Handwritten notes

Unit 1

Programming language categories
- Machine
- Assembly
- High level language

Steps to follows to solve a problem
- Write Pseudo code (To have basic idea)
- Write program

Flowchart and Components of

Valid and invalid variables

Unit - 2

Operators in C
- Increment / decrement
- & operator
- sizeof ()
- * operator
- Logical NOT (!) operator

Bitwise operators
- Bitwise AND
- Bitwise OR
- Bitwise XOR
- Complement
- Shift

- Operators precedence
- Associativity [R->L, L->R]

Control statements or (Conditional)
- If
- If else
- Nested if else
- else if

Switch
+ goto

Unit - 3

Pre processors
- performs macro substitution

- directives begin with # and only white space characters
- improves readability of program

* User defined functions
- Organizes the code
- Can have built in functions

Unit-4

Array - Collection of items

Types
- Integer
- Float double
- Character
- Structure

Syntax: <data type> array_Name [array_Size];

Command line arguments :- Arguments passed to the program from the command line when executed.

- argc ; integer value
- argv ; Pointer array

Pointers :- Stores address of another variable

- Address operator
- Size of pointer variable
- Pointer operator

Pointer Arithmetic

- Auto increment
- Auto decrement
- Addition
- Subtraction
- Comparison

Unit 5

Structure:
- Collection of variables of different data types.

Files in C

- defined in stdio.h to store the attributes

Operations
- fopen - open file
- fclose - close file
- fread - read from file
- fwrite - write to file
- fseek - move file pointer
- ftell - location of file pointer

Error handling
- supported by return values
- perror() and strerror()