



BCA



Semester - 1st



C – Programming

Notes - 1

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1. Structure of C Programming Language

A C program follows a specific structure — a defined way of writing code so that the compiler can understand and execute it properly.

The structure of a C program is divided into several sections:

Basic Structure of a C Program

```
c

#include <stdio.h>      // Header file section

// Function declaration
int add(int, int);

int main() {            // Main function
    int a, b, sum;
    printf("Enter two numbers: ");
    scanf("%d %d", &a, &b);
    sum = add(a, b);   // Function call
    printf("Sum = %d", sum);
    return 0;           // Return statement
}

// Function definition
int add(int x, int y) {
    return x + y;
}
```

Copy code

Sections in a C Program

1. Documentation Section

- Contains comments that describe the purpose of the program.
- Example:

```
c

// Program to add two numbers
```

Copy code

2. Link Section

- Includes header files using `#include`.
- Example: `#include <stdio.h>`

3. Definition Section

- Defines constants using `#define`.
- Example:

```
c

#define PI 3.14
```

Copy code

4. Global Declaration Section

- Declares global variables and functions that are used throughout the program.
- Example:

```
c
```

```
int total;
```

 Copy code

5. Main Function Section

- The entry point of every C program. Execution starts from `main()`.
- Example:

```
c
```

```
int main() {  
    // body of program  
}
```

 Copy code

6. Subprogram Section (User-defined Functions)

- Contains function definitions that perform specific tasks.
- Example:

```
c
```

```
void display() {  
    printf("Hello!");  
}
```

 Copy code

2. Elements of C Programming

The basic building blocks or elements of C language are:

1. Character Set

- C programs are made up of characters like:
 - Letters: A–Z, a–z
 - Digits: 0–9
 - Special symbols: +, -, *, /, %, =, #, etc.
 - Whitespace: space, tab, newline

2. Keywords

- Predefined words with special meanings in C.
- Examples: `int`, `float`, `if`, `else`, `for`, `while`, `return`
- C has 32 keywords.

3. Identifiers

- Names given to variables, functions, and arrays.
- Examples: `age`, `totalMarks`, `calculateSum`

4. Constants

- Fixed values that do not change during program execution.
- Example:

```
c  
const float PI = 3.14;
```

Copy code

5. Variables

- Named memory locations used to store data.
- Example:

```
c  
int age = 20;
```

Copy code

6. Data Types

- Define the type of data a variable can hold.
 - `int` → integer
 - `float` → decimal
 - `char` → single character
 - `double` → large floating point

7. Operators

- Symbols used to perform operations on data.
- Example:
 - Arithmetic: `+`, `-`, `*`, `/`, `%`
 - Relational: `>`, `<`, `==`, `!=`
 - Logical: `&&`, `||`, `!`

8. Expressions

- Combination of variables, constants, and operators that produce a result.
- Example:

```
c  
total = marks1 + marks2;
```

Copy code

9. Statements

- Instructions given to the computer.
- Example:

```
c  
printf("Hello World");
```

Copy code

3. Algorithms and Flowcharts

What is an Algorithm?

An algorithm is a step-by-step procedure to solve a problem.

Example: Algorithm to add two numbers

1. Start
2. Read two numbers: A and B
3. Calculate sum = A + B
4. Display sum
5. Stop

Real-Life Example (Making Tea):

1. Start
2. Boil water
3. Add tea leaves
4. Add sugar and milk
5. Boil again
6. Strain tea into a cup
7. Stop

This is also an algorithm — it solves a problem (making tea) step-by-step.

What is a Flowchart?

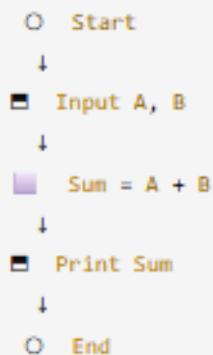
A flowchart is a diagram that shows the steps of an algorithm using symbols.

Symbol	Meaning
○	Start/End
■	Process (e.g., calculation)
◆	Decision (Yes/No)
□	Input/Output

Example: Flowchart to Add Two Numbers

mathematica

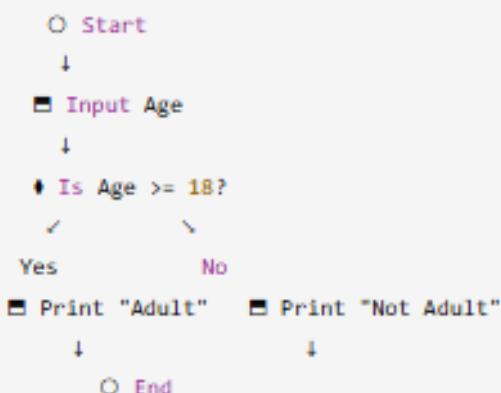
 Copy code



Real-Life Example: Flowchart for "Check if Person is Adult"

pgsql

 Copy code



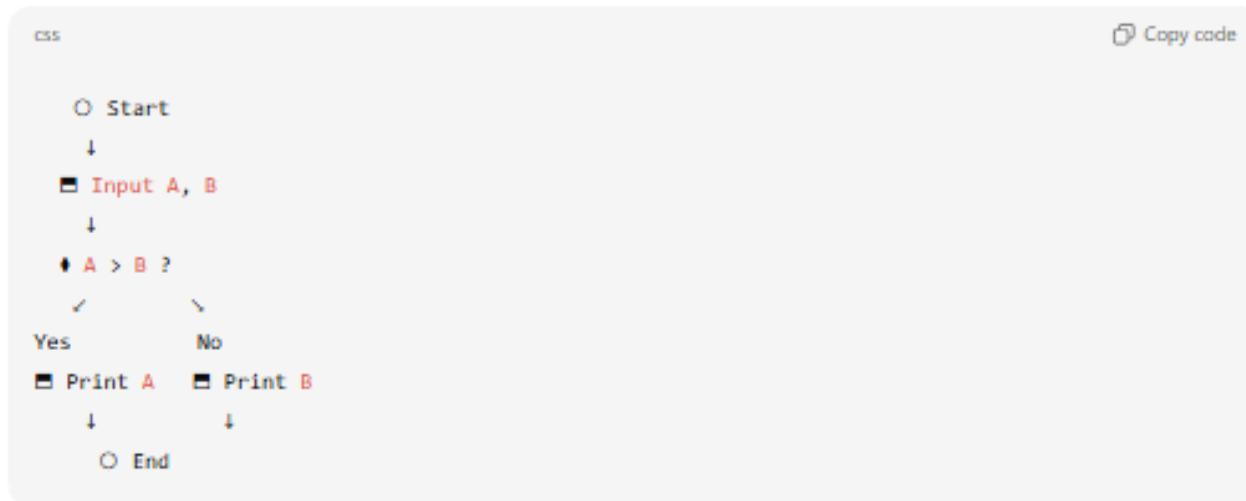
4. Exercises (For Practice)

Q1. Write an algorithm and flowchart to find the largest of two numbers.

Algorithm:

1. Start
2. Input A, B
3. If A > B → Print "A is largest"
Else → Print "B is largest"
4. Stop

Flowchart:



Q2. Write an algorithm to calculate the area of a rectangle.

1. Start
 2. Input length (L) and breadth (B)
 3. Area = L × B
 4. Display Area
 5. Stop
-

Q3. Algorithm for Checking Even or Odd

1. Start
2. Input number N
3. If $N \% 2 == 0 \rightarrow$ Print "Even"
Else \rightarrow Print "Odd"
4. Stop

1. C Tokens

Meaning:

- Tokens are the smallest units or building blocks of a C program.
- A C compiler reads the program and breaks it into tokens before processing it.

Example:

```
c                                     ⚡ Copy code

int sum = a + b;
```

Here the tokens are:

```
markdown                                     ⚡ Copy code

1. int
2. sum
3. =
4. a
5. +
6. b
7. ;
```

Types of Tokens in C:

Type	Example	Description
1. Keywords	int, if, return	Predefined reserved words
2. Identifiers	sum, total, main	Names given by programmer
3. Constants	10, 'A', 3.14	Fixed values
4. Strings	"Hello"	Sequence of characters
5. Operators	+, -, *, /, %	Symbols that perform operations
6. Special Symbols	{}, {}, ;, #	Used in syntax and structure

✓ In short:

Tokens are the basic components of a program — like words in a sentence.

2. Keywords

Meaning:

- Keywords are predefined or reserved words in C language.
- They have special meanings and cannot be used as variable names.

Example:

```
c

int main() {
    int age = 20;
    return 0;
}
```

 Copy code

Here `int`, `main`, and `return` are keywords.

List of Common C Keywords (Total 32):

```
cpp

auto      double     int       struct
break     else       long      switch
case      enum       register  typedef
char      extern     return    union
const     float      short     unsigned
continue  for        signed    void
default   goto      sizeof    volatile
do        if         static    while
```

 Copy code

Note:

Keywords are always written in lowercase and have special meaning to the compiler.

3. Identifiers

Meaning:

- Identifiers are names given by the programmer to identify variables, functions, arrays, etc.
- They help in naming and referring to data or functions in a program.

Example:

```
c

int marks;
float average;
void calculateTotal();
```

 Copy code

Here `marks`, `average`, and `calculateTotal` are identifiers.

Rules for Naming Identifiers:

- Can contain letters (A-Z, a-z), digits (0-9), and underscore (_).
- Must begin with a letter or underscore.
- No spaces or special symbols allowed.
- Case-sensitive (`Age` and `age` are different).
- Cannot be a keyword (e.g., `int`, `return`).

Examples of Valid Identifiers:

```
python

totalMarks, _sum, age1
```

 Copy code

Invalid Identifiers:

```
css

1total, total-marks, float
```

 Copy code

4. Variables

Meaning:

- A variable is a named memory location used to store a value that can change during program execution.
- Think of a variable like a container that holds data.

Example:

```
c
```

 Copy code

```
int age = 20;  
float salary = 35000.50;
```

Here:

- `age` is a variable of type `int`
- `salary` is a variable of type `float`

Rules for Declaring Variables:

1. Must begin with a letter or underscore.
 2. Should not be a keyword.
 3. Must be declared before use.
 4. Can store values according to their data type.
-

Syntax:

```
c
```

 Copy code

```
data_type variable_name = value;
```

Example:

```
c
```

 Copy code

```
int num = 10;  
char grade = 'A';  
float percentage = 92.5;
```

Types of Variables:

Type	Description	Example
Local Variable	Declared inside a function	int x; inside main()
Global Variable	Declared outside all functions	int total; before main()
Static Variable	Keeps its value between function calls	static int count = 0;
Automatic Variable	Default variable inside function	auto int num;
External Variable	Declared in another file using <code>extern</code>	extern int a;

Example Programs:

```
c

#include <stdio.h>
int main() {
    int a = 5, b = 10;
    int sum = a + b;
    printf("Sum = %d", sum);
    return 0;
}
```

5. Constants

Meaning:

- Constants are fixed values that do not change during the execution of the program.

Example:

```
c Copy code  
const float PI = 3.14;
```

Types of Constants:

Type	Example	Description	Copy
1. Integer Constant	10, -25, 0	Whole numbers	
2. Floating Constant	3.14, -0.25	Decimal numbers	
3. Character Constant	'A', 'b', '9'	Single character enclosed in single quotes	
4. String Constant	"Hello", "C Program"	Set of characters enclosed in double quotes	
5. Symbolic Constant	#define PI 3.14	Defined using <code>#define</code> keyword	
6. Constant Variables	const int a = 10;	Declared using <code>const</code> keyword	

Examples:

```
c
Copy code

#include <stdio.h>
#define PI 3.14 // symbolic constant

int main() {
    const int DAYS = 7; // constant variable
    float radius = 2.0;
    float area = PI * radius * radius;
    printf("Area = %.2f", area);
    return 0;
}
```

✳ Data Types in C Programming

Meaning:

A data type in C tells the compiler what kind of data a variable can store and how much memory it will occupy.

👉 Example:

C

Copy code

```
int age = 21;  
float price = 250.75;  
char grade = 'A';
```

Here,

- `int` → integer type (stores whole numbers)
- `float` → floating-point type (stores decimal numbers)
- `char` → character type (stores single characters)

🧠 Why Data Types Are Important

1. They define the type of data a variable can hold.
2. They help the compiler allocate memory properly.
3. They ensure data accuracy and type safety in operations.

✿ Types of Data Types in C

C provides four main categories of data types:

Category	Description	Example
1. Basic Data Types	Fundamental types built into C	<code>int</code> , <code>float</code> , <code>char</code> , <code>double</code>
2. Derived Data Types	Formed using basic types	<code>arrays</code> , <code>pointers</code> , <code>structures</code> , <code>unions</code>
3. Enumeration Data Type	User-defined type for named constants	<code>enum</code>
4. Void Data Type	Represents "no value"	<code>void</code>

1 Basic Data Types

Data Type	Size (in Bytes)*	Range (Approx.)	Example
int	2 or 4	-32,768 to 32,767 (or higher)	int age = 20;
float	4	3.4×10^{-38} to 3.4×10^{38}	float marks = 85.5;
double	8	1.7×10^{-308} to 1.7×10^{308}	double salary = 35000.75;
char	1	-128 to 127	char grade = 'A';

* Size may vary depending on the compiler and system (16-bit or 32-bit).

2 Example Program:

```
c Copy code

#include <stdio.h>

int main() {
    int age = 20;
    float height = 5.9;
    char grade = 'A';
    double salary = 25000.75;

    printf("Age: %d\n", age);
    printf("Height: %.1f\n", height);
    printf("Grade: %c\n", grade);
    printf("Salary: %.2lf\n", salary);

    return 0;
}
```

Output:

```
makefile Copy code

Age: 20
Height: 5.9
Grade: A
Salary: 25000.75
```

2 Derived Data Types

Derived data types are created from basic types to handle more complex data.

Type	Meaning	Example
Array	Collection of same type elements	<code>int marks[5];</code>
Pointer	Stores memory address of a variable	<code>int *ptr;</code>
Structure	Groups different data types	<code>struct Student { int roll; char name[20]; };</code>
Union	Similar to structure but shares memory	<code>union Data { int i; float f; };</code>

Example:

```
c
Copy code

struct Student {
    int roll;
    char name[20];
    float marks;
};
```

Here, `Student` is a structure containing different data types together.

3 Enumeration Data Type (enum)

Meaning:

- It is a user-defined data type used to assign names to integer constants — makes program easy to read.

Example:

```
c Copy code  
  
#include <stdio.h>  
  
enum Days { Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday };  
  
int main() {  
    enum Days today = Monday;  
    printf("Day number: %d", today);  
    return 0;  
}
```

Output:

```
sql Copy code  
  
Day number: 1
```

By default, enumeration constants start from 0 (Sunday = 0, Monday = 1, etc.).

4 Void Data Type

Meaning:

- Represents no value or empty type.
- Commonly used in functions that do not return a value.

Example:

```
c                                     ⚡ Copy code

#include <stdio.h>

void greet() {
    printf("Hello, welcome to C programming!");
}

int main() {
    greet(); // Function call
    return 0;
}
```

Here,

`void` indicates that the function `greet()` does not return any value.

Type Modifiers in C

C provides type modifiers to change the size and range of basic data types.

Modifier	Used With	Meaning
short	int	Smaller range integer
long	int, double	Larger range integer or double
signed	int, char	Can store both + and - values
unsigned	int, char	Only + values (doubles the positive range)

Example:

```
c                                     ⚡ Copy code

short int a;
long int b;
unsigned int c;
signed char d;
```

Example Table:

Type	Size	Range
short int	2 bytes	-32,768 to 32,767
unsigned int	2 bytes	0 to 65,535
long int	4 bytes	-2,147,483,648 to 2,147,483,647
unsigned long int	4 bytes	0 to 4,294,967,295

💡 Example Program (Type Modifiers)

c Copy code

```
#include <stdio.h>
int main() {
    short int a = 10;
    long int b = 123456;
    unsigned int c = 50;

    printf("Short: %d\n", a);
    printf("Long: %ld\n", b);
    printf("Unsigned: %u", c);
    return 0;
}
```

Output:

makefile Copy code

```
Short: 10
Long: 123456
Unsigned: 50
```

✓ Summary (For Revision)

Type	Description	Example
Basic	Built-in types like int, char, float, double	int a = 5;
Derived	Formed using basic types	int arr[10];
Enumeration	User-defined named constants	enum Color {red, blue};
Void	No value or return type	void function();

✿ 1. Operators in C Programming

Meaning:

An operator is a symbol that tells the compiler to perform a specific operation on data or variables.

👉 In simple words:

Operators are symbols used to manipulate data or perform calculations.

Example:

```
c  
int a = 10, b = 5;  
int sum = a + b;
```

 Copy code

Here,

- `+` is an operator
 - `a` and `b` are operands
 - `sum = a + b` is an expression
-  Expression = Operands + Operator
-

✿ 2. Types of Operators in C

C language provides several types of operators, grouped as follows:

Type	Example	Description
1. Arithmetic Operators	<code>+, -, *, /, %</code>	Perform mathematical operations
2. Relational Operators	<code>>, <, >=, <=, ==, !=</code>	Compare two values
3. Logical Operators	<code>&&, ^</code>	
4. Assignment Operators	<code>=, +=, -=, *=, /=, %=</code>	Assign values to variables
5. Increment and Decrement Operators	<code>++, --</code>	Increase or decrease value by 1
6. Conditional (Ternary) Operator	<code>?:</code>	Acts as shorthand for if-else
7. Bitwise Operators	<code>&, ^</code>	<code>, ~, <<, >></code>
8. Special Operators	<code>sizeof, , , &, *, ->, .</code>	Special purposes in C

Let's understand each one clearly 

1. Arithmetic Operators

Used to perform basic mathematical operations.

Operator	Description	Example	Result
<code>+</code>	Addition	<code>a + b</code>	Sum of a and b
<code>-</code>	Subtraction	<code>a - b</code>	Difference
<code>*</code>	Multiplication	<code>a * b</code>	Product
<code>/</code>	Division	<code>a / b</code>	Quotient
<code>%</code>	Modulus	<code>a % b</code>	Remainder

Example:

```
c

int a = 10, b = 3;
printf("%d", a % b); // Output: 1
```

Copy code

2. Relational Operators

Used to compare two values.

They return true (1) or false (0).

Operator	Meaning	Example	Result
<code>></code>	Greater than	<code>a > b</code>	true if a is greater
<code><</code>	Less than	<code>a < b</code>	true if a is smaller
<code>>=</code>	Greater or equal	<code>a >= b</code>	true if a \geq b
<code><=</code>	Less or equal	<code>a <= b</code>	true if a \leq b
<code>==</code>	Equal to	<code>a == b</code>	true if equal
<code>!=</code>	Not equal to	<code>a != b</code>	true if not equal

Example:

```
c

int x = 5, y = 10;
if (x < y)
    printf("x is smaller");
```

Copy code

3. Logical Operators

Used to combine or invert conditions in decision-making statements.

Operator	Meaning	Example	Result
<code>&&</code>	Logical AND	<code>(a > b) && (a > c)</code>	True if both conditions true
<code> </code>		<code>a b</code>	Logical OR
<code>!</code>	Logical NOT	<code>!(a > b)</code>	Reverses condition

Example:

```
c

int age = 20;
if (age >= 18 && age <= 60)
    printf("Eligible to work");
```

 Copy code

4. Assignment Operators

Used to assign values to variables.

Operator	Example	Same As
<code>=</code>	<code>a = 10</code>	Assign 10 to a
<code>+=</code>	<code>a += 5</code>	<code>a = a + 5</code>
<code>-=</code>	<code>a -= 3</code>	<code>a = a - 3</code>
<code>*=</code>	<code>a *= 2</code>	<code>a = a * 2</code>
<code>/=</code>	<code>a /= 4</code>	<code>a = a / 4</code>
<code>%=</code>	<code>a %= 2</code>	<code>a = a % 2</code>

Example:

```
c

int x = 10;
x += 5; // x = x + 5 = 15
```

 Copy code

5. Increment and Decrement Operators

Used to increase or decrease variable's value by 1.

Operator	Meaning	Example	Result
<code>++</code>	Increment	<code>a++</code> or <code>++a</code>	Increases a by 1
<code>--</code>	Decrement	<code>a--</code> or <code>--a</code>	Decreases a by 1

Example:

```
c

int a = 5;
printf("%d", ++a); // Output: 6
printf("%d", a--); // Output: 6 (then a becomes 5)
```

 Copy code

- Prefix (`++a`) → Increments before using value
- Postfix (`a++`) → Increments after using value

6. Conditional (Ternary) Operator

Used as a shortcut for if-else statement.

Syntax:

```
c

condition ? expression1 : expression2;
```

 Copy code

Example:

```
c

int a = 10, b = 20;
int max = (a > b) ? a : b;
printf("Largest = %d", max);
```

 Copy code

Output:

```
ini

Largest = 20
```

 Copy code

7. Bitwise Operators

Operate directly on bits (binary form) of numbers.

Operator	Meaning	Example	Result (if a=5, b=3)
&	Bitwise AND	a & b	1
	Bitwise OR	'a	
^	Bitwise XOR	a ^ b	6
~	Bitwise NOT	~a	-6
<<	Left Shift	a << 1	10
>>	Right Shift	a >> 1	2

Example:

```
C Copy code
int a = 5, b = 3;
printf("%d", a & b); // Output: 1
```

8. Special Operators

These have special uses in C programming.

Operator	Name	Purpose
sizeof	Size of operator	Finds size of data type
,	Comma operator	Separates multiple expressions
&	Address of operator	Gives memory address
*	Pointer operator	Accesses value at an address
->	Arrow operator	Access structure member via pointer
.	Dot operator	Access structure member

Examples:

```
C Copy code
printf("%lu", sizeof(int)); // sizeof
int a = 5, b = 10;
int c = (a++, b++); // comma
printf("%d", c); // Output: 10
```

Summary Table

Type	Operators	Example	Purpose
Arithmetic	+ - * / %	a + b	Math operations
Relational	> < >= <= == !=	a > b	Compare values
Logical	&& !	(a>0 && b>0)	Combine conditions
Assignment	= += -= *= /= %=	a += 5	Assign value
Increment/Decrement	++ --	a++	Increase/decrease by 1
Conditional	?:	(a>b)?a:b	Short if-else
Bitwise	& ^ ~ << >>	a & b	Work on bits
Special	sizeof, &, *, -, >	sizeof(a)	Special use

💡 Example Program (All Operators Combined)

c

 Copy code

```
#include <stdio.h>

int main() {
    int a = 10, b = 5, c;

    // Arithmetic
    c = a + b;
    printf("Sum = %d\n", c);

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

    // Logical
    printf("(a > b && b > 0) = %d\n", (a > b && b > 0));

    // Assignment
    a += 5;
    printf("a after += 5: %d\n", a);

    // Increment
    b++;
    printf("b after increment: %d\n", b);

    // Conditional
    int max = (a > b) ? a : b;
    printf("Max = %d", max);

    return 0;
}
```

🔥 In Short (For Exam Writing):

Operators in C are special symbols used to perform operations on variables and values.

There are 8 main types of operators — Arithmetic, Relational, Logical, Assignment, Increment/Decrement, Conditional, Bitwise, and Special Operators.

Practice Questions

1. What are the main structures of C programming language?
Explain its basic components.
2. What are the elements of C programming? Describe each element briefly.
3. What is an algorithm? Explain with a real-life example.
4. What is a flowchart? Draw and explain a flowchart for finding the largest of two numbers.
5. What are C tokens? List and explain different types of tokens in C.
6. What are keywords in C? Give examples and explain their purpose.
7. What are identifiers, variables, and constants? Explain with examples.
8. What are data types in C? Explain different types of data types with examples.
9. What are operators in C language?
10. Explain the different types of operators in C with examples (Arithmetic, Relational, Logical, etc.).

Check the answer in the Practice Questions section on our website.



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Visit Website



Thank You