

CTSD PRACTICAL 2023 BATCH

PRACTICAL: 1 = Installation C IDE, Basic Structure of C program.Format Specifiers, Escape Character. Run time input/Output Programs.

Installation C IDE:

Installing Turbo C/C++ for Windows 7/8/10

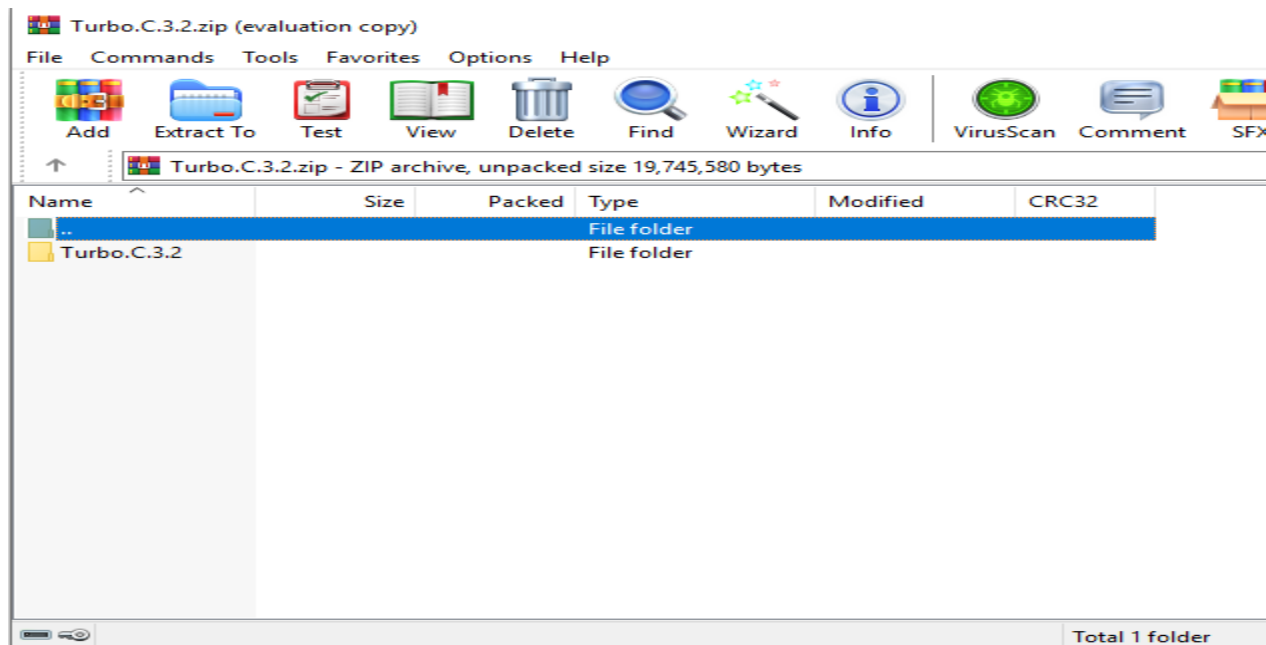
Let's see how we can install Turbo C for writing C programs.

Step 1. Start by downloading the IDE installer

You can download the Zip file from this link: [Download Turbo C](#)

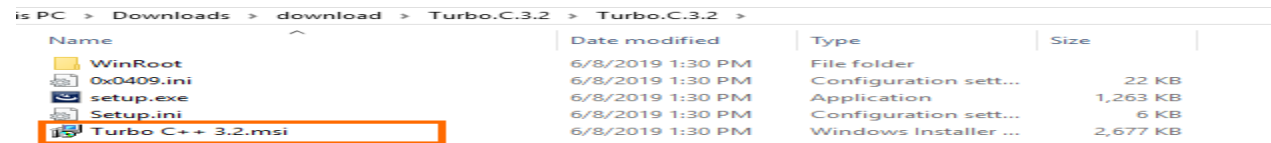
Step 2. Unzip the file to see the Installer file

Next use WinRAR or any other software to see what is there in the zip file you downloaded.



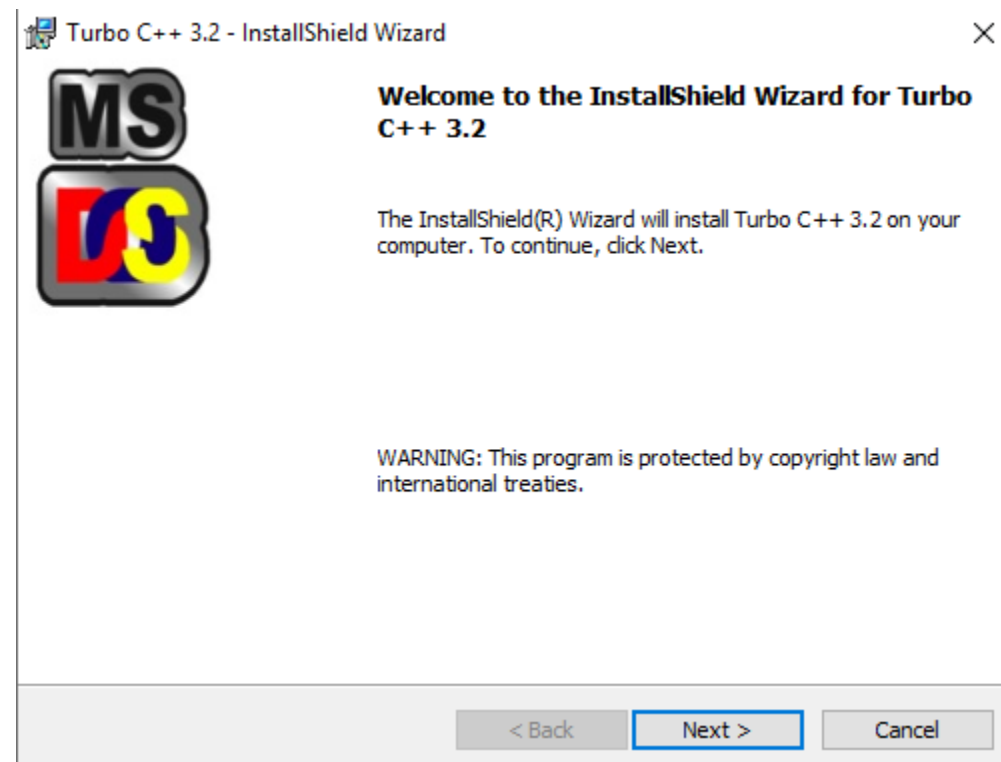
Step 3. Start the Installation

If you are a Windows OS user, click on the **.msi** file for starting the installation.

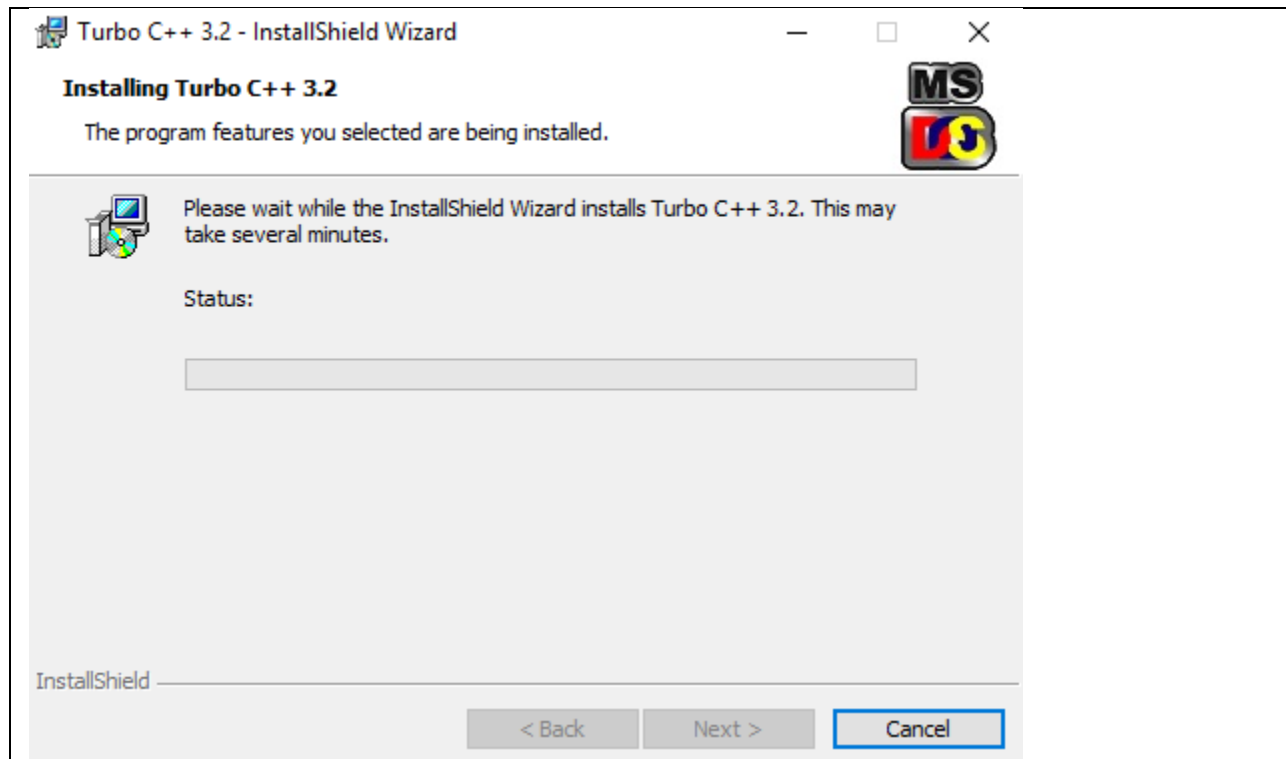


| is PC > Downloads > download > Turbo.C.3.2 > Turbo.C.3.2 > | | | |
|--|------------------|-----------------------|----------|
| Name | Date modified | Type | Size |
| WinRoot | 6/8/2019 1:30 PM | File folder | |
| 0x0409.ini | 6/8/2019 1:30 PM | Configuration sett... | 22 KB |
| setup.exe | 6/8/2019 1:30 PM | Application | 1,263 KB |
| Setup.ini | 6/8/2019 1:30 PM | Configuration sett... | 6 KB |
| Turbo C++ 3.2.msi | 6/8/2019 1:30 PM | Windows Installer ... | 2,677 KB |

You will see the InstallShield Wizard for Turbo C/C++, click on the **Next** button.



And the installation should start. Now sit back and wait for the installation to get complete.



BASIC STRUCTURE OF C PROGRAM:

Structure of the C Program

There are 6 basic sections responsible for the proper execution of a program. Sections are mentioned below:

1. Documentation
2. Preprocessor Section
3. Definition
4. Global Declaration
5. Main() Function
6. Sub Programs

FORMAT SPECIFIER IN C PROGRAM:

| Format Specifier | Description |
|------------------|--------------------------|
| %c | For character type. |
| %d | For signed integer type. |

| | |
|---------------------|--|
| %e or %E | For scientific notation of floats. |
| %f | For float type. |
| %g or %G | For float type with the current precision. |
| %i | Unsigned integer |
| %ld or %li | Long |
| %lf | Double |
| %Lf | Long double |
| %lu | Unsigned int or unsigned long |
| %lli or %lld | Long long |
| %llu | Unsigned long long |
| %o | Octal representation |
| %p | Pointer |
| %s | String |
| %u | Unsigned int |
| %x or %X | Hexadecimal representation |
| %n | Prints nothing |
| %% | Prints % character |

ESCAP CHARACTER IN C PROGRAM:

| Escape Sequence | Name | Description |
|------------------------|-----------------------|--|
| <code>\a</code> | Alarm or Beep | It is used to generate a bell sound in the C program. |
| <code>\b</code> | Backspace | It is used to move the cursor one place backward. |
| <code>\f</code> | Form Feed | It is used to move the cursor to the start of the next logical page. |
| <code>\n</code> | New Line | It moves the cursor to the start of the next line. |
| <code>\r</code> | Carriage Return | It moves the cursor to the start of the current line. |
| <code>\t</code> | Horizontal Tab | It inserts some whitespace to the left of the cursor and moves the cursor accordingly. |
| <code>\v</code> | Vertical Tab | It is used to insert vertical space. |
| <code>\\</code> | Backslash | Use to insert backslash character. |
| <code>\'</code> | Single Quote | It is used to display a single quotation mark. |
| <code>\"</code> | Double Quote | It is used to display double quotation marks. |
| <code>\?</code> | Question Mark | It is used to display a question mark. |
| <code>\ooo</code> | Octal Number | It is used to represent an octal number. |
| <code>...</code> | <code>.. . . .</code> | <code>.</code> |

| | | |
|----|--------|-----------------------------------|
| | Number | |
| \0 | NULL | It represents the NULL character. |

RUN TIME INPUT OUTPUT PROGRAM:

```
#include <stdio.h>

int main()

{ int num;

  char ch;

  float f;

printf("Enter the integer: ");

scanf("%d", &num);

printf("\nEntered integer is: %d", num);

while((getchar()) != '\n');

printf("\n\nEnter the float: ");

scanf("%f", &f);

printf("\nEntered float is: %f", f);

printf("\n\nEnter the Character: ");

scanf("%c", &ch);
```

```
printf("\nEntered character is: %c", ch);
```

```
return 0;}
```

Output:

Enter the integer: 10

Entered integer is: 10

Enter the float: 2.5

Entered float is: 2.500000

Enter the Character: A

Entered Character is: A