Hello World

Templates

We might use **this** template to explains.

```
1  #include <stdio.h>
2  int main(){
3
4  return 0;
5 }
```

Variables

variables	
DATATYPE	STORES
`int`	Integer
`double`	Real Number
`char`	Single Charactor
Note: Variable is being used to stores values!	

Input/Output

FUNCTION	

`printf()`

- `scanf()`

USAGE

print out format to console

scan format into variables

- **Note:** To use these functions you must include `stdio.h` as header file.

Examples

```
#include <stdio.h>
int main(){
   int n;
   scanf("%d", &n);
   printf("%d", n + 20);
   return 0;
}
```

If input is 12 the output might be 32.

Conditionals Statements

We use `if` to check that condition is true.

```
if(condition){
// do something
}
```

Note: You can change `condition` to your own.

Operator of Conditions

Ve can use these operators in your condition.			
OPERATOR	MEANINGS		
`=`	equals		
`>`	more than		
`>`	more than or equal		
`<`	less than		
` > `	less than or equal		

Example

```
#include <stdio.h>
int main(){
    int n = 20;
    if(n < 20){
        printf("Yes");
    }
    else{
        printf("No");
    }
    return 0;
}</pre>
```

In this case, output might be `No`.

Loops

There are many types of loops

For Loops

```
for(initialize; condition; update){
    // do something
}
```

While Loops

```
while(condition){
// do something
}
```

Loops(2)

Do While Loops

```
1 do{
2  // do something
3 }while(condition);
```

Note: In most of cases, we uses `for` loops.

Example

```
#include <stdio.h>
int main(){
   int n = 25;
   for(int i=20; i ≤ n; ++i){
      printf("%d\n", i);
   }
   return 0;
}
```

In this case, output might be:

```
1 20
2 21
3 22
4 23
5 24
6 25
```

```
1
```

```
#include <stdio.h>
int main(){
    int n;
    scanf("%d", &n);
    for(int i=1; i ≤ n; +i){
        for(int j=1; j ≤ n; ++j){
            printf("%c", (i = 1 || i = n || j = 1 || j = n) ? '#': '*');
        }
        printf("\n");
}

return 0;
}
```

```
#include <stdio.h>
int main(){
    int n = 20;
    for(int i=n; i≥1; --i){
        printf("%d\n", i);
    }
    printf("%d", n + 20);
    if(n = 29){
        printf("90");
    }
    return 0;
}
```