

# C Programming and Fundamentals of Computing: Comprehensive Theoretical Notes

## Unit I: Problem Solving and Fundamentals of Programming

### 1. Basics of Programming: Approaches to Problem Solving

#### 1.1 Overview of Problem Solving

Problem solving is the systematic process of analyzing a problem, understanding its requirements, and developing an algorithmic solution. In computing, effective problem-solving involves breaking down complex tasks into manageable components and implementing these components in a structured manner.

#### 1.2 Problem-Solving Approaches

##### 1.2.1 Imperative Approach

The imperative approach focuses on **how** to solve a problem by specifying the sequence of steps and commands the computer must execute. This approach:

- Emphasizes explicit control flow
- Uses variables to represent program state
- Requires detailed specification of each operation
- Is the foundation of C programming
- Example: "First, read the input; then, calculate the sum; finally, print the result"

##### 1.2.2 Declarative Approach

The declarative approach focuses on **what** needs to be computed rather than how:

- Describes the problem in logical terms
- System determines execution method
- Example: SQL queries specify what data to retrieve, not how to retrieve it

##### 1.2.3 Divide and Conquer

- Break complex problems into smaller, manageable subproblems
- Solve each subproblem independently
- Combine solutions to form the final answer
- Application: Merge sort, quick sort, binary search

##### 1.2.4 Top-Down Approach

- Begin with the overall goal
- Progressively break down into smaller tasks
- Also called stepwise refinement

- Leads to structured programming and modular design
- Useful for designing algorithms before coding

#### 1.2.5 Bottom-Up Approach

- Start with basic operations and primitive elements
- Combine them to build higher-level components
- Build from components upward
- Useful when working with existing libraries and modules

#### 1.2.6 Recursive Approach

- Solve problems by having functions call themselves
- Base case terminates recursion
- Recursive case reduces problem size
- Effective for tree structures, dynamic programming

### 1.3 Problem-Solving Methodology

The systematic problem-solving process follows these steps:

1. **Problem Analysis:** Understand the problem completely
    - Identify inputs and outputs
    - Determine constraints and specifications
    - Consider edge cases
  2. **Algorithm Design:** Develop a solution strategy
    - Choose appropriate data structures
    - Design algorithm logic
    - Analyze time and space complexity
  3. **Flowchart Development:** Visualize the solution
    - Create visual representation
    - Verify logic flow
    - Identify potential issues
  4. **Coding:** Implement the algorithm in programming language
    - Follow syntax rules
    - Apply best practices
    - Add comments for clarity
  5. **Testing:** Verify correctness
    - Test with sample inputs
    - Test edge cases
    - Debug errors
  6. **Documentation:** Record solution details
    - Explain algorithm
    - Document assumptions
    - Provide usage examples
-

## 2. Concept of Algorithm and Flowcharts

### 2.1 Definition and Characteristics of Algorithms

An **algorithm** is a finite, well-defined sequence of computational steps that transforms input into output to solve a specific problem.

#### Characteristics of a Good Algorithm:

1. **Finiteness:** Algorithm must terminate after finite number of steps
2. **Definiteness:** Each step must be precisely defined and unambiguous
3. **Input:** Algorithm accepts zero or more inputs from specified sets
4. **Output:** Algorithm produces at least one output
5. **Effectiveness:** All operations must be basic and actually performable
6. **Generality:** Should work for all valid inputs of the problem domain

### 2.2 Algorithm Representation Methods

#### 2.2.1 Pseudocode

Informal, English-like representation of algorithm:

Algorithm: Find Maximum in Array

Input: Array A of n numbers

Output: Maximum value in A

```
BEGIN
max = A[0]
FOR i = 1 to n-1
IF A[i] > max
max = A[i]
END IF
END FOR
RETURN max
END
```

#### 2.2.2 Structured English

Natural language with structured format and clear logic statements.

#### 2.2.3 Flowchart

Visual representation using standard symbols and connectors.

### 2.3 Flowchart Fundamentals

**Definition:** A flowchart is a visual representation of algorithm logic using standard symbols connected by arrows to show flow of control.

#### Standard Flowchart Symbols:

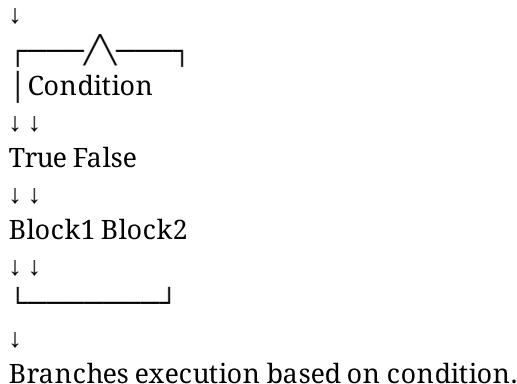
Symbol	Name	Purpose
Oval/Ellipse	Terminal	Start, End, or Exit point
Rectangle	Process	Computational steps or statements
Diamond	Decision	Conditional branching (if-else)
Parallelogram	Input/Output	Read input or display output
Arrow	Flow line	Direction of execution
Rectangle with curved ends	Subroutine	Call to predefined function
Circle	Connector	Connect different parts (same page)

### 2.3.1 Basic Flowchart Structures

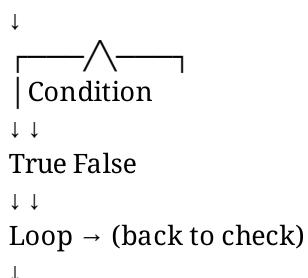
#### Sequential Flow:

START → Process 1 → Process 2 → Process 3 → END  
Steps execute one after another in order.

#### Selection (Decision):



#### Repetition (Loop):



END

Repeats block while condition is true.

### 2.3.2 Guidelines for Flowchart Design

- Use standard symbols consistently
- Ensure single entry and exit points
- Avoid crossing flow lines where possible
- Label decision branches clearly (True/False, Yes/No)
- Make flowchart readable and not too complex
- For complex algorithms, use multiple pages with connectors
- Ensure all paths lead to termination

## 2.4 Algorithm Complexity Analysis

### 2.4.1 Time Complexity

Measures how runtime grows with input size.

- **Big O Notation:** Worst-case complexity
  - $O(1)$ : Constant time
  - $O(\log n)$ : Logarithmic time
  - $O(n)$ : Linear time
  - $O(n \log n)$ : Linearithmic time
  - $O(n^2)$ : Quadratic time
  - $O(n^3)$ : Cubic time
  - $O(2^n)$ : Exponential time
  - $O(n!)$ : Factorial time

### 2.4.2 Space Complexity

Measures memory space required relative to input size.

### 2.4.3 Trade-offs

Often trade time for space or vice versa. For example:

- Hashing: More space to achieve  $O(1)$  lookup
- Sorting:  $O(n \log n)$  time with  $O(n)$  extra space

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## 3. Types of Computer Languages

### 3.1 Language Classification

Computer languages are classified into three main categories based on abstraction level from hardware.

### 3.2 Machine Language

**Definition:** The lowest-level programming language consisting of binary digits (0s and 1s) that the CPU directly executes.

**Characteristics:**

- Direct execution by **CPU** without **translation**
- Hardware-dependent (varies by processor architecture)
- **Extremely difficult to write and understand**

- No portability across different machines
- Fastest execution

#### **Example Machine Code:**

10110000 01100001 (Move 61h into A register)  
 10110001 01100010 (Move 62h into B register)

#### **Advantages:**

- Maximum control over hardware
- Very fast execution
- Minimal memory overhead

#### **Disadvantages:**

- Extremely difficult to program
- Error-prone
- Difficult to maintain
- Not portable
- Slow development process

### **3.3 Assembly Language**

**Definition:** A low-level programming language using mnemonic codes (symbols) that represent machine instructions in a more human-readable form.

#### **Characteristics:**

- One-to-one correspondence with machine instructions
- Uses mnemonics like MOV, ADD, SUB, JMP
- Hardware-dependent (specific to processor type)
- Requires assembler for translation to machine code
- Almost as fast as machine language

#### **Example Assembly Code (x86):**

```
MOV AX, 5 ; Move 5 into register AX
MOV BX, 3 ; Move 3 into register BX
ADD AX, BX ; Add BX to AX
JMP END ; Jump to END label
END:
```

#### **Advantages:**

- More readable than machine language
- Better control over hardware
- Faster execution than high-level languages
- Access to hardware resources

#### **Disadvantages:**

- Still difficult to learn and use
- Hardware-dependent (not portable)
- Lengthy code for simple operations
- Still difficult to maintain

- Slow development process

### **Applications:**

- Operating system kernels
- Device drivers
- Real-time systems
- Performance-critical sections
- Embedded systems with limited resources

### **3.4 High-Level Languages**

**Definition:** Programming languages that provide abstraction from hardware details, using syntax closer to natural language.

#### **Characteristics:**

- Hardware-independent (portable across systems)
- Human-readable and intuitive syntax
- One statement maps to multiple machine instructions
- Requires compiler or interpreter
- Slower execution than assembly/machine language
- Easier to learn, write, and maintain

#### **Examples:**

- **Procedural:** C, Pascal, COBOL, Fortran
- **Object-Oriented:** Java, C++, C#, Python
- **Functional:** Lisp, Scheme, Haskell
- **Scripting:** Python, JavaScript, Ruby, PHP

#### **Example High-Level Code (C):**

```
int main() {
    int x = 5, y = 3;
    int sum = x + y;
    printf("Sum: %d", sum);
    return 0;
}
```

#### **Advantages:**

- Easy to write and understand
- Portable across different platforms
- Easier debugging and maintenance
- Faster development
- Suitable for large programs
- Built-in libraries and functions

#### **Disadvantages:**

- Slower execution (due to translation overhead)
- Less control over hardware
- Larger memory consumption
- Performance dependent on compiler quality

### 3.5 Language Comparison

Aspect	Machine	Assembly	High-Level
Readability	Very Poor	Poor	Excellent
Learning Curve	Very Steep	Steep	Moderate
Portability	None	Limited	Excellent
Execution Speed	Fastest	Very Fast	Moderate to Slow
Hardware Control	Direct	Direct	Indirect
Productivity	Very Low	Low	High
Error Proneness	Very High	High	Lower

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## 4. Language Translators: Assembler, Compiler, Linker, and Loader

### 4.1 Assembler

**Definition:** A language translator that converts assembly language source code into machine language (object code) in one-to-one mapping.

**Function:**

- Translates mnemonic codes to their binary equivalents
- Handles labels by calculating memory addresses
- Manages symbols and symbol tables
- Processes pseudo-operations (assembler directives)

**Process:**

1. **First Pass:** Build symbol table (labels and their addresses)
2. **Second Pass:** Generate machine code using symbol table

**Output:** Object file (.obj, .o) containing binary machine code

**Assembly Process:**

Assembly Source Code (.asm)

↓

[ASSEMBLER]

↓

Object Code (.obj)

### 4.2 Compiler

**Definition:** A language translator that converts entire high-level source code into machine code in one-to-many mapping.

**Characteristics:**

- Translates entire program before execution
- Generates object code or executable
- Detects compile-time errors
- Optimizes code during translation
- Slower translation but faster execution

### **Compilation Phases:**

#### **Phase 1: Lexical Analysis**

- Breaks source into tokens (keywords, identifiers, operators, literals)
- Removes comments and whitespace
- Output: Token stream

#### **Phase 2: Syntax Analysis**

- Checks tokens follow language grammar rules
- Builds parse tree
- Reports syntax errors
- Output: Parse tree

#### **Phase 3: Semantic Analysis**

- Checks semantic correctness (type matching, variable declaration)
- Builds symbol table
- Reports semantic errors
- Output: Intermediate code

#### **Phase 4: Optimization**

- Improves code efficiency
- Reduces execution time and memory usage
- Removes redundant operations
- Output: Optimized intermediate code

#### **Phase 5: Code Generation**

- Converts intermediate code to assembly/machine code
- Allocates registers and memory
- Generates actual executable instructions

#### **Phase 6: Linking**

- Combines object code with libraries
- Resolves external references
- Output: Executable file

### **Compilation Process:**

Source Code (.c)



[COMPILER]



Object Code (.obj)



```
[LINKER]
↓
Executable (.exe)
```

#### 4.3 Linker

**Definition:** A tool that combines object files and libraries into a single executable program by resolving external references and references to library functions.

##### Functions:

1. **Symbol Resolution:** Links symbols defined in one file with references in another
2. **Address Assignment:** Assigns final memory addresses to code and data
3. **Library Linking:** Includes necessary library routines
4. **Relocation:** Adjusts addresses in object files to reflect final memory layout

##### Linking Process:

1. Collect object files and libraries
2. Resolve external symbols (function calls across files)
3. Relocate code and data sections
4. Combine all sections into single file
5. Generate executable

##### Common Linker Errors:

- **Undefined reference:** Function called but not defined or linked
- **Multiply defined symbol:** Symbol defined in multiple files
- **Circular dependency:** Files depend on each other

##### Example Linking:

```
main.obj (contains call to func())
↓
helper.obj (contains func() definition)
↓
[LINKER]
↓
Library (printf, scanf functions)
↓
program.exe (final executable)
```

#### 4.4 Loader

**Definition:** A system program that places executable code into memory and initializes it for execution.

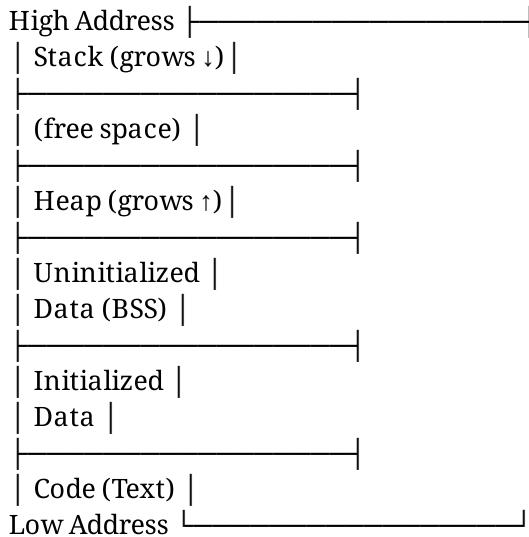
##### Functions:

1. **Loading:** Copies executable code from disk into RAM
2. **Allocation:** Allocates memory for code, data, and stack
3. **Relocation:** Updates addresses for runtime memory layout
4. **Initialization:** Sets up runtime environment (stack pointer, registers)
5. **Execution:** Transfers control to program entry point

### **Loading Process:**

1. **Check** executable file format validity
2. **Allocate** memory segments (text, data, BSS, stack, heap)
3. **Copy** code and initialized data from disk to RAM
4. **Perform** runtime relocation (adjust addresses)
5. **Load** shared libraries if needed
6. **Set** program counter to entry point (main function)
7. **Transfer** control to program

### **Memory Layout After Loading:**



### **4.5 Complete Translation Process**

```
Source Code (.c)
↓
[COMPILER]
↓
Assembly Code (.asm)
↓
[ASSEMBLER]
↓
Object Code (.obj)
↓
[LINKER] ← (includes libraries)
↓
Executable File (.exe)
↓
[LOADER]
↓
Running Program in Memory
```

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## 5. Data Types and Storage Classes

### 5.1 Data Types in C

A data type defines the type of values a variable can hold and the operations that can be performed on it.

### 5.2 Fundamental Data Types

#### 5.2.1 Integer Data Type (int)

Represents whole numbers (positive, negative, zero).

##### Variants:

- int: Standard integer (typically 32 bits on modern systems)
- short int: Shorter integer (typically 16 bits)
- long int: Longer integer (typically 32 or 64 bits)
- long long int: Very long integer (typically 64 bits)

##### Range (on 32-bit system, using two's complement):

- int:  $-2^{31}$  to  $2^{31}-1$  (-2,147,483,648 to 2,147,483,647)
- short:  $-2^{15}$  to  $2^{15}-1$  (-32,768 to 32,767)
- long:  $-2^{31}$  to  $2^{31}-1$
- long long:  $-2^{63}$  to  $2^{63}-1$

**Unsigned variants:** Remove sign bit to store larger positive numbers

- unsigned int: 0 to  $2^{32}-1$

##### Examples:

```
int age = 25;  
short distance = 100;  
long population = 1000000000;  
long long largeNumber = 9223372036854775807LL;  
unsigned int count = 50;
```

#### 5.2.2 Character Data Type (char)

Represents single characters.

**Size:** 1 byte (8 bits)

##### Range:

- char: -128 to 127 (signed)
- unsigned char: 0 to 255

##### Representation:

- Characters stored as ASCII values
- Character literal: enclosed in single quotes ('A')
- Can perform arithmetic operations on characters

**Examples:**

```
char grade = 'A';
char symbol = '@';
unsigned char code = 200;
// Character arithmetic: 'A' + 1 = 66 + 1 = 67 ('B')
```

### 5.2.3 Floating-Point Data Types

Represent real numbers (numbers with decimal points).

**Types:**

**float:** Single precision floating-point

- Size: 4 bytes (32 bits)
- Precision: 6-7 decimal digits
- Range:  $\pm 3.4 \times 10^{-38}$  to  $\pm 3.4 \times 10^{38}$

**double:** Double precision floating-point

- Size: 8 bytes (64 bits)
- Precision: 15-17 decimal digits
- Range:  $\pm 1.7 \times 10^{-308}$  to  $\pm 1.7 \times 10^{308}$

**long double:** Extended precision

- Size: 10-16 bytes (architecture dependent)
- Precision: 18-19 decimal digits
- Range: Extended range

#### Representation (IEEE 754 Standard):

- Sign bit (1 bit)
- Exponent (8 bits for float, 11 bits for double)
- Mantissa/Fraction (23 bits for float, 52 bits for double)

**Examples:**

```
float pi = 3.14f; // f suffix for float
double e = 2.71828; // Default is double
long double phi = 1.618033988749895L; // L suffix for long double
double scientific = 1.5e-10; // Scientific notation
```

### 5.2.4 Void Data Type

Represents absence of type; used in special contexts.

**Uses:**

- Function return type (function returns no value)
- Function parameter (function takes no parameters)
- Generic pointer (`void *`)
- Type-agnostic programming

**Examples:**

```
void display() { // Returns nothing }
```

```
printf("Hello");
}

void* genericPointer; // Can point to any data type

void process(void) { // Takes no parameters
// code
}
```

### 5.2.5 Boolean Data Type (`_Bool`)

Represents logical values.

**Introduced:** C99 standard

**Size:** At least 1 byte

**Values:**

- true (1)
- false (0)

**Note:** C89/C90 didn't have built-in boolean; used int (0 = false, non-zero = true)

**Example:**

```
#include <stdbool.h> // Include for bool and true/false
```

```
bool isPrime = true;
bool isValid = false;
```

## 5.3 Derived Data Types

**Constructed from fundamental types:**

### 5.3.1 Arrays

Collection of elements of same type stored contiguously.

```
int marks[5]; // Array of 5 integers
char name[20]; // Array of 20 characters
float prices[10][5]; // 2D array
```

### 5.3.2 Pointers

Variable that stores memory address of another variable.

```
int *ptr; // Pointer to integer
char *str; // Pointer to character
```

### 5.3.3 Structures

Collection of variables of different types grouped together.

```
struct Student {
int roll;
char name[30];
float cgpa;
};
```

### 5.3.4 Unions

Similar to structures but share memory.

```
union Data {  
    int intValue;  
    float floatValue;  
    char charValue;  
};
```

### 5.3.5 Enumerations

Set of named integer constants.

```
enum Color {RED, GREEN, BLUE};  
enum Day {MON, TUE, WED, THU, FRI};
```

## 5.4 Storage Classes in C

A storage class specifies the scope, visibility, lifetime, and memory location of a variable.

### Four Storage Classes:

#### 5.5 Auto Storage Class

**Definition:** Declares automatic variables with automatic lifetime and local scope.

#### Characteristics:

- **Scope:** Local (within block where declared)
- **Lifetime:** Exists only during function/block execution
- **Memory:** Allocated on stack
- **Default:** Variables declared without explicit storage class default to auto
- **Value:** Initially contains garbage/random value (uninitialized)

#### Declaration:

```
auto int x = 5; // Explicit (rarely used)  
int x = 5; // Implicit (both are equivalent)
```

#### Scope Rules:

```
void function() {  
    {  
        auto int x = 10; // Inner scope x  
        printf("%d", x); // Prints 10  
    }  
    // x no longer accessible here (lifetime ended)  
    // printf("%d", x); // ERROR: x undefined  
}
```

#### Example:

```
void example() {  
    auto int count = 0; // Created when function called  
    auto float value = 3.14; // Created when function called  
    // ... statements ...  
} // count and value destroyed here
```

#### Advantages:

- Automatic memory management
- No memory leaks

- Minimal memory usage

### Disadvantages:

- Limited scope
- Cannot share across functions
- Values lost after function execution

## 5.6 External (Extern) Storage Class

**Definition:** Declares variables with global scope and static lifetime, visible across multiple files.

### Characteristics:

- **Scope:** Global (entire program, across files)
- **Lifetime:** Entire program execution
- **Memory:** Allocated in data segment
- **Default Value:** Initialized to 0 if global, uninitialized if static
- **Linkage:** External linkage (visible across translation units)

### Declaration:

```
extern int globalVar; // Declaration (no memory allocation)
int globalVar = 100; // Definition (allocates memory)
extern float pi = 3.14; // Declaration with initialization
```

### Single Definition Rule:

- Variable must be defined in exactly one file
- Can be declared in multiple files using extern keyword

### File 1 (globals.c):

```
int counter = 0; // Definition
float salary = 50000.50; // Definition
```

### File 2 (main.c):

```
extern int counter; // Declaration (uses counter from globals.c)
extern float salary; // Declaration
```

```
int main() {
    counter++; // Increment global counter
    printf("Counter: %d", counter);
    return 0;
}
```

### Scope Across Files:

File 1: int x = 10;

File 2: extern int x;  
x++; // x = 11 in both files

### Global Variables:

```
// Global variable (file scope)
int count = 0; // Visible only in this file
```

```
// Global variable (external)
int result = 100; // Can be used in other files with extern

void increment() {
    count++; // Modifies global count
}
```

#### **Advantages:**

- Shared across functions and files
- Persistent throughout program execution
- Useful for global configuration

#### **Disadvantages:**

- Reduces code modularity
- Can cause naming conflicts
- Makes debugging difficult (variable can be modified anywhere)
- Reduces code readability and maintainability

#### **Best Practices:**

- Minimize use of global variables
- Use for truly global constants or configuration
- Prefer passing parameters to functions
- Use header files to declare extern variables

### **5.7 Register Storage Class**

**Definition:** Suggests to compiler to store variable in CPU register for faster access.

#### **Characteristics:**

- **Scope:** Local (block scope)
- **Lifetime:** Automatic (block-scoped)
- **Memory:** CPU register (if available), otherwise RAM
- **Speed:** Fastest access
- **Constraint:** Cannot take address of register variable (no & operator)
- **Quantity:** Limited number of registers available

#### **Declaration:**

```
register int count; // Request to store in register
register char code; // May be ignored by compiler
```

#### **Restrictions:**

```
register int x = 5;
// int *ptr = &x; // ERROR: Cannot take address of register variable
printf("%d", x); // OK: Can read value
x = 10; // OK: Can modify value
```

#### **Compiler Optimization:**

```
// Compiler may ignore register hint based on:
// - Availability of registers
// - Optimization level
```

```
// - Variable lifetime and usage  
// - Compiler intelligence
```

#### Practical Use:

```
void sumArray(int arr[], int n) {  
    register int sum = 0; // Frequently accessed  
    register int i; // Loop counter  
  
    for (i = 0; i < n; i++) {  
        sum += arr[i]; // Compiler may optimize this  
    }  
    return sum;  
  
}
```

#### Modern Context:

- Modern compilers are smarter than explicit hints
- Compiler optimization usually better than manual register specification
- Most compilers ignore register keyword
- Use primarily for extremely performance-critical code
- Modern practice: Let compiler handle optimization

#### Advantages:

- Potentially faster execution
- Useful for loop counters and frequently accessed variables

#### Disadvantages:

- Compiler may ignore hint
- Cannot use address-of operator
- Reduces code portability
- Usually not needed with modern compilers

### 5.8 Static Storage Class

**Definition:** Declares variables with static storage duration, local scope, and persistent lifetime across function calls.

#### Characteristics:

- **Scope:** Local or file scope (depends on context)
- **Lifetime:** Entire program execution
- **Memory:** Allocated in data segment (persistent)
- **Default Value:** Initialized to 0 if global, uninitialized if local
- **Persistence:** Retains value between function calls

#### Local Static Variables:

```
void counter() {  
    static int count = 0; // Initialized only once
```

```

count++; // Retains value between calls
printf("Count: %d\n", count);
}

int main() {
counter(); // Output: Count: 1
counter(); // Output: Count: 2
counter(); // Output: Count: 3
return 0;
}

```

### **Initialization:**

- Initialization happens only once (first call)
- Subsequent calls use retained value from previous call
- Must be compile-time constant

### **Multiple Calls Behavior:**

```

void demo() {
static int value = 100; // Initialized once
printf("%d ", value++);
}

// Calling sequence:
demo(); // Output: 100
demo(); // Output: 101
demo(); // Output: 102
// value retains value between calls

```

### **Static Global Variables:**

File scope – not visible outside file.

```

static int fileVariable = 50; // Visible only in this file

static void helperFunction() { // Visible only in this file
// function body
}

```

### **File-Scope Protection:**

```

// File1.c
static int secret = 100; // Private to File1
void modify() { secret++; } // Can modify secret

// File2.c
extern int secret; // ERROR: secret is static, not visible

```

### **Uses of Static:**

#### **1. Function-Local Counters:**

```

int getNextID() {
static int id = 1000;
return id++;
}

```

```

    }
    // Returns 1001, 1002, 1003, ... on successive calls

```

#### **2. File-Scope Data Hiding:**

```

static int temperature; // Private to this file
static void adjustTemp() { } // Private to this file

```

#### **3. One-time Initialization:**

```

void initializeOnce() {
    static int initialized = 0;
    if (!initialized) {
        // Initialization code runs only once
        printf("Initializing...\n");
        initialized = 1;
    }
}

```

#### **4. Preserving State:**

```

void fibonacci() {
    static int prev = 0, curr = 1;
    int next = prev + curr;
    prev = curr;
    curr = next;
    printf("%d ", next);
}

```

**Comparison Table:**

Aspect	Auto	Static	Register	Extern
Scope	Local	Local or File	Local	Global
Lifetime	Function	Entire program	Automatic	Entire program
Memory	Stack	Data segment	Register/RAM	Data segment
Default Value	Garbage	0	Garbage	0
Initialization	Every call	Once	Every call	Once
Persistence	No	Yes	No	Yes
Default	Yes	No	No	No

## 5.9 Storage Class Summary Table

Storage Class	Scope	Lifetime	Memory	Initial Value	Default
<b>auto</b>	Local	Function	Stack	Undefined	Yes
<b>extern</b>	Global	Program	Data segment	0	No
<b>static</b>	Local/File	Program	Data segment	0	No
<b>register</b>	Local	Function	Register/Stack	Undefined	No

## 6. Operators, Expressions, and Operator Precedence

### 6.1 Classification of Operators

#### 6.2 Arithmetic Operators

Perform mathematical calculations.

**Operators:**

Operator	Symbol	Example	Result
Addition	+	10 + 3	13
Subtraction	-	10 - 3	7
Multiplication	*	10 * 3	30
Division	/	10 / 3	3 (integer division)
Modulo	%	10 % 3	1 (remainder)

**Integer Division:**

$10 / 3 = 3$  // Fractional part discarded

$-10 / 3 = -3$  // Rounds toward zero

**Modulo Operation:**

$10 \% 3 = 1$  //  $10 = 3 * 3 + 1$

$-10 \% 3 = -1$  // Sign of remainder matches dividend

$10 \% -3 = 1$  // Dividend sign:  $-10 = -3 * 3 + (-1)$

**Unary Arithmetic:**

$+5$  // Unary plus (positive)

-5 // Unary minus (negative)

### 6.3 Relational Operators

Compare two values and return boolean result.

**Operators:**

Operator	Meaning	Example	Result
==	Equal to	5 == 5	1 (true)
!=	Not equal to	5 != 3	1 (true)
<	Less than	5 < 3	0 (false)
>	Greater than	5 > 3	1 (true)
<=	Less than or equal	5 <= 5	1 (true)
>=	Greater than or equal	3 >= 5	0 (false)

**Examples:**

int a = 10, b = 20;

a == b // 0 (false)

a != b // 1 (true)

a < b // 1 (true)

a > b // 0 (false)

a <= b // 1 (true)

a >= b // 0 (false)

### Caution: Assignment vs Comparison

if (x = 5) // WRONG: Assigns 5 to x, then checks (always true)

if (x == 5) // CORRECT: Compares x with 5

### 6.4 Logical Operators

Combine boolean expressions.

**Operators:**

Operator	Meaning	Example	Result
&&	AND	(5 < 10) && (3 < 5)	1 (true)
	OR	(5 > 10)    (3 < 5)	1 (true)
!	NOT	!(5 < 10)	0 (false)

**Truth Tables:**

**AND (&&):**

True && True = True  
 True && False = False  
 False && True = False  
 False && False = False

**OR (| |):**

True || True = True  
 True || False = True  
 False || True = True  
 False || False = False

**NOT (!):**

!True = False  
 !False = True

**Short-Circuit Evaluation:**

**AND (&&):** If left operand is false, right operand not evaluated  
`if (x > 0 && arr[x] > 5) // If x <= 0, arr[x] not accessed`

**OR (| |):** If left operand is true, right operand not evaluated  
`if (x != NULL || y != NULL) // If x != NULL, y not checked`

**Examples:**

`int age = 25, income = 50000;`

```
(age > 18) && (income > 30000) // 1 (true)
(age < 18) && (income > 30000) // 0 (false)
(age < 18) || (income > 30000) // 1 (true)
!(age > 18) // 0 (false)
```

**6.5 Bitwise Operators**

Operate on individual bits of integers.

**Operators:**

Operator	Name	Example	Explanation
&	AND	5 & 3	0101 & 0011 = 0001
	OR	5   3	0101   0011 = 0111
^	XOR	5 ^ 3	0101 ^ 0011 = 0110
~	NOT	~5	~0101 = 1010
<<	Left Shift	5 << 1	0101 << 1 = 1010
>>	Right Shift	5 >> 1	0101 >> 1 = 0010

**Bitwise AND:**

5 = 0101

3 = 0011

---

1 = 0001**Bitwise OR:**

5 = 0101

3 = 0011

---

7 = 0111**Bitwise XOR (Exclusive OR):**

5 = 0101

3 = 0011

---

6 = 0110**Bitwise NOT:** $\sim 5 = \sim 00000101 = 11111010$  (in two's complement, = -6)**Left Shift (<<):**

- Shifts bits left, fills right with 0
  - $x \ll n = x * 2^n$
- $$5 \ll 1 = 00000101 \ll 1 = 00001010 = 10$$
- $$5 \ll 2 = 00000101 \ll 2 = 00010100 = 20$$

**Right Shift (>>):**

- Shifts bits right, fills left with 0 or sign bit
  - $x \gg n = x / 2^n$  (for unsigned)
- $$5 \gg 1 = 00000101 \gg 1 = 00000010 = 2$$
- $$5 \gg 2 = 00000101 \gg 2 = 00000001 = 1$$

**Applications:****1. Check if bit is set:**

```
if (num & (1 << pos)) // Check if bit at position pos is 1
```

**2. Set a bit:**

```
num |= (1 << pos); // Set bit at position pos to 1
```

**3. Clear a bit:**

```
num &= ~(1 << pos); // Set bit at position pos to 0
```

**4. Toggle a bit:**

```
num ^= (1 << pos); // Flip bit at position pos
```

## 6.6 Assignment Operators

Assign values to variables.

**Basic Assignment:**

```
int x = 10; // Assign 10 to x
```

**Compound Assignment:**

Operator	Example	Equivalent
<code>+=</code>	<code>x += 5</code>	<code>x = x + 5</code>
<code>-=</code>	<code>x -= 3</code>	<code>x = x - 3</code>
<code>*=</code>	<code>x *= 2</code>	<code>x = x * 2</code>
<code>/=</code>	<code>x /= 4</code>	<code>x = x / 4</code>
<code>%=</code>	<code>x %= 3</code>	<code>x = x % 3</code>
<code>&amp;=</code>	<code>x &amp;= 3</code>	<code>x = x &amp; 3</code>
<code>  =</code>	<code>x  = 3</code>	<code>x = x   3</code>
<code>^=</code>	<code>x ^= 3</code>	<code>x = x ^ 3</code>
<code>&lt;&lt;=</code>	<code>x &lt;&lt;= 1</code>	<code>x = x &lt;&lt; 1</code>
<code>&gt;&gt;=</code>	<code>x &gt;&gt;= 1</code>	<code>x = x &gt;&gt; 1</code>

### Examples:

```
int x = 10;
x += 5; // x = 15
x -= 3; // x = 12
x *= 2; // x = 24
x /= 4; // x = 6
x %= 3; // x = 0
```

## 6.7 Increment and Decrement Operators

### Pre-increment (++x):

- Increments value first
- Returns new value

```
int x = 5;
int y = ++x; // x becomes 6, then y = 6
```

### Post-increment (x++):

- Returns old value first
- Increments afterwards

```
int x = 5;
int y = x++; // y = 5, then x becomes 6
```

### Pre-decrement (--x):

- Decrements value first
- Returns new value

```
int x = 5;
int y = --x; // x becomes 4, then y = 4
```

### **Post-decrement (x--):**

- Returns old value first
- Decrements afterwards

```
int x = 5;  
int y = x--; // y = 5, then x becomes 4
```

### **Usage:**

```
int arr[] = {10, 20, 30};
```

```
int *ptr = arr;
```

```
printf("%d", *ptr++); // Prints 10, ptr moves to next element
```

```
printf("%d", *(ptr++)); // Prints 20, ptr moves to next
```

```
printf("%d", *++ptr); // ptr moves, prints 30
```

## **6.8 Conditional (Ternary) Operator**

**Syntax:** condition ? value\_if\_true : value\_if\_false

### **Returns:**

- First value if condition true
- Second value if condition false

### **Examples:**

```
int age = 20;
```

```
char *status = (age >= 18) ? "Adult" : "Minor";
```

```
int max = (a > b) ? a : b;
```

```
int marks = 75;
```

```
char grade = (marks >= 90) ? 'A' : (marks >= 80) ? 'B' : 'C';
```

### **Nested Ternary:**

```
int score = 85;
```

```
char grade = (score >= 90) ? 'A' :
```

```
(score >= 80) ? 'B' :
```

```
(score >= 70) ? 'C' :
```

```
(score >= 60) ? 'D' : 'F';
```

### **Equivalent if-else:**

```
char *status;
```

```
if (age >= 18)
```

```
    status = "Adult";
```

```
else
```

```
    status = "Minor";
```

```
// Same as: char *status = (age >= 18) ? "Adult" : "Minor";
```

## 6.9 Special Operators

### **Sizeof Operator:**

```
sizeof(int) // Size of int data type  
sizeof(arr) // Size of array arr  
sizeof(x) // Size of variable x
```

### **Address-of Operator (&):**

```
int x = 10;  
int *ptr = &x; // ptr contains address of x
```

### **Dereference Operator (\*):**

```
int x = 10;  
int *ptr = &x;  
printf("%d", *ptr); // Prints 10 (value at address)
```

### **Member Access Operator (.):**

```
struct Point { int x, y; };  
Point p;  
p.x = 5; // Access member x of p
```

### **Arrow Operator (->):**

```
struct Point *ptr = &p;  
ptr->x = 5; // Equivalent to (*ptr).x = 5
```

## 6.10 Operator Precedence and Associativity

**Precedence** determines order of evaluation when multiple operators present.

**Associativity** determines direction of evaluation for operators of same precedence.

### **Operator Precedence Table (Highest to Lowest):**

Precedence	Operators	Associativity	Example
1 (Highest)	() [] -> .	Left-to-Right	f(), arr[i], ptr->mem, struct.mem
2	! ~ + - ++ -- sizeof (type) & *	Right-to-Left	!x, ~x, ++x, *ptr, &x
3	* / %	Left-to-Right	a * b / c % d
4	+ -	Left-to-Right	a + b - c
5	<< >>	Left-to-Right	a << 2, x >> 1
6	< <= > >=	Left-to-Right	a < b, x >= y
7	== !=	Left-to-Right	a == b, x != y
8	&	Left-to-Right	a & b
9	^	Left-to-Right	a ^ b
10		Left-to-Right	a   b
11	&&	Left-to-Right	a && b
12		Left-to-Right	a    b
13	?:	Right-to-Left	a > b ? x : y
14	= += -= *= /= %= &= ^=  = <=>=	Right-to-Left	x = 5, y += 3

Precedence	Operators	Associativity	Example
15 (Lowest) )	,	Left-to-Right	a, b, c

### Precedence Examples:

```
// Example 1: Arithmetic precedence
int result = 2 + 3 * 4; // 14, not 20 (* before +)
// = 2 + (3 * 4) = 2 + 12 = 14
```

```
// Example 2: Logical precedence
int x = 1, y = 0;
if(x || y && !y) // || has lower precedence than &&
// = x || (y && (!y)) = 1 || (0 && 1) = 1
```

```
// Example 3: Comparison and bitwise
int a = 5, b = 3;
if(a > b & a - b) // > has higher precedence than -
// = (a > b) & (a - b) = 1 & 2 = 0 (bitwise)
```

```
// Example 4: Post-increment
int arr[] = {10, 20, 30};
int *p = arr;
int val = *p++; // Access first, then increment pointer
// val = 10, p now points to arr[1]
```

### Associativity Examples:

```
// Left-to-Right Associativity
int result = 10 - 5 - 2; // ((10 - 5) - 2) = 3
// NOT (10 - (5 - 2)) = 7
```

```
// Right-to-Left Associativity
int x = 10, y = 20, z = 30;
x = y = z = 5; // x = (y = (z = 5)) = 5
```

```
// Increment/Decrement
int a = 5;
int b = ++a + ++a; // Undefined behavior (order not specified)
```

### Order of Evaluation:

```
// IMPORTANT: Precedence ≠ Order of Evaluation
int f1() { printf("f1 "); return 2; }
int f2() { printf("f2 "); return 3; }

int result = f1() * f2(); // f1 and f2 called, but order undefined
// Could print: "f1 f2" or "f2 f1"
```

## **Common Mistakes:**

```
// Mistake 1: Forgot precedence  
if (x = 5) // Assigns 5, condition true (USUALLY WRONG)  
if (x == 5) // Compares x with 5 (CORRECT)  
  
// Mistake 2: Bitwise vs logical  
if (a & b) // Bitwise AND (if a has bits in common with b)  
if (a && b) // Logical AND (if both non-zero)  
  
// Mistake 3: Forgetting operator precedence  
int x = 5, y = 2, z = 3;  
int result = x * y + z; // 10 + 3 = 13 (* before +)  
  
// Mistake 4: Type confusion  
char c = 'A' + 1; // 'A' is promoted to int, 'B' assigned  
int val = c * 2.5; // c promoted to int, multiplied by 2.5
```

## **Best Practices:**

- Use parentheses for clarity
  - Don't rely on operator precedence memory
  - Keep expressions simple and readable
  - Break complex expressions into multiple statements
- 

## **7. Fundamentals of C Programming**

### **7.1 Structure of a C Program**

A typical C program consists of several components organized in a specific structure.

#### **Basic Structure:**

```
// 1. Documentation/Header Comments  
/**  
 * • Program: Sample C Program  
 * • Author: Name  
 * • Date: 2025-01-13  
 * • Description: This program demonstrates basic structure  
 */
```

#### **// 2. Preprocessor Directives**

```
#include <stdio.h>  
#include <stdlib.h>  
#define PI 3.14159
```

#### **// 3. Type Definitions**

```
typedef struct {  
    int x;  
    int y;  
} Point;
```

```

// 4. Global Variable Declarations
int globalCounter = 0;
char globalName[50];

// 5. Function Prototypes (Forward Declarations)
int add(int a, int b);
void display(int value);

// 6. Main Function
int main() {
    // Function body
    int result = add(5, 3);
    display(result);
    return 0;
}

// 7. Function Definitions
int add(int a, int b) {
    return a + b;
}

void display(int value) {
    printf("Value: %d\n", value);
}

```

### **Components Explained:**

#### **7.2 Preprocessor Directives**

Processed before compilation; start with #.

##### **#include Directive:**

```
#include <stdio.h> // Include system header (standard library)
#include "myheader.h" // Include user-defined header (from project)
```

##### **#define Directive:**

```
#define MAX 100 // Simple macro
#define SUM(a, b) ((a) + (b)) // Function-like macro
#define PI 3.14159
```

##### **Conditional Compilation:**

```
#ifdef DEBUG
printf("Debug mode\n");
#endif

#if defined(OS_WINDOWS)
// Windows-specific code
#endif
```

### 7.3 Comments

Explain code; not compiled.

#### **Single-line Comments:**

```
int x = 5; // This is a comment
```

#### **Multi-line Comments:**

```
/*
```

- This is a multi-line comment
  - spanning multiple lines
- ```
 */
```

#### **Best Practices:**

- Comment why, not what
- Keep comments updated
- Use meaningful comments

### 7.4 Data Type Keywords and Identifiers

**Keywords:** Reserved words with special meaning  
int, float, while, if, return, void, etc.

**Identifiers:** Names for variables, functions, etc.

- Must start with letter or underscore
- Followed by letters, digits, underscores
- Case-sensitive
- Cannot be keywords
- Convention: lowercase **with** underscores

#### **Valid Identifiers:**

```
int age;  
float _radius;  
char firstName[20];  
long long_variable_name;
```

#### **Invalid Identifiers:**

```
int 2name; // Starts with digit  
float my-var; // Contains hyphen  
double while; // Reserved keyword
```

### 7.5 Writing and Executing Your First C Program

#### **Example Program:**

```
#include <stdio.h>  
  
int main() {  
    printf("Hello, World!\n");  
    return 0;  
}
```

## **Compilation and Execution Steps:**

**1. Create source file:** hello.c

**2. Compile:**

```
gcc hello.c -o hello # Create executable named 'hello'
```

**3. Execute:**

```
./hello # Run on Linux/Mac
```

```
hello.exe # Run on Windows
```

## **Output:**

Hello, World!

## **Compilation Process:**

hello.c (source)

↓

[gcc compiler]

↓

hello.o (object file)

↓

[linker]

↓

hello (executable)

## **Common Compiler Options:**

```
gcc hello.c -o hello # Specify output name
```

```
gcc hello.c -o hello -Wall # Show all warnings
```

```
gcc -c hello.c # Compile without linking
```

```
gcc hello.o -o hello # Link object file
```

```
gcc hello.c -g -o hello # Include debug symbols
```

---

## **8. Components of C Language**

### **8.1 Tokens**

Smallest lexical unit; **building blocks of program.**

#### **Types of Tokens:**

##### **Keywords:**

int, float, double, char, if, else, while, for, do, return,  
void, static, extern, auto, register, struct, union, enum,  
typedef, const, volatile, signed, unsigned, long, short, etc.

##### **Identifiers:**

variable names: age, count, \_data

function names: main, calculate, display

##### **Constants/Literals:**

Integer: 42, -100, 0xAF, 0755

Float: 3.14, 2.5e-3, 1.0

Character: 'A', '\n', '\t'  
String: "Hello", "C Programming"

**Operators:**

Arithmetic: +, -, \*, /, %

Logical: &&, ||, !

Relational: ==, !=, <, >, <=, >=

**Delimiters/Punctuation:**

{ } // Braces (block delimiters)

( ) // Parentheses (function calls)

[ ] // Brackets (array indexing)

; // Semicolon (statement terminator)

, // Comma (separator)

## 8.2 Standard Input/Output (I/O)

Communication with user; fundamental to programming.

**Header File:**

```
#include <stdio.h> // Contains I/O function declarations
```

## 8.3 printf() Function

Outputs formatted text to console.

**Syntax:**

```
int printf(const char *format, ...);
```

**Parameters:**

- format: Format string containing text and format specifiers
- ...: Variable number of arguments matching specifiers

**Return:** Number of characters printed (or negative on error)

**Basic Usage:**

```
printf("Hello, World!\n");
```

**Format Specifiers:**

| Specifier | Type                | Example                  |
|-----------|---------------------|--------------------------|
| %d        | int (decimal)       | printf("%d", 42);        |
| %i        | int                 | printf("%i", 42);        |
| %u        | unsigned int        | printf("%u", 42);        |
| %f        | float/double        | printf("%f", 3.14);      |
| %e        | scientific notation | printf("%e", 3.14e2);    |
| %x        | hex (lowercase)     | printf("%x", 255); → ff  |
| %X        | hex (uppercase)     | printf("%X", 255); → FF  |
| %o        | octal               | printf("%o", 8); → 10    |
| %c        | char                | printf("%c", 'A');       |
| %s        | string              | printf("%s", "Hello");   |
| %%        | literal %           | printf("50%% complete"); |

### Formatting Options:

```
// Width specification
printf("%5d", 42); // "42" (right-aligned in 5 chars)
printf("%-5d", 42); // "42 " (left-aligned in 5 chars)

// Precision for floats
printf("%.2f", 3.14159); // "3.14" (2 decimal places)
printf("%0f", 3.14); // "3" (no decimal places)
printf("%8.2f", 3.14); // " 3.14" (width 8, 2 decimals)

// Zero-padding
printf("%05d", 42); // "00042" (pad with zeros)

// Left-justify
printf("%-10s", "hello"); // "hello " (left-aligned)
```

### Examples:

```
int age = 25;
float height = 5.9;
char name[] = "Alice";

printf("Name: %s\n", name); // Name: Alice
printf("Age: %d years\n", age); // Age: 25 years
printf("Height: %.1f feet\n", height); // Height: 5.9 feet
printf("All: %s is %d and %.1f feet tall\n", // Multiple values
name, age, height);
```

## 8.4 scanf() Function

Reads formatted input from keyboard.

### Syntax:

```
int scanf(const char *format, ...);
```

### Parameters:

- format: Format string with specifiers
- ...: Addresses of variables (&variable)

**Return:** Number of successfully read items

**Important:** Must use & (address-of) operator for variables

### Basic Usage:

```
int x;  
scanf("%d", &x); // Read integer and store in x
```

### Format Specifiers (same as printf):

```
// Input: 42  
int age;  
scanf("%d", &age);  
  
// Input: 3.14  
float value;  
scanf("%f", &value);  
  
// Input: A  
char letter;  
scanf("%c", &letter);  
  
// Input: hello  
char name[20];  
scanf("%s", name); // No & for arrays (array name is already address)
```

### Input Handling Considerations:

#### Skip Whitespace:

```
scanf("%d", &x); // Automatically skips leading whitespace
```

#### Read Character Including Space:

```
scanf(" %c", &ch); // Space before %c skips whitespace  
scanf("%c", &ch); // Reads any character including space
```

#### Buffer Overflow Prevention:

```
char name[10];  
scanf("%9s", name); // Limit input to 9 chars + null terminator
```

#### Multiple Input:

```
int x, y;  
scanf("%d %d", &x, &y); // Read two integers
```

```
float a;
char c;
scanf("%f %c", &a, &c); // Read float and character
```

#### **Input Validation:**

```
int age;
int result = scanf("%d", &age);
if (result != 1) {
    printf("Invalid input\n");
} else {
    printf("Age: %d\n", age);
}
```

#### **Handling Leftover Input:**

```
int x;
char c;
scanf("%d", &x); // Reads integer, leaves '\n' in buffer
c = getchar(); // Gets '\n' from buffer
scanf("%c", &c); // This skips the '\n'
// OR use: scanf(" %c", &c); // Space skips whitespace
```

### 8.5 getchar() and putchar()

**getchar():** Read single character from input  
char c = getchar(); // Waits for user to enter character

**putchar():** Output single character  
putchar('A'); // Prints 'A'

#### **Example:**

```
char ch = getchar();
putchar(ch); // Echo the character
```

### 8.6 gets() and puts() [Deprecated]

**Note:** get() and puts() are considered unsafe; use fgets() instead.

**puts():** Output string with newline  
puts("Hello"); // Prints "Hello" with newline

### 8.7 Formatted Output - printf() Details

#### **Width and Alignment:**

```
printf("|%10s|\n", "hi"); // "| hi |" (right-aligned)
printf("|%-10s|\n", "hi"); // "|hi |" (left-aligned)
printf("|%05d|\n", 42); // "|00042|" (zero-padded)
```

#### **Precision:**

```
printf("%.5s\n", "hello world"); // "hello" (first 5 chars)
printf("%.2f\n", 3.14159); // "3.14" (2 decimal places)
printf("%5.2f\n", 3.14159); // " 3.14" (width 5, 2 decimals)
```

#### **Examples Collection:**

```
#include <stdio.h>
```

```
int main() {
    int num = 42;
    float pi = 3.14159;
    char name[] = "Alice";

    printf("Integer: %d\n", num);
    printf("Float: %.2f\n", pi);
    printf("String: %s\n", name);
    printf("Hex: %x\n", num);
    printf("Octal: %o\n", num);

    return 0;
}
```

---

## 9. Conditional Program Execution

### 9.1 If Statement

Execute code block if condition is true.

**Syntax:**

```
if(condition) {
    // Code executed if condition is true
}
```

**Examples:**

```
int age = 20;
if (age >= 18) {
    printf("You are an adult\n");
}
```

```
int x = 5;
if (x > 0) {
    printf("x is positive\n");
}
```

### 9.2 If-Else Statement

Execute one block if condition true, another if false.

**Syntax:**

```
if(condition) {
    // Code if condition true
} else {
    // Code if condition false
}
```

**Example:**

```
int age = 15;
if (age >= 18) {
    printf("Adult\n");
} else {
    printf("Minor\n");
}
```

### 9.3 If-Else If-Else Statement

Multiple conditions.

**Syntax:**

```
if (condition1) {
    // Code if condition1 true
} else if (condition2) {
    // Code if condition2 true
} else if (condition3) {
    // Code if condition3 true
} else {
    // Code if all conditions false
}
```

**Example:**

```
int score = 85;
if (score >= 90) {
    printf("Grade: A\n");
} else if (score >= 80) {
    printf("Grade: B\n");
} else if (score >= 70) {
    printf("Grade: C\n");
} else {
    printf("Grade: F\n");
}
```

### 9.4 Nested If-Else

If-else statements inside other if-else statements.

**Example:**

```
int age = 20;
int income = 50000;

if (age >= 18) {
    printf("Adult\n");
    if (income >= 30000) {
        printf("Has sufficient income\n");
    } else {
        printf("Low income\n");
    }
} else {
    printf("Minor\n");
}
```

**Dangling Else Problem:**

```
// AMBIGUOUS
if (x > 0)
if (y > 0)
printf("Both positive\n");
else
printf("x is not positive\n"); // Matches inner if

// CLARIFY WITH BRACES
if (x > 0) {
if (y > 0) {
printf("Both positive\n");
}
} else {
printf("x is not positive\n");
}
```

**9.5 Switch Statement**

Execute one of multiple code blocks based on expression value.

**Syntax:**

```
switch (expression) {
case value1:
// Code if expression == value1
break;
case value2:
// Code if expression == value2
break;
default:
// Code if no case matches
}
```

**How It Works:**

1. Evaluate expression
2. Compare with case values
3. Execute matching case block
4. break exits switch
5. If no match, execute default (optional)

**Example:**

```
int day = 3;
switch (day) {
case 1:
printf("Monday\n");
break;
case 2:
printf("Tuesday\n");
break;
case 3:
printf("Wednesday\n");
```

```

break;
case 4:
printf("Thursday\n");
break;
case 5:
printf("Friday\n");
break;
case 6:
printf("Saturday\n");
break;
case 7:
printf("Sunday\n");
break;
default:
printf("Invalid day\n");
}

```

**Fall-Through (Without Break):**

```

int grade = 'B';
switch (grade) {
case 'A':
case 'B':
case 'C':
printf("Pass\n"); // Executes for A, B, or C
break;
case 'D':
case 'F':
printf("Fail\n");
break;
}

```

**Important Notes:**

- Expression must be integer (int, char, enum)
- Case values must be constants
- Cannot use floats in switch
- break is optional but usually needed
- default is optional

**Switch vs If-Else:**

- Switch: Better for checking one variable against multiple values
- If-Else: Better for complex conditions

## 10. Program Loops and Iterations

## 10.1 While Loop

Repeats block while condition is true.

### Syntax:

```
while (condition) {  
    // Code executed while condition is true  
}
```

### How It Works:

1. Check condition
2. If true, execute block
3. Return to step 1
4. If false, exit loop

### Example:

```
int count = 1;  
while (count <= 5) {  
    printf("%d ", count);  
    count++;  
}  
// Output: 1 2 3 4 5
```

### Infinite Loop:

```
while (1) {  
    printf("Endless loop\n");  
    // Must use break to exit  
}
```

### User Input Loop:

```
int num;  
while (1) {  
    printf("Enter number (0 to exit): ");  
    scanf("%d", &num);  
    if (num == 0) break;  
    printf("You entered: %d\n", num);  
}
```

## 10.2 Do-While Loop

Executes block at least once, then repeats while condition true.

### Syntax:

```
do {  
    // Code executed at least once  
} while (condition);
```

### Difference from While:

- While: Condition checked before execution (may not execute)
- Do-While: Condition checked after execution (always executes at least once)

**Example:**

```
int count = 1;
do {
    printf("%d ", count);
    count++;
} while (count <= 5);
// Output: 1 2 3 4 5
```

**Menu Example:**

```
int choice;
do {
    printf("\n1. Add\n2. Subtract\n3. Exit\n");
    printf("Choose: ");
    scanf("%d", &choice);
```

```
switch (choice) {
    case 1:
        // Add operation
        break;
    case 2:
        // Subtract operation
        break;
    case 3:
        printf("Exiting...\n");
        break;
}
```

```
} while (choice != 3);
```

### 10.3 For Loop

Repeats block fixed number of times.

**Syntax:**

```
for (initialization; condition; increment) {
    // Code executed each iteration
}
```

**Execution Order:**

1. Initialization (executed once)
2. Check condition (true = continue)
3. Execute block
4. Execute increment
5. Go to step 2

**Example:**

```
for (int i = 1; i <= 5; i++) {
```

```
printf("%d ", i);
}
// Output: 1 2 3 4 5
```

### Parts Explanation:

- int i = 1: Initialize loop variable
- i <= 5: Condition to continue
- i++: Increment after each iteration

### Equivalent While Loop:

```
int i = 1; // initialization
while (i <= 5) { // condition
    printf("%d ", i); // body
    i++; // increment
}
```

### Variations:

#### Empty Parts:

```
int i = 1;
for (; i <= 5; i++) { // No initialization
    printf("%d ", i);
}

for (int i = 1; i <= 5;) { // No increment
    printf("%d ", i);
    i++;
}

for (int i = 1; ; i++) { // No condition (infinite loop)
    if (i > 5) break;
    printf("%d ", i);
}
```

#### Multiple Variables:

```
for (int i = 1, j = 10; i <= 5; i++, j--) {
    printf("%d %d\n", i, j);
}
// Output:
// 1 10
// 2 9
// 3 8
// 4 7
// 5 6
```

#### Decrement Loop:

```
for (int i = 5; i >= 1; i--) {
    printf("%d ", i);
}
// Output: 5 4 3 2 1
```

## 10.4 Break Statement

Immediately exits loop.

### Example:

```
for (int i = 1; i <= 10; i++) {  
    if (i == 5) break;  
    printf("%d ", i);  
}  
// Output: 1 2 3 4
```

### Uses:

- Exit infinite loop when condition met
- Stop loop early based on condition
- Exit switch statement

## 10.5 Continue Statement

Skips current iteration, continues with next.

### Example:

```
for (int i = 1; i <= 5; i++) {  
    if (i == 3) continue; // Skip 3  
    printf("%d ", i);  
}  
// Output: 1 2 4 5
```

### Behavior:

- Skips statements after continue
- Moves to next iteration
- Continues normally

## 10.6 Goto Statement

Jumps to labeled statement. (Generally discouraged)

### Syntax:

```
goto label;  
// ... code ...  
label: // statement to jump to
```

### Example:

```
for (int i = 1; i <= 10; i++) {  
    if (i == 5) goto end;  
    printf("%d ", i);  
}  
end:  
printf("\nLoop ended\n");  
// Output: 1 2 3 4  
// Loop ended
```

### Why Avoid Goto:

- Makes code harder to follow (spaghetti code)
- Violates structured programming principles
- Use break, continue, or functions instead
- Can introduce bugs easily

### **When goto is Acceptable:**

- Error handling with cleanup
- Breaking out of nested loops
- Finite state machines

### **Better Alternative to Goto:**

```
// AVOID: Using goto
for (int i = 1; i <= 10; i++) {
if (i == 5) goto end;
printf("%d ", i);
}
end:
printf("\nDone\n");

// PREFER: Using flag or function
int found = 0;
for (int i = 1; i <= 10; i++) {
if (i == 5) {
found = 1;
break;
}
printf("%d ", i);
}
if (found) printf("\nDone\n");
```

---

## **Unit II: Arrays, Strings, Functions, and Advanced Concepts**

### **11. Arrays**

#### **11.1 Array Fundamentals**

**Definition:** An array is a collection of elements of the same data type stored in contiguous memory locations.

#### **Characteristics:**

- Fixed size (determined at declaration)
- Same data type for all elements
- Contiguous memory storage
- Zero-indexed access
- Fixed memory allocation

## 11.2 One-Dimensional Arrays

### Declaration:

```
int arr[5]; // Array of 5 integers
float prices[10]; // Array of 10 floats
char name[20]; // Array of 20 characters
```

### Initialization:

```
int arr[5] = {10, 20, 30, 40, 50}; // Complete initialization
int arr[] = {1, 2, 3, 4, 5}; // Size inferred from values
int arr[5] = {10, 20}; // Rest initialized to 0
int arr[5]; // Uninitialized (garbage values)
int arr[5] = {0}; // All elements 0
```

### Memory Layout:

```
arr[0] → 10 (address: base address)
arr[1] → 20 (address: base address + 4 bytes)
arr[2] → 30 (address: base address + 8 bytes)
arr[3] → 40 (address: base address + 12 bytes)
arr[4] → 50 (address: base address + 16 bytes)
```

### Accessing Elements:

```
int arr[] = {10, 20, 30, 40, 50};
printf("%d", arr[0]); // 10
printf("%d", arr[2]); // 30
arr[3] = 100; // Modify element
```

### Calculating Array Size:

```
int arr[] = {1, 2, 3, 4, 5};
int size = sizeof(arr) / sizeof(arr[0]); // 20 / 4 = 5
```

### Iterating Through Array:

```
int arr[] = {10, 20, 30, 40, 50};
for (int i = 0; i < 5; i++) {
    printf("%d ", arr[i]);
}
// Output: 10 20 30 40 50
```

### Important Notes:

- Array index starts from 0
- Array name represents address of first element
- Cannot change array size after declaration
- Out-of-bounds access: undefined behavior

## 11.3 Multidimensional Arrays

### Two-Dimensional Arrays:

### Declaration:

```
int matrix[3][4]; // 3x4 matrix (3 rows, 4 columns)
float table[5][6]; // 5x6 matrix
char grid[2][3]; // 2x3 matrix
```

**Initialization:**

```
int matrix[3][2] = {  
    {1, 2},  
    {3, 4},  
    {5, 6}  
};  
  
int matrix[3][2] = {1, 2, 3, 4, 5, 6}; // Row-major initialization
```

**Memory Layout (Row-Major Order):**

```
matrix[0][0] = 1 matrix[0][1] = 2  
matrix[1][0] = 3 matrix[1][1] = 4  
matrix[2][0] = 5 matrix[2][1] = 6
```

Contiguous memory: 1, 2, 3, 4, 5, 6

**Accessing Elements:**

```
int matrix[3][2] = {{1, 2}, {3, 4}, {5, 6}};  
printf("%d", matrix[0][1]); // 2  
matrix[1][0] = 10; // Modify element
```

**Iterating Through 2D Array:**

```
int matrix[3][2] = {{1, 2}, {3, 4}, {5, 6}};  
  
for (int i = 0; i < 3; i++) { // Rows  
    for (int j = 0; j < 2; j++) { // Columns  
        printf("%d ", matrix[i][j]);  
    }  
    printf("\n");  
}  
// Output:  
// 1 2  
// 3 4  
// 5 6
```

**Three-Dimensional Arrays:**

```
int cube[2][3][4]; // 2x3x4 3D array  
  
cube[0][1][2] = 5; // Access element  
  
for (int i = 0; i < 2; i++)  
    for (int j = 0; j < 3; j++)  
        for (int k = 0; k < 4; k++)  
            printf("%d ", cube[i][j][k]);
```

## 11.4 Array Applications

**1. Finding Maximum Element:**

```
int arr[] = {10, 50, 30, 20, 40};  
int max = arr[0];  
for (int i = 1; i < 5; i++) {  
    if (arr[i] > max) {  
        max = arr[i];  
    }  
}
```

```
    }
}
printf("Maximum: %d", max); // 50
```

## 2. Summing Array Elements:

```
int arr[] = {10, 20, 30, 40, 50};
int sum = 0;
for (int i = 0; i < 5; i++) {
    sum += arr[i];
}
printf("Sum: %d", sum); // 150
```

## 3. Reversing Array:

```
int arr[] = {1, 2, 3, 4, 5};
int n = 5;

// Using swap
for (int i = 0; i < n/2; i++) {
    int temp = arr[i];
    arr[i] = arr[n-1-i];
    arr[n-1-i] = temp;
}
// Result: 5, 4, 3, 2, 1
```

## 4. Searching in Array (Linear Search):

```
int arr[] = {10, 20, 30, 40, 50};
int target = 30;
int found = -1;

for (int i = 0; i < 5; i++) {
    if (arr[i] == target) {
        found = i;
        break;
    }
}

if (found != -1) {
    printf("Found at index: %d", found); // Found at index: 2
} else {
    printf("Not found");
}
```

## 5. Sorting Array (Bubble Sort):

```
int arr[] = {50, 30, 40, 10, 20};
int n = 5;

for (int i = 0; i < n-1; i++) {
    for (int j = 0; j < n-1-i; j++) {
        if (arr[j] > arr[j+1]) {
            int temp = arr[j];
            arr[j] = arr[j+1];
            arr[j+1] = temp;
        }
    }
}
```

```
}

}

// Result: 10, 20, 30, 40, 50
```

---

## 12. Strings

### 12.1 String Fundamentals

**Definition:** String is a sequence of characters terminated by null character '\0'.

**String Declaration:**

```
char name[20]; // Uninitialized string
char name[] = "Alice"; // Initialized string
char *str = "Hello"; // Pointer to string literal
```

**Important Note:** String array must be larger than string length + 1 (for null terminator).

**Memory Representation:**

"Hello" stored as:

```
H e l l o \0
```

**Null Terminator:**

- Every string ends with '\0' (null character, ASCII 0)
- String length does NOT include null terminator
- String functions rely on '\0' to find end

**Examples:**

```
char str[6] = "Hello"; // Requires 6 positions (5 chars + '\0')
char str[] = "Hi"; // Array size automatically 3 (2 chars + '\0')

// "Alice" → 'A', 'l', 'i', 'c', 'e', '\0' (6 characters total)
```

### 12.2 String Input/Output

**Using scanf:**

```
char name[20];
scanf("%s", name); // No & for arrays
// Input: Alice
// name → "Alice"
```

**Using gets (UNSAFE - AVOID):**

```
char name[20];
gets(name); // DEPRECATED - can cause buffer overflow
```

**Using fgets (SAFE):**

```
char name[20];
fgets(name, 20, stdin); // Read up to 19 characters
// Note: fgets includes '\n' in string
```

**Using printf:**

```
char name[] = "Alice";
printf("%s\n", name); // Output: Alice
printf("Hello %s\n", name); // Output: Hello Alice
```

**Using puts:**

```
char name[] = "Alice";
puts(name); // Output: Alice (with newline)
```

### 12.3 String Handling Functions

String functions defined in <string.h>.

**strlen() - String Length:**

```
#include <string.h>

char str[] = "Hello";
int len = strlen(str); // 5 (not including '\0')

for (int i = 0; i < strlen(str); i++) {
    printf("%c", str[i]); // Prints each character
}
```

**strcpy() - String Copy:**

```
char source[] = "Hello";
char dest[20];
strcpy(dest, source); // dest becomes "Hello"
// WARNING: Unsafe if dest too small

// Safer: strncpy
strncpy(dest, source, 10); // Copy max 10 characters
```

**strcmp() - String Comparison:**

Returns:

- 0 if strings equal
- Negative if first < second (lexicographically)
- Positive if first > second

```
char str1[] = "Apple";
char str2[] = "Apple";
char str3[] = "Banana";

strcmp(str1, str2); // 0 (equal)
strcmp(str1, str3); // Negative (Apple < Banana)
strcmp(str3, str1); // Positive (Banana > Apple)

// Usage in if
if(strcmp(str1, str2) == 0) {
    printf("Strings are equal\n");
}
```

**strcat() - String Concatenation:**

```
char str1[30] = "Hello";
char str2[] = " World";
strcat(str1, str2); // str1 becomes "Hello World"
// WARNING: str1 must be large enough
```

```
// Safer: strncat
strncat(str1, str2, 10); // Concatenate max 10 characters
```

**strchr() - Find Character:**

```
char str[] = "Hello";
char *ptr = strchr(str, 'l'); // Points to first 'l'
if (ptr != NULL) {
    printf("Found at position: %d", ptr - str); // Position: 2
}
```

**strstr() - Find Substring:**

```
char str[] = "Hello World";
char *ptr = strstr(str, "World"); // Points to "World"
if (ptr != NULL) {
    printf("Found substring\n");
}
```

**String Function Summary:**

| Function       | Purpose        | Example                      |
|----------------|----------------|------------------------------|
| strlen(s)      | Length         | len = strlen("Hello"); // 5  |
| strcpy(d, s)   | Copy           | strcpy(dest, source);        |
| strcmp(s1, s2) | Compare        | if(strcmp(s1, s2)==0)        |
| strcat(d, s)   | Concatenate    | strcat(dest, source);        |
| strchr(s, c)   | Find char      | ptr = strchr("Hello", 'l');  |
| strstr(s, t)   | Find substring | ptr = strstr("Hello", "ll"); |
| strrev(s)      | Reverse        | strrev(str);                 |

## 12.4 Array of Strings

Collection of strings (2D character array).

**Declaration:**

```
char names[3][20]; // 3 strings, each max 19 characters
```

**Initialization:**

```
char names[3][20] = {
    "Alice",
    "Bob",
    "Charlie"
};
```

// Equivalent to:

```
char names[3][20];
strcpy(names[0], "Alice");
```

```
strcpy(names[1], "Bob");
strcpy(names[2], "Charlie");
```

### Accessing Strings:

```
printf("%s\n", names[0]); // Alice
printf("%c", names[1][0]); // B (first character of second string)
```

### Iterating Through String Array:

```
char fruits[4][10] = {"Apple", "Banana", "Orange", "Grape"};
```

```
for (int i = 0; i < 4; i++) {
    printf("%s ", fruits[i]);
}
// Output: Apple Banana Orange Grape
```

### Searching in String Array:

```
char fruits[4][10] = {"Apple", "Banana", "Orange", "Grape"};
char search[] = "Orange";
int found = -1;
```

```
for (int i = 0; i < 4; i++) {
    if (strcmp(fruits[i], search) == 0) {
        found = i;
        break;
    }
}

if (found != -1) {
    printf("Found at index: %d", found); // 2
}
```

---

## 13. Functions

### 13.1 Functions: Importance and Design

**Definition:** A function is a reusable block of code that performs a specific task.

#### Advantages:

- Code reusability
- Modular programming
- Easier debugging and maintenance
- Improved readability
- Reduced code duplication

**Structured Programming:** Dividing program into smaller functions.

### 13.2 User-Defined Functions

#### Function Definition:

```
return_type function_name(parameters) {
    // Function body
    return value; // If return_type is not void
}
```

## **Components:**

1. **Return Type:** Data type of value returned (int, float, void, etc.)
2. **Function Name:** Identifier (follows naming rules)
3. **Parameters:** Inputs to function (optional)
4. **Function Body:** Statements to execute
5. **Return Statement:** Value to return (except for void)

## **Example:**

```
int add(int a, int b) {  
    int sum = a + b;  
    return sum;  
}
```

## **Function Categories:**

### **1. Function with No Parameters, No Return Value:**

```
void greet() {  
    printf("Hello!\n");  
}
```

```
int main() {  
    greet(); // Call function  
    return 0;  
}
```

### **2. Function with Parameters, No Return Value:**

```
void printNumber(int num) {  
    printf("Number: %d\n", num);  
}
```

```
int main() {  
    printNumber(5);  
    return 0;  
}
```

### **3. Function with No Parameters, with Return Value:**

```
int getInput() {  
    int x;  
    scanf("%d", &x);  
    return x;  
}
```

```
int main() {  
    int value = getInput();  
    printf("You entered: %d\n", value);  
    return 0;  
}
```

### **4. Function with Parameters and Return Value:**

```
int multiply(int a, int b) {  
    return a * b;  
}
```

```
int main() {
    int result = multiply(4, 5);
    printf("Product: %d\n", result); // 20
    return 0;
}
```

### 13.3 Function Declaration (Prototype)

Forward declaration of function; allows calling function before definition.

#### Syntax:

```
return_type function_name(parameter_types);
```

#### Example:

```
#include <stdio.h>

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

int main() {
    int result = add(5, 3); // Can call before definition
    printf("%d\n", result); // 8
    return 0;
}

// Function definition
int add(int a, int b) {
    return a + b;
}
```

#### With and Without Parameter Names:

```
int add(int, int); // No parameter names (declaration)
int add(int a, int b); // With parameter names (also valid)
```

**Best Practice:** Always use prototypes for:

- Forward declarations
- Code organization
- Identifying function interfaces

### 13.4 Formal vs. Actual Arguments

#### Formal Arguments (Parameters):

- Declared in function definition
- Local to function
- Receive values from actual arguments

```
int add(int a, int b) { // a and b are formal arguments
    return a + b;
}
```

#### Actual Arguments:

- Provided when calling function

- Can be constants, variables, expressions
- Values copied to formal arguments

```
int x = 5, y = 3;
int result = add(x, y); // x, y are actual arguments
int result = add(5, 3); // 5, 3 are actual arguments
int result = add(x+2, y*2); // Expressions
```

### **Parameter Passing Modes:**

#### **1. Pass by Value (Default in C):**

- Copy of actual argument passed
- Changes to formal parameter don't affect actual argument
- Copy overhead for large data

```
void modify(int x) {
x = 100; // Modifies local copy only
}
```

```
int main() {
int num = 5;
modify(num);
printf("%d", num); // Still 5
return 0;
}
```

#### **2. Pass by Reference (Using Pointers):**

- Address of actual argument passed
- Changes to formal parameter affect actual argument
- No copy overhead
- More efficient for large data

```
void modify(int *x) {
*x = 100; // Modifies original variable
}
```

```
int main() {
int num = 5;
modify(&num); // Pass address
printf("%d", num); // 100
return 0;
}
```

### **Comparison Example:**

```
// Pass by value - no change to original
void incrementValue(int x) {
x++;
}
```

```
// Pass by reference - changes original
void incrementRef(int *x) {
```

```

(*x)++;
}

int main() {
int a = 5;
incrementValue(a); // a still 5

    int b = 5;
    incrementRef(&b); // b becomes 6

    return 0;
}

```

### 13.5 Recursive Functions

Function that calls itself to solve smaller instances of same problem.

#### Components:

1. **Base Case:** Condition where recursion stops
2. **Recursive Case:** Function calls itself with smaller input

#### Example - Factorial:

```

int factorial(int n) {
if (n <= 1) { // Base case
return 1;
} else {
return n * factorial(n - 1); // Recursive call
}
}

// factorial(5) = 5 * factorial(4)
// = 5 * 4 * factorial(3)
// = 5 * 4 * 3 * factorial(2)
// = 5 * 4 * 3 * 2 * factorial(1)
// = 5 * 4 * 3 * 2 * 1
// = 120

```

#### Execution Stack:

```

factorial(5)
→ 5 * factorial(4)
→ 5 * 4 * factorial(3)
→ 5 * 4 * 3 * factorial(2)
→ 5 * 4 * 3 * 2 * factorial(1)
→ 5 * 4 * 3 * 2 * 1 = 120

```

#### Example - Fibonacci:

```

int fibonacci(int n) {
if (n <= 1) {
return n; // Base case
}

```

```

} else {
    return fibonacci(n-1) + fibonacci(n-2); // Recursive
}
}

// fibonacci(5) = 5
// fibonacci(4) = 3
// fibonacci(3) = 2

```

#### **Example - String Reversal:**

```

void reverseString(char str[], int start, int end) {
    if (start >= end) { // Base case
        return;
    }
    // Swap characters
    char temp = str[start];
    str[start] = str[end];
    str[end] = temp;

    reverseString(str, start + 1, end - 1); // Recursive
}

```

```

int main() {
    char str[] = "Hello";
    reverseString(str, 0, 4);
    printf("%s\n", str); // olleH
    return 0;
}

```

#### **Advantages of Recursion:**

- Natural for divide-and-conquer problems
- Cleaner, more readable code for some problems
- Directly maps problem definition to code

#### **Disadvantages:**

- Memory overhead (function calls on stack)
- Slower than iterative approach
- Risk of stack overflow for deep recursion
- Can be inefficient (repeated calculations)

#### **When to Use Recursion:**

- Tree traversal
- Divide-and-conquer algorithms
- Backtracking problems
- Problems naturally defined recursively

#### **Optimization - Memoization:**

```
#define MAX 100
```

```

int fib_cache[MAX] = {0};

int fibonacci(int n) {
    if (n <= 1) return n;
    if (fib_cache[n] != 0) return fib_cache[n]; // Return cached result
    fib_cache[n] = fibonacci(n-1) + fibonacci(n-2);
    return fib_cache[n];
}

```

### 13.6 Standard Library Functions

Functions provided by C libraries.

#### **Math Functions (<math.h>):**

```
#include <math.h>

int x = -5;
abs(x); // 5 (absolute value)
sqrt(16); // 4.0 (square root)
pow(2, 3); // 8.0 (power)
sin(3.14159/2); // 1.0 (sine)
cos(0); // 1.0 (cosine)
sqrt(x); // sqrt for doubles
ceil(3.2); // 4.0 (ceiling)
floor(3.8); // 3.0 (floor)
```

#### **Character Functions (<ctype.h>):**

```
#include <ctype.h>

isalpha('A'); // 1 (true - is alphabet)
isdigit('5'); // 1 (true - is digit)
isalnum('5'); // 1 (true - is alphanumeric)
islower('a'); // 1 (true - is lowercase)
isupper('A'); // 1 (true - is uppercase)
isspace(' '); // 1 (true - is whitespace)
tolower('A'); // 'a' (convert to lowercase)
toupper('a'); // 'A' (convert to uppercase)
```

#### **Memory Functions (<stdlib.h>):**

```
#include <stdlib.h>

int *ptr = malloc(sizeof(int) * 10); // Allocate memory
ptr = realloc(ptr, 20); // Resize memory
free(ptr); // Free memory
```

#### **Random Numbers (<stdlib.h>):**

```
#include <stdlib.h>
#include <time.h>

srand(time(0)); // Seed random number generator
int random = rand(); // Random number 0 to RAND_MAX
int range = rand() % 100; // Random 0-99
```

---

## 14. Storage Classes Revisited

### 14.1 Complete Storage Class Analysis

Storage classes determine scope, lifetime, and linkage of variables.

**Scope:** Where variable is accessible

- Global: Entire program
- File: Within single source file
- Local: Within block/function

**Lifetime:** How long variable exists

- Automatic: Function/block execution
- Static: Entire program execution

**Linkage:** How variables shared across files

- External: Visible across files
- Internal: Private to file
- None: Local variables

### 14.2 Storage Class Combinations

**External Variable (Global, External Linkage):**

```
// File1.c
int count = 0; // Definition

// File2.c
extern int count; // Declaration
count++; // Use count from File1
```

**Static Global Variable (Global, Internal Linkage):**

```
// File1.c
static int count = 0; // Private to File1

// File2.c
extern int count; // ERROR: count is static
```

**Local Automatic Variable:**

```
void function() {
    int x = 5; // Automatic, local scope
    // ...
} // x destroyed here
```

**Local Static Variable:**

```
void function() {
    static int count = 0; // Initialized once
    count++;
}
```

### 14.3 Initialization Rules

#### Global/Static Variables:

- Initialized to 0 if not explicitly initialized
- Initialization happens once at program start
- Must use compile-time constants

#### Local Automatic Variables:

- Not initialized (contain garbage)
- Must explicitly initialize before use
- Can use runtime expressions

#### Examples:

```
int globalVar; // 0
int globalVar = 100; // 100
```

```
void function() {
    int x; // Garbage
    int y = 10; // 10
    int z = globalVar + 5; // Runtime initialization
```

```
    static int count;      // 0
    static int counter = 100; // 100
```

```
}
```

---

## Summary and Conclusion

This comprehensive note coverage includes:

#### Unit I - Programming Fundamentals:

1. Problem-solving approaches and methodologies
2. Algorithm and flowchart design and execution
3. Computer language types and translation
4. Data types and storage classes
5. Operators, precedence, and expressions
6. C program structure and I/O operations
7. Conditional execution (if, switch)
8. Loops (while, do-while, for, break, continue)

#### Unit II - Data Structures and Functions:

1. One-dimensional and multidimensional arrays
2. String operations and manipulation
3. Functions and modularity
4. Recursion and advanced function concepts
5. Storage classes and memory management

## Key Takeaways

1. **Problem Solving:** Break problems into steps; use algorithms and flowcharts
2. **Language Choice:** Understand language types and their appropriate use cases
3. **Data Types:** Choose appropriate types for efficient memory usage
4. **Control Flow:** Master conditional and loop structures
5. **Modularity:** Use functions to create reusable, maintainable code
6. **Arrays and Strings:** Understand memory layout and manipulation
7. **Storage Classes:** Use appropriate scope and lifetime for variables
8. **Recursion:** Apply when problems naturally have recursive structure

## Best Practices

- Write comments explaining why, not what
- Use meaningful variable and function names
- Keep functions focused and reusable
- Handle edge cases in algorithms
- Validate user input
- Free dynamically allocated memory
- Avoid global variables when possible
- Use consistent indentation and formatting

This forms the foundation for advanced programming concepts and practical software development.