header files.
- When we are including user-defined header files by using this syntax then we need to place user-defined header file in predefined header directory i.e C:\TC1 INCLUDE.
- `#include "filename.h"`
 → By using this syntax, when we are including header, then it is loaded from current working directory.
- Generally by using this syntax we are including user-defined header files.
- By using this syntax, when we are including pre-defined header files then first it will search in current project directory, if it is not available then loaded from default directory so it is time-taking process.

```
#include <stdio.h>
#include <conio.h>  console related
#include <stdlib.h>
#include <stdarg.h>
#include <ctype.h>
#include <limits.h>
#include <math.h>
#include <string.h>
#include <dos.h>
#include <dir.h>
#include <graphic.h>
#include <process.h>
```

- If condition is true code is pass for compilation
- If condition is false corresponding code is removed from source.

→ The basic advantage of this preprocessor is reducing .exe file size because when source code is reduced then automatically object code is reduced, so .exe file size also will be reduced.

`void main()`

```
{
    printf("A");
    #if 5 < 8 != 1
        printf("NIT");
        printf("C");
    #endif
    printf("B");
}
```

O/P: AB

→ In this program, when the code is passing for preprocessing, condition becomes false.

→ That's why corresponding block of the code is removed from source at the time of pre-processing

* `void main()`

```
{
    printf("NIT");
    #if 2 > 5 != 2 < 5
        printf("A");
        printf("B");
    #else
        printf("C");
        printf("D");
    #endif
    printf("Welcome");
}
```

O/P: NITAB Welcome

* `void main()`

```
{
    printf("Hello");
    #if 2 > 5 != 0      not valid
        printf("A");
        printf("B");
    #elif 5 < 8           valid
        printf("NIT");
        printf("C");
    #else
        printf("Hi");
        printf("Bye");
    #endif
}
```

O/P: HelloNITC

- `#ifdef` and `#ifndef` are called MACRO TESTING CONDITIONAL COMPILATION PREPROCESSOR
- When we are working with this pre-processor, depends on the condition only, code will pass for compilation process (depends on macro status).
- By using this preprocessor, we can avoid multiple substitution of header file code.

- In previous prog. if NIT macro is not defined then corresponding block of the code is not passing for compilation process.
- In Previous prog., NIT is called null macro because it doesn't having any replacement text.

```
#ifndef TEST
void main()
{
    printf("NIT");
    #ifndef TEST
        printf("A");
        printf("B");
    #endif
    printf("Hello");
}
```

O/P: NITHello

undef :-

- By using this preprocessor, we can close the scope of an existing macro.
- Generally this macro is required, when we are redefining an existing macro.
- After closing the scope of a macro, it is not possible to access until it is redefined.

```
#define A 11
void main()
{
    printf("%d", A); // 11
}
Error { // A = 22 Here A is constant, it is already replaced with 11
        // #define A22 Here A is already defined with 11, we cannot do this
        #undef A first undef, then def.
```

```
#define A22
printf("%d", A); // 22
```

```
#undef A
#define A 33
printf("%d", A); // 33
```

```
#Undef A
printf("%d", A); // Error
```

#pragma

- It is a compiler dependent preprocessor i.e all the compilers doesn't support this preprocessor.
- A preprocessor directive that is not specified by ISO Standard.
- Pragmas offers control actions of the compiler and Linker.
- #pragma is a miscellaneous directive which is used to turn on or off certain features.
- It varies from compiler to compiler if the compiler is not recognized then it ignores it.
- #pragma startup and #pragma exit used to specify which function should be called upon startup (before main()) or program exit (just before program terminates)
- startup and exit functions should not receive or return any values.

• #pragma warn used to suppress (ignore) specific warning msg from compiler.

→ #pragma warn -rvl

return value warnings

→ #pragma warn -par

parameter not used warnings

→ #pragma warn -rch

unreachable code warnings

Prog-1: #pragma warn -rvl

 #pragma warn -par

 # pragma warn -rch

 int abc (int a)

 { print ("Hello abc");

 }

 void main()

 { abc (10);

 return;

 getch();

}

O/p: Hello abc

→ When this code is passed for compilation then we are not getting any return value, parameter never used and unreachable code warning messages.

Prog-2: #pr

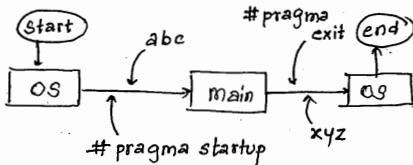
void abc (void)

void xyz (void)

```

void xyz()
{
    printf ("Hello xyz");
}
void main()
{
    printf ("Hello main");
}

```



- In previous program, abc function is loaded first before loading the main function and xyz function is loaded after loading main function.
- Between startup and exit automatically main function is executed.
- In implementation when we are having more than 1 startup and exit function then according to the Priority, we can execute these functions.
 - In #pragma startup, function which is having highest priority, it will be executed first and which is having least priority, it will be executed at last before main()
 - In #pragma startup, when equal priority occurred, then last specified func will be executed first.
 - In #pragma exit, function which is having highest priority, it will be executed in end and which is having least priority, it will be executed first after main() only.
 - In #pragma exit, when equal priority occurred, then last specified func will be executed first.

```

void abc()
{
    printf ("from abc");
}
void xyz()
{
    printf ("from xyz");
}
void close()
{
    printf ("from close\n");
}
void end()
{
    printf ("from end\n");
}

```

O/P:

from xyz
from abc
from main
from end
from close

pragma startup abc

#error

- By using this preprocessor, we can create user defined error messages at the time of compilation.

```
#define NIT
void main()
{
    #ifndef NIT
        #error NIT MACRO NEED TO BE DEFINE
    #endif
    #if def NIT
        printf ("Welcome");
        printf ("NIT");
    #endif
}
```

O/P: WelcomeNIT

In previous program, if NIT MACRO is not defined, it gives the error at the time of compiling.

#line

- By using this preprocessor, we can create user defined line sequences in intermediate file i.e. .I

```
#void main()
{
    printf ("A");
    #if 5 > 2 != 1
        printf ("NIT");
        printf ("B");
    #endif
    #line 4
    printf ("Welcome");
    printf ("C");
}
```

O/P: AWelcomeC

When the previous code is preprocessing, line sequence is reset to 4

11/1/2015

ARRAYS

- An array is a derived data type in 'C' which is constructed from fundamental data type of 'C' Prog. Language.
- An array is a collection of similar types of data elements in a single entity.
- In implementation when we require 'n' no. of values of same data type, then recommended to create an array.
- When we are working with arrays always static memory allocation will happen i.e. compile time memory management.
- When we are working with arrays always memory is constructed in continuous memory location that's why possible to access the data randomly.
- When we are working with arrays all values will share same name with unique identification value called 'index'.
- Always array index must be required to start with '0' & ends with (size-1).
- When we are working with arrays we required to use array Subscript Operator i.e. [].
- Always array subscript operator require 1 argument of type ~~unsigned~~ integer constant, whose value is always ' > 0 ' only.

Syntax Data type arr [size];

Properties of 1D Array

Size → no. of elements, size of → no. of bytes

1: `int arr[5];`

Size → 5

size of (arr) → 10B ($5 * 2 = 10B$)

2: `int arr[4];`

size → 4

- 3. `int arr[]; error`
- 4. `int arr [0]; error`
- 5. `int arr [-5]; error`
- In declaration of array size must be required to specify or else it gives an error i.e. size is unknown.
- In declaration of array size must be unsigned integer constant, whose value is ' > 0 ' only.
- 6. `int arr [5] = { 20, 10, 30, 40, 50 };`
 $20 \rightarrow \text{arr}[0]$
 $10 \rightarrow \text{arr}[1]$
 $30 \rightarrow \text{arr}[2]$
 $40 \rightarrow \text{arr}[3]$
 $50 \rightarrow \text{arr}[4]$
- 7. `int arr[5] = { 10, 20, 30 }`
 $\text{arr}[0] \rightarrow 10$
 $\text{arr}[1] \rightarrow 20$
 $\text{arr}[2] \rightarrow 30$
 $\text{arr}[3] \rightarrow 0$
 $\text{arr}[4] \rightarrow 0$
- In initialisation of array, if specified no. of elements are not initialised, the remaining all elements are automatically initialised with zero.
- 8. `int arr [2] = { 10, 20, 30, 40, 50 }; error`
 In initialization of array we can't initially more than size of array elements, if we are initializing then it gives an error i.e. too many initializations.
- 9. `int arr [] = { 10, 20, 30, 40, 50 }; yes valid`
 Size $\rightarrow 5$
 Size of (arr) $\rightarrow 10\text{ B}$
- In initialisation of array specifying the size is optional, in this case how many elements are initialized that many variables are

```
printf ("%d %d", arr[1], arr[3]);
```

O/P: gr → In declaration of the array by default all elements are having garbage values only bcz, by default it is autotype.

11. static int arr[5];

arr[0] = 10;

arr[1]

arr[2]

O/P: 0 0

```
printf ("%d %d", arr[3], arr[4]);
```

12. int arr[2]

arr[0] = 10;

arr[1] Valid

arr[2] = 30;

```
printf ("%d %d %d", arr[0], arr[1], arr[2]);
```

In C & CPP there is no any upper boundary checking process occurs, so when we are crossing the limit then depending upon OS, security level anything can happen (segmentation fault).

13. float arr[5.0]; (error)

14. float arr[5];

size → 5

sizeof(arr) → $5 \times 4 = 20\text{B}$.

→ On DOS based Compiler at compile time we can create maximum of 64 KB data ie 65536B but in previous syntax we require 80,000B

15) long int arr[20000]; Error

$20000 \times 4 \geq 80,000\text{B}$

17) char arr[4000] Valid

18) int size = 10;
int arr[size], error

19) Const int size = 10
int arr[size]; (error)

20) #define size 10
int arr[size]; (Valid)

→ Declaration of array size can't be variable or constant

- 21) int arr [2+3]; Yes, valid
 int arr [5];
- 22) int arr [2>5]; error //int arr [0];

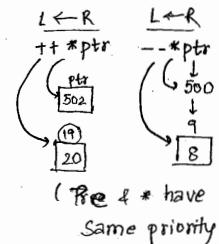
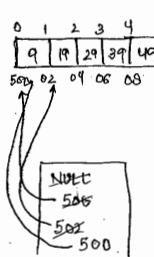
```
# include <stdio.h>
# include <conio.h>
# include <stdlib.h>

int main()
{
  int arr[5] = {9, 19, 29, 39, 49};
  int near *ptr = (int near *) NULL; // will take 2B
  (equal priority for binary → )
  ptr = &arr[0];
  ++ptr;
  ++ptr;
  --ptr;
  -*ptr;
}
```

```
printf ("%d %d", arr[0], arr[1]);
getch();
return EXIT_SUCCESS;
```

```
}
```

O/P: 8 20



(Pre & * have
Same priority)

- * indirection operator & pre-operator both are having equal priority.
- * When equal is occurred, for unary operator it should be required to evaluate from Right to left only.
- * Arithmetic operation of the pointers always data type dependent only.

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

```
int main (void)
{
  int arr [5] = {5, 15, 25, 35, 45};
```

```
  int *ptr = (int *) NULL; // ptr will take 4B (32 bit compiler)
```

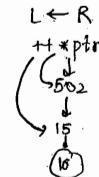
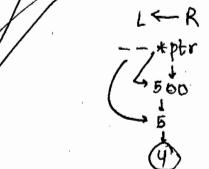
```

    ++ptr;
    ++*ptr;
    printf ("%d %d", arr[0], arr[1]);
    getch();
    return 0;
}

```

O/P: 4 16

0	1	2	3	4
5	15	25	35	45



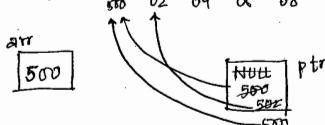
```

#include <stdio.h>
#include <conio.h>
int main()
{
    int arr[] = {1, 11, 21, 31, 41};
    int *ptr = NULL;
    ptr = arr; // &arr[0]
    ++ptr;
    --*ptr;
    --ptr;
    ++*ptr;
    pf ("%d %d %d", arr[0], arr[1], arr[2]);
    getch();
    return 0;
}

```

O/P: 2 10 21

0	1	2	3	4
1	1	21	31	41



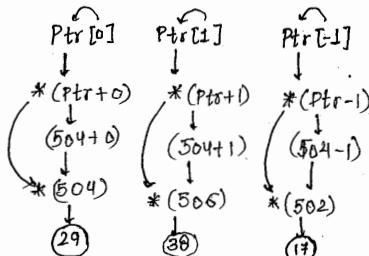
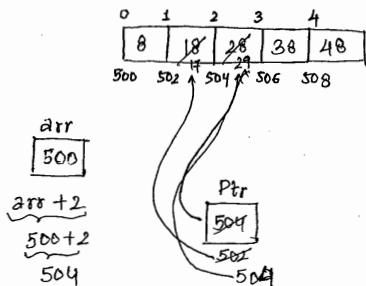
⇒ An array is an implicit pointer in C language which always maintain base address of an array.

```

#include <stdio.h>
#include <conio.h>
int main()
{
    int arr [] = {8, 18, 28, 38, 48};
    int *ptr = arr + 2;
    --ptr;
    --*ptr;
    ++ptr;
    ++*ptr;
    printf ("%d %d %d", ptr[0], ptr[1], ptr[-1]);
    getch();
    return 0;
}

```

O/P:- 29 28 17



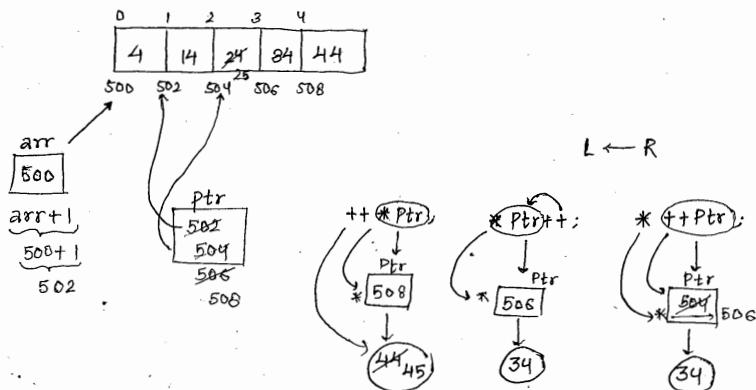
On pointer variable when we are applying subscript operator then index value will map with current value of the pointer, later it will access corresponding value.

```

#include <stdio.h>
#include <conio.h>
void main()
{
    int arr [5] = {4, 14, 24, 34, 44};
    int *ptr = arr + 1; // &arr[1]
}

```

O/P:- 45 34 34



Pointer Arithmetic Syntax :-

1. `++ptr;`
 2. `ptr++;`
 3. `--ptr;`
 4. `ptr--;`
1. `++*ptr;` (Pre incrementation of object)
 2. `(*ptr)++;` (Post incrementation of object)
 3. `--*ptr;` (Pre decrementation of object)
 4. `(*ptr)--;` (Post decrementation of object)

1. `*++ptr;` (Pre incrementation of pointer & accessing the object)
2. `*ptr++;` (Accessing the object & Post incrementation of pointer)
3. `*--ptr;` [Predecrementation of pointer & accessing the object]
4. `*ptr--;` [Accessing the object & post decrementation of pointer]

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

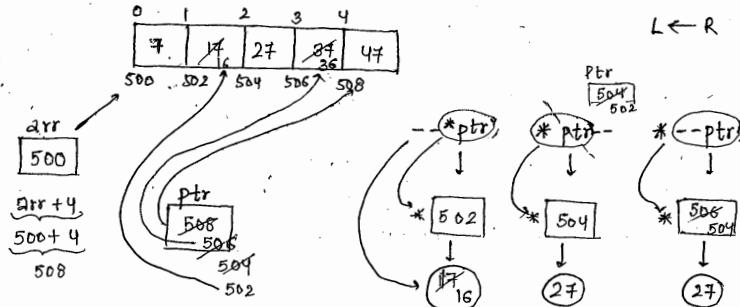
int main (void)
```

```

--*ptr;
printf("%d %d %d", --*ptr, *ptr--, *--ptr);
getch();
return EXIT_SUCCESS;
}

```

O/P :- 16 27 27

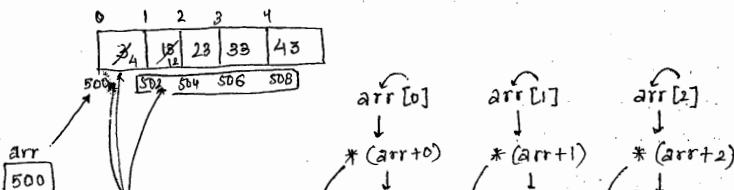


```

#include <stdio.h>
#include <conio.h>
int main()
{
    int arr[5] = {3, 12, 23, 33, 43};
    int *ptr = arr;
    ++ptr;
    --*ptr;
    --ptr;
    ++*ptr;
    printf("%d %d %d", arr[0], arr[1], arr[2]);
    getch();
    return 0;
}

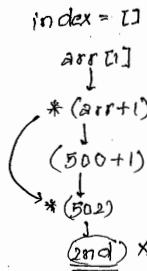
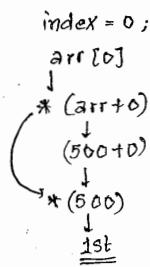
```

O/P: 4 12 23



- When we are working with arrays all element information doesn't maintain by program i.e compiler
- When we are working with arrays, compiler will maintain only 1 element information that is called base address and remaining all elements are
 - Acc. to index mapping mechanism, every element index value will map with base address of array to access corresponding element [Pointer Arithmetic Operation]

NOTE: Always Array index must be started with only 0, because according to mapping mechanism of index value is started from 1 then we can't access first element.

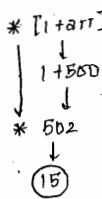
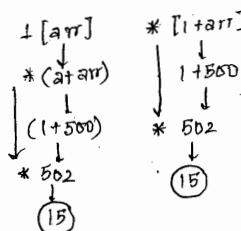


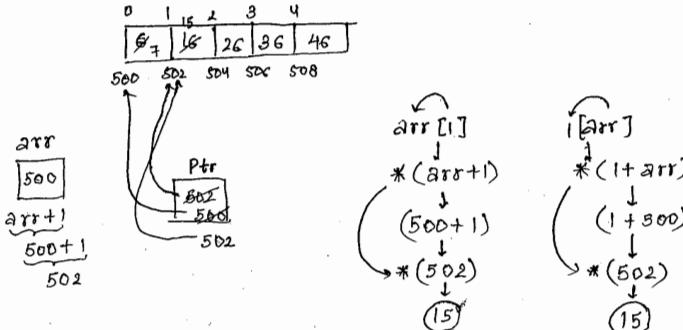
```

  #include <stdio.h>
  #include <conio.h>

  int main()
  {
    int arr[] = {5, 15, 25, 35, 45};
    int *ptr = arr + 1;
    --ptr;
    ++*ptr;
    ++ptr;
    --*ptr;
    printf("%d %d %d %d", arr[0], *(arr+1), *ptr, *(arr+5));
  }
  
```

The code defines an array `arr` with elements 5, 15, 25, 35, 45. A pointer `ptr` is initialized to `arr + 1`, pointing to the second element. The code then performs pointer arithmetic: `--ptr` (pointing to 15), `++*ptr` (pointing to 25), `++ptr` (pointing to 35), and `--*ptr` (pointing to 25). Finally, it prints the values at indices 0, 1, `*ptr`, and 5.





```

#include <stdio.h>
#include <conio.h>
int main()
{
    int arr[] = {12, 12, 22, 32, 42};
    ++arr; // arr = arr + 1;
    +*arr;
    --arr; // arr = arr - 1;
    -*arr;
    printf ("%d %d", arr[0], arr[1]);
    getch();
    return 0;
}
  
```

O/P: Error L value required

→ An array is an implicit constant pointer which always maintains base address and doesn't allow to modify it.

14th July 15

```

#include <stdio.h>
#include <conio.h>
void abc (int a)
{
    +a;
    printf ("%d", a);
}
int main()
  
```

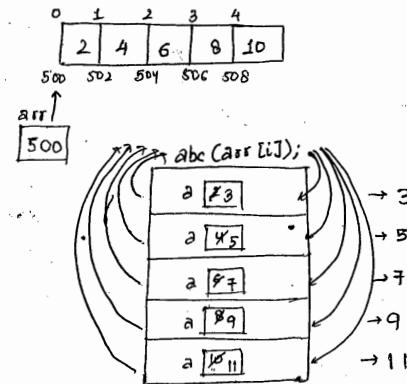
```

for(i=0; i<5; i++)
    abc(arr[i]);
printf ("\\n Arr Data List: ");
for(i=0; i<5; i++)
    printf ("%d", arr[i]);
getch();
return 0;
}

```

O/P:

Data in abc: 8 5 7 9 11
Arr Data List: 2 4 6 8 10



- In the above program, array elements are passing by using call by value mechanism that's why no modification of abc() function is passing back to main().
- In implementation when we are expecting the modifications then it is required to go call by address mechanism.

```

#include <stdio.h>
#include <conio.h>
#include <math.h>

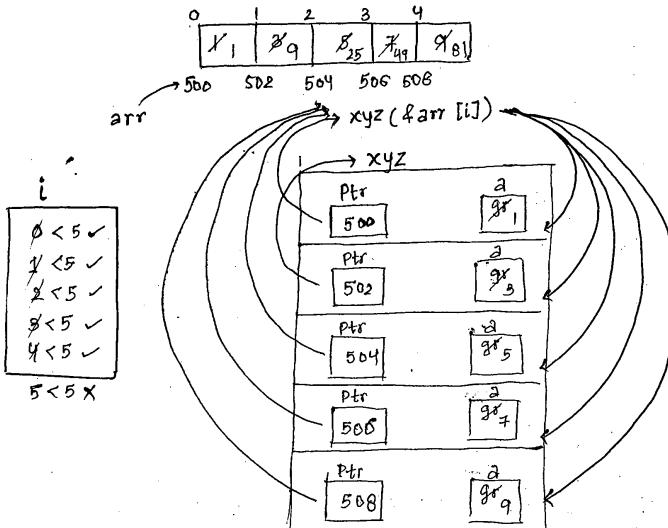
void xyz(int *ptr)
{
    int a;
    a = *ptr;
    *ptr = (int)pow(a,2);
    printf ("%d", *ptr);
}

int main()
{
    int arr[5] = {1,3,5,7,9};
    int i; clrscr();
    printf ("\\n Data in xyz : ");
    for (i=0; i<5; i++)
        xyz(&arr[i]);
}

```

O/P:

Data in xyz : 1 9 25 49 81
Arr Data List : 1 9 25 49 81



- In previous program, array elements are passing by using Call by address mechanism that's why all the modifications of xyz() function is passing back to main function.

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

```
# include <conio.h>
```

```
void abc(int *ptr)
```

```
{
    ++*ptr;
    if (*ptr <= 4)
        abc(ptr + 1);
    ++*ptr;
}
```

```
int main()
```

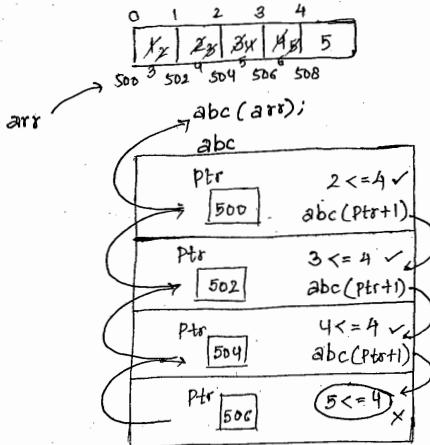
```
{
    int arr[5] = {1, 2, 3, 4, 5};
}
```

```
    int i;
```

```
    clrscr();
```

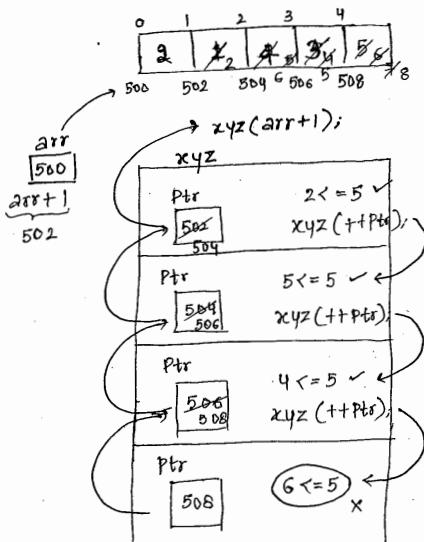
```
    abc(arr);
```

O/P: Arr data list : 3 4 5 6 5



Since it is a recursion
when condition becomes
false then second *ptr
line is executed for
each rollback & thus
each index value is
changed once again.

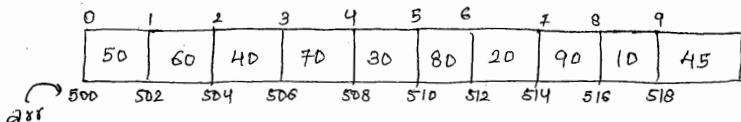
```
#include <stdio.h>
#include <conio.h>
void xyz(int* ptr)
{
    ++*ptr;
    if (*ptr <= 5)
        xyz(++ptr);
    ++*ptr;
}
int main()
{
    int arr[5] = {2, 1, 4, 3, 5};
    int i;
    clrscr();
    xyz(arr+1);
    printf ("\n Arr Data list:");
    for (i=0; i<5; i++)
        printf (" %d ", arr[i]);
    getch();
    return 0;
}
```



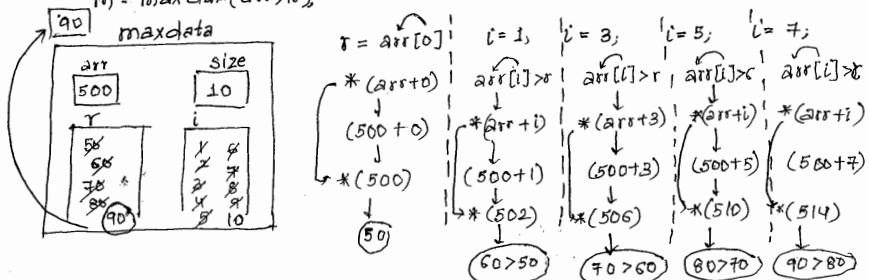
- It is not possible to pass complete array as a argument to the function. In implementation, when we required to pass complete array as a argument to the function but complete array we can access from outside of the function.
- In implementation when we required to access complete array from outside of the function then we required to pass base address of the array alongwith size.
- If we know the base address then along with the indexes, complete array we can access from outside of the function.
- In parameter location it is not possible to create an array.
- If array syntax is available, then it creates POINTER only.
- In parameter location, if [int arr[]] syntax is available then it creates a POINTER & it is indicating that holds 1D array address.

To find max no. from the data.

```
# include <stdio.h>
# include <conio.h>
int maxdata (int arr[], int size)
{
    int i, r;
    r = arr[0]; // r = *(arr+0);
    for(i=1; i<size; i++)
    {
        if (arr[i]>r)
            r = arr[i];
    }
    return r;
}
int main()
{
    int arr[10];
    int i, m;
    clrscr();
    cout<<"Enter 10 values:"<<endl;
    for(i=0; i<10; i++)
        cin>>arr[i];
    m = maxdata(arr, 10);
}
```



$m = \text{max data}(\text{arr}, 10);$



15 July - 15

```
#include <stdio.h>
#include <conio.h>
#define size 10
int main()
{
    int arr[size];
    int mindata (int *); // declaration
    int i, m;
    clrscr();
    printf (" Enter %d values: ", size);
    for (i=0; i<size; i++)
        scanf ("%d", &arr[i]);
    m = mindata (arr); // int mindata (int arr[])
    printf (" Min data of list : %d", m);
    getch();
    return 0;
}
int mindata (int *ptr) // int mindata (int arr[])
{
    int x, i;
```

O/P: Enter 10 values : 50 60 70 40 30
80 20 80 10 45
Min data of list : 10

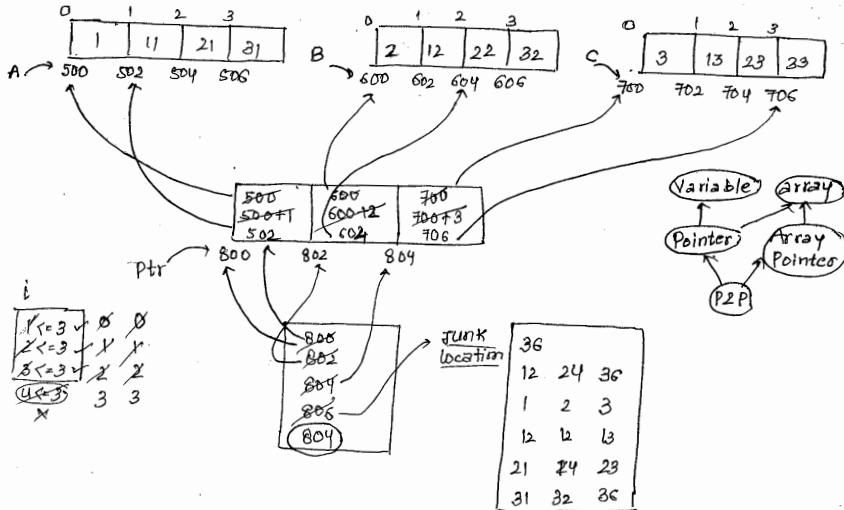
```

→ #include <stdio.h>
# include <conio.h>
int main()
{
    int A [] = { 1, 11, 21, 31 };
    int B [] = { 2, 12, 22, 32 };
    int C [] = { 3, 13, 23, 33 };
    int *ptr[3]; // Array Pointer
    int **pptr; // Pointer to pointer
    int i;
    clrscr();
    ptr[0] = A; // &A[0]
    ptr[1] = B; // &B[0]
    ptr[2] = C; // &C[0]
    pptr = ptr; // &ptr[0]
    for (i=1; i<=3; i++)
    {
        *pptr = i;
        **pptr = i;
        ++ptr;
    }
    --pptr;
    printf ("\n %d %d %d", **pptr);
    for (i=0; i< size; i++)
        printf ("%d", *ptr[i]);
    printf ("\n %d %d %d", A[i], B[i], C[i]);
    getch();
    return 0;
}

```

O/P :-

36
12
24
36
2
3
12
12
13
21
24
23
21
32
36



- Collection of similar types of pointer in a single variable is called array pointer.
- When we required n no. of pointer variables of same data type then go for array pointer.
- Array pointer name always gives base address of array pointer.
- By using pointer to pointer variable, we can maintain pointer address / array pointer address.

SORTING

- It is a procedure of arranging the elements in a particular order i.e. ascending or descending order
- In 'C' prog. lang., we are having 8 types
 - 1) Bubble sort
 - 2) Selection sort
 - 3) Insertion sort
 - 4) Merge sort
 - 5) Quick sort

1) BUBBLE SORT :-

- When we are working with Bubble sort, adjacent elements are compared until last element will fix i.e max value of the list.
- When we are working with Bubble sort, if n no. of unsorted elements are available then n-1 comparison will take place.
- When we are working with Bubble sort, elements are arranged from max. to min i.e descending order but final result is as ascending order only.

2) SELECTION SORT :-

- When we are working with selection sort, sequential comparison will take place until first value is fixed, i.e min. value of the list.
- If n no. of unsorted elements are available then n no. of elements are available (n-1) comparison will take place.
- In this sort, elements are arranged in ascending order & final result also ascending order.

```
# include <stdio.h>
# include <conio.h>
# define size 10
int main()
{
    int arr[size];
    int t, i, j;
    clrscr();
    printf(" Enter %d values : ", size);
    for (i=0; i<size; i++)
        scanf("%d", &arr[i]);
    for (i=1; i<size; i++)
    {
        for (j=0; j<size; j++)
        {
            t = arr[j];
            arr[j] = arr[j+1];
            arr[j+1] = t;
        }
    }
}
```

```

for (i=0; i<size; i++)
    printf ("%d", arr[i])
getch();
return 0;

```

0	1	2	3	4	5	6	7	8	9
50	80	40	70	30	80	20	90	10	45
40	45	60	20	70	20	80	10	90	90
30	50	30	60	20	30	10	80	45	80
20	30	50	20	60	10	70	45	80	70
10	40	20	50	10	60	45	70	80	60
20	40	10	50	45	60	50	45	50	50
30	10	40	45	50	50	45	50	50	50
10	20	30	40	50	60	70	80	90	100
20	30	40	50	60	70	80	90	100	100

arr

size
10

i
X
Z
B
A
G

j
X
Z
B
A
G
F
E
D
C

```

#include <stdio.h>
#include <conio.h>
#define size 10
int main()
{
    int arr[size]
    int sum=0, i;
    float avg;
    clrscr();
    printf ("Enter %d values : ", size);
    for (i=0; i<size; i++)
        scanf ("%d", &arr[i]);
    for (i=0; i<size; i++)
        sum += arr[i];
    avg = (float)sum / size;
}

```

O/P:- Enter 10 values:
 10 20 30 40 50 60 70 80 90 105
 Sum of list : 555
 Avg of list : 55.50

0	1	2	3	4	5	6	7	8	9
10	20	30	40	50	60	70	80	90	105

sum

0+10	150+60
1+20	210+70
30+30	280+80
50+40	860+90
100+50	450+105

555

i

0 < 1 ✓
 1 < 2 ✓
 2 < 3 ✓
 3 < 4 ✓
 4 < 5 ✓
 5 < 6 ✓
 6 < 7 ✓
 7 < 8 ✓
 8 < 9 ✓
 9 < 9 ✗

Size

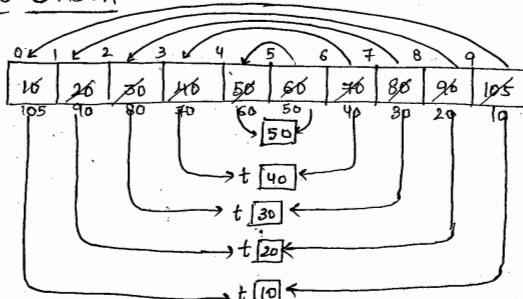
10

Avg

55.50

Value so move outside
of the loop.

REVERSE ORDER



Size

10

i

size - i - 1

0 ← → 9
 1 ← → 8
 2 ← → 7
 3 ← → 6
 4 ← → 5

```

#include <stdio.h>
#include <conio.h>
#define size 10
int main()
{
  int arr [size]
  int i, t;
  clrscr();
  printf ("Enter %d values:", size);
  for (i=0; i<size; i++)
    scanf ("%d", &arr[i]);
  for (i=n-1; i>=0; i--)
    {
      t = arr[i];
      arr[i] = arr[n-i];
      arr[n-i] = t;
    }
  for (i=0; i<size; i++)
    printf ("%d ", arr[i]);
}
  
```

```

printf("\n Reverse arr data list : ");
for (i=0; i<size; i++)
    printf("%d", arr[i]);
getch();
return 0;
}

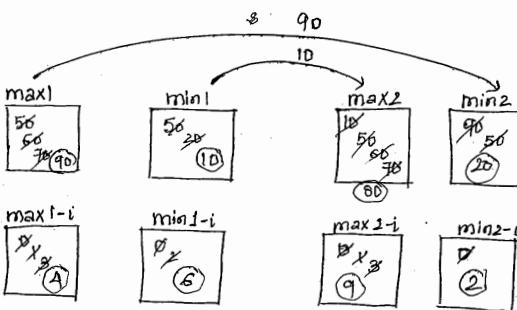
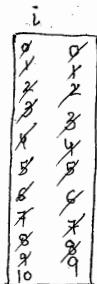
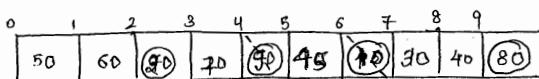
/*
for (i=0; i<size/2; i++)
{
    arr[i] = arr[i] + arr[size-i-1]; // a = a+b;
    arr[size-i-1] = arr[i] - arr[size-i-1]; // b = a-b;
    arr[i] = arr[0] - arr[size-i-1]; // a = a-b;
}
*/

```

O/P:

Enter 10 values : 10 20 30 40 50 60 70 80 90 105
 Reverse arr data list : 105 90 80 70 60 50 40 30 20 10

Program



For max2, eliminate 90 we should not compare it because it is already value of max1

Same for min2, eliminate 10

```

#include <stdio.h>
#include <conio.h>
#define size 10
int main()
{
    int arr[size];
    int max1, min1, max2, min2;
    int max1_i, min1_i;
    int max2_i, min2_i;
    int i;
    clrscr();
    printf("Enter %d values : ", size);
    for(i=0; i<size; i++)
        scanf("%d", &arr[i]);
    max1 = min1 = arr[0];
    max1_i = min1_i = 0;
    for(i=1; i<size; i++)
    {
        if(arr[i] > max1)
        {
            max1 = arr[i];
            max1_i = i;
        }
        if(arr[i] < min1)
        {
            min1 = arr[i];
            min1_i = i;
        }
    }
    max2 = min1;
    min2 = max1;
    for(i=0; i<size; i++)
    {
        if(arr[i] > max2 && arr[i] != max1)
        {
            max2 = arr[i];
            max2_i = i;
        }
    }
}

```

O/P:-

Enter 10 values :	50	60	20	40	90	45	10	30	40	80
max1:	90	index: 4								
min1:	10	index: 6								
max2:	80	index: 9								
min2:	20	index: 2								

```

    }

    printf("\nMax1: %d Index: %d", max1, max1-i);
    printf("\nMin1: %d Index: %d", min1, min1-i);
    printf("\nMax2: %d Index: %d", max2, max2-i);
    printf("\nMin2: %d Index: %d", min2, min2-i);

    getch();
    return 0;
}

```

Two-dimensional Array

- In 2-d array, elements are arranged in rows, column format.
- When we are working with 2-d array, we required to use 2 subscript operators which indicates row size, column size
- The main m/m of 2d array is rows and elements are available in columns.
- On 2d array, when we are applying one subscript operator then it gives row name, row name always provides corresponding row address.
- From 2d array, when we required to access the element then 2 subscript operators required to use
- arr always provides main m/m, arr+1 will provides next memory of array

Syntax : Datatype arr [RSIZE][CSIZE]

Properties of 2D Array.

1. int arr [3][4]

size --> 3*4
 sizeof(arr) --> 24B
2. int arr [3][3]

size --> 3*3
 sizeof(arr) --> 18B ($3*3 = 9 * 2B = 18B$)
 3 rows
 each row 3 columns
 9 int variables

6. `int arr [2][3] = {10, 20, 30, 40, 50, 60};`

`10 --> arr[0][0]`

`40 --> arr[1][0]`

`20 --> arr [0][1]`

`50 --> arr[1][1]`

`30 --> arr [0][2]`

`60 --> arr[1][2]`

7. By using above initialisation process, we required to initialise all elements in sequence only i.e selected no. of elements can't be initialised.

• `int arr [2][3] = {`

`{10},`

`{20,30},`

`{40,50,60}`

`};`

`arr [0][0] --> 10`

`arr [1][0] --> 20`

`arr [2][0] --> 40`

`arr [0][1] --> 0`

`arr [1][1] --> 30`

`arr [2][1] --> 50`

`arr [0][2] --> 0`

`arr [1][2] --> 0`

`arr [2][2] --> 60`

→ In initialisation of 2d array, if specific no. of elements are not initialised then remaining all elements are initialised with zero

8. `int arr [][] = {`

`{10, 20, 30},`

`{40, 50},`

`{60, 70}`

`};`

Error

9. `int arr [3][] = {`

`{10, 20},`

`{30},`

`{40, 50, 60}`

`};`

Error

10. `int arr [] [3] = {`

`{10},`

`{20, 30},`

`{40, 50, 60}`

`};`

is it valid? Yes valid

→ In initialisation of 2d array, specifying the row size is optional but

```

#include <stdio.h>
#include <conio.h>
int main()
{
    int arr[3][3] = {
        {1, 11, 21},
        {2, 12, 22},
        {3, 13, 23}
    };

    int *ptr[3]; // Array pointer
    int **pptr; // pointer to pointer
    clrscr();
    ptr[0] = arr; // &arr[0][0]
    ptr[1] = arr+1; // &arr[1][0]
    ptr[2] = arr+2; // &arr[2][0]
    pptr = ptr;

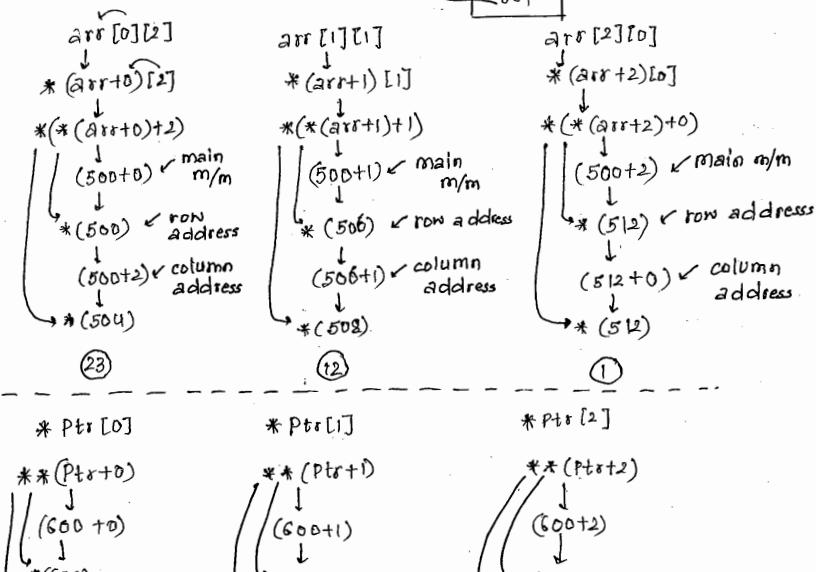
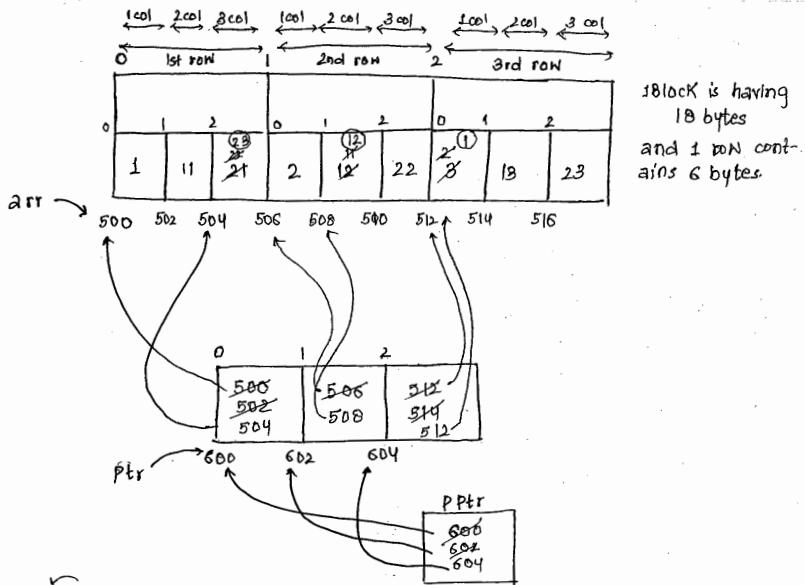
    ++*pptr;
    ++ptr[0];
    ++**pptr;
    ++*ptr[0];
    ++pptr;
    ++*pptr;
    --**pptr;
    ++*ptr[1];
    ++pptr;
    ++*pptr;
    --ptr[2];
    --**pptr;
    --*ptr[2];

    printf("\n%d %d %d", arr[0][0], arr[1][1], arr[2][0]);
    printf("\n%d %d %d", *(arr+0)+2, *(*arr+1)+1, *(*arr+2)+0);
    printf("\n%d %d %d", *ptr[0], *ptr[1], *ptr[2]);
}

```

O/P :-

23	12	1
23	12	1
23	12	1
23	12	1



17/7/2015

```
#include <stdio.h>
#include <conio.h>
int main()
{
    int arr[3][3] = {
        {4, 14, 24},
        {5, 15, 25},
        {6, 16, 26}
    };
    int *ptr[3];           // array pointer
    int **pptr;           // pointer to pointer
    clrscr();
    ptr[0] = arr[0] + 2;   // &arr[0][2]
    ptr[1] = arr[1] + 1;   // &arr[1][1]
    ptr[2] = arr[2] + 0;   // &arr[2][0]
    pptr = ptr + 2;       // &ptr[2]

    ++ *pptr;
    ++ptr[2];
    -- **pptr;
    -- *ptr[2];

    -- pptr;
    -- *pptr;
    ++ ptr[1];
    ++ *pptr;
    -- *ptr[1];

    -- pptr;
    -- *pptr;
    -- *pptr;
```

```

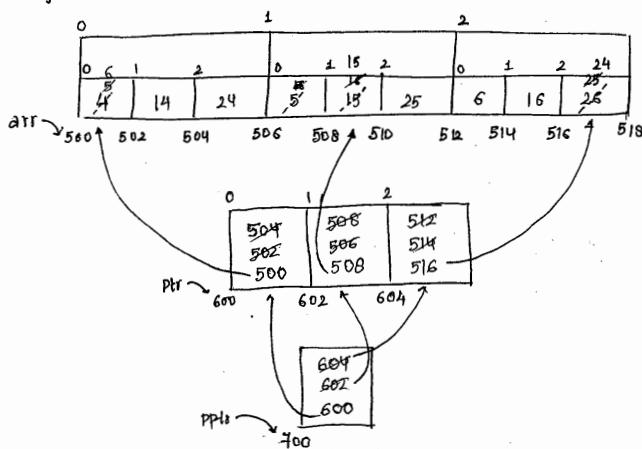
printf ("\n %d %d %d ", *ptr[0], *ptr[1], *ptr[2]);
printf ("\n %d %d %d ", **pptr, **pptr++, **pptr++);
printf ("\n %d %d %d ", **pptr, **pptr--, **pptr--);

```

getch();

return 0;

}



arr[0][0]

*(arr+0)[0]

*(*arr+0)+0)

(500+0) → main memory

(500) → row address

(500+0) → column address

(500)

arr[1][1]

*(arr+1)[1]

*(*arr+1)+1)

(500+1) → main memory

(506) → row address

(506+1) → column address

(508)

arr[2][2]

*(arr+2)[2]

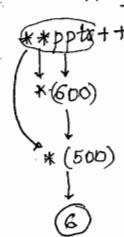
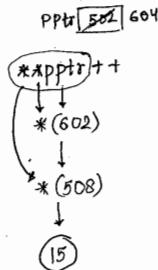
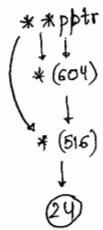
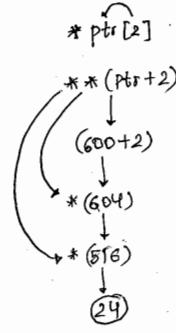
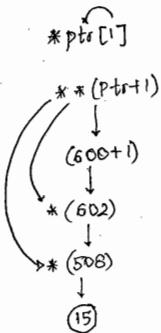
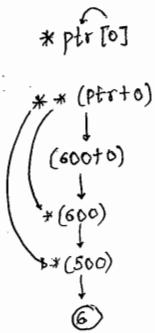
*(*arr+2)+2)

(500+2) → main memory

(512) → row address

(500+2) → column address

(516)



pptr

600
602

604

$* * \text{pptr}$
 $*(600)$
 $* (500)$

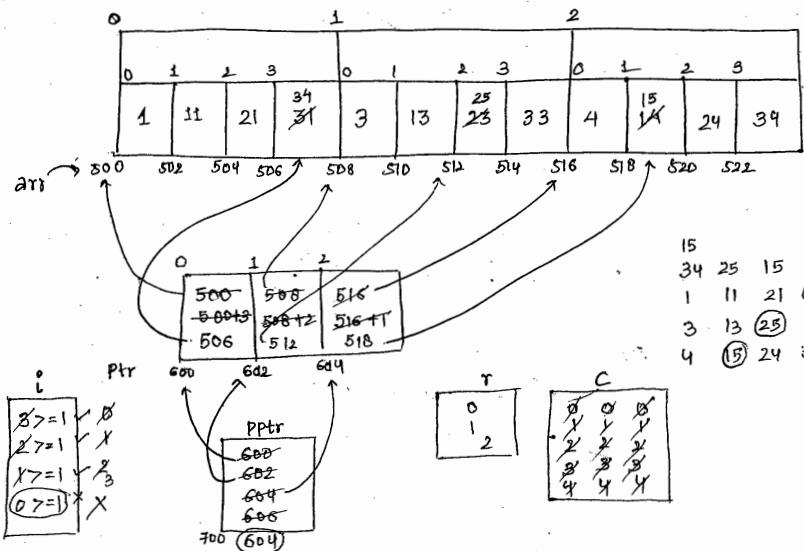
$(**\text{pptr}) -$
 $* (602)$
 $* (508)$

$\text{pptr} \Rightarrow 604$
 602
 $(***\text{pptr}) -$
 $* (604)$
 $* (516)$

20/7/2015

```
#include <stdio.h>
#include <conio.h>
int main()
{
    int arr[4][4] = {
        {1, 11, 21, 31},
        {3, 13, 23, 33},
        {4, 14, 24, 34}
    };

    int *ptr[3];
    int **pptr;
    int i, r, c;
    clrscr();
    ptr[0] = &arr[0][0]; // arr;           // arr[0]+0;
    ptr[1] = &arr[1][0]; // arr+1;         // arr[1]+0;
    ptr[2] = &arr[2][0]; // arr+2;         // arr[2]+0;
    pptr = ptr;           // &ptr[0]
    for (i = 3; i >= 1; i--)
    {
        *pptr + = i // *pptr = *ptr+i;
        **pptr + = i // **pptr = **ptr+i;
        ++pptr;
    }
    --pptr;
    printf("%d\n", **pptr);
    for (i = 0; i < 3; i++)
        printf("%d", *ptr[i]);
    //printf("%d", *(ptr+i));
    for (r = 0; r < 3; r++)
    {
        printf("\n");
        for (c = 0; c < 4; c++)
            printf("%3d", arr[r][c]);
        //printf("%3d", *(arr+r)+c));
    }
}
```



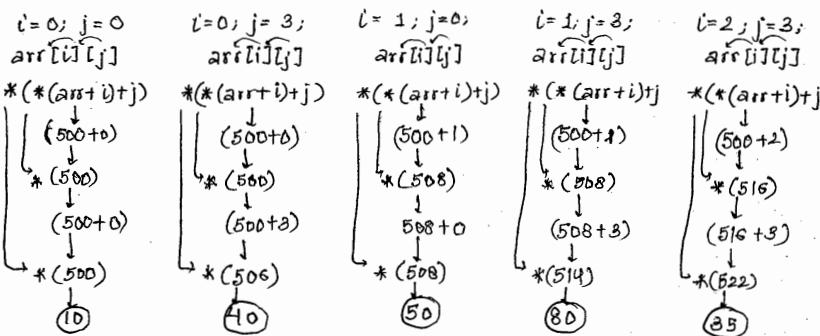
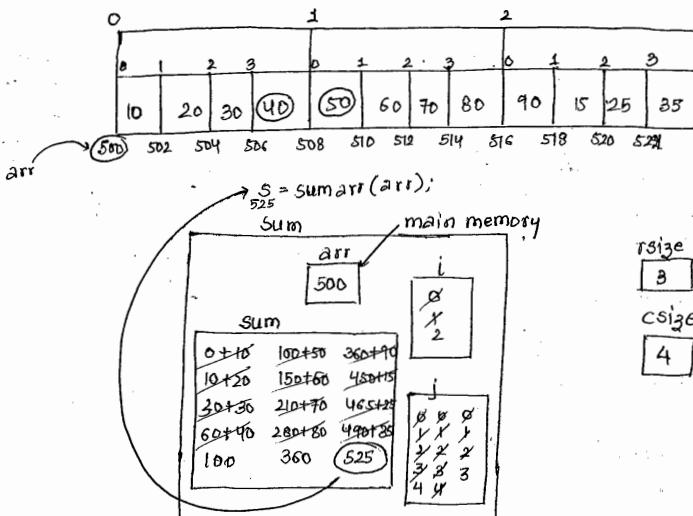
```

#include <stdio.h>
#include <conio.h>
#define rsize 3
#define csize 4
int sumarr(int arr [rsize][csize])
{
    int i, j, sum = 0;
    for (i=0; i<rsize; i++)
        for (j=0; j<csize; j++)
            sum += arr[i][j]; //sum = sum + *(arr+i)+j,
    return sum;
}
int main()
{
}
  
```

```

for(r=0; r<rsz; r++)
for(c=0; c<csize; c++)
scanf("%d", &arr[r][c]);
S = sumarr(arr);
printf("Sum value of list: %d", S);
getch();
return 0;
}

```



MULTIPLICATION OF TWO MATRICES

```
# include <stdio.h>
# include <conio.h>
# define rsize 10
# define csize 10

int main()
{
    int m1[rsize][csize],
        int, m2[rsize][csize],
        int m3[rsize][csize],
        int r1, c1, r2, c2, r3, c3, i, j, t;
    clrscr();
    printf ("\n ENTER MAT1 DETAILS : ");
    printf (" \n ENTER NO. OF ROWS : ");
    scanf ("%d", &r1);
    printf (" \n ENTER NO. OF COLUMNS : ");
    scanf ("%d", &c1);
    printf (" \n ENTER MAT2 DETAILS : ");
    printf (" \n ENTER NO. OF ROWS : ");
    scanf ("%d", &r2);
    printf (" \n ENTER NO. OF COLUMNS : ");
    scanf ("%d", &c2);
    if (c1 != r2)
    {
        printf ("\n Error: Input data");
        getch();
        return 1;
    }
    printf ("\n ENTER MAT1 %d * %d ELEMENTS : ", r1, c1);
    for (C=0; i< r1; i++)
    for (C=0; C< c1; C++)
        scanf ("%d", &m1[i][C]);
    printf ("\n ENTER MAT2 %d * %d ELEMENTS : ", r2, c2);
    for (r=0; r< r2; r++)
    for (C=0; C< c2; C++)
        scanf ("%d", &m2[r][C]);
}
```

O/P:-

ENTER MAT1 DETAILS:
ENTER NO. OF ROWS: 2

ENTER NO. OF COLUMNS: 2

ENTER MAT2 DETAILS:
ENTER NO. OF ROWS: 2
ENTER NO. OF COLUMNS: 2

ENTER MAT1 2*2 ELEMENTS:
2 3
4 1

ENTER MAT 2*2 ELEMENTS:
4 1
2 3

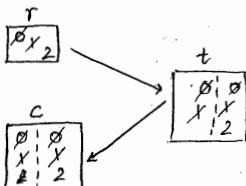
THE RESULT
14 11
18 7

```

for (r=0; r<r3; r++)
{
    printf ("\n");
    for (c=0; c<c3; c++)
    {
        m3[r][c] = 0;
        for (t=0; t<c1; t++)
            m3[r][c] += m1[r][t] * m2[t][c];
        printf ("%3d", m3[r][c]);
    }
}
getch();
return 0;
}

```

$$\begin{matrix} m1 & \begin{bmatrix} 2 & 3 \\ 4 & 1 \end{bmatrix} & * m2 & \begin{bmatrix} 4 & 1 \\ 2 & 3 \end{bmatrix} & = m3 & \begin{bmatrix} gr \\ 0+8+6 \\ 14 \\ gr \\ 0+1+2 \\ 10 \\ gr \\ 0+4+3 \\ 7 \end{bmatrix} \\
& \boxed{r} & \boxed{c1} & \boxed{r2} & \boxed{c2} & \boxed{r3} \\
& \boxed{2} & \boxed{2} & \boxed{2} & \boxed{2} & \boxed{2} \\
& & & & & \boxed{c3} \\
& & & & & \boxed{2}
\end{matrix}$$



21st July '15

3D ARRAY

- In 3D array elements are arranged in blocks, rows & column format.
- When we are working with 3D array we required to use three subscript operator which indicates block size , row size & column sizes.
- The main memory of 3D array is blocks, sub main memory is rows & elements are available in columns.

- from 3d array, when we required to access the data then 3 subscript operators required to use
- The Main memory of 3d array are blocks, that's why arrName always provides main memory address, arr+1 will provide next main m/m of array.

Syntax :- Datatype arrName [Bsize][Rsize][Csize]

Properties of 3d array

1. int arr[2][3][4];

Size \rightarrow $2 \times 3 \times 4$

sizeof(arr) \rightarrow 48B

2. int arr[2][2][2];

Size \rightarrow $2 \times 2 \times 2$

sizeof(arr) \rightarrow 16B

2 blocks

each block \rightarrow 2 rows

each row \rightarrow 2 columns

8 int variable

arr[0][0][0] \rightarrow 1

arr[1][0][0] \rightarrow 5

arr[0][0][1] \rightarrow 2

arr[1][0][1] \rightarrow 6

arr[0][1][0] \rightarrow 3

arr[1][1][0] \rightarrow 7

arr[0][1][1] \rightarrow 4

arr[1][1][1] \rightarrow 8

3. int arr[][][]; Error

4. int arr[][][3]; Error

5. int arr[][2][3]; Error

- In declaration of 3d array, mandatory to specify block size, row size and column sizes.

6. int arr[2][2][2] = {10, 20, 30, 40, 50, 60, 70, 80};

arr[0][0][0] \rightarrow 10

arr[1][0][0] \rightarrow 50

arr[0][0][1] \rightarrow 20

arr[1][0][1] \rightarrow 60

7. `int arr[2][3][4] = {`

```
{  
    {10, 20},  
    {30},  
    {40, 50, 60}  
},  
{  
    {70, 80, 90, 10},  
    {25, 35},  
    {10}  
};  
};
```

- In initialization of 3d array, if specific no. of elements are not initialized then remaining all elements are automatically initialised with zero.

8. `int arr[1][3][2] = {`

```
{  
    {10, 20},  
    {30},  
    {40, 50, 60}  
},  
{  
    {70},  
    {80, 90}  
}; Error
```

9. `int arr[1][3][3] = {`

```
{  
    {10},  
    {20, 30},  
    {40, 50, 60},  
    {70},  
    {80}  
}; Error
```

10. `int arr[1][2][3] = {`

```
{  
    {10, 20, 30},  
    {40, 50},  
    {60},  
    {70, 80}  
}; Valid
```

- In initialisation of 3d array, specifying the block size is optional.

4D ARRAY

- In 4D Array, elements are arranged in sets, blocks, rows and column format.
- When we are working with 4D array, we required to use 4 subscript operators which indicates set size, blocksize, row size & column size.
- The Main memory of 4d array is sets, next main memory is blocks , sub-main memory is rows & elements are available in columns.
- On 4D array when we are using 1 subscript operator, then it gives set name, set name always provides corresponding set address
- On 4D array, when we are using 2 subscript operators, then it gives block name, block name always provides corresponding block address.
- On 4D array, when we are using 3 subscript operators, then it gives row address, 4 subscript operator provides elements.
- In declaration of 4D array, mandatory to specify all information, in initialization, specifying the block address is optional

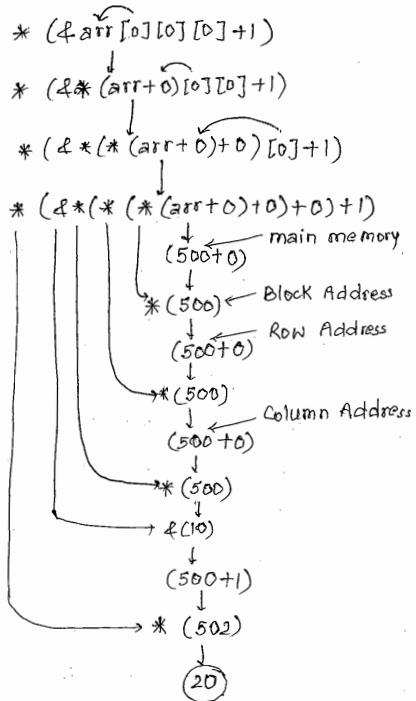
Syntax: [Datatype arr [SSIZE] [BSIZE] [RSIZE] [CSIZE];

Memory Management in 3D Array or Multidimensional Array

* int arr [3][4][5] = {10, 20};

0	1	2
3 ← 630		570
2 ← 520		610
1 ← 510	10 20 0 0 0	560 600
0 ← 500	02 04 06 08 540	590 580

$$\begin{array}{l} 1) \text{arr} \rightarrow 500 \quad 1) \text{arr}+1 \rightarrow 540 \quad 1) \text{arr}+2 \rightarrow 580 \\ 2) \text{arr}[0] \rightarrow 500 \quad 2) \text{arr}[1] \rightarrow 540 \quad 2) \text{arr}[2] \rightarrow 580 \end{array}$$



CHARACTER OPERATIONS IN 'C'.

- In 'C' programming lang, we are having 256 characters
- This all 256 characters are represented with the help of an integer value called ASCII value
- The range of ASCII value is -128 to +127
- When we are working with characters, the representation of character must be within the single quotes only
- Within ' ' any content is called character constant
- The size of character constant is 2 bytes because by default it returns an integer value i.e ASCII value of a character constant

'Z'	90	Z
'z'	122	z
'O'	48	O
'9'	57	9
'\b'	8	backspace
'\r'	13	carriage return
space	32	
'\t'	9	tab
'\n'	10	newline
'\\'		X (92)
'\'		' (89)
'\''		" (34)
'\a'		beep 7
'%'	%	37
'\%'	%	37
';'	j	59
':'	:	58

1. `printf (" Welcome");` Welcome
2. `printf ("\\" "Welcome" "\\");` "Welcome"
3. `printf ("%d %d", 'A', 'a');` 65 97
4. `printf ("%d%d", 'Z', 'z');` 90 122
5. `printf ("%c %c", 68, 100);` D d
6. `printf ("%c %c", 68, 100);` D d
7. `printf ("%d %c", 'd', 100);` 100 d
8. `printf ("%d %d", 'A'+32, 'a'-32);` 97 65
9. `printf ("%c %c", 'A'+32, 'a'-32);` d A
10. `printf ("\\" \\elcome\\\"")` Welcome

13. `printf ("abc|||xyz");` abc||
xyz
14. `printf ("abc %xyz", 10);` abc
xyz
15. `printf ("abc%cxxyz.", \n);` abc10xyz
16. `printf ("abc\txyz");` abc xyz
17. `printf ("abc %xyz", '\t');` abc 9xyz
18. `printf ("abc%cxxyz", a);` abc xyz
19. `printf ("Hello\b");` Hello
20. `printf ("Hello\b\babc");` Helabc
21. `printf ("Hello\b\b\b\b\b\babc");` abc\0
22. `printf ("Welcome\r");` Welcome
23. `printf ("Welcome\rHello");` Hello_me
24. `printf ("Hello\r Welcome");` Welcome
25. `printf ("%d %d %d" 10);` %d
26. `printf ("%%d=%d", 10);` %d=10
27. `printf ("Hello \a");` Hello beep(sound)

Buffer Concept :-

- Temporary storage area is called buffer.
- All standard I/O devices contain temporary memory those are called standard I/O buffer.
- In implementation when we are passing more than required number of elements then automatically remaining all values are stored in standard input buffer and these values automatically will pass to next input functionality.

include <stdio.h>

```

clrscr();
printf ("\n Enter value of v1 : ");
scanf ("%d", &v1);
printf ("\n Enter value of v2 : ");
scanf ("%d", &v2);
printf ("In value1 : %d  value2 : %d", v1, v2);
getch();
return 0;
}

```

O/P:

Enter value of V1 : 10
Enter value of V2 : 20
Value1: 10 Value2: 20

O/P:

Enter value of V1 : 10 20
Enter value of V2 :
Value1:10 Value2: 20

- In implementation when we required to remove the data from standard input buffer then recommended to go for flushall() or flush() function.

flushall() :- It is a predefined function which is declared in stdio.h, By using this function, we can delete the data from standard input buffer.

- flushall() function doesn't required any parameters and doesn't return any value also.

Syntax: void flushall (void);

fflush() :- It is a predefined function which is declared in stdio.h, by using this function we can clear the data from standard input buffer.

- fflush() function requires 1 argument of type FILE* and returns void type data

Syntax: void fflush (FILE *stream);

```

#include <stdio.h>
#include <conio.h>
int main()
{
    int v1, v2 ;
    clrscr();
    printf ("\n Enter the value of V1 : ");
}

```

```
printf ("\n value1: %d    value2 : %d", v1, v2);
getch();
return 0;
}
```

Prog -

```
# include <stdio.h>
# include <conio.h>
int main()
{
    char ch1, ch2;
    clrscr();
    printf ("\n Enter char1: ");
    //scanf ("%c", &ch1);
    printf ("\n Enter char2: ");
    //fflush (stdin);
    //scanf ("%c", &ch2);
    //ch2 = getchar();
    ch2 = getch();
    printf ("\n char1: %c   char2: %c ", ch1, ch2);
    getch();
    return 0;
}
```

OUTPUT:

```
Enter char1: A
Enter char2:
char1: A      char2: B
```

→ by using scanf function we can't read multiple characters properly bcoz it reads the data from standard input buffer.

→ In implementation when we are working with multiple characters then always recommended go for getch(), or getch() function.

getche() :-

- It is a predefined unformatted function which is declared in conio.h, by using this function we can read a character directly from Keyboard. getch() function returns an integer value i.e. ASCII value of input character.

getch() :-

- It is a predefined unformatted function which is declared in conio.h, by using this function we can read a character directly from Keyboard.

getch() function returns an integer value i.e. ASCII value of

NOTE :- The basic difference between getch() and getche() function is

When we are reading the character by using getche() function then it displays what character will pass but if we are using getch() function then it will not display.

getchar(), putchar():-

- getchar() is a predefined macro which is defined in stdio.h.
- By using getchar() macro we can read a character from standard input buffer.
- getchar() macro returns an integer value i.e ASCII value of a input character.

Syntax:

int get char (void);

- putchar() is a predefined macro which is defined in stdio.h by using this macro we can print a character on console.
- putchar() macro required 1 argument of type integer i.e ASCII value of a printing character.

Syntax:

int putchar (int ch);

- When we are working with putchar() macro what character will print same character ASCII value is return back.

```
#include <stdio.h>
#include <conio.h>
int main()
{
    char ch1, ch2;
```

```

ch1 = getchar();
ch2 = putchar(ch1);
printf ("\nchar1 : %c    char2: %c", ch1, ch2);
getch();
return 0;
}

```

Output: Enter a char : A

A	\leftarrow	ch2 = putchar(ch1);
char1: A char2: A		

Numeric Value to Integer :-

```

#include <stdio.h>
#include <conio.h>
int main()
{
    char ch  int value;
    clrscr();
    printf ("Enter a value (0-9)");
    ch = getchar();
    if (ch >= '0' && ch <= '9'),
    {
        value = ch - '0';
        printf ("input value is : %d", value);
    }
    else
        printf ("invalid input data");
    getch();
    return 0;
}

```

O/P:- Enter a value (0-9): 5
input value is : 5

$$\begin{aligned} \text{value} &= \text{ch} - '0' \\ &= '5' - '0' \\ &= 53 - 48 \\ &= 5 \end{aligned}$$

Read Only Variables -

- Constant variables are called Read-only variables.
- When we are applying const modifier to a variable which enables read only property.
- When we are applying read only property on a variable then it doesn't allows to modify the value by using variable name.

Ex:-

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

int main()
{
    int a = 10;
    ++a;
    printf("a = %d", a);
    return 0;
}
```

O/P: a = 11

```
#include <stdio.h>
int main()
{
    int a = 10;
    ++a;
    printf ("a=%d", a);
    return 0;
}
```

O/P: a=11

```
#include <stdio.h>
int main()
{
    const int a = 10;
    ++a;
    printf ("a=%d", a);
    return 0;
}
```

O/P: Error

→ const int a;
 'a' is a variable of type constant integer.

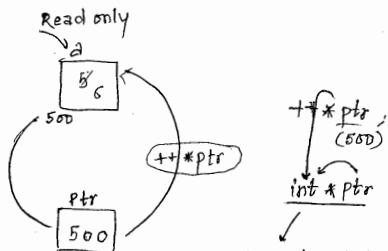
→ const const a;
 'a' is a variable of type integer constant.

- If the variable is constant integer or integer constant both are having read only properties so doesn't allows to modify the data by using Variable name.

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

```
int main()
{
    int const a = 5;
    int *ptr;
    ptr = &a;
    //++a; Error
    ++*ptr;
    printf ("a=%d", a);
}
```

O/P: a=6



* `[int *ptr;]`

- Ptr is called pointer to integer
- When we are working with pointer to integer then it allows to modify normal and read only variable data also.
- In implementation, when we are working with read only variables then recommend to go for pointer to constant integer or pointer to integer constant variables.

* `[const int*ptr;]`

ptr is called pointer to constant integer

* `[int const*ptr;]`

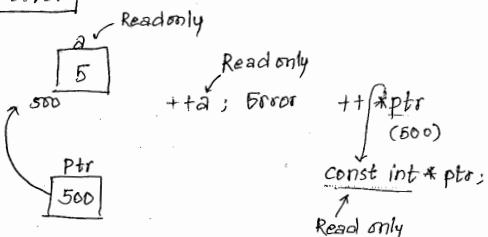
ptr is called pointer to integer constant.

- When we are working with pointer to constant integer or pointer to integer constant then it doesn't allow to modify the data even though it is normal or read only.

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

```
int main()
{
    int const a = 5;
    const int *ptr;
    ptr = &a;
    ++a;    Error
    ++*ptr; Error
    printf ("a = %d", a);
    return 0;
}
```

[O/P: Error]



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

```
int main()
{
    int a = 5;
    int const *ptr;
    ptr = &a;
    //++a; yes valid
}
```

[O/P: Error]

```

#include <stdio.h>
#include <conio.h>
int main()
{
    const int arr[2] = {5, 16};
    int *ptr;
    ptr = &arr[0];
    ++ptr;
    ++*ptr;
    --ptr;
    --*ptr;
    printf ("%d %d", arr[0], arr[1]);
    getch();
    return 0;
}

```

O/P: 4 16

When we are working with pointer to integer variable then it doesn't have any limitation i.e. it is possible to modify pointer value and object value also.

```

→ #include <stdio.h>
# include <conio.h>
int main()
{
    int const arr[2] = {10, 20};
    const int *ptr; → here object is constant
    ptr = &arr[1];   pointer to integer constant
    --ptr;          Yes
    --*ptr;         Error
    ++ptr;          Yes
    ++*ptr;         Error
    printf ("%d %d", arr[0], arr[1]);
    getch();
    return 0;
}

```

- When we are working with pointer to constant integer or pointer to integer constant then object modification is restricted but pointer modification is allowed.

Implementation: When pointer modification is required to be restricted

int* const ptr;

→ ptr is called constant pointer to integer.

```
#include <stdio.h>
#include <conio.h>
int main()
{
    const int arr[2] = {2, 12};
    int *const ptr = &arr[0];
    ++ptr;      Error
    ++*ptr;     Yes
    --ptr;      Error
    --*ptr;     Yes
    printf ("%d %d", arr[0], arr[1]);
    getch();
    return 0;
}
```

- When we are working with constant pointer to integer, then it doesn't allows to modify pointer value but it is possible to change object value
- In implementation, when we are required to be restricted, pointer modification and object modification then go for constant pointer to constant integer or constant pointer to integer constant.

* **const int * const ptr;**

ptr is called constant pointer to constant integer

* **int const * const ptr;**

ptr is called constant pointer to integer constant.

- By using this type of pointers, we can't perform any kind of operations except accessing the data.

```
#include <stdio.h>
#include <conio.h>
int main()
{
    const int arr[2] = {10, 20};
    const int * const ptr = &arr[0];
}
```

STRINGS

- Character array or group of characters or collection of characters are called **Strings**.
- In implementation when we are manipulating multiple characters, then recommended to go for **strings**.
- Within the ' ' any content is called character constant, within the " " any content is called string constant.
- character constant always returns an integer value i.e ASCII value of a character
- String constant always returns base address of a string
When we are working with string constant, always ends with `nul('\'0')`
- The representation of null character is `nul('\'0')` and ASCII value is 0

Syntax:

char str [SIZE];

NOTE: NULL is a global constant value which is defined in `<stdio.h>`

- NULL is a macro which is having the replacement data as 0 or `(void *)0`
- EX: `int x = NULL;` `int *ptr = NULL`
- `nul('\'0')` is a ASCII character data which is having ASCII value as 0

PROPERTIES OF STRINGS

1. `char str [5];`

Size \rightarrow 5

`sizeof(str)` \rightarrow 5B

2. `char str[4];`

Size \rightarrow 4

`sizeof(str)` \rightarrow 4B

4 char variables

`str[0]` \rightarrow 1

`str[1]` \rightarrow 2

- In declaration of string size must be unsigned integer constant whose value is greater than zero only.

6. `char str [5] = {a,b,c,d,e};` Error

7. `char str [5] = {'A','B','C','D','E'};`

A → str [0]

B → str [1]

C → str [2]

D → str [3]

E → str [4]

8. `char str [5] = {'A', 'P', 'P'};`

str [0] → A

str [1] → P

str [2] → P

str [3] → str [4] → \0 (nul)

- In initialization of the string, specific characters are not initialized then remaining all elements are automatically initialised with \0 (nul).

9. `char str [5] = {'A', 'P', 'P', 'L', 'E'};` Error

- In initialization of the string, it is not possible to initialize more than size of string elements

10. `char str [5] = {100, 65, 97, 48, 57};`

str [0] → d (100)

str [1] → A (65)

str [2] → a (97)

str [3] → o (48)

str [4] → g (57)

- In initialisation of the string, if we are assigning numeric value, then according to ASCII value, corresponding data will be stored.

11. `char str [] = {'H', 'E', 'L', 'L', 'O'};` valid

size → 5

sizeof(str) → 5B

- In initialisation of the string, specifying the size is optional, in this

12. char str [10] = "Hello";

13. char str [] = "Hello";

size → 5

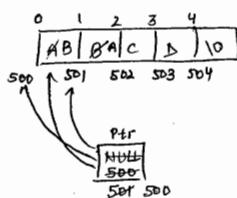
sizeof (str) → 6B

- When we are working with string constant, always it ends with \0 (null) character that's why one extra byte m/m is required but if we are working with character array then it doesn't require one extra byte memory.

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

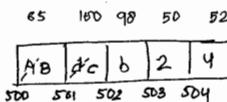
int main()
{
    char str [5] = {'A', 'B', 'C', 'D', '\0'};
    char near *ptr = (char near *)NULL;
    ptr = &str [0];
    ++ptr;
    --*ptr;
    ++*ptr;
    printf ("%c %c %c", str [0], str [2], str [1]);
    getch();
    return 0;
}
```

O/P: BCA



O/P: B C A

```
→ # include <stdio.h>
# include <conio.h>
int main()
{
    char str [5] = {'A', 'B', 'C', 'D', '\0'};
    char *ptr = (char *)NULL;
    ptr = &str [1];
}
```



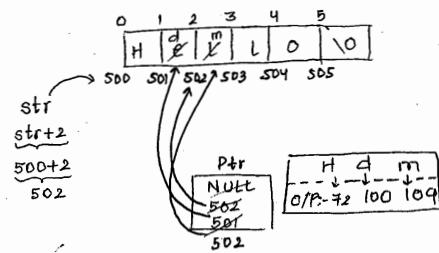
Q Prog3

```
# include <stdio.h>
# include <conio.h>
int main()
{
    char str [] = "Hello";
    char *ptr = NULL;
    ptr = str + 2;
    --ptr;
    --*ptr;
    ++ptr;
    ++*ptr;
    printf ("%c %c %c", str[0], str[1], str[2]);
    getch();
    return 0;
}
```

Q Prog4

```
# include <stdio.h>
# include <conio.h>
int main()
{
    char str [] = "Hello";
    printf ("%c%c%c%c%c", str[0], str[1], str[2], str[3], str[4]);
    getch();
    return 0;
}
```

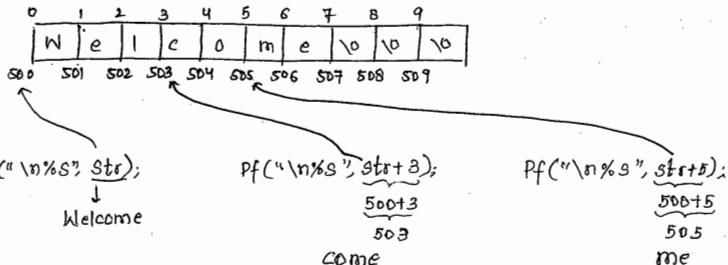
O/P: Hello



- When we are working with character operations recommended to go for %c format specifier.
- When we are working with string operations recommended to go for %s format specifier.
- When we are working with %s format specifier then we required to pass an address of a string, from given address upto null, entire content will print on console

```
# include <stdio.h>
# include <conio.h>
int main()
{
    char str [10] = "Welcome";
}
```

O/P: Welcome
Come



```

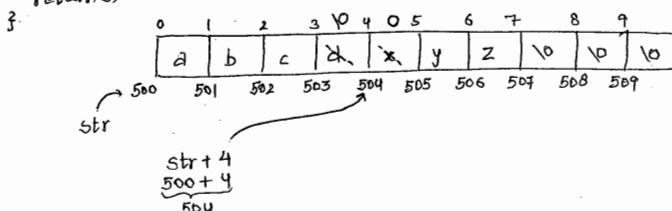
#include <stdio.h>
#include <conio.h>
int main()
{
  char str[10] = "abcdxyz";
  printf("\n%s", str);
  printf("\n%s", str+4);

  str[3] = '0';   → character value is '0'
                str [3] = '\0'
  printf("\n%s", str);
  printf("\n%s", str+4);

  str[3] = 'D';   // str [3] = 48 (ASCII value)
  str [4] = '\0';
  printf("\n%s", str);
  printf("\n%s", str+5);
  getch();
  return 0;
}
  
```

D/P:-

abcdxyz
xyz
abc
xyz
abc0
yz



- When null character is occurred in the middle of the string, then we are not able to print complete data bcz null character indicates termination of string.

```

#include <stdio.h>
#include <conio.h>
int main()
{
    char str [] = "Welcome"
    puts(str);
    printf("%s", str);
    return 0;
}

```

O/P: Welcome
Welcome

`puts()` method have inbuilt new line character Java

puts() - It is a predefined unformatted function, which is declared in `stdio.h`

- By using this function, we can print string data on console.
- `puts()` function required 1 argument of type `char*` and returns an integer value.
- When we are working with `puts` function, automatically it prints new line character after printing string data.

Syntax:

`[int puts(char *str);]`

NOTE: Functions that works with the help of format specifier and which can be applied for any datatype, these are called formatted function Eg :- `printf()`, `scanf()`, `fprintf()`, `fscanf()`, `cprintf()`, `cscanf()`,

→ Functions that doesn't require any format specifier and which is required for specific datatype are called Unformatted function

Eg :- `puts()`, `gets()`, `getche()`, `cputs()`, `cgets()`

```

#include <stdio.h>
#include <conio.h>
int main()
{
    char str[10] = "Welcome";
    int i;
    clrscr();
    for(i = 0; str[i] != '\0'; i++)
        puts(str+i);
    getch();
}

```

O/P: Welcome
elcome
lcome
come
ome
me
e

1 Blank line

0	1	2	3	4	5	6	7	8	9
W	e	l	c	o	m	e	\0	\0	\0

500 501 502 503 504 505 506 507 508 509

$i=0;$	$i=1;$	$i=2;$	$i=3;$	$i=4;$	$i=5;$	$i=6$
puts(str+i)						
(500+0)	(500+1)	(500+2)	(500+3)	(500+4)	(500+5)	(500+6)
puts(500)	puts(501)	puts(502)	puts(503)	puts(504)	puts(505)	put(506)
Welcome	elcome	lcome	come	me	me	e

include <stdio.h>

include <conio.h>

void abc(char*ptr)

{ puts(ptr);

if(*ptr)

abc(ptr+1);

puts(ptr);

}

int main()

{ char str[] = "Hello";

clrscr();

abc(str);

getch();

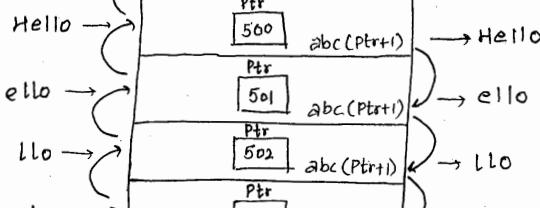
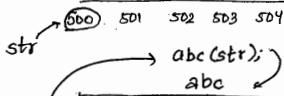
return 0;

}

O/p:

```
Hello
el l o
l l o
l o
o
-----
o
l o
l l o
e l l o
Hello
```

0	1	2	3	4	5
H	e	l	l	l	o



```
#include <stdio.h>
int main()
{
    char str [10] = "Rama Rao";
    puts(str);
    printf ("%s", str);
    return 0;
}
```

O/P:
 Rama Rao
 Rama Rao

```
#include <stdio.h>
#include <conio.h>
int main()
{
    char str[10];
    clrscr();
    printf ("Enter a string: ");
    scanf ("%s", str);
    //gets(str);
    printf ("Input string: %s", str);
    getch();
    return 0;
}
```

O/P: Enter a string: Naresh.JT
 Input string: Naresh

- By using scanf function, we can't read the string data properly when we have multiple words because in scanf function space, tab and newline characters are treated like separators so when the separator is present, it is replaced with \0 character
- In scanf function, when we are using %[\n]s format specifier, then it indicates that read the string data upto newline character occurrence.

gets():

- It is a predefined unformatted function which is declared in stdio.h.
 - By Using this function we can use read the string data properly, when we are having get even multiple words.
- gets() function requires one argument of type (char*) & returns (char*) only
 In gets() function only newline character is treated as separator.

```

#include <stdio.h>
#include <conio.h>
int main()
{
    char s1[10] = "Hello",
        s2[10] = "Welcome",
        clrscr(),
        puts(s1),
        puts(s2);
    s2 = s1;           // Address = Address;
    puts(s1);
    puts(s2);
    getch();
    return 0;
}

```

O/P: Error L value required

- Any kind of string manipulations, we can't perform directly by using operators.
- In implementation when we required to perform any kind of string operations then recommended to go for any string handling functions or go for user defined function logic.
- String related pre-defined functions are declared in string.h

1. strcpy()
2. strlen()
3. strrev()
4. strcat()
5. strcmp()
6. strlwr()
7. strcmp()
8. stricmp()
9. strstr()

i) strcpy() - By using this predefined function, we can copy a string to another string.

→ It requires 2 arguments of type (char*) and returns (char*) only.
 → When we are working with strcpy() from given source address upto
 → entire content will be copied to destination string

Syntax:

char * strcpy (char * dest, const char * src);

```

Prog - #include <stdio.h>
#include <conio.h>
#include <string.h>
int main()
{
    char s1[10] = "Hello";
    char s2[10] = "Welcome";
    clrscr();
    puts(s1);
    puts(s2);
    strcpy(s2, s1);
    puts(s1);
    puts(s2);
    getch();
    return 0;
}

```

O/p: 1. strcpy (s2, s1);

Hello
Welcome
Hello
Hello

2. strcpy (s2, s1+2);

Hello
Welcome
Hello
HelloHello

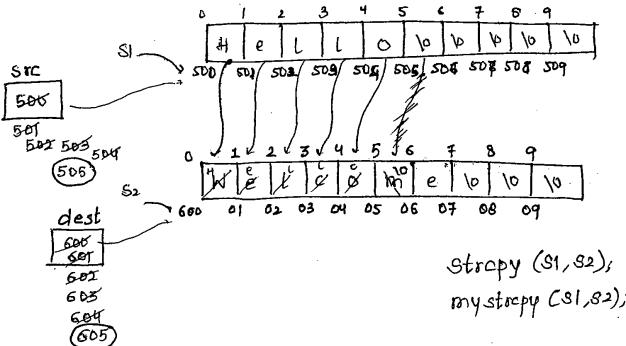
3. strcpy (s2+2, s1);

Hello
Welcome
Hello
HelloHello

4. strcpy (s2+2, s1+2);

Hello
Welcome
Hello
Hello

Copying a string to another string
Without using strcpy



strcpy (s1, s2);
mystrcpy (s1, s2);

```

#include <stdio.h>
#include <conio.h>
void mystrcpy(char *dest, const char *src),
{
    while (*src != '\0')
    {
        *dest = *src;
        dest++;
        src++;
    }
}

```

```

int main()
{
    char s1[10] = "Hello";
    char s2[10] = "Welcome";
    clrscr();
    puts(s1);
    puts(s2);

    mystrcpy(s2, s1); // strcpy(s2, s1);
    puts(s1);
    puts(s2);
    getch();
    return 0;
}

```

- 2) strlen() - By using this predefined function, we can find length of string
 → strlen function requires 1 argument of type (const char*) and returns an int type.
 → When we are working with strlen() from given address upto null \0, entire character count value will return.
 → Length of the string means total no. of characters ~~including~~ excluding \0 character
 → Size of the string means total no. of characters including \0 character

Syntax: int strlen (const char* str);

```

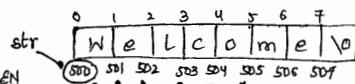
#include <stdio.h>
#include <conio.h>
#include <string.h>

int main()
{
    char str[10] = "Welcome";
    int l, s;
    clrscr();
    l = strlen(str);
    s = sizeof(str);
    printf("\nLength of string: %d", l);
    printf("\nSize of string: %d", s);
    getch();
    return 0;
}

```

O/P: length of string : 7
size of string : 8

1. strlen(str); O/P: 7
2. strlen(str+3); O/P: 4
3. strlen(str+5); O/P: 2
4. strlen(str+7); O/P: 0



WITHOUT USING STRLEN

USER-DEFINED CODE.

```
# include <stdio.h>
# include <conio.h>
# include <string.h>
int mystrlen(const char *src)
{
    int count = 0
    while (*src != '\0')
    {
        ++count;
        ++src;
    }
    return count;
}

int main()
{
    char str[10];
    int s, l;
    clrscr();
    printf("\nEnter a string: ");
    gets(str);
    s = sizeof(str);
    l = mystrlen(str);
    printf("\nsize of string : %d", s);
    printf("\nlength of string : %d", l);
    getch();
    return 0;
}
```

O/P: Enter a string : Welcome
size of string : 10
length of string : 7

- 3) strrev():- By using this predefined function, we can make string
- strrev() requires 1 argument of type (char*) and returns (char*)
 - When we are working with strrev() from given address upto null entire string data will make reverse except null characters

Syntax: char *strrev(char *str);

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

```

puts(str);
strrev(str);
printf("Reverse string : %s", str);
getch();
return 0;
}

```

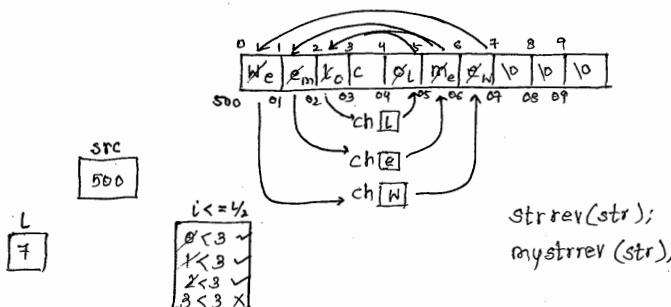
O/P: Welcome
Reverse string: emocleh

1. strrev(str); emocleh
2. strrev(str+3); Welemoc
3. strrev(str+5); Welcoem
4. strrev(str+7); Welcome

FINDING REVERSE WITHOUT USING PRE-DEFINED FUNCTION strrev():-

strrev() is an dependent function.

1 more function is required i.e. strlen()



strrev(str);
mystrrev(str);

USER DEFINED CODE

```

#include <stdio.h>
#include <conio.h>
#include <string.h>
Void mystrrev (char * src)
{

```

```

    int i, l;
    char ch;
    l = strlen(src);
    for (i=0; i<l; i++)
    {
        ch = src[i];
        src[i] = src[l-i-1];
    }
}

```

```

char str[10];
clrscr();
printf("\n Enter a string: ");
gets(str);
mystrrev(str); // strrev(str)
printf("\n Reverse String: %s", str);
getch();
return 0;
}

```

O/P:-
Enter a string: Welcome
Reverse string: emocleh

4) strcat() :- By using this predefined function, we can concatenate a string to another string.

→ concatenation means copying data from end of the string i.e. appending process.

→ `strcat()` requires 2 arguments of type (`char*`) and returns (`char*`) only.

Syntax :

`char* strcat (char* dest, const char* src);`

→ When we are working with `strcat()` function, always appending will take place at end of the destination only.

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

int main()
{
    char s1 [10] = "Hello";
    char s2 [15] = "Welcome";
    clrscr();
    puts(s1);
    puts(s2);
    strcat (s2, " ");
    strcat (s2, s1 );
    puts(s1);
    puts(s2);
    getch();
    return 0;
}
```

1. `strcat (s2, " ");`
`strcat (s2, s1);`

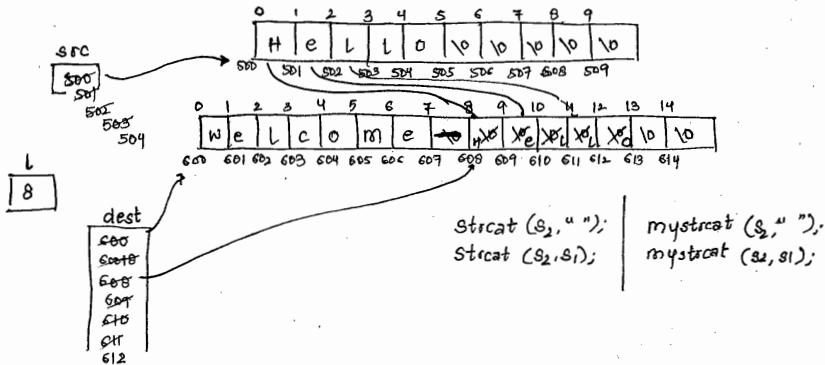
`strcat (s2, " ");`
`strcat (s2+3, s1);`

Hello
Welcome
Hello
Welcome Hello

2. `strcat (s2, " ");`
`strcat (s2, s1+2);`

`strcat (s2, " ");`
`strcat (s2+3, s1+2);`

Hello
Welcome



USER DEFINED CODE

```
#include <stdio.h>
#include <conio.h>
#include <string.h>
void mystcat(char *dest, const char *src)
{
    int l;
    l = strlen(dest);
    dest = dest + l;
    while (*src != '\0')
    {
        *dest = *src;
        dest++;
        src++;
    }
    *dest = '\0'; // while (*dest++ = *src++) { }
}
int main()
{
    char s1[15];
    char s2[10];
    clrscr();
    printf ("\nEnter str1: ");
    gets(s1);
    printf ("\nEnter str2: ");
    gets(s2);
```

5) strupr()

By using this predefined function, we can convert a string into uppercase.
strupr() function requires 1 argument of type (char*) and returns (char*)

When we are working with strupr() function - from given address upto null
all lower case characters are converted into uppercase.

Syntax: `char*strupr (char*str);`

```
#include <string.h>
#include <stdio.h>
#include <conio.h>
int main()
{
    char str [10];
    clrscr();
    printf ("Enter a string: ");
    gets(str);
    strupr(str);
    printf ("Upper case String: %s", str);
    getch();
    return 0;
}
```

O/P: Enter a string: Welcome
Upper case String: WELCOME

1. strupr(str); WELCOME
2. strupr(str+3); WELCOME
3. strupr(str+5); WELcoME
4. strupr(str+7); Welcome

USER-DEFINED CODE

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

void mystrupr (char* str)
{
    int i;
    for (i=0; str[i] != '\0'; i++)
    {
        if (str[i] >= 'a' && str[i] <= 'z')
            str[i] = str[i] - 32;
    }
}

int main(void)
```

O/P: Welcome
Uppercase String: WELCOME

```

printf("Upper Case String : %s", str);
getch();
return 0;
}

```

- 6) strlwr() :- By using this predefined function, we can convert a string to ^{lowercase}.
- strlwr() function requires 1 argument of type (char*) & returns (char*)
 - When we are working with strlwr(), from given address upto null all upper case characters are converted into lower case.

Syntax: char* strlwr (char* str);

```

#include <stdio.h>
#include <conio.h>
#include <string.h>
void mystrlwr(char* str)
{
    while (*str != '\0')
    {
        if (*str >= 'A' && *str <= 'Z')
            *str = *str + 32;
        str++;
    }
}

int main()
{
    char str[15];
    clrscr();
    printf("Enter a string: ");
    gets(str);
    mystrlwr(str);           // strlwr(str);
    printf("Lower Case String : %s", str);
    getch();
    return 0;
}

```

D/P:

Enter a string : WELCOME
Lower case string : welcome

- 7) strcmp() - By using this predefined function, we can compare
- strcmp() requires 2 arguments of type (const char*) & returns an integer value.

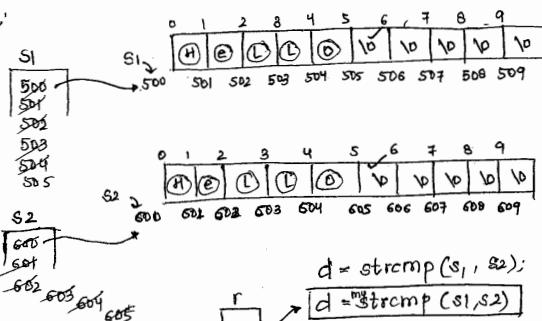
- At the time of comparison if there is no any diff., then by default it returns 0.

Syntax: int strcmp (const char* s1, const char* s2);

```
# include <stdio.h>
# include <conio.h>
# include <string.h>
int main()
{
    char s1[10] = "Hello";
    char s2[10] = "Hello";
    int d;
    clrscr();
    puts(s1);
    puts(s2);
    d = strcmp(s1, s2);
    printf("ASCII value DIFF: %d", d);
    getch();
    return 0;
}
```

O/P:

Hello
Hello
ASCII value DIFF: 0



$d = \text{strcmp}(s_1, s_2);$
 $r = 0$ → $d = \text{strcmp}(s_1, s_2)$

USER-DEFINED CODE

```
# include <stdio.h>
# include <conio.h>
# include <string.h>
int mystrcmp (const char *s1, const char *s2)
{
    int r=0;
    while (*s1 != '\0' || *s2 != '\0')
```

```

int main()
{
    char s1[10];
    char s2[10];
    int d;
    clrscr();
    printf("Enter str1: ");
    gets(s1);
    printf("\nEnter str2: ");
    gets(s2);
    d = mystrcmp(s1, s2); // d = strcmp(s1, s2);
    printf("\n ASCII value diff: %d", d);
    getch();
    return 0;
}

```

b) strcmp() :- By using this predefined function, we can compare the strings without any case i.e uppercase and lowercase contents both are treated like same.

→ When we are working with strcmp() function it works with the help of case i.e uppercase and lowercase content both are different.

→ strcmp() requires 2 arguments of type (const char*) & returns an int value

syntax: int strcmp(const char *s1, const char *s2)

```

#include <stdio.h>
#include <conio.h>
#include <string.h>
int main()
{
    char s1[10] = "hello";
    char s2[10] = "HELLO";
    int d;
    clrscr();
    puts(s1);
    puts(s2);
    d = strcmp(s1, s2);
}

```

O/P: hello
HELLO
ASCII VALUE DIFF ≠ 0

```

1. S1 → ABC2
   S2 → ABC0 } 0
   S1 → abc2
   S2 → abc0 } 0
   S1 → ABC2
   S2 → abc } 2
   S1 → abc } 2
   S2 → ABC } 2

2) S1 → ABC
   S2 → bca } -32
   S1 → bca } 2
   S2 → ABC } +1

3) S1 → bca } -32
   S2 → ABC } +1
   S1 → bca } 2
   S2 → ABC } +1

4) a) BCA → B } +1
   ABC → A
   b) bca } b } +1
         abc } a } +1

5) S1 → abc } A (es)
   S2 → nul } 0 es
   S1 → nul } -97
   S2 → abc } -97
  
```

#include <stdio.h>
 #include <conio.h>
 #include <string.h>
 int mystricmp (const char *s1, const char *s2)
 {
 int d1, t1, t2, d2,
 while (*s1 != '\0' || *s2 != '\0')
 {
 if (*s1 - *s2 == 32 || *s1 - *s2 == -32 || *s1 - *s2 == 0)
 {
 s1++;
 s2++; // case 1
 }
 else
 {
 t1 = *s1;
 t2 = *s2;
 if (t1 >= 'a' && t1 <= 'z' || t2 >= 'a' && t2 <= 'z')
 {
 t1 -= 32; // case 3, 5
 return (t1 - t2);
 }
 }
 }
 else
 if (t2 >= 'a' && t2 <= 'z' && !(t1 >= 'a' && t1 <= 'z'))
 {
 t2 -= 32; // case 2
 return (t1 - t2);
 }
 }

```

    return 0;
}

int main()
{
    char s1[10];
    char s2[10];
    int d1, d2;
    printf ("Enter str1 : ");
    gets (s1);
    printf ("Enter str2 : ");
    gets (s2);
    d1 = strcmp (s1, s2);
    d2 = mystrcmp (s1, s2);
    printf ("\n%d %d", d1, d2);
    getch();
    return 0;
}

```

q) strstr() :- By using this predefined function, we can find substring of a string.

► strstr() requires 2 arguments of type const char* and returns char*

Syntax : char* strstr (const char* str, const char* sub);

► If searching substring is available, then strstr() returns base address of substring else returns null.

```

#include <stdio.h>
#include <conio.h>
#include <string.h>
int main()
{
    char str[100];
    char sub[10];
    char *ptr;
    clrscr();
    printf ("Enter a string : ");
    gets(str);
    printf ("Enter a substring : ");

```

O/P:

Enter a string : Hello Naresh IT
 Enter a substring : Naresh
 Naresh IT

```

if (ptr == NULL)
    printf ("\n %s", ptr);
else
    printf ("\n substring not found");
getch();
return 0;
}

```

28/7/15.

```

Prog :- #include <stdio.h>
        #include <conio.h>
        #include <iostream.h>
int alphacount (char str[])
{
    int count = 0, i;
    for (i=0; str[i] != '\0'; i++)
    {
        if (str[i] >= 'A' && str[i] <= 'Z' || str[i] >= 'a' && str[i] <= 'z')
            ++count;
    }
    return count;
}
int main()
{
    char str [50];
    int c;
    clrscr();
    printf ("Enter a string : ");
    gets(str);
    c = alphacount (str);
    printf (" Total count value = %d", c);
    getch();
    return 0;
}

```

OUTPUT : Enter a string : Welcome!@#*%Hello123456

Total count value : 12

```

#include <stdio.h>
#include <conio.h>
void change case (char*str)
{
    int i;
    for(i=0; str[i] != '\0'; i++)
    {
        if(str[i] >= 'A' && str[i] <= 'Z')
            str[i] = str[i] + 32;
        else if(str[i] >= 'a' && str[i] <= 'z')
            str[i] = str[i] - 32;
        else;
    }
}
int main()
{
    char str[50];
    clrscr();
    printf("Enter a string:");
    gets(str);
    change case (str);
    printf("change case string: %s", str);
    getch();
    return 0;
}

```

O/P: Enter a string: Hello Naresh IT
 change case string: hELLO nARESH it

Program: COUNTING NU. OF VOWELS

```

#include <stdio.h>
#include <conio.h>
int main()
{
    char str[50];
    int i, count = 0;
    clrscr();
    printf("Enter a string:");
    gets(str);
    for(i=0; str[i] != '\0'; i++)
    {
        switch(str[i])
        {

```

```

case 'E':
case 'e': ++count;
break;

case 'I':
case 'i': ++count;
break;

case 'O':
case 'o': ++count;
break;

case 'U':
case 'u': ++count;
break;
}

```

```
printf ("Total count value = %d", count);
```

```
getch();
```

```
return 0;
```

```
}
```

for unique occurrence

```

#include <stdio.h>
#include <conio.h>
int main()
{
    char str[50];
    char temp[5] = "AEIOU";
    int l, k, count = 0;
    clrscr();
    printf ("Enter a string : ");
    gets(str);
    for (k=0; temp[k] != '\0'; k++)
    {
        for (l=0; str[l] != '\0'; l++)
        {
            if (temp[k] == str[l] || temp[k] == str[l-32])
            {
                ++count;
                break;
            }
        }
    }
}
```

O/P : Enter a string : Welcome Naresh IT Hello
 Total Count value: 8

Here it is taking duplicate values too.

O/P : Enter a string : Welcome Naresh IT Hello
 Total Count Value: 4

PALINDROME PROGRAM :-

```
#include <stdio.h>
#include <conio.h>
#include <string.h>
int main()
{
    char str[15];
    char temp[15];
    clrscr();
    printf("Enter a string: ");
    gets(str);
    strcpy(temp,str);
    reverse(temp);
    if(strcmp(str,temp)==0)
        printf("\n%s PALINDROME",str);
    else
        printf("\n%s NOT PALINDROME",str);
    getch();
    return 0;
}
```

O/P: Enter a string: MadAm
MadAm PALLINDROME

To print total no. of occurrence of a digit into '*'

```
#include <stdio.h>
#include <conio.h>
#include <string.h>
int main()
{
    char str[50];
    char ch;
    int i, count;
    clrscr();
    printf("Enter a string: ");
    gets(str);
    for(ch='0'; ch<='9'; ch++) //for(ch = 'A'; ch<='Z'; ch++)
    {
        count = 0;
        for(i = 0; str[i] != '\0'; i++)
        {
            if((ch == str[i]) || (ch == str[i-1]))
```

```

printf("*");
--count;
}
getch();
return 0,
}

```

O/P: Enter a string: 345695425

2:	*
3:	*
4:	**
5:	***
6:	*
9:	*

```

#include <stdio.h>
#include <conio.h>
#include <string.h>
int main()
{
    char str[4][20] = {

```

"Java",
 "Pascal",
 "Cobol",
 "Oracle"
 }

```

    char *ptr[4]
    char **pptr
    int i;
    clrscr();
    pts[0] = str;           // str [0];
    ptr[0] = str + 1;       // str [1];
    pts[2] = str + 2;       // str [2];
    pts[3] = str + 3;       // str [3];
    pptr = ptr;             // &ptr [0];
    for (i = 1; i <= 4; i++)

```

```

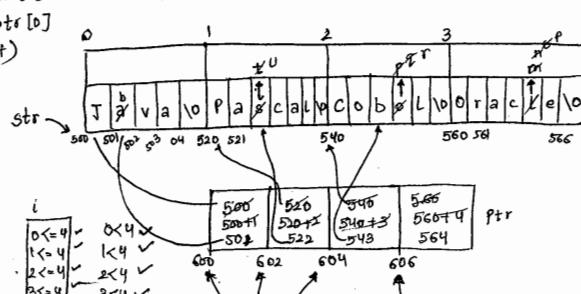
    {
        *pptr + = i;
        * * pptr + = i;
        ++pptr;
    }

```

```

    --pptr;
    puts(*pptr);
    [i, i > 0 & i <= 4, i + 1]
}

```

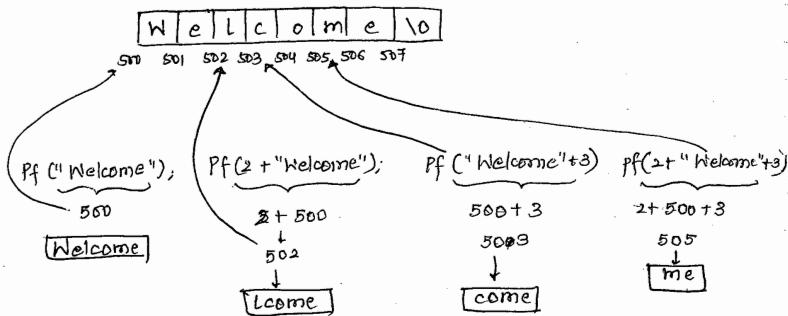


INTERVIEW QUESTIONS

```
#include <stdio.h>
#include <conio.h>
int main()
{ printf ("Welcome");
  return 0;
}
```

[O/P: Welcome]

1. printf ("Welcome"); Welcome
2. printf (2+ "Welcome"); Lcome
3. printf ("Welcome"+3); Come
4. printf (2+ "Welcome"+3); me



```
#include <stdio.h>
int main()
{ char str [] = "Welcome";
  printf ("%s");
  return 0;
}
```

1. printf (str); Welcome
2. printf (2+str); Lcome
3. printf (str+3); Come
4. printf (2+str+3); me

```
# include <stdio.h>
int main()
{
    puts ("Welcome");
    return 0;
}
```

```
1. puts ("Welcome");           Welcome  
2. puts (2 + "Welcome");      come  
3. puts ("Welcome"+3);        come  
4. puts (2 + "Welcome"+3);    me
```

```
# include <stdio.h>
int main()
{
    char str[] = "%";
    printf(str);
    return 0;
```

1. `printf (str);` `gr Hello gr` → printf is formatted
2. `printf (str, 10, 20)` `10 Hello 20`
3. `puts (str);` `%d Hello %d` → puts is unformatted
4. `puts (str, 10, 20);` Error ∵ doesn't understand
 format specifiers
→ puts takes only one argument

```
#include <stdio.h>
int main()
{
    printf("Hai");
    return 0;
}
```

O/p : **Hai Bye** Printf internally concatenates
2 strings separated with space

1. `printf ("Hai" "Bye");` HaiBye
2. `printf ("Hai", "Bye");` Hai Here also we have 2 strings
(but) ∵ will treat as 1
3. `printf ("Hai%s", "Bye");` HaiBye only 1 string is printed
1st %s (in 1st argument)
4. `printf ("Hai%s", "Bye%s", "Hello");` HaiBye %s
treated as format specifier
In 2nd argument it is not treated as

```
#include <stdio.h>
int main()
{
    printf ("\n %s", "Hello");           // Hello
    printf ("\n %.3s", "Hello");        // HeL
    printf ("\n %.3s", 2+ "Hello");     // llo
}
```

```
#include <stdio.h>
int main()
{
    char str [] = "Hello";
    printf ("\n %s", str);             // Hello
    printf ("\n %.3s", str);          // Hel
    printf ("\n %.3s", 2+str);        // llo
    return 0;
}
```

```
#include <stdio.h>
int main()
{
    char str1 [];
    char str2 [];
    char temp [10];
    sprintf (temp, "%s%.3s", str1 + 3, str2);
    printf ("\n %s", temp);
    return 0;
}
```

O/P: comeHel

STRINGIZING OPERATOR (#)

This operator is introduced in NCC Version. By using this operator, we can convert the text in the form of string i.e replacement in " ".

```
#include <stdio.h>
#define ABC (xy) printf ("#xy \"%=%d\"", xy);
int main()
{
    int a, b;
```

O/P: a+b = 30

```

#define ABC(x,y) printf("%d", x+y);
ABC(a+b)
printf("%d" "%d", a+b);
printf("a+b" "%d", a+b); O/P :- [a+b=30]
printf("a+b=%d", a+b); → concatenation

```

TOKEN PASTE OPERATOR (##)

- C/C Programming language supports this operator.
- By using this operator, we can concatenate multiple tokens.

```

#include <stdio.h>
#define ABC(x,y) printf("%d", x##y) // istiye yahan nahi hai
void main()
{
    int var12 = 120;
    ABC(var,12) // 
    return 0;
}

```

```

#define ABC(x,y) printf("%d", x##y)
ABC(var,12); // O/P : 120

printf("%d", var##12);
printf("%d", var12);

```

O/P : 120

```

#include <stdio.h>
#define START m##a##i##n
void START()
{
    printf("With out main");
}

```

start is replaced with
 void START() → m##a##i##n
 m##a##i##n
 mai##n
 main

29/7/2015.

MEMORY MANAGEMENT IN 'C'

In C Programming lang., We are having 2 types of m/m management

1. static memory management
2. Dynamic Memory Management

1) Static Memory Management

- When we are creating the memory at the time of compilation then it is called Static memory allocation or Compile-time m/m.
- Static memory Allocation is under control of compiler.
- When we are working with static memory allocation, it is not possible to extend the memory at the time of execution, if it is not sufficient
- When we are working with static memory Allocation, we need to go for preallocation of memory i.e how many bytes of data need required to be created is needed to be decided using coding only

Ex: int a; // 2B
 float f; // 4B
 int arr [10]; // 20B
 char str [50]; // 50B

2) Dynamic Memory Management

- It is a procedure of allocating or deallocating the memory at run time i.e dynamically
- By Using DMA , we can utilize the memory more efficiently according to the requirement
- By using DMA , whenever we want, which type we want & how much we want, that time, type and that much we can create dynamically,
- DMA related, all predefined functions are declared in `<malloc.h>`
`<alloc.h>`
`<stdlib.h>`

DMA related predefined functions are :-

- 1) malloc() :- By using this predefined function, we can create the memory dynamically at initial stage.
- malloc function require 1 argument of type size_type i.e. datatype size
 - malloc f) creates memory in bytes format and initial value is garbage.

Syntax: `void *malloc (size_type);`

NOTE: DMA related functions can be applied for any datatype that's why functions returns void* i.e. generic type.

- When we are working with DMA related functions, we are required to perform Type casting because functions returns void*.

Ex:- `int *ptr;`

`ptr = (int*) malloc (sizeof (int));` //2B

`float *ptr;`
`ptr = (float*) malloc (sizeof (float));` //4B

`int *arr;`
`arr = (int*) malloc (sizeof (int)*10);` //20B

`char *str;`
`str = (char*) malloc (sizeof (char)*50);` //50B

- 2) free() :- By using this predefined function, we can deallocate dynamically allocated memory.

- When we are working with DMA related memory, it stores in heap area of data segment and it is permanent memory, if we are not deallocating
- When we are working with DMA related programs, at end of the program, recommended to deallocate memory by using free() function.
- free() function requires 1 argument of type (void*) & returns void type

Syntax: `void free (void *ptr);`

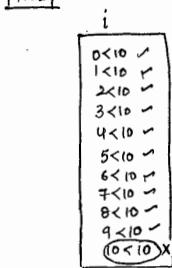
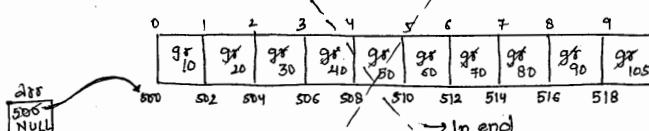
```
#include<stdio.h>
#include <conio.h>
#include <malloc.h>
int main()
```

```

scanf("%d", &size);
int arr = (int *) malloc(sizeof(int)* size);
printf("\n Default values: ");
for (l=0; l<size; l++)
    printf("%d", arr[l]);
printf("\n Enter %d values : ", size);
for (l=0; l<size; l++)
{
    scanf("%d", &arr[l]);
    sum += arr[l] //sum = sum + * (arr + l);
}
avg = (float) sum/size;
printf ("\n Sum of list: %d", sum);
printf ("\n Avg of list: %f", avg);
getch();
return 0;
}
    
```

O/P:

Enter array size : 10
Default values : 99 99 99 99 99 ...
Enter 10 values : 10 20 30 40 50 60 70 80 90 105
Sum of list : 555
Avg of list : 55.50



Sum

$0+10$	$150+60$
$10+20$	$210+70$
$30+30$	$280+90$
$60+40$	$360+110$
$100+50$	$440+130$
150	555

avg
55.50

size
10

3) `calloc`: By using this predefined function, we can create the memory dynamically at initial stage.

→ `calloc()` requires 2 arguments of type (`count, size_type`)

→ `count` will provide no. of elements, `size_type` is datatype size

→ When we are working with `calloc()` function, it creates the memory in block format & initial value is zero

Syntax: `void* calloc(count, size_type)`

Eg:

```
int * arr;  
arr = (int*) calloc (10, sizeof (int)); // 10B
```

```
char * str;  
str = (char*) calloc (50, sizeof (char)); // 50B
```

```
#include <stdio.h>  
#include <conio.h>  
#include <malloc.h>  
int main()  
{  
    int * arr;  
    int size, i, j, t;  
    clrscr();  
    printf("Enter array size: ");  
    scanf ("%d", &size);  
    arr = (int*) calloc (size, sizeof (int));  
    printf ("\nDefault values: ");  
    for (i=0; i<size; i++)  
        printf ("%d ", arr[i]);  
  
    printf ("\nEnter %d values: ", size);  
    for (i=0; i<size; i++)  
        printf scanf ("%d", &arr[i]);  
  
    for (i=0; i<size; i++)  
        {  
            for (j=i+1; j<size; j++)
```

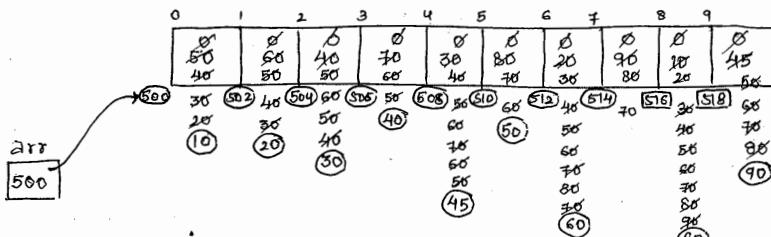
```

printf("\n Sorted arr List:");
for (i=0; i<size, i++);
{
    printf("%d", arr[i]);
}
free(arr);
arr = NULL;
getch();
return 0;
}

```

O/P:

Enter array size: 10									
Default values: 0 0 0 0 0 0 0 0 0 0									
Enter 10 Values: 50 60 40 70 30 80 20 90 10 45									
Sorted arr List:									
10 20 30 40 45 50 60 70 80 90									



Size	i	j
10	0 < 10	1 < 10
	1 < 10	2 < 10
	2 < 10	3 < 10
	3 < 10	4 < 10
	4 < 10	5 < 10
	5 < 10	6 < 10
	6 < 10	7 < 10
	7 < 10	8 < 10
	8 < 10	9 < 10
	9 < 10	10 < 10
	10 < 10	x

4) realloc() :- By using this predefined function, we can create the memory dynamically at middle stage of the program.

- Generally this function is required to use when we are reallocating memory.
- realloc() requires 2 argument of type void*, size_type
- void* indicates previous block base address, size_type is datatype size
- When we are working with realloc() function, it creates the memory in bytes format and initial value is garbage.

Syntax: Void * realloc(Void *, size_type)

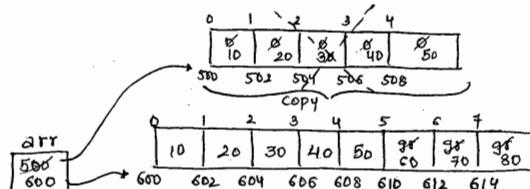
Ex:-

```

#include <stdio.h>
#include <conio.h>
#include <malloc.h>
int main()
{
    int *arr;
    int s1, s2, i;
    clrscr();
    printf("Enter array size1: ");
    scanf("%d", &s1);
    arr = (int *)calloc(s1, sizeof(int));
    printf("\nEnter %d values : ", s1);
    for(i=0; i<s1; i++)
        scanf("%d ", &arr[i]);
    printf("\nEnter array size2: ");
    scanf("%d", &s2);
    arr = (int *)realloc(arr, sizeof(int)*(s1+s2));
    printf("\nEnter %d values ", s2);
    for(i=s1; i<s1+s2; i++)
        scanf("%d ", &arr[i]);
    printf("\nArr Data List:");
    for(i=0; i<s1+s2; i++)
        printf("%d ", arr[i]);
    free(arr);
    arr = NULL;
    getch();
    return 0;
}

```

s1 s2
[5] [3]



D/P: Enter array size1: 5

Enter 5 values: 10 20 30 40 50

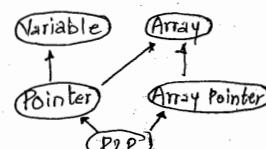
2D ARRAY DYNAMIC CREATION

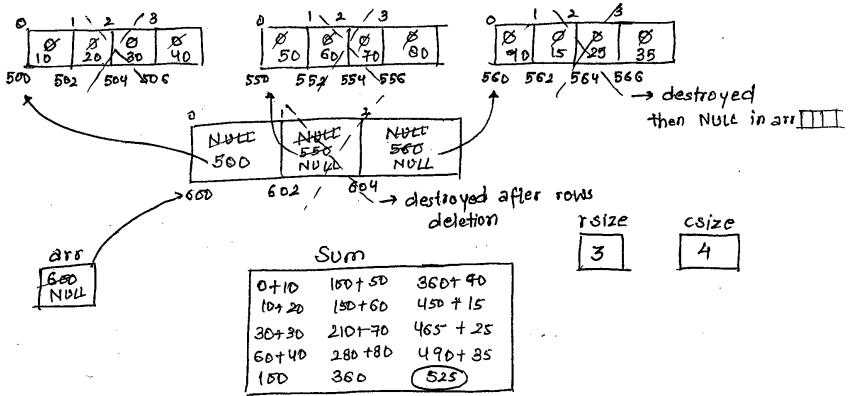
- To develop 2D Array dynamically, we are required to take pointer to pointer variable then 1 array is required to create, to manage multiple rows.

```
#include <stdio.h>
#include <conio.h>
#include <malloc.h>
int main()
{
    int** arr;
    int rsize, csize;
    int sum = 0, r, c;
    clrscr();
    printf("Enter row size:");
    scanf("%d", &rsize);
    arr = (int**) malloc(rsize * sizeof(int*));
    printf("Enter column size:");
    scanf("%d", &csize);
    for (r = 0; r < rsize; r++)
        [arr[r] = (int*) malloc(csize * sizeof(int))];
    printf("Enter %d * %d values: ", rsize, csize);
    for (r = 0; r < rsize; r++)
        for (c = 0; c < csize; c++)
            scanf("%d", &arr[r][c]);
    for (r = 0; r < rsize; r++)
        for (c = 0; c < csize; c++)
            sum += arr[r][c]; // sum = sum + (*arr + r) + c;
    printf("\nSum value is : %d", sum);
    for (r = 0; r < rsize; r++)
        free(arr[r]);
}
```

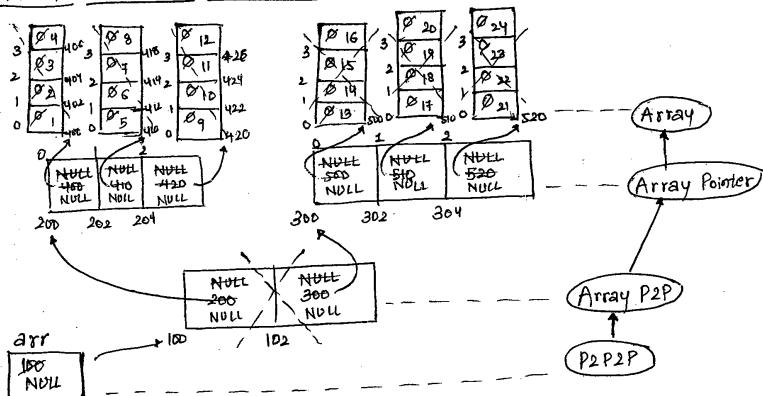
O/P:-

```
Enter row size: 3
Enter column size: 4
Enter 3*4 values:
10 20 30 40
50 60 70 80
90 12 25 35
Sum value is: 522
```

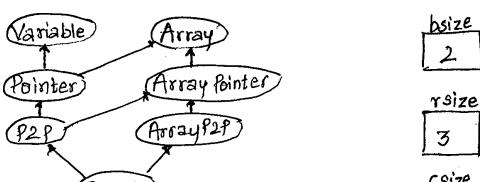




3D ARRAY DYNAMIC CREATION



Destroyed in reverse order
 Array → Array Pointer → Array P2P → P2P2P



```

#include <stdio.h>
#include <conio.h>
#include <malloc.h>
int main()
{
    int ***arr;
    int bsize, rsize, csize;
    int b, r, c;
    clrscr();
    printf("Enter block size:");
    scanf("%d", &bsize);
    arr = (int ***)calloc(bsize, sizeof(int**));
    printf("Enter row size:");
    scanf("%d", &rsize);
    for(b=0; b<bsize; b++)
        arr[b] = (int **)calloc(rsize, sizeof(int*));
    printf("Enter column size::");
    scanf("%d", &csize);
    for(b=0; b<bsize; b++)
        for(r=0; r<rsize; r++)
            arr[b][r] = (int *)calloc(csize, sizeof(int));
    printf("\nEnter %d * %d * %d values:", bsize, rsize, csize);
    for(b=0; b<bsize; b++)
        for(r=0; r<rsize; r++)
            for(c=0; c<csize; c++)
                scanf("%d", &arr[b][r][c]);
    printf("\n\nArr Data List:");
    for(b=0; b<bsize; b++)
    {
        printf("\nBlock: %d", b+1);
        for(r=0; r<rsize; r++)
            printf("\n");
    }
}

```

```

for (b= 0; b<bsize; b++)
{
    for (r=0; r<rsize; r++)
    {
        free (arr [b] [r]);
        arr [b] [r] = NULL;
    }
    free (arr [b]);
    arr [b] = NULL;
}
free (arr);
arr = NULL;
getch();
return 0;
}

```

O/P:

Enter block size: 2

Enter row size: 3

Enter column size: 4

Enter $2 \times 3 \times 4$ values:

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

Arr Data list:

Block: 1

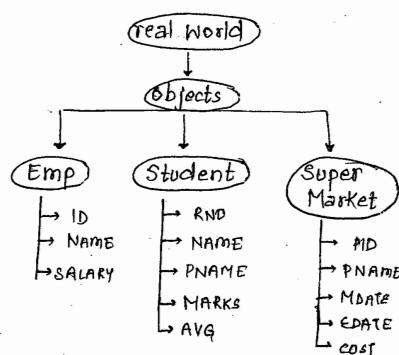
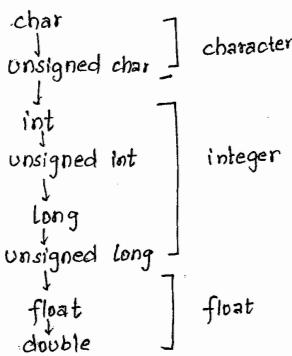
1	2	3	4
5	6	7	8
9	10	11	12

Block: 2

13	14	15	16
17	18	19	20
21	22	23	24

STRUCTURES

- In 'C' programming language, we are having 3 types of datatypes
 1. Primitive Datatype
 2. Derived Datatype
 3. User-defined Datatype
- All primitive datatypes are used to manipulate basic data types i.e char, int, float
- All derived datatypes works for primitive datatypes.
- In real world, every information will be there in the form of objects.
- Every object having their own properties and behaviour.
- No any primitive or derived datatypes support real time object information.
- When the primitive or derived datatypes are not supporting user requirement then go for user-defined datatypes.



- A structure is a collection of different types of data elements in a single entity.
- A structure is a combination of primitive and derived datatype variables.
- By using structures we can create user defined datatypes.
- sizeof the structure is sum of all member variable sizes.

- C language structure contain data members only but in C++, data members and member functions.

- Syntax:

```
struct tagname
{
    Datatype1 mem1;
    Datatype2 mem2;
    Datatype3 mem3;
    .....
};
```

- According to syntax of the structure, semicolon must be required at end of the structure body.

Ex1: struct emp

```
{
    int id;
    char name [36];
    int sal;
};
size of (struct emp) - - - -> 40B (2+36+2)
```

Ex2: struct student

```
{
    int rno;
    char sname [20];
    char fname [20];
    char mname [20];
    int marks [6];
    int tmarks;
    float avg;
};
size of (struct student) - - - -> 80B (1+20+20+12+6)
```

Syntax to create Structure variable.

Struct tagname variable;

```
void main()
{
    emp e1;
    struct emp e1;
}
```

```
⇒ struct emp
{
    int id;
    char name [30];
    int sal;
}
e1, e2;
void main()
{
    struct emp e3, e4;
}
```

Sizeof (struct emp) → 40B

Sizeof (e1) → 40B

Sizeof (e2) → 40B

- When we are creating the structure variable at end of the structure body, then it becomes global variable i.e. e1, e2
- When we are creating the structure variable within the body of the function, then it is auto variable which is local to specific function i.e. e3, e4.

Syntax to create structure type pointer :-

Struct tagname *ptr;

Eg:- on
next page

```

Ex: struct emp
{
    int id;
    char name [36];
    int sal;
}
e1, *ptr1;
void main()
{
    struct emp e2;
    struct emp *ptr2;
    ptr1 = &e1;
    ptr2 = &e2;
}
// size of (e1) --> 40B
// size of (ptr1) --> 2B

```

Size of user defined pointer is 2B only because it holds address.

Syntax to create structure type array :-

struct tagname arr [SIZE];

```

Ex- struct emp
{
    int id;
    char name [36];
    int sal;
};
void main()
{
    struct emp arr [10];
}
// size --> 10
// size of (arr) --> 400B (10 * 40B = 400B)
}

```

CREATING THE ARRAY DYNAMICALLY

```

struct emp
{
    int id;
    char name [36];
}

```

```

    // size 10
    // size of (arr) → 28
    free(arr);
}

```

Syntax to Initialize Structure Variable

struct tagname variable = {value1, value2, value3, ...};
--

Ex- struct emp

```

{
    int id;
    char name [36];
    int sal;
} e1 = {101, "Raj", 125000}, e2 = {102, "Teja"};
void main()
{
    struct emp e3 = {103};
}

```

- In initialisation of structure variable, if specific no of members are not initialised, then remaining all members are initialised with 0 or null.
- If value type member is not initialised, then it becomes 0, If string type data is not initialised, then it becomes null.

Syntax to access Structure Members :-

By using following operators we can access structure members :-

1. struct to member
2. pointer to member

→ If variable is normal operator struct to member operator.

→ If variable is pointer type, then go for pointer to member operator.

Syntax :-

struct tagname variable; Variable.member = value; (or) variable.member;
--

struct tagname variable;

struct tagname * ptr;

ptr = &variable;

```

struct emp .
{
    int id;
    char name [36];
    int sal;
}
e1 = {101, "Raj", 12500}, e2 = {102, "Teja"};
void main()
{
    struct emp e3, e4, e5, e6;
    e3.id = 103;
    e3.name = Rajesh; Error
    e3.name = "Rajesh"; Error // left side string, right side string
    strcpy (e3.name, "Rajesh"); it is not possible to assign 1 string
    e3.sal = 14000; value to other string
    correct way
    e4 = e3 + 1; Error
    e4 = e3.id + 1; Error
    e4.id = e3.id + 1; yes
    e4.name = e3.name; Error
    strcpy (e4.name, e3.name);
    e4.sal = e1 + e2; Error
    e4.sal = e1.sal + e2.sal; yes
    e5 = e4; ✓
    We can assign 1 structure variable to another structure
    Variable of same type
    e4 == e5; Error
    e4.id = e5.id; yes
    e3.name > e4.name Error
    strcmp (e3.name, e4.name);
    e3.sal < e2.sal // yes
}

```

- Any kind of manipulations can be performed on structure members.
- Except the assignment, no any other operations can be performed on structure variables.

```

struct emp;
{
    int id;
    char name [30];
    int sal;
};

void main()
{
    struct emp e1;
    struct emp *ptr;
    ptr = &e1;

    // e1.id = 101;
    ptr -> id = 101;

    strcpy (ptr -> name, "Rajesh");
    //strcpy (e1.name, "Rajesh");

    // e1.sal = 12500;
    ptr -> sal = 12500;
}

```

typedef :-

- It is a Keyword, by using this Keyword, we can create User-defined name for existing data type.
- Generally **typedef** Keyword used to create an alias name for existing datatype.

Syntax: typedef Datatype User-defined_name

```

#include <stdio.h>
#include <conio.h>
type int myint; // myint → user defined name . ∴ alias name of integer
int main()
{
    int x;
    myint y;
    typedef myint smallint; // smallint is an alias name to myint
    smallint z;
    clrscr();
}

```

```

#include <stdio.h>
#include <conio.h>
#define MYCHAR char // MYCHAR is identifier which is replaced with char
typedef char BYTE;
int main ()
{
    char ch1 = 'A';
    MYCHAR ch2 = 'b'; // char ch2 = 'b';
    BYTE ch3;
    ch3 = ch2 - ch1 + 20; // ch3 = 98 - 65 + 20, 53 (it corresponding data is 5)
    printf("char1: %c char2: %c char3:%c, ch1, ch2, ch3);
    getch();
    return 0;
}

```

o/p: |char1: A char2: b char3: 5|

- By using #define, we can't create alias name because at the time of preprocessing, identifier is replaced with replacement text
- #define is under control of preprocessor, typedef is under control of compiler

INTERVIEW QUESTIONS

1) struct
{
 int id;
 char name [36];
 int sal;
}

Valid

- When we are working with structures, mentioning the tagname is optional, if tagname is not given, then compiler creates nameless structure.
- When we are working with nameless structures, it is not possible to create structures Variable whether the body of the function, i.e global variables are possible to create.

2) struct
{ int id;
 char name [36];
 int sal;

* type def struct

```
{ int id;
  char name [10];
  int sal;
} EMP;
void main()
{ EMP. e1;           Valid
}
```

In previous syntax, 1st compiler creates a nameless structure, then it gives an alias name called EMP

* typedef struct emp

```
{ int id;
  char name [36];
  int sal;
} EMP;
void main()
{ struct emp e1;           Valid
  EMP e2;
}
```

In previous syntax, 1st compiler creates a user-defined datatype called struct emp, then it gives an alias name called EMP

→ struct emp

```
{ int id;
  char name [36];
  int sal;
} e1, e2, e3;
```

What is e1, e2, e3 ? Global variables

→ typedef struct

```
{ int id;
  char name [36];
  int sal;
```

typedef struct emp

```
{ int id;
  char name [36];
  int sal;
```

- When the structure body is started with `typedef` Keyword, then it is not possible to create structure variable at end of the body i.e global variables are not possible to create.

```
typedef struct
```

```
{ int id;
  char name [36];
  int sal;
}
EMP, e1, e2, e3;
```

Yes valid, EMP e1, e2, e3, alias name.

```
→ typedef struct emp
```

```
{ int id;
  char name [36];
  int sal;
}
EMP, e1, e2, e3;
```

What is EMP, e1, e2, e3 ? Alias names

```
→ struct emp
```

```
{}
}; Not valid, Error
```

→ In 'C' programming language it is not possible to create empty structure because least size of structure is 1 byte.

```
→ struct emp
```

```
{ int id = 10;
  char name[36] = "Payal";
  int sal = 12500;
}
}; Not Valid, Error
```

- for creation of structure, it doesn't occupy any physical memory.
- When we are working with the structure, physical m/m will occupy.
- When we are creating variable but for initialization of member we required physical m/m.

* Self referential structure - placing a structure type pointer has a member to same structure is called self-referential structure. By using self referential structure, we can handle any type of data structure.

Ex- struct emp

```
{ int id
  /* some Exp. */ }
```

```
→ struct emp
{ int id;
  char name[36];
  int sal;
}
void abc()
{
  struct emp e1, e2;
}
void main()
{
  struct emp e1, e2;           Valid
}
```

When we are creating the structure in global scope, then it is possible to access within the program in any function.

```
→ void main()
{
  struct emp
  {
    int id;
    char name[36];
    int sal;
  };
  struct emp e1, e2;           Is it valid?
}
void abc()
{
  struct emp e1, e2;           No, [Error]
}
```

When the structure is created within the body of the function, then that structure need to be accessed in same function only.

PROG:-

```
# include <stdio.h>
# include <conio.h>
typedef struct
{
  int id;
  char name[36];
  int sal;
```

```

EMP te;
printf ("\n ENTER EMP ID:");
scanf ("%d", &te.id);
printf ("\n ENTER EMP NAME:");
fflush (stdin);
gets (te.name);
printf ("\n ENTER EMP SALARY:");
scanf ("%d", &te.sal);
return te;
}

void showdata(EMP te)
{
    printf ("\n ID: %d NAME: %s SALARY=%d", te.id, te.name, te.sal);
}

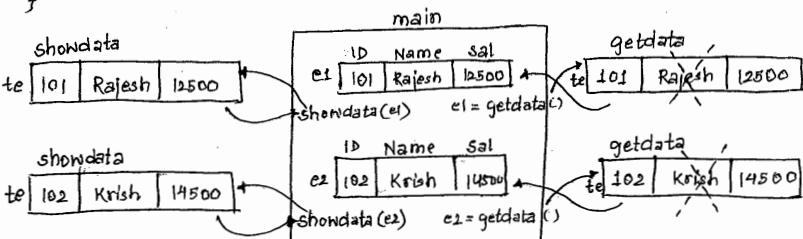
int sumsal(int s1, int s2)
{
    return (s1+s2);
}

int main()
{
    EMP e1, e2;
    int tsal;
    e1 = getdata();
    e2 = getdata();
    showdata (e1);
    showdata (e2);
    tsal = sumsal (e1.sal, e2.sal);
    printf ("\n Sum Salary= %d", tsal);
    return EXIT_SUCCESS;
}

```

O/P:

ENTER EMP ID : 101
ENTER EMP NAME: Rajesh
ENTER EMP SALARY : 12500
ENTER EMP ID : 101
ENTER EMP NAME: Krish
ENTER EMP SALARY: 14500
ID: 101 Name: Rajesh sal: 12500
ID: 102 Name: Krish sal: 14500
Sum-Salary: 27000



PROG:- DISPLAYING DATA IN ALPHABETICAL ORDER

```
# include <stdio.h>
# include <stdlib.h>
# include <string.h>
# define SIZE 5

struct emp
{
    int id;
    char name [36];
    int sal;
};

struct emp getdata()
{
    struct emp te;
    printf ("\n ENTER ID : ");
    scanf ("%d", &te.id);
    printf ("\n ENTER NAME : ");
    fflush (stdin);
    gets (te.name);
    printf ("\n ENTER SAL : ");
    scanf ("%d", &te.sal);
    return te;
}

void showdata (struct emp te)
{
    printf ("\n ID : %d Name : %s SAL : %d", te.id, te.name, te.sal);
}

int main ()
{
    struct emp arr [SIZE];
    struct emp te;
    int i, j;
    printf ("\nEnter %d emp's data : ", SIZE);
    for (i=0; i<SIZE; i++)
        arr [i] = getdata();
    for (i=0; i<SIZE; i++)
    {
        for (j=i+1; j<SIZE; j++)
    }
```

```

    {
        te = arr[i];
        arr[i] = arr[j];
        arr[j] = te;
    }

    printf ("\n sorted emp data: ");
    for (i=0; i< SIZE ; i++)
        showdata (arr [i]);
    return EXIT_SUCCESS;
}

```

NESTED STRUCTURE

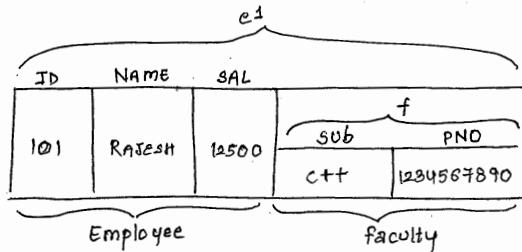
- It is a procedure of placing a structure within an existing structure body.
- When we are working with nested structure, size of the structure is sum of inner structure properties and outer structure properties is to be calculated.
- When we are working with nested structure, it is not possible to access inner structure members directly by using outer structure variable.
- In order to access inner structure ^{members} variable by using outer structure variable we are required to create inner structure variable within the body only.
- Inner structure variable does not have to access outer structure members directly or indirectly.

Ex- #include <stdio.h>
 #include <conio.h>
 #include <string.h>
 struct emp
 { int id;
 char name[30];
 int sal;
 struct faculty
 { char sub[20];
 char pno [10];
 }
 }

```

struct faculty f1;           // size of (f1) ----> 308
    class();
    el.id = 101;
    strcpy (el.name, "Rajesh");
    el.sal = 12500;
    //strcpy (el.sub, "C++"); Error
    strcpy (el.f.sub, "C++");
    strcpy (el.f.pno, "1234567890");
    printf ("\n ID: %d NAME: %s SAL: %d SUB: %s PNO: %s", el.id, el.name,
            el.sal, el.f.sub, el.f.pno);
    getch();
    return 0;
}

```



CONTAINERSHIP OR COMPOSITION :-

- It is a procedure of placing a structure variable as a member to another structure.
- Containership will occupy less memory when we are comparing it with nested structure.
- Containership looks like inheritance in OOP language.

```

Eg:- #include <iostream.h>
     #include <conio.h>
     #include <string.h>
     struct emp
     {
         int id;
         char name[20];
         int sal;
     };
     struct faculty

```

```

void main()
{
    struct emp e1;      //size of (e1)----> 40B
    struct faculty f1;  //size of (f1)----> 70B (40+30)
    clrscr();
    f1.e.id = 101;
    strcpy (f1.e.name, "Rajesh");
    f1.e.sal = 12500;

    strcpy (f1.sub, "C++");
    strcpy (f1.pno, "1234567890");

    printf ("\n ID: %d NAME: %s SAL: %d SUB: %s PNO: %s", f1
           .e.id, f1.e.name, f1.e.sal, f1.sub, f1.pno);

    getch();
    return 0;
}

```

e			sub	pno
ID	Name	Sal		
101	Rajesh	12500	C++	1234567890

Emp

2/8/2015

UNION

- A Union is a collection of different types of data elements in a single entity.
- It is a combination of primitive and derived datatype variables.
- By using union, we can create User-defined data type elements.
- Size of a union is max. size of a member variable.
- In implementation, for manipulation of the data, if we are using only one member then it is recommended to go for union.
- When we are working with unions, all member variables will share same memory location.
- By using union, when we are manipulating multiple members then actual data is lost.

Syntax: union tagname

```
{  
    Datatype1 mem1;  
    Datatype2 mem2;  
    Datatype3 mem3;  
    ---  
    ---  
};
```

Ex-1 union abc

```
{  
    int i;  
    float f;  
    char c;  
};  
// sizeof (Union abc)  
L 48
```

Ex2: union emp

```
{  
    int id;  
    char name [36];  
    int sal;  
};  
sizeof (Union emp)  
L 36B
```

- All the properties of structures are applicable to union also like variable creation, pointer creation, array creation, typeid approach,
- The basic difference b/w structure and union is
 - 1. Size - structure size is sum of all member variable size
Union size is max. size of a member variable

• Memory Allocation: In structure, memory will be allocated for all the members.

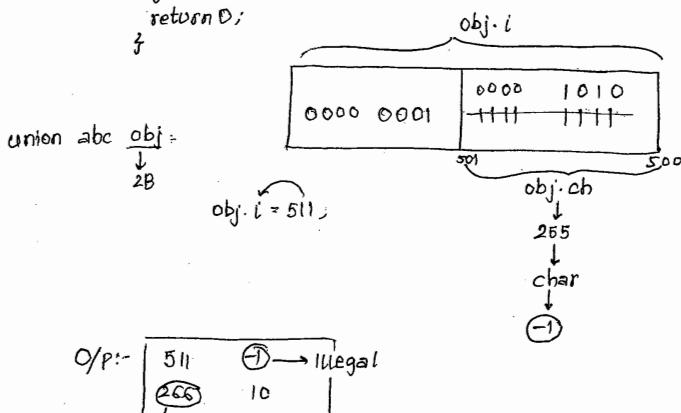
3. Data Manipulation - In structure, data can be manipulated on multiple members properly without losing the content but

- In union if we are manipulating multiple members then actual data is lost.

4. Initialisation - When we are working with structures, multiple members can be initialised but

- In union only 1 member required to be initialised.

Ex- #include <stdio.h>
 #include <conio.h>
 union abc
 {
 int i;
 char ch;
 };
 int main()
 {
 union abc obj;
 clrscr();
 obj.i = 511;
 printf ("\n%d %d", obj.i, obj.ch);
 obj.ch = 10;
 printf ("\n%d %d", obj.i, obj.ch);
 getch();
 return 0;
 }



ENUM

- enum is a keyword, by using this keyword we can create sequence of integer constant value.
- Generally by using enum, we can create userdefined datatype of integer
- Size of enumerator datatype is 2B & the range from -32768 to 32767
- It is possible to change enum related variable value but it is not possible to change enum constant data

Syntax :- enum tagname { const₁ = value, const₂ = value, const₃ = value };

- Acc. to syntax, if const_i value is not initialised, then by default sequence will start from 0 and next generated value is prev. const value + 1.

```
→ #include <stdio.h>
enum ABC {A,B,C};
int main()
{
    enum ABC x;
    x = A+B+C; // x = 0+1+2;
    printf ("\n x = %d",x);
    printf ("\n %d %d %d", A,B,C);
    return 0;
}
```

O/P :

x = 3
0 1 2

```
→ #include <stdio.h>
```

```
# include <conio.h>
```

```
enum month {Jan=1, feb, Mar};
```

```
int main()
```

```
{
    enum month April;
```

O/P: 2 4

```
April = Mar + 1;
```

↑ Feb; Error

```
printf ("\n%d %d", feb, April);
```

↑ April; Yes

```
getch();
```

```
return 0;
```

→ In previous program, enum month is an user defined data type of type integer with the help of type enum month

```

#include <stdio.h>
#include <conio.h>
typedef enum ABC {A=40,B,X=50,Y} XYZ;
int main()
{
    enum ABC c;
    XYZ z;
    c = B+1; // c = 41+1
    z = Y+1; // z = 51+1
    printf("\n c=%d z=%d", c, z);
    printf("\n B=%d Y=%d", B, Y);
    getch();
    return 0;
}

```

In previous program enum ABC is an user-defined data type of integer,
 XYZ is an alias name to enum ABC

O/P:

C = 42	Z = 52
B = 41	Y = 51

FILE OPERATIONS

- A file is a name of physical memory location in secondary storage area.
- file contains sequence of bytes of data in secondary storage area in the form of unstructured manner.
- In implementation, when we required to interact with secondary storage area, then recommended to go for file Operations.
- By using files, primary m/m related data can be send to secondary storage area & secondary storage area info can be loaded to primary memory.
- In 'C' programming lang., I/O operations are classified into 2 types -
 1. standard I/O operations
 2. Secondary I/O operations.
- When we are interacting with primary I/O devices, then it is called standard I/O operations.
- When we are interacting with secondary I/O devices, then it is called secondary I/O operations.
- Standard I/O related and Secondary I/O related, all predefined functions are declared in stdio.h only.
- file operations related specific functions are -

<STDIO.H>

Function

fopen	fclose	fprintf	fputs
fscanf	fgetc	fgets	fgetchar
fread	fwrite	flushall	ftell
feof	fseek	remove	rename
rewind	fflush		

Constant datatypes global variables

EOF FILE stdin

```

→ #include <stdio.h>
# include<dos.h>
# include <stdlib.h>
int main()
{
    FILE *fp;
    //system("CLS"); //clrscr();
    fp=fopen("E:\1.txt","W"); → Exception raised
    if (fp ==NULL)           file may open or may not open
    {
        fprintf ("\nUNABLE TO CREATE FILE");
        //system ("PAUSE"); //getch ();
        return EXIT_FAILURE;
    }
    fprintf (fp,"Welcome");
    fprintf (fp, "\n%d NAresh IT%f", 100, 12.50);
    fclose (fp);
    return EXIT_SUCCESS;
}

```

When we are opening file & parameters
must be passed 1. path 2. mode
W → Write

if open then it returns ADDRESS
if not then it returns NULL.

O/P : Welcome
100 Naresh IT12.50

Prog 2:- for creating ASCII text file

```

# include <stdio.h>
# include <stdlib.h>
int main()
{
    FILE *fp;
    char path [50];
    int i;
    printf ("Enter a file path:");
    gets (path);
    fp=fopen(path,"W");
    if (fp ==NULL)
    {
        printf ("\nUNABLE TO CREATE FILE");
        return EXIT_FAILURE;
    }

```

Static path E:\1.txt
dynamic path E:_1.txt

Range of ASCII -128 to 127

- stdio.h provides standard I/O related predefined function prototype.
- conio.h provide console related predefined function prototype.
- FILE is a predefined structure which is available in stdio.h
By using FILE structure, we can handle file properties.
Size of FILE structure is 16 bytes.
- fp is a variable of type FILE*, which maintain address of FILE.
Size of fp is 2 bytes because it holds address.

fopen() :- It is a predefined function, which is declared in stdio.h,
 → by using this function we can open a file in specific path with specific mode.
 → It requires 2 arguments of type const char*.
 → On success, fopen() returns FILE*, on failure returns NULL
 → Generally fopen() is failed to open FILE in following cases

1. path is incorrect
2. mode is incorrect
3. Permissions are not available
4. Memory is not available.

Syntax:

FILE* fopen (const char* path, const char* mode);

fprintf() :-

- By using this predefined function, we can write the content in file.
- fprintf() can take any no. of arguments but 1st argument must be FILE* and remaining arguments are of

Syntax:-

int fprintf (FILE* stream, const char* path, ---);

fclose() :-

- By using this predefined function, we can close the file after saving data.
- fclose() requires 1 argument of type FILE* and returns an int value

Syntax:-

int fclose (FILE* stream)

FILE MODES :-

→ Always FILE modes will indicate that for what purpose file need to be open or create.

FILE modes are classified into 3 types -

1. write
2. read
3. append

Depending on operations, file modes are classified into 6 types -

- 1) write (w) - Create a file for writing, if file already exists, then it will override (old file is deleted, new file created)
 - In w mode, file exists or not, always new file is constructed.
- 2) read (r) - Open an existing file for reading, if file not exists then fopen() returns NULL
 - When we are working with r mode, if file doesn't exist, new file is not constructed.
- 3) append (a) - Open an existing file for appending (write the data at end of file) or create a new file for writing if it doesn't exist
 - When we are working with "a", if file doesn't exist, then only new file is constructed
- 4) w+ (Write and read) - Create a file for update i.e. write & read, if file already exists then it will override.
 - In w+ mode, if file is available or not, always new file is constructed.
- 5) r+ (read and write) - Open an existing file for update i.e. read & write.
 - Generally r+ mode is required, when we need to update existing information.
 - In r+ mode, if file doesn't exist, new file is not constructed
- 6) a+ (w+ and r+) - Open an existing file for update or create a new

→ In Text files, data is represented with the help of ASCII values
• .txt, .c, .cpp

→ In binary files, data is represented with the help of byte.
• .exe, .mp3, .mp4, .jpeg

1) To specify that a given file is being opened or created in "text mode" then append "t" to the string mode.
eg:- rt, wt, at, rtt, wtt, att

2) To specify binary mode then append "b" to end of the string mode.
eg:- rb, nb, ab, r+b, n+b, a+b.

3) "fopen" and "fopen" also allow that "t" or "b" to be inserted between the letter and the *t character in the string
Eg:- rt+t is equivalent to r+t.

4) If "t" or "b" is not giving in the string the mode is governed by "f" mode, if "f" mode is set to O_BINARY, files are opened in BINARY mode

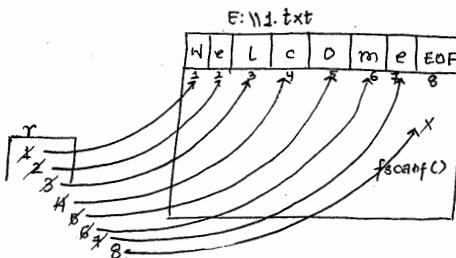
5) If "f" mode is set to O_TEXT, they are opened in text mode. These constants are defined in FCBNTR.H

for reading data from files :-

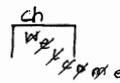
```
#include<stdio.h>
#include <stdlib.h>
int main()
{
    FILE *fp;
    char ch;
    fp = fopen ("E:\\1.txt", "r");
    if (fp == NULL)
        printf ("\nFILE NOT FOUND");
        return EXIT_FAILURE;
    while (1)
```

```
fclose(fp);  
return EXIT_SUCCESS;
```

O/P: Welcome



↑ Other char O
feof(fp) False
↓ EOF → True



fscanf() :- It is a predefined function which is declared in stdio.h; by using this function, we can read the data from file.

- fscanf() can take any no. of arguments but 1st argument must be and remaining arguments should be scanf() function format.
- When we are working with fscanf() function, it can read entire content of file except

Syntax :- int fscanf(FILE * stream, const char * format, ...);

feof() :- By using this function, we can find eof character position:

- It requires 1 argument of type FILE* and returns an int value.
- When file pointer is pointing to EOF character then it returns non-zero value, if it is pointing to other than EOF character then it returns zero.

Syntax :- int feof (FILE * stream);

fgetc() :- It is a predefined unformatted function which is declared in stdio.h, by using this function we can read the data from file

- * including EOF character also

- * It returns an int value i.e. ASCII value of a character

Syntax: int getc (FILE * stream);

→ #include <stdio.h> Reading 3 lines at a time & displaying from a file :-

#include <conio.h>

#include <dos.h> → For using delay function

```
int main()
{
    FILE *fp;
    char path[30];
    char ch;
    int count = 0;
    clrscr();
    printf("Enter a file path: ");
    gets(path);
    fp = fopen(path, "rt");
    if (fp == NULL)
    {
        printf("\nFILE NOT FOUND");
        getch();
        return 1;
    }
    while (1)
    {
        ch = fgetc(fp); // fscanf(fp, "%c", ch);
        if (ch == EOF) // if (feof(fp))
            break;
        printf("%c", ch);
        if (ch == '\n')
            ++count;
        if (count == 3)
        {
            delay(1000);
            count = 0;
        }
    }
    fclose(fp);
    getch();
    return 0;
}
```

Turbo C.

31/8/2015

```
# include <stdio.h>
# include <conio.h>
int main()
{
    FILE *fp;
    char path [50];
    char str [50];
    clrscr();
    //printf("Enter a file path :");
    fprintf (stdout, "Enter a file path :"); stdout → it is the standard output buffer
    gets (path);
    fp = fopen (path, "a"); → append
    if (fp == NULL) ⇒ when because of some reason file is unable to open
    {
        fprintf (stderr, "UNABLE TO CREATE FILE");
        //printf ("UNABLE TO CREATE FILE");
        getch();
        return 1;
    }
    printf ("Enter a string :");
    fflush (stdin);
    gets (str);
    fputs (str, fp);
    //fprintf (fp, "%s", str);
    fclose (fp);
    return 0;
}
```

delay :- It is a predefined function which is declared in dos.h

➤ By using this function, we can suspend the program from execution.

➤ delay() function requires 1 argument of type unsigned integer i.e milliseconds value

Syntax :- [void delay(unsigned milliseconds);]

➤ By using delay(), we can suspend the program for max. of 1 min 5 sec

Sleep() :- It is a predefined function which is declared in dos.h

By using this function, we can suspend the program from execution

Sleep() function requires 1 argument of type unsigned integer value

- stdcates :- It is a global pointer variable which is defined in stdio.h
→ By using this global pointer, we can handle standard output buffer.
- stdin :- By using this global pointer, we can handle standard input buffer.
- stderr :- By using this global pointer, we can handle standard I/O related error.
When we are working with stderr, it will redirect the data back to stdout.
- stdprn :- By using this global pointer, we can handle printer
- fseek() :- By using this predefined function, we can create the movement in file pointer.
→ fseek() requires 3 arguments of type FILE*, long integer & integer type.

Syntax :- int fseek(FILE * stream, long offset, int whence);

stream will provides file information
offset is no. of bytes

whence Value is file pointer location

whence value can be recognized by using following constant values.

1. SEEK_SET :- This constant will pass the file pointer to beginning of the file.
2. SEEK_CUR :- This constant will provide constant position of file pointer
3. SEEK_END :- This constant value will send the file pointer to end of the file.

These all constant values can be recognised using INTEGER values also.
SEEK_SET value is 0

SEEK_CUR value is 1

SEEK_END value is 2

rewind() :- By using this predefined function we can send the control to the beginning of the file

rewind() requires 1 argument of type FILE*

Syntax: void rewind(FILE * STREAM)

The behaviour of rewind() is similar to -

- fseek() :- By using this predefined function, we can find the size of the file.
- fseek() requires 1 argument of type FILE* and returns long integer value.
 - Generally fseek() returns file pointer posn, so if file pointer is pointing to eof character then it is equal to size of the file.

Syntax :- long fseek(FILE* stream);

- remove() :- By using this predefined function, we can delete a file permanently from Harddisk.

- remove() requires 1 argument of type const char* & returns int value.

Syntax: int remove (const char *filename);

- rename() :- By using this predefined function, we can change the name of an existing file.

- rename() func requires 2 arguments of type const char* & returns int value.

Syntax: int rename (const char *oldname, const char *new name);

prog: To reverse the string data present in a file.

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

int main()
{
    FILE* fp;
    char path[30];
    long int fsize, i=0;
    char* str;
    char ch;
    printf ("Enter a file path:");
    gets(path);

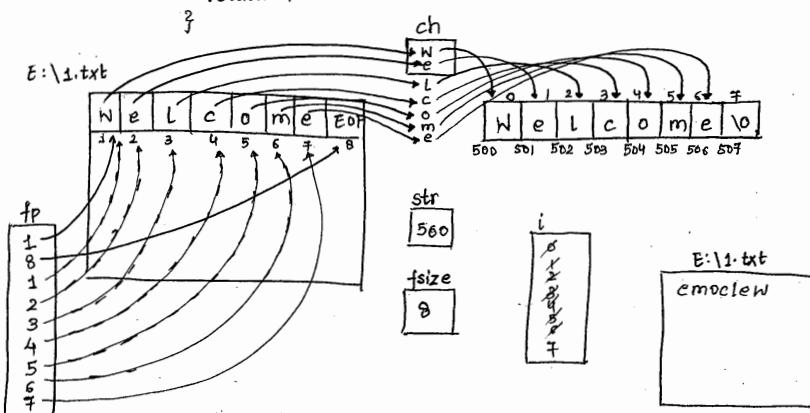
    fp = fopen(path, "rt");
    if (fp == NULL)
    {
        printf ("\nFILE NOT FOUND : ");
    }
```

```

fsize = ftell(fp); // ftell finds the no. of bytes held by fp and that
is assigned to fsize.

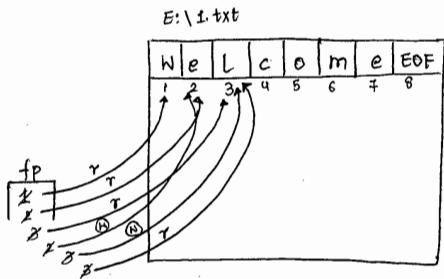
fseek(fp, 0, SEEK_SET); // rewind(fp) fp points to the starting position
of the file
str = (char*) calloc(fsize, sizeof(char)); // dynamically creating a string of
size fsize for all the data of file
{
    ch = fgetc(fp); → getting each character from existing file.
    if (feof(fp)) → if gets end of file then break
        break;
    str[i] = ch; → Add each character to str[i] & increment i
}
str[i] = '\0'; → In string, we don't have EOF, we have \0 only
fclose(fp); → Save the file & close.
remove(path); → delete the existing file.
strrev(str); → reversing the string characters
fp = fopen(path, "wt"); → then opening the same file in write mode
fputs(str, fp); → Writing character from str into fp pointing file
// fprintf(fp, "%s", str);
fclose(fp);
free(str); → freeing the m/m held by str. string
str = NULL;
return 0;
}

```

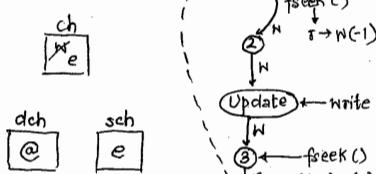


PROGRAM:- FIND AND UPDATE (Replace) A CHARACTER

```
# include <stdio.h>
# include <stdlib.h>
int main()
{
    FILE *fp;
    char path[50];
    char ch, sch, dch;
    printf("Enter a file path:");
    gets(path);
    fp = fopen(path, "rt+");
    if (fp == NULL)
    {
        printf("\n FILE NOT FOUND:");
        return 1;
    }
    printf("\nEnter a char (S):"); // Enter source character to be replaced
    fflush(stdin);
    sch = getchar();           // Get it from user
    printf("\nEnter a char (D):"); // Enter dest character to be replaced
    fflush(stdin);
    dch = getchar();
    while(1)
    {
        ch = fgetc(fp); // The character read by the file pointer
        if(ch == EOF)
            break;
        if(ch == sch)
        {
            fseek(fp, -1, SEEK_CUR); // r--> N(-1) The current position
            // pointed by the file pointer
            // is shifted 1 Byte back &
            // mode changed from read
            // to write automatically.
            fprintf(fp, "%c", dch); //
            fseek(fp, 0, SEEK_CUR); // N-----> r(0)
        }
    }
}
```



r+ → read (default)
write



PROGRAM: ENCODING AND DECODING

```

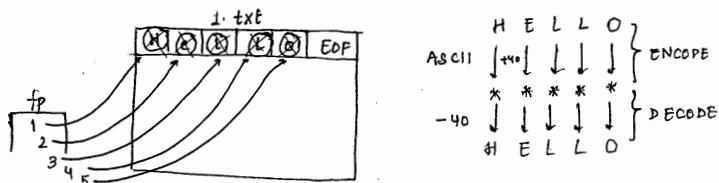
#include <stdio.h>
#include <conio.h>
int main()
{
    FILE * fp
    int flag, code = 0;
    char path[30];
    char ch;
    clrscr();
    printf ("Enter a file path: ");
    gets(path);
    fp = fopen(path, "r+");
    if (fp == NULL)
    {
        printf ("\nFILE NOT FOUND");
        getch();
        return 1;
    }
    do
    {
        printf ("\n1 FOR ENCODE:");
        printf ("\n2 FOR DECODE:");
        scanf ("%d", &flag);
        while (flag != 1 && flag != 2); // When we enters 1/p other then 1 & 2
    }
    while (flag == 1)
    {
        code = fgetc(fp);
        if (code == EOF)
            break;
        if (code >= 65 && code <= 90)
            code = code + 32;
        else if (code >= 97 && code <= 122)
            code = code - 32;
        fputc(code, fp);
    }
    if (flag == 2)
    {
        code = fgetc(fp);
        if (code == EOF)
            break;
        if (code >= 65 && code <= 90)
            code = code - 32;
        else if (code >= 97 && code <= 122)
            code = code + 32;
        fputc(code, fp);
    }
}
  
```

```

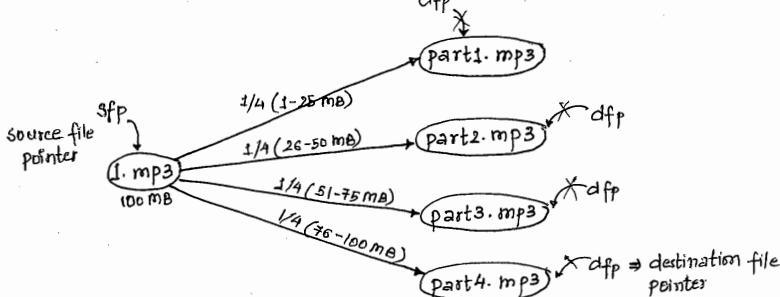
ch = fgetc(fp);
if (ch == EOF)
    break;
if (ch != '\n' & ch != '\r') → for encoding & decoding, we have to perform all
                                other operations instead of these 2.
{
    fseek(fp, -1, SEEK_CUR);      // r ---> H(-1)
    fprintf(fp, "%c", ch + code); // update
    fseek(fp, 0, SEEK_CUR);      // H ---> r(0)
}
fclose(fp);
return 0;
}

```

Enter a file path: E:\1.txt



PROGRAM: OPERATIONS ON AUDIO FILE (Binary file)



```

#include <stdio.h>
#include <conio.h>
#include <stdlib.h>
#define f1 "E:\\part1.mp3"

```

```

FILE * spp;
FILE * dpp;
char spath [30];
char dpath [4][30] = {f1, f2, f3, f4};
long int fsize = 0, nb = 0;           nb → no. of bytes
int l = 0;
char ch
printf ("\n Enter sfp path:");
gets (spath);
sfp = fopen (spath, "rb");          rb → read binary file
if (sfp == NULL)
{
    printf ("\n %s NOT FOUND", spath); // This means file is already opened,
                                         now we need to find path of file
    return EXIT_FAILURE;
}
fseek (sfp, 0, SEEK_END); // If the file is open then find the file size
fsize = ftell (sfp);             // gives file path
rewind (sfp);                  // fseek (sfp, 0, SEEK_SET);
dpp = fopen (dpath [l], "wb");   // To open 1st part
if (dpp == NULL)               // If this condition is false then it means 1st part is created
{
    fclose (sfp);
    printf ("\n %s UNABLE TO CREATE");
    return EXIT_FAILURE;
}
while (1)
{
    ch = fgetc (sfp);
    if (feof (sfp))
        break;
    fprintf (dpp, "%c", ch);
    nb++;                      // increments no. of bytes
    if (nb == fsize / 4 & l == 3) // We have to close only 3 initial parts within
                                // the loop [0, 1, 2] & not the 4th part, otherwise source
    {
        fclose (dpp);          // file will be terminated
        nb = 0;
        l++;
        dpp = fopen (dpath [l], "wb");
    }
}

```

```
    }
}
fclose(sfp);
fclose(dfp);
return EXIT_SUCCESS;
}
```

PROGRAM: TO COMBINE 2 OR MORE AUDIO FILES TOGETHER:

```
#include <stdio.h>
#include <stdlib.h>
#define f1 "E:\\part1.mp3"
#define f2 "E:\\part2.mp3"
#define f3 "E:\\part3.mp3"
#define f4 "E:\\part4.mp3"
int main(void)
{
    FILE *sfp;
    FILE *dfp;
    char dpath[20];
    char spath[4][20] = {f1, f2, f3, f4};
    int i = 0;
    char ch;
    printf("\nEnter dfp path:");
    gets(dpath);
    dfp = fopen(dpath, "wb");
    if (dfp == NULL)
    {
        printf("\n%s UNABLE TO CREATE", dpath);
        return EXIT_SUCCESS
    }
    for (i = 0; i < 4; i++)
    {
        sfp = fopen(spath[i], "rb");
        if (sfp == NULL)
        {
            fclose(dfpx);
```

```
{ ch = fgetc(sfp);
    if (feof(sfp))
        break;
    fprintf(df, "%c", ch);
}
fclose(sfp);
fclose(df);
return EXIT_SUCCESS;
```

4/6/2015

COMMAND-LINE ARGUMENTS

- It is a procedure of passing the arguments to the main function from command prompt.
- By using command line arguments, we can create user-defined commands.
- In implementation, when we required to develop an application for dos operating system then recommended to go for command line arguments.
- DOS is a character based or command based os ie if we require to perform any task, we need to use specific command only.
- When we are developing the program in command line arguments, then main function will take 2 arguments ie argc & argv
- argc is a variable of type an integer, it maintains total no. of arguments count value.
- argv is a variable of type char*, which maintains actual argument values which is passed to main().
- In C and C++, by default total no. of arguments are 1, i.e. programname.exe

Ex- #include <stdio.h>
int main (int argc, char *argv [])
{
 int i;
 printf ("\nTotal No. of Arguments: %d", argc);
 for (i=0; i < argc; i++)
 printf ("\n %d. Argument: %s", i+1, argv [i]);
 return 0;
}
// save the file as mytest.c
// compile mytest.c
// Build or rebuild mytest.c

- Load the command prompt & change the directory to specific location where application file is available.
- To execute the program, just we required to use program name or program name.exe

O/P: D:\c400PM\4> mytest 10 Hello 20

Total No of Arguments : 4

1. Argument: mytest
2. Argument: 10
3. Argument: Hello
4. Argument: 20

→ argc & argv are local variables to main() so command prompt related data we can't access outside of the main()

→ In implementation, when we required to access command prompt related data outside of main(), then recommended to go for _argc & _argv variables, which is defined in dos.h.

```
#include <stdio.h>
#include <dos.h>
void abc()
{
    int i;
    printf ("\nData in abc:");
    printf ("\nTotal No of arguments : %d", _argc);
    for (i=0; i<_argc; i++)
        printf ("\n%d. Argument : %s", i+1, _argv [i]);
}
int main (int argc, const char* argv [])
{
    int i;
    printf ("\nData in main:");
    printf (
    for (i=0; i< argc; i++)
        printf ("\n%d Arguments: %s", i+1, argv [i]);
    abc();
    return 0;
}
// Save as mycmd.c
// Compile mycmd.c
// Build or rebuild mycmd.e
```

O/P : D:\C400PM> mycmd Hello 10 Welcome

Data in main :

Total No of Arguments : 4

1. Argument : D:\C400PM\MYCMD.EXE
2. Argument : Hello
3. Argument : 10
4. Argument : Welcome

} due to local variables

Data in abc :

Total No of Arguments : 4

1. Argument : D:\C400PM\MYCMD.EXE
2. Argument : Hello
3. Argument : 10
4. Argument : Welcome

} due to global variables -
- argc & argv

- By using command Line Arguments, it is possible to pass any type of data but all are treated like string only.
- When we are working with Command Line Arguments, always recommended to convert string type to numeric type properly before execution of the logic
- Conversion related all predefined functions are declared in stdlib
- Stdlib related predefined functions are -

<stdlib.h>

atoi()	atol()	atof()	_atold()	ltoa()
ltoa()	abort()	exit()	-exit()	-c_exit()
atexit()	raise()	signal()		
min()	max()	random()	randomize()	
rand()	srand()	abs()	labs()	
stold()	strtol	strtofd()	strtoul()	
wctomb()	wctombs()	fcvt()	gcvt()	
lfind()	lsearch()	-lrotl()	-lrotr()	drv() ldrv()

Constants

EXIT_SUCCESS

EXIT_FAILURE

2) atol() :- By using this, we can convert a string into long integer type.

Syntax: [long atol (const char* str);]

3) atof() :- By using this predefined function, we can convert a string into double datatype.

Syntax: [double atof (const char* str);]

4) atold() :- By using this predefined funcn, we can convert a string into long double type.

Syntax: [long double - atold (const char*str);]

By using `fcvt()`, `gcvt()`, `ecvt()`, we can convert float to string type.

USER-DEFINED FUNCTION for atoi()

```
#include <stdio.h>
#include <stdlib.h>
int myatoi (const char*str)
{
    int r=0; l=0; flag=0;
    if (str[0] == '+' || str[0] == '-')
        {
            i=1;
            if (str[0]== '-')
                flag = 1;
        }
    for (; str[i] != '\0'; i++)
        {
            if (str[i]>='0' && str[i]<='9')
                r = r*10 + str[i] - '0';
            else
                {
                    if (flag==0)
                        return r;
                    else
                        return (-r);
                }
        }
    if (flag==0)
        return r;
}
```

```

int main(int argc, const char *argv[])
{
    int l, n;
    if (argc != 2)
    {
        printf ("\n invalid command syntax");
        return EXIT_FAILURE;
    }
    //n = atoi(argv[1]);
    n = myatoi(argv[1]);
    for(l=1; l<=10; l++)
        printf ("\n%d*%2d=%2d", n, l, n*l);
    return EXIT_SUCCESS;
}
//Save as mytab.c
//compile mytab.c
//link or Build mytab.c
//Run mycmd.exe using command prompt

```

Explanation

1) my tab 25
 my tab +25
 my tab 25ABC
 my tab +25ABC

2) mytab abc
 mytab
 mytab
 mytab
 mytab

3) mytab -25
 mytab -25ABC

<ctype.h>

- character type related specific functions are available in ctype.h
- ctype.h related predefined functions or MACROS are -

1. isalpha(); - checking alphabet or not
2. isascii(); - checking I/P data within ascii range or not.
3. isctrl(); - If control button from Keyboard
4. isspace(); - If space button from Keyboard
5. isupper(); - required to use from A to Z
6. isdigit(); - checking whether numeric type or not
7. islower(); - To check if it is a -z

- When the function prefix 'is' available, then it returns boolean type i.e true or false
- If 'to' is available, then it returns integer value

```
# include <stdio.h>
# include <ctype.h>
int main()
{
    char ch;
    int flag;
    printf("Enter a char: ");
    ch = getchar();
    flag = isdigit(ch);
    if (flag != 0)
        printf("\n%c IS DIGIT DATA", ch);
    else
        printf("\n%c IS NOT DIGIT DATA", ch);
    return 0;
}
```

O/P: Enter a char: 9
9 IS DIGIT DATA

```
# include <stdio.h>
# include <ctype.h>
int main()
{
    char ch1, ch2;
    printf("Enter a char: ");
    ch1 = getchar();
    ch2 = tolower(ch1);
    printf("\n% Lower case char is = %c", ch1, ch2);
    return 0;
}
```

O/P: Enter a char: A
A Lower case char is : a

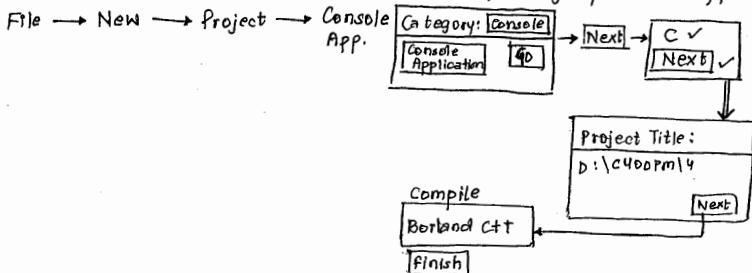
PROJECT-1

Q Create a console based application using code Block IDE with the name of Employee Management System with following modules.

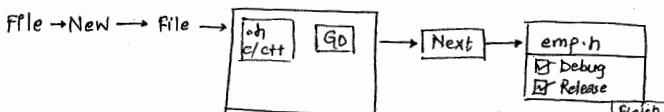
- 1) Login Module
- 2) Add new record
- 3) Display records
- 4) Search specific record
- 5) Update existing records
- 6) Delete existing records
- 7) Display backup data

CONFIGURATION OF PROJECT :-

Open CODE BLODE; create new project of category console Application



- ⇒ To maintain employee information, we require a structure that's why it is recommended to create user defined datatype by using structures.
- ⇒ Always recommended to create a structure in header files only. [user-defined header files]
- ⇒ To create user defined header files, it is recommended to follow these steps:-



Code in emp.h

#ifndef EMP_H_INCLUDED

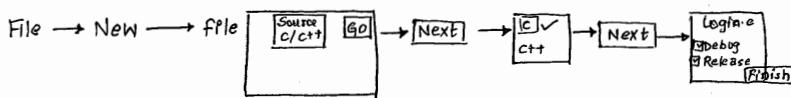
```

char EMAIL [20];
unsigned int SALARY;
float PF;

} EMP;
#endif // EMP_H INCLUDED

```

- Create a new module file with a name login.c



CODE IN LOGIN.C

```

#include <stdio.h>
#include <conio.h>
#include <string.h>
#include <process.h>
void passWord()
{
    char pswd[10] = "BALU0020";
    char str[10];
    int i = 0;
    void mainmenu(void);
    printf(" Enter password");
    while(1)
    {
        str[i] = getch();
        if (str[i] == '\r') // Enter button action
        {
            str[i] = '\0';
            break;
        }
        else if (str[i] == 0) // backspace action
        {
            if (i > 0) // Min limit of backspace
            {
                printf("\b"); // backspace
                printf(" "); // remove * replace with 'space'
                printf("\b"); // backspace
                --i;
            }
        }
    }
}

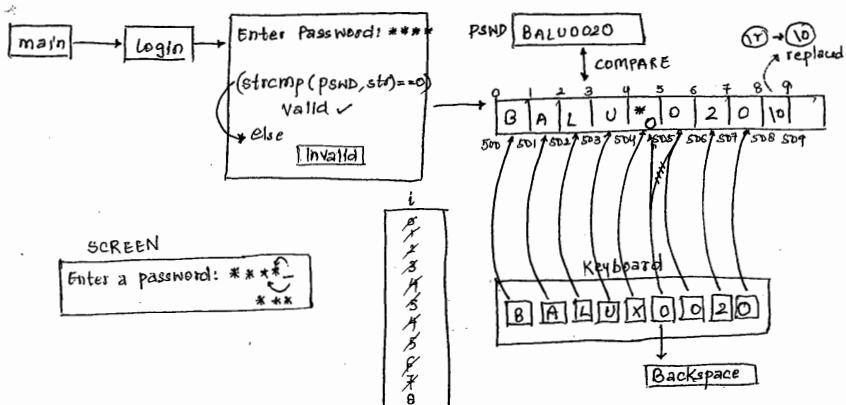
```

```

else
{
    printf ("*");
    ++i;
}

if (strcmp (pswd, str) == 0)
{
    mainmenu(); //for next view of project
}
else
{
    printf ("\n Invalid password: ");
    exit (1);
}

```



CODE IN MAIN.C

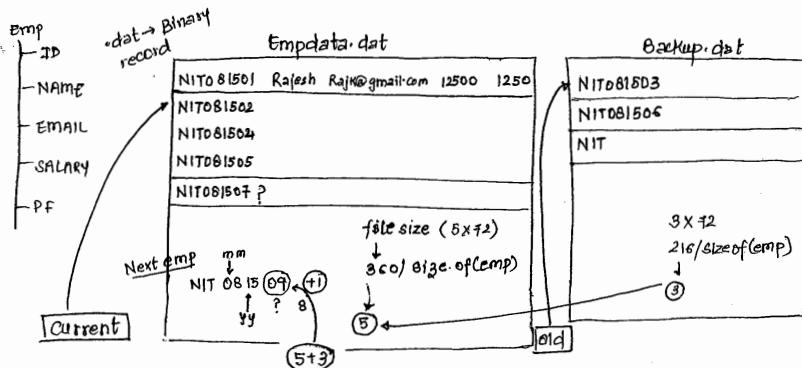
```

#include <stdio.h>
#include <stdlib.h>

int main()

{
    void password(void)
    password();
    return 0;
}

```



CREATE A NEW MODULE FILE WITH THE NAME empcount.c

CODE IN empcount.c

```
#include <stdio.h>
#include <emp.h>
FILE *cur;
FILE *old;
EMP e;
int ne;
int curcount()
{
    int n;
    cur = fopen ("EMPDATA.dat", "rb");
    if (cur == NULL) // When the database file does not exist (EMPDATA)
        return 0; // No Records
    fseek (cur, 0, SEEK_END); // Will reach end of the file & will give total no. of bytes
    n = ftell (cur) / sizeof (EMP); // n will give total no. of current records
    fclose (cur);
    cur = NULL;
    return n; // n returns total no. of records
}
int oldcount()
{
    int n;
    old = fopen ("BACKUP.dat", "rb");
}
```

old = NULL;
return n;

}

SQLite Database

- It is a light weighted server less open source database engine.
- When we are working with this database, it does not require any pre configuration and it does not require server also.
- Generally this database is used in mobile application.
- If then we are developing stand alone applications then recommended to go for SQLite database.
- Standalone application means, the system in which application is

→ The complete reference of SQLite database is available in www.sqlite.org.

→ Document reference is available in www.sqlite.org/docce.html

→ In 'C' language when we are developing standalone application with database they recommended to go for SQLite in place of using FILE system.

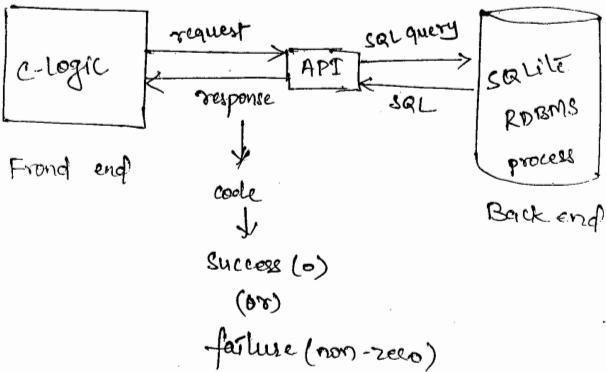
→ In 'C' language we does not have any kind of pre defined functions to interact with SQLite database.

→ In implementation when we are

API'S which is provided by SQLite database.

- SQLite related all API's are developed in native 'C' language.
- Complete API reference we can get from www.sqlite.org/cintro.html
- Function means when we are performing the task within the program.
- API means b/w the application when we need to perform.
- In 'C' application when we are performing the subtask they use for the function, if 'C'

C-Application



Configuration of SQLite database with

Dev C++ IDE.

→ When we are working with Dev C++ IDE it provides multiple packages for different type of application development like 2D or 3D Graphics, Cryptography, Image manipulation, Networking, Database, multithreading and many more.

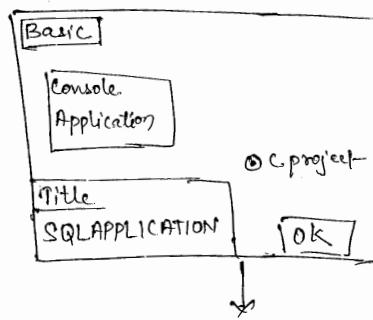
- When we are working with any kind of packages first we require to config that specific package.
- Goto devpaks.org website then select database category.
- From list of libraries recommended to select ~~sqlite3~~ library version; 3.7.4 (up to now it is latest)
- After selecting specific database click on download and wait until download is finished.
- Once download is finished run package installer file. Then automatically configuration is completed.

Configuration of SQLite database with current project

- Create a new project directory with the name SQLiteemp.
- Go to www.sqlite.org website then click on download tab.
- Under source code section download sqlite-amalgamation-xxxxxx.zip file.
- Extract the downloaded zip file which is having following files
 - ✓ shell.c
 - ✓ sqlite3.c
 - ✓ sqlite3.h
 - ✓ sqlite3ext.h

- Copy sqlite.c and sqlite3.h into
newly constructed folder i.e
SQLiteemp.
- Open Dev C++ IDE and create
new console application type project
with the name SQL APPLICATION and
save this project template into
SQLiteemp folder which was created
earlier.

File → New → Project



Save project template & main.c
in SQLiteemp directory

- Go to project menu and select
Add to project.
- Select Sqlite3.c & sqlite.h files.
then click on open button.

25/08/2015

Syntax to open and close the database

- For opening the database we have an API called sqlite3_open(),
for closing the database we have an API called sqlite3_close().
- For handling the complete application we are creating three application variables i.e:-
 - `sqlite3*db;` // database pointer
 - `char*errmsg;` // char type pointer

→ sqlite3 is a predefined structure which is available in "sqlite3.h", Using this structure we can handle SQLite database.

→ sqlite3_open():-

→ Using this API we can open SQLite database

→ This API requires two arguments of type const char* and sqlite3**.

→ On success this API returns zero, On failure it returns non-zero value.

```
int code = sqlite3_open("EMPDATABASE.db",&db);  
if (code == 0) // success  
{  
    // go for next step  
}  
else  
printf("In error in opening database: %s",  
       sqlite3_errmsg(db));
```

sqlite3_errmsg() :-

- Using the API we can find any kind of error which is occurred at the time of working with SQLite data base.
- This API requires one argument →

⇒ sqlite3_close() :-

→ Using this API we can close a database which is opened by

sqlite3_open() API.

→ sqlite3_close() requires one argument of type sqlite3*.

Syntax to create table

→ A table is a basic element of any kind of database.

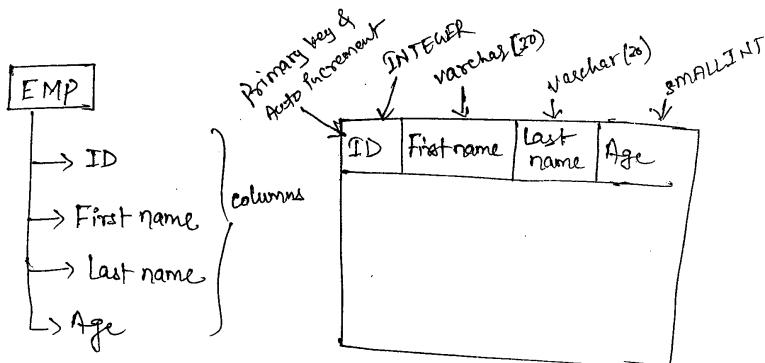
→ Table maintains the information in the form of rows and columns with the help of RDBMS rules.

to use Create table statement.

→ When we are creating table

initially we need to decide

~~skeleton~~ or structure of table.



Syntax:-

create table <tableName> (column1 Datatype,
column2 Datatype, column3 Datatype,)

Ex:-

create table if not exists EMP (

ID INTEGER PRIMARY KEY AUTOINCREMENT,

→ The last query is available in front end only and it is not understandable to 'c' compiler that's why this query is needed to be passed to back end using API.

sqlite3_exec()

→ Using this API we can execute any type of SQL query.

→ When we are using this API we need to pass database pointer, Query string, attributes and character pointer

→ If the query execution is success then we will get return value else it returns

⇒ `char* sql_stmt = "create table if not";`
`if (sqlite3_exec(db, sql_stmt, NULL, NULL, &errmsg))`
`! = SQLITE_OK)`
`{`
`// failure stop`
`}`
`else // success`
`printf (stdout, "Table is created");`

sqlite3_free():-

→ Using this API we can release
dynamically created memory ~~for~~ by
SQLite database.

Adding rows in table

- When we are adding the data in table we need to use insert statement.
- Using insert statement- we can add all columns data or we can pass specific column data also

Syntax 1:-

insert into tableName values (value1, value2, value3, ...);

Ex:-

insert into EMP values (1, 'Rajesh', 'Kumar', 25); X

Not suitable
because ID has
auto-incrementation.

Syntax 2:-

insert into tableName (column1, column2, ...) values(
value1, value2, value3, ...); ✓

Ex:-

insert into EMP (FirstName, LastName, Age) values(

EMP

ID	First name	Last name	Age
1	Rajesh	Kumar	26

Back end

split3_exec();

sprintf(Sql-stmt, "Insert into EMP (Firstname,

Lastname, age) values ('%s', '%s', %d)",

fname, lname, age);

copy

Insert into EMP (Firstname, lastname, Age) values (
'Rajesh', 'Kumar', 26).

C Application

Enter First name: Rajesh
Enter last name: Kumar
Enter Age: 26

Front end

fname: Rajesh

lname: Kumar

Age: 26

* sqlite3_prepare_v2() -

→ Using this API we can prepare the database which can take huge memory from front end application.

Procedure to retrieve the data from table

→ When we require to retrieve the data from table then we need to use select statement.

→ By using select statement we can retrieve all rows or any specific row also possible.

Emp

ID	First Name	Last Name	Age
1	Rajesh	Kumar	26
2	Kiran	Kumar	32
3	Sana	Raj	23

Emp

ID	First Name	Last Name	Age
1	Rajesh	Kumar	26
2	Kiran	Kumar	32
3	Sana	Raj	23

① select * from emp;

all rows
sqlite - exec();

Show on
screen

0	1	2	3
column_text	column_text	column_text	column_text
1	Rajesh	Kumar	26
2	Kiran	Kumar	32
3	Sana	Raj	23

→ NO Rows

0	1	2
column_text	column_text	column_text
Kiran	Kumar	32

② Select (FirstName, LastName, Age) from

Emp where ID = 2;

sqlite_exec(sql-stmt, "select (FirstName, LastName, Age)

from Emp where ID = 2", id);

sqlite - exec();

C Application

m
rec

* sqlite3_step() :-

- Using this API we can retrieve a single row at a time from memory.
- When row is available then this API returns sqlite SQLITE_ROW, when all rows are finished then it returns SQLITE_DONE.

* sqlite3_column_text() :-

- Using this API we can extract the content based on ~~ID~~ Index.

Procedure to update the Record.

→ Using update statement we can update the data in table.

→ When we are working with update query we require to use set keyword along with where condition.

Emp			
ID	First Name	Last Name	Age
1.	Rajesh	Kumar	26
2.	Kiran	Kumar	32
3.	Saha Raj	Raj Sana	26 32

update emp set Firstname = 'Raj',
Lastname = 'Sana', age = 32
where ID = 3

C-Application

```
Enter ID : 3
Enter new
First name: Raj
Enter new
Last name : Sana
Enter new age: 32
```

- | | |
|----|--|
| ID | 1. |
| 2. | 2. |
| 3. | 3. <input checked="" type="checkbox"/> |

fname 14
lname 3
age

Stringf(sql-stmt, "update Emp set FirstName = '%s'"

Deleting the data from table

- Using delete statement we can delete the data from table.
- Using delete statement we can delete all the row or any specific row also can be deleted.

① delete from Emp;

ID	First name	Last name	Age
1.	Rajesh	Kumar	26
2.	Kiran	Kumar	32
3.	Raj	Kumar	32

All rows

C - Application.

Enter Emp ID: 3

id
3

sqlite3_exec();

delete from Emp where ID = 3

sprintf(sql_stmt, "delete from emp where ID = %d", id);

* deleting the table *

→ Using drop statement we can
delete table

→

drop table emp;

SQLite Project By Balu Sir

Code in main.c

```
#include <stdio.h>
#include <stdlib.h>
#include <dos.h>
#include "sqlite3.h"

/* run this program using the console pauser or add your own getch,
system("pause") or input loop */

sqlite3*db;

int main(int argc, char *argv[])
{
    int option,ercode;
    ercode=sqlite3_open("test.db", &db);
    if(ercode)
    {
        //failed
        fprintf(stderr,"\\nCan't open database: %s\\n", sqlite3_errmsg(db));
        return 0;
    }
    else
    {
        // success
        while(1)
        {
            system("CLS");
            printf("\\nFor Create Table----->1: ");
            printf("\\nFor Insert Data----->2: ");
            printf("\\nFor Display Data----->3: ");
            printf("\\nFor Update Table Data--->4: ");
            printf("\\nFor Delete Data----->5: ");
            printf("\\nFor Delete Table----->6: ");
            printf("\\nFor Exit Application---->7: ");
            scanf("%d",&option);
```

SQLite Project By Balu Sir

```
case 1:create_table();
        break;
case 2:insertdata();
        break;
case 3:display();
        break;
case 4:update_table();
        break;
case 5:deletedata();
        break;
case 6:droptable();
        break;
case 7:
        sqlite3_close(db);
        return 0;
default: printf("Invalid Option: \n");
        system("PAUSE");
}
}
}
break;
```

Code in createtable.c

```
#include <stdio.h>
#include <process.h>
#include "sqlite3.h"
void create_table()
{
    char*zErrMsg;
    extern sqlite3*db;
    char *sql_stmt="create table if not exists myTable (ID INTEGER PRIMARY
KEY AUTOINCREMENT,FirstName varchar(30), LastName varchar(30), Age
```

SQLite Project By Balu Sir

```
{  
    fprintf(stderr,"Failed to create table:%s\n",sqlite3_errmsg(db));  
    sqlite3_close(db);  
    sqlite3_free(zErrMsg);  
    system("PAUSE");  
    exit(1);  
}  
else  
{  
    fprintf(stdout,"Table is created\n");  
    system("PAUSE");  
    return;  
}
```

Code in display.c

```
#include <stdio.h>  
#include <malloc.h>  
#include "sqlite3.h"  
void displayallrow()  
{  
    char*query_stmt="select * from myTable";  
    extern sqlite3*db;  
    char*zErrMsg;  
    sqlite3_stmt *statement;  
    sqlite3_prepare_v2(db,query_stmt,-1,&statement,NULL);  
    if(sqlite3_exec(db, query_stmt,0, 0, &zErrMsg) == SQLITE_OK)  
    {  
        printf("\n=====\\n");  
        while(sqlite3_step(statement)== SQLITE_ROW)  
        {  
            printf("\n%5s %10s %3s %5s",sqlite3_column_text(statement,  
0),sqlite3_column_text(statement, 1),sqlite3_column_text(statement,  
2),sqlite3_column_text(statement, 3));  
        }  
        printf("\n=====\\n");  
    }
```

SQLite Project By Balu Sir

```
else
{
    fprintf(stdout, "\nError:%s", sqlite3_errmsg(db));
    sqlite3_free(zErrMsg);
}
getch();
return;
}
void displaysinglerow()
{
    unsigned int id;
    sqlite3_stmt*statement,
    extern sqlite3*db;
    char*zErrMsg;

    char *query_stmt=(char*)calloc(200,sizeof(char));
    printf("\nEnter ID: ");
    scanf("%u",&id);
    sprintf(query_stmt,"SELECT FirstName,LastName,Age FROM myTable
WHERE ID ==%u",id);
    sqlite3_prepare_v2(db,query_stmt,-1, &statement, NULL);
    if(sqlite3_exec(db, query_stmt,0, 0, &zErrMsg) == SQLITE_OK)
    {
        if(sqlite3_step(statement) == SQLITE_ROW)
        {
            printf("\n=====\\n");
            //display here selected row data
            printf("\n%5s %3s %2s",sqlite3_column_text(statement,
0),sqlite3_column_text(statement, 1),sqlite3_column_text(statement, 2));
            fprintf(stdout, "\\n1 Row is selected");
            printf("\n=====\\n");
        }
    else
    {
        fprintf(stderr, "\\nNo Rows are selected");
    }
}
```

SQLite Project By Balu Sir

```
    }
    else
    {
        fprintf(stdout, "\nError:%s", sqlite3_errmsg(db));
        sqlite3_free(zErrMsg);
    }
    free(query_stmt);
    getch();
    return;
}
void display()
{
    int option;
    printf("\nDisplay All Rows.....1: ");
    printf("\nDisplay single Row...2: ");
    scanf("%d",&option);
    if(option==1)
        displayallrow();
    else if(option==2)
        displaysinglerow();
    else
        fprintf(stderr, "\nInvalid Option: ");
    getch();
    return;
}
```

Code in updatedata.c

```
#include <stdio.h>
#include <malloc.h>
#include "sqlite3.h"
#define TRUE 1
#define FALSE 0
int isValidid(int tempid)
{
```

SQLite Project By Balu Sir

```
char*zErrMsg;
char *query_stmt=(char*)calloc(200,sizeof(char));
sprintf(query_stmt,"SELECT FirstName,LastName,Age FROM myTable
WHERE ID ==%u",tempid);
sqlite3_prepare_v2(db,query_stmt, -1, &statement, NULL);
if (sqlite3_exec(db, query_stmt,0, 0, &zErrMsg) == SQLITE_OK)
{
    if(sqlite3_step(statement) == SQLITE_ROW)
    {
        sqlite3_finalize(statement);
        return TRUE; //tempid id valid
    }
else
{
    return FALSE;
    sqlite3_finalize(statement);
}
}
else
{
    fprintf(stdout,"nError:%s",sqlite3_errmsg(db));
    sqlite3_free(zErrMsg);
    return FALSE;
}
}
void update_table()
{
    char *fname;
    char *lname;
    unsigned int age;
    unsigned int tempid;
    sqlite3_stmt*statement;
    char *query_stmt;
    extern sqlite3*db;
    char*zErrMsg;
```

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```
if(isValidid(tempid)==TRUE)
{
    query_stmt=(char*)calloc(200,sizeof(char));
    fname=(char*)calloc(30,sizeof(char));
    lname=(char*)calloc(30,sizeof(char));
    fprintf(stdout,"Enter New First Name: ");
    fflush(stdin);
    gets(fname);
    fprintf(stdout,"Enter New Last Name: ");
    fflush(stdin);
    gets(lname);
    fprintf(stdout,"Enter New Age: ");
    fscanf(stdin,"%u",&age);
    sprintf(query_stmt,"update myTable set
FirstName='%s',LastName='%s',Age=%u WHERE ID
==%u",fname,lname,age,tempid);
    sqlite3_prepare_v2(db,query_stmt,-1,&statement,NULL);
    if(sqlite3_exec(db,query_stmt,0,0,&zErrMsg) == SQLITE_OK)
        fprintf(stdout,"\nRow is Updated");
    }
    else
    {
        fprintf(stderr,"RECORD NOT FOUND");
    }
    free(query_stmt);
    free(fname);
    free(lname);
    getch();
    return;
}
```

Code in insertdata.c

```
#include <stdio.h>
#include <malloc.h>
#include "sqlite3.h"
```

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```
char *fname;
char *lname;
unsigned int age;
char ch;
extern sqlite3*db;
char*zErrMsg;
sqlite3_stmt *statement;
fname=(char*)calloc(30,sizeof(char));
lname=(char*)calloc(30,sizeof(char));
char *sql_stmt=(char*)calloc(200,sizeof(char));
do
{
    fprintf(stdout,"Enter First Name: ");
    fflush(stdin);
    gets(fname);
    fprintf(stdout,"Enter Last Name: ");
    fflush(stdin);
    gets(lname);
    fprintf(stdout,"Enter Age: ");
    fscanf(stdin,"%u",&age);

    sprintf(sql_stmt,"insert into myTable (FirstName, LastName, Age) values
    ('%s', '%s', %u)", fname, lname, age);
    sqlite3_prepare_v2(db,sql_stmt,-1,&statement,NULL);
    if(sqlite3_exec(db,sql_stmt,0, &zErrMsg) == SQLITE_OK)
    {
        fprintf(stdout,"\nNew Record inserted");
        fprintf(stdout,"\nDo you want to continue Y?: ");
        fflush(stdin);
        ch=getchar();
    }
    else
    {
        fprintf(stdout,"\nError:%s",sqlite3_errmsg(db));
        sqlite3_free(zErrMsg);
        ch=getchar();
    }
}
```

SQLite Project By Balu Sir

```
    free(fname);
    free(lname);
    free(sql_stmt);
    return;
}
```

Code in deletedata.c

```
#include <stdio.h>
#include <malloc.h>
#include "sqlite3.h"
#define TRUE 1
#define FALSE 0
void deleteallrow()
{
    //delete all record from table
    extern sqlite3*db;
    char*zErrMsg;
    sqlite3_stmt*statement;
    const char *query_stmt="delete from myTable";
    char *sql_stmt=(char*)calloc(200,sizeof(char));
    sqlite3_prepare_v2(db,query_stmt,-1,&statement,NULL);
    if(sqlite3_exec(db, query_stmt,0,0,&zErrMsg)== SQLITE_OK)
    {
        if(sqlite3_step(statement) == SQLITE_ROW)
            fprintf(stdout, "\nrecords are deleted");
    }
    else
        fprintf(stderr, "\nNO Rows are selected");
    sqlite3_finalize(statement);
}
else
    fprintf(stdout, "\nError:%s",sqlite3_errmsg(db));
    sqlite3_free(zErrMsg);
getch();
return;
}
```

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```
int isValidid(int);
unsigned int tempid;
extern sqlite3*db;
sqlite3_stmt*statement;
char*zErrMsg;
char *query_stmt=(char*)calloc(200,sizeof(char));
printf("\nEnter ID: ");
scanf("%u",&tempid);
if(isValidid(tempid)==TRUE)
{
    sprintf(query_stmt,"DELETE FROM myTable WHERE ID ==
%u",tempid);
    sqlite3_prepare_v2(db,query_stmt, -1, &statement, NULL);
    if(sqlite3_exec(db, query_stmt,0, 0, &zErrMsg) == SQLITE_OK)
    {
        printf("\nRecord is Deleted");
        getch();
        return;
    }
}
fprintf(stdout,"\nRecord not Found");
getch();
return;
}
void deletedata()
{
    int option;
    printf("\nDelete All Rows.....1: ");
    printf("\nDelete single Row...2: ");
    scanf("%d",&option);
    if(option==1)
        deleteallrow();
    else if(option==2)
        deletesinglerow();
    else
        fprintf(stderr,"\nInvalid Option: ");
}
```

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```
}
```

Code in droptable.c.c

```
#include <stdio.h>
#include "sqlite3.h"
void droptable()
{
    extern sqlite3*db;
    char*zErrMsg;
    char *sql_stmt="drop table myTable";
    if(sqlite3_exec(db,sql_stmt, NULL, NULL, &zErrMsg)==SQLITE_OK)
    {
        fprintf(stdout,"\\ndeleted table");
        sqlite3_free(zErrMsg);
        getchar();
        return;
    }
    else
    {
        fprintf(stderr,"\\nError:\\%s",sqlite3_errmsg(db));
        sqlite3_free(zErrMsg);
        getchar();
        return;
    }
}
```


ff Multithreading ff

26/08/2015

- Multithreading means simultaneously running multiple processes at a time.
- Multithreading is an ability of an operating system which can allow multiple processes simultaneously.
- Multithreading is possible in multiprocess based architecture based Operating System only.
- Using multithreading we can develop parallel applications.
- When we are working with DOS O.S. it does not support multithreading.

→ DOS is a single user, single task based operating system. So does not allow to run multiple processes.

Process :-

→ When a computer program is loaded into the memory for execution then it is called process.

Thread :-

→ A thread is a sequence of instructions within a process which can be executed independently from other code.

→ In C & C++ when we require

library.

- Pox: POSIX means Portable Interface of Unix operating system.
- for Unix and Linux based compilers this library is built In.
- When we are working with Windows based compiler then only explicitly we require to config.

Integration of pThread library with
DevC++ IDE.

- Open devpaks.org website and select-POSIX category.

Get an pthread_w32 library version.

- Wait until download is finished
 - they run package installer file. They automatically pthread library is installed.

Single process based C application

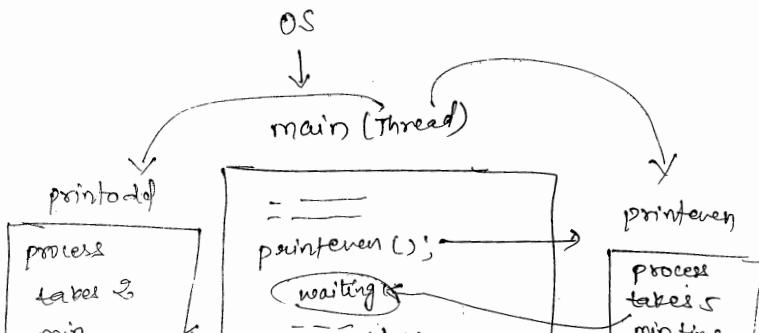
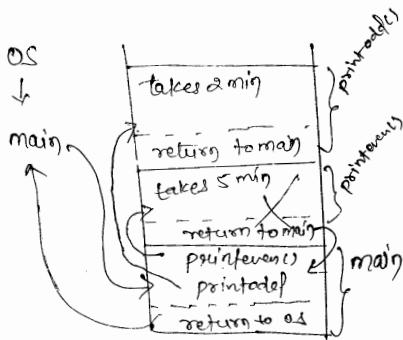
- In normal C applications at a time we can execute one process only. or one thread can only be evaluated.
- By default application is started from main() and as per the requirement main() can be call any other functions.

⇒ #include <stdio.h>
void printeven()

```

1. int main()
{
    printeven();
    printodd();
    return 0;
}

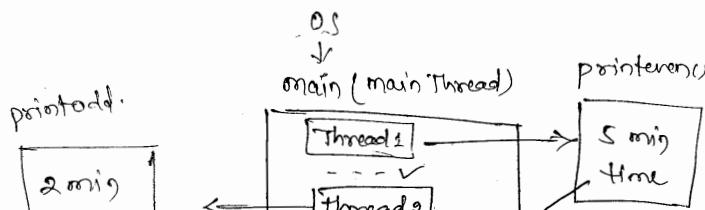
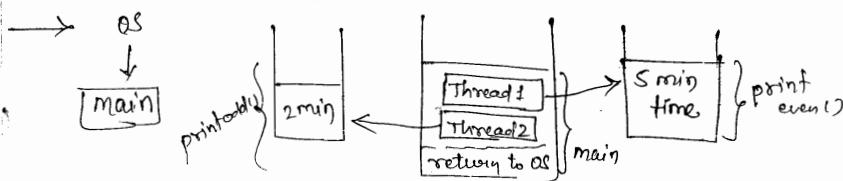
```



- As per above observation application is started from main() and it is handled by thread.
- As per the requirement main() is calling printeven() so thread is replaced with printeven() code so automatically main() goes in waiting status (Idle state) for 5 min. of time
- When the main() is in waiting status no any instructions of main() can be executed.
- After 5 minutes of time thread is shifted back to main() and again it is replaced neatly printodd().

- Where `print-odd()` is in the execution then main() will be in waiting status for 2 minutes of time.
- To complete the process completely if takes 7 minutes to which is possible to finish in 5 minutes with the help of multiprocessing.

Multiprocess based C Application



- Open DevC++ IDE and create a new console based C project with the name pthreadEx.
- Save the project template into any specific drive.
- Go to project menu and select project option, click on parameters tab then select Add library or object button.
- Select Libpthread & C2.a file from C:\Program Files\Dev-Cpp\Lib

```
→ #include <stcios.h>
#include <conio.h>
#include <pthread.h>

void * printeven (void * msg)
{
    int i;
    char * data = (char *) msg;
    for (i=2; i<=1234; i+=2)
        printf ("\n i.s = .d", data, i);
}

void * printodd (void * msg)
{
    int i;
    char * data = (char *) msg;
    for (i=1; i<=1234; i+=2)
        printf ("\n i.s : .d", data, i);
}

int main (int argc, char * argv[])
{
```

```
thread1_error = pthread_create(&thread1, NULL,  
printeven, (void *) "from even");
```

```
if (thread1_error != 0)
```

```
{
```

```
printf("In Error in thread 1");
```

```
return 1;
```

```
}
```

```
thread2_error = pthread_create(&thread2,
```

```
NULL, printodd, (void *) "from odd");
```

```
if (thread2_error != 0)
```

```
{
```

```
pthread_cancel(thread1);
```

```
printf("In Error in thread 2");
```

```
return 1;
```

```
}
```

```
pthread_join(thread1, NULL);
```

```
pthread_join(thread2, NULL);
```

```
return 0;
```

```
}
```

Graphics

- When we are applying visual affects in DOS based application then it is called Graphics.
- Graphics related C applications doesn't work on High End processors because of resolution problem. (XP is supported)
- When we are working with Graphics related applications then recommended to go for <graphics.h> header file.
- <graphics.h> provides all the predefined functions prototypes which are related to graphics.

- When we are working with graphic related functions mandatory to find out EGA.VGA.BGI file location.
- Generally this file is available in C:\TC\BGI directory.
- EGA.VGA.BGI file provides graphic related all resources.
- When we are working with graphics related applications then initially we require to convert DOS mode into graphics mode.
- After completion of the program at end of the application we require

initgraph() :-

- Using this predefine function we can initialize the graphics.
- At the time of initialization we will get initialization related errors also.
- If initialization is done properly then we will get the return value grOk, or else negative sixteen value is returned.

graphresult() :-

- Using this predefined function we can find initialization code i.e. success or failure.

⇒ grapherrormsg() :-

→ Using this predefined function
we can find graphics initialization
related error messages.

→ This function requires one argument
of type Integer i.e. error code value.

⇒ cleardevice() :-

→ Using this predefined function we
can clear the data from console
or graphics mode.

⇒ closegraph() :-

→ Using this predefined function we
can close the graphics i.e. converts
graphics mode to DOS mode.

`SetColor()`

→ Using this predefined function we can change the color in graphics mode.

→ `setbkcolor()`

→ Using this predefined function we can change background color.

```
# include <stdio.h>
# include <conio.h>
# include <graphics.h>
# include <stdlib.h>
# include <dos.h>
# include <process.h>
```

`int main()`

{

`int gdriver=DETECT, gmode, errcode;`

```
initgraph(&g_driver, &gmode, "C:\\TC\\BG1\\");
ercode = graphresult();
if (ercode != g_ok)
{
    printf("Error : %s", grapherrmsg(ercode));
    getch();
    return 1;
}
midx = getmaxx()/2;
midy = getmaxy()/2;
while (!kbhit())
{
    setcolor(i);
    setbkcolor(15);
    if (flag == 0)
        circle(midx, midy, radius--);
    if (flag == 1)
        circle(midx, midy, radius++);
    delay(100);
}
```

```
        cleardevice (o);
    }
    if (radius == 200)
    {
        flag = 0;
        cleardevice (o);
    }
    ++i;
    if (i > 15)
        i = 0;
}
closegraph (o);
return 0;
}
```

pointing without any pointing function.

=> int main()

{

char far *ptr = (char far *) 0XB8000000;

char far *ptr = (char far *) 0XB8000000;

* (ptr + 0) = 'B';

* (ptr + 1) = 'I';

* (ptr + 2) = 'A';

* (ptr + 3) = 'Q';

* (ptr + 4) = 'L';

* (ptr + 5) = '3';

* (ptr + 6) = 'U';

return 0;

}

Text segment

0XB8000000

