C LANGUAGE ....

21 September 2022   18:34

CRS :- Customer Requirement Specification
SRS :- software Requirement Specification

KT :- Knowladge Transfer

- ## TYPES OF SOFTWARE :

1) System software
2) Programming software
3) Application software

- ## APPLICATION SOFTWARE :

1) Web app
2) Mobile app (ex :- instagram , whatsapp, facbook)
3) System app (ex :- word , excel)

- ## SDLC :- SOFTWARE DEVELOPER LIFE CYCLE

1) Planning
2) Implementation (coding)
3) Testing
4) Documentation
5) Deployment (Live :- mobile app,play store)
6) Ongoing support and maintaince

=> FLOWCHART :- FLOWCHART IS A GRAPHICAL REPRENSTATION OF A PROGRAM.

=> VARIABLE :- VARIABLE IS A STORAGE CONTAINER OF A SPECIFICE TYPS.

=> IDENTIFIER :- IDENTIFIER IS A NAME OF VARIABLE.

=> KEYWORD :- KEYWORD IS A SPECIAL WORD WHOSE MEANING IS ALREADY STORAGE IN THE COMPILER.

- ## TYPS OF OPPERATER :

1) Arithmatic Opperater :- (+ , - , * , / , %)
2) Relational Opperater :- (> , < , >= , <= , == , !=)
3) Assignment Opperater:- (= , += , -= , *= , /= , %=)
4) Logcal Opperater   :- (&& , || , !)

=> FUNCTION :- FUNCTION IS A BLOCK OF CODE WE HAVE THE MAIN BUSINESS LOGIC IS RETURN.

=> DATATYP IS TYPE OF DATA.

DATA TYPE :- (Int , float , double , char , long int , long double , etc….)

=> TYPE CASTING CONVERT ONE TYPE DATA IN TO ANOTHER .

- ## TYPES OF CONTROL STATEMENT:

1) If
2) If else

3) Nasted if
4) Else if ladder
5) Switch

1) <mark>If (condition ? True statement : false statement);</mark>

2) <mark>If - else</mark>

    if (condition)
    printf("_____");

    else
    printf("_____");

3) <mark>Nasted if</mark> (if ke andar if // greatest of 3 number)

    if (condtion)
    {
      If (condition)
      printf("_____");
      else
      printf("_____");
    }

    else
    {
    if (condtion)
    printf("_____");
    else
    printf("_____");
    }

4) <mark>Else if ladder</mark>

    if (condition)
    {
    printf("_____");
    }
    else if (condition)
    {
    printf("_____");
    }
    else if (condition)
    {
    printf("_____");
    }

    else
    printf("_____");

5) <mark>Switch</mark> (you can select the option by using switch case)

    switch (variable)
    {
    case 1:
    printf("_____");
    break;

case 2:
printf("_____");
break

default:
printf("_____");
break;
}

- **LOOP :**

TYPES OF LOOP :

1) For loop
2) While loop
3) Do while loop

1) **FOR LOOP**

FOR (initialization ; condition ; incree\ decreement)

2) **WHILE LOOP**

initialazition
while(condition)
{
   printf("_____");
   (increement);
 }

3) **DO WHILE LOOP**

initialazition
do
   {
      printf("_____");
      increement
    } **WHILE**(condition)

- **DEFERENT BUTWEEN WHILE AND DO WHILW LOOP.**

   WHILE :- First condition is checked and than statement is print.
   DO WHILE :- First statement is print and than condition is check.

- **ARRAY**

=> Array :- Array is collection of data of similar typs.
=> Array will always start with 0.

=> Array decletion.

   int a[]={1,2,3,4,5,6};
   int a[10];

                                                           •

=> TYPS OF ARRAY.

1) 1-D (dimension)
2) 2-D (matrix)

2) 2-D ARRAY

=> First row and first colum is same.

- **STRING**

STRING : String is grup of character .

=> String me space print nahi hoti so **scanf** ki jagah pe **gets(a).**

Scanf ----> gets(a);
Printf ------> puts(a);

=> FUNCTION OF STRING

1) Strrev
2) Strcmp
3) Strcpy
4) Strlwr
5) Strupr
6) Strcat
7) Strlen

TYPS OF FUNCTION :

1) Inbuit / predefiened / library
2) User defined

THERE ARE FOUR WAY TO WRITE FUNCTION :

1) Function without paramiter and without return type.
2) Function with paramiter and without return type.
3) Function without paramiter and with return type.
4) Function with paramiter type and without return.

STAGE OF FUNCTION :

1) Declaration
2) Defination
3) Calling

- **UNION :**

=> union unites all the variable and stor it in same address.
=> union have same address of all varaible.