

Introduzione al C

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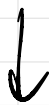


C

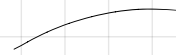
C++

Java

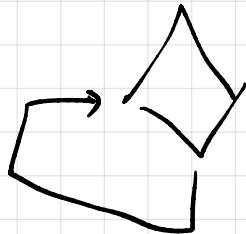
Python



```
for(int i=0; i<=10; i++) {
```



```
}
```



x write

↓ Italo200

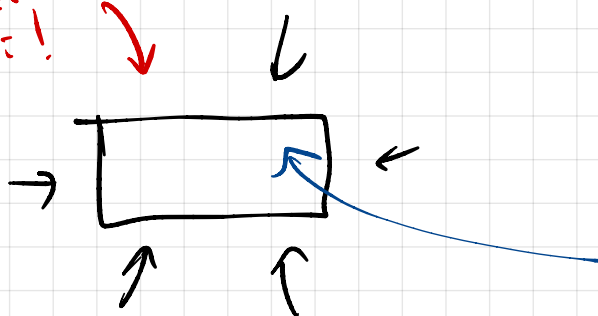
```
print i numeri da 1 a 10 :  
↳ stampa numero.
```

```
→ for ( int i = 1 ; i ≤ 10 ; i++ ) {  
    printf ( "numero: %d" , i );  
}
```

↑  
C

- printf ( "ciao" ); ← C
- cout << "ciao"; ← C++
- System.out.println ( "ciao" ); ← Java
- Print ( "ciao" ) ← Python

numeri  
interi!

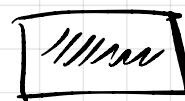


5  
2  
4  
8 ...

nome

"voglio creare  
l2 sc26l2!"  $\Rightarrow$  int sc26l2;

tipo dell2  
sc26l2



"voglio mettere il  
valore 5 nell2 sc26l2"  $\Rightarrow$  sc26l2 = 5;

int sc26l2;

$\leftarrow$  dichiarazione,  
1 volta per var...

sc26l2 = 5;

$\leftarrow$  Assegnamento

int sc26l2 = 5;  $\leftarrow$  Inizializzazione

~~int sc26l2;~~

~~int sc26l2 = 5;~~

int sc26l2 = 5;

int sc26l2;

sc26l2 = 5;



~~5~~ ~~3~~ 2 ...

"hell2 scztl2 c'e 5"

"stznp2 scztl2" → 5

"hell2 scztl2 c'e 7"

"stznp2 scztl2" → 7

```
int scztl2;  
scztl2 = 5;
```

```
printf("%d", scztl2); // 5
```

```
scztl2 = 7;
```

```
printf("x.d", scztl2); // 7
```

const

float

pi = 3.14 ;

tipo

nome

valore

## • Commenti

//

] → commenta singole righe

/\*

\*/

] → commenta multiple righe

```
int sc2tol2 = 5;
```

```
sc2tol2 = 7;
```

```
// sc2tol2 = 5; ] → non esiste!
```

quanto vale sc2tol2?? → 7!

```
int sc2tol2 = 5;
```

```
/* sc2tol2 = 7;
```

```
sc2tol2 = 5; */
```

```
] → non esiste!
```

quanto vale sc2tol2?? → 5!

## Input

Prendere qualcosa da tastiera e  
salvarla da qualche parte;

```
int n;
```

```
scanf("xd", &n);
```

mettere sempre!

↑ tipo di  
dato

## output

Scrivere qualcosa sullo schermo

```
printf ( "c120, %d", 10 );
```

Diagram annotations:  
- A red bracket above the format string "c120, %d" points to the text "tipo di dato".  
- A red bracket below the arguments "c120, 10" points to the text "c120, 10".

\n → A c2po

```
printf ( "c120\nManuel" );
```

c120

Manuel