Steps <u>Required</u> <u>For</u> <u>Development</u> /> Pr

① Writing The "Source Code"

② Compilation of The "Some Code"

③ Executing

$$\frac{OS + CPU}{or}$$
Platform

I : Integrable

D : Development

E : Environment

IDE	Company
① TC ✓	① Borland
② Code Blocks ✓	② Various
③ VS Code ✓	③ Microsoft
④ Dev C++	④ BloodShed
⑤ X-Code	⑤ Apple

The First C Language Program
============================

TC (Borland)

| File | Edit | . . . . . | Compile | Run | Help |

```
#include <stdio.h>  ⎤ header file
#include <conio.h>  ⎦
void main()
{
    clrscr();
    printf("Hello User");
}
```

FUNCTION

filename

extension

abc.txt

pqr.bmp

xyz.mp3

.h

Header Files

Program / PmYn

Logic

Fn

Square Root

math.h

Logic

- - - - - - -

Fn

sqrt ( )

Circle

graphics.h

Logic   Fn

Circle( )
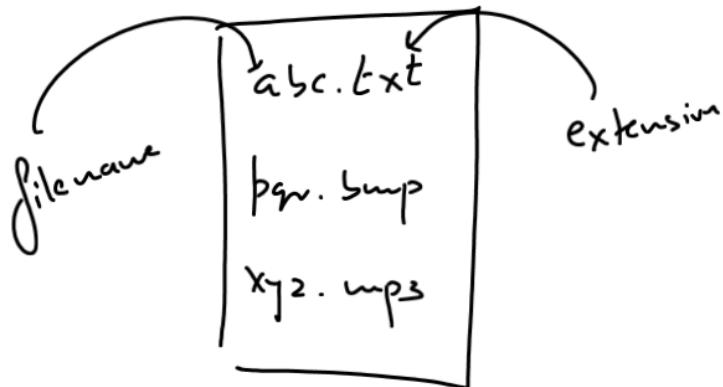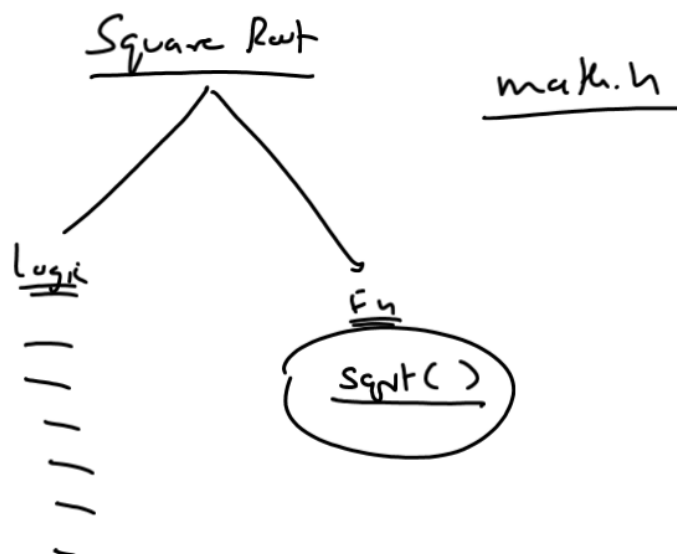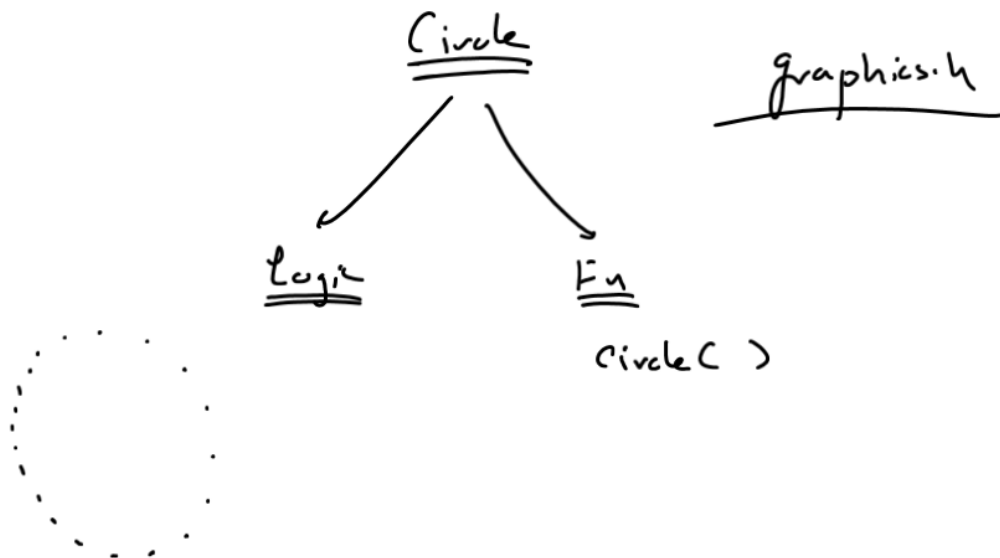
What are header files and why do we use them?
==
In C and C++ languages any file which has the extension **.h** is
called as a header file.

These header files are developed by the company which designs
the compiler or IDE of C language and they contain a huge
collection of predefined programs called as **functions** .

For example: All mathematical functions like
sqrt(), pow(), sin(), cos(), tan(), log(), etc. are available in a
header file called **math.h**. Similarly all the functions which can
draw different geometrical figures like circle(), rectangle(),
ellipse(), polygon(), line(), arc(), bar(), etc. are available in a
header file called **graphics.h**

Like this there are around 50 header files provided by Turbo IDE and each of these header files contain around 60-70 predefine functions.

Now when we write a program in C language then we can simplify our task by using the above mentioned functions. But to use any of these functions we must first attatch the required header file in our program and for this C language provides us a command called **#include**