

Welcome,
PROGRAMMERS





First program

Let's discover our first C
language program



01.

Basic Structure

Basic structure of C Lang?





BAsic structure of C Language



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

```
main()
```

```
{
```

```
clrscr();
```

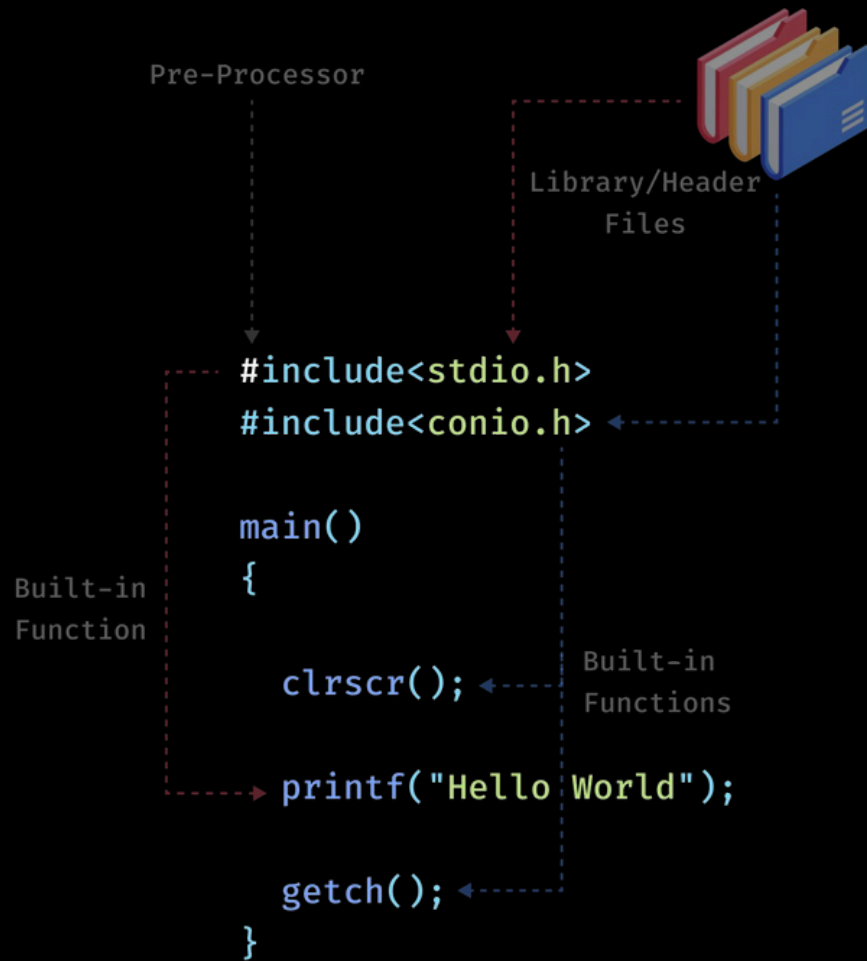
```
printf("Hello World");
```

```
getch();
```

```
}
```



Let's break down **All parts of program...**



Library Files

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

main()
{
    clrscr();

    printf("Hello World");

    getch();
}
```

`#include<stdio.h>`

Standard input output
header file

From this library, **printf()** function is imported.

Means **compiler finds meaning** of printf() function from this **stdio.h** file.



Library Files

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

main()
{
    clrscr();

    printf("Hello World");

    getch();
}
```

`#include<conio.h>`

Console input output
header file

From this library, **clrscr() & getch()** functions are imported.

Means **compiler finds meaning** of clrscr() & getch() functions from this **conio.h** file.

But, did you notice # symbol?

pre-processor

is called as Pre-processor.

#

This **tells the compiler** that first pre-process (executes) the **process of importing a library/header file**.

For example,
`#include<stdio.h>`
`#include<conio.h>`

functions



1

main()

Entry-point of our program.

clrscr()

Clears the output screen.

2

3

printf()

Prints any message in output screen.

getch()

Takes user input and then close the output screen.

4

A diagram illustrating the syntax of the `printf` function. The code `printf("YOUR MESSAGE");` is shown in a large, light blue font. Dashed white lines connect labels to specific parts of the code:


- FUNCTION** points to `printf`.
- DOUBLE INVERTED COMMAS** points to the opening and closing double quotes `"` and `"`.
- YOUR MESSAGE** points to the text `YOUR MESSAGE` inside the quotes.
- STARTING ROUND BRACKETS** points to the opening parenthesis `(`.
- ENDING ROUND BRACKETS** points to the closing parenthesis `)`.
- SEMICOLON** points to the semicolon `;`.





02

Escape sequence characters



INTRODUCTION

An escape sequence contains a **backslash** (\) symbol followed by one of the escape sequence characters.



Escape sequence characters



`\n`

new-line

This character enters the cursor into new line.

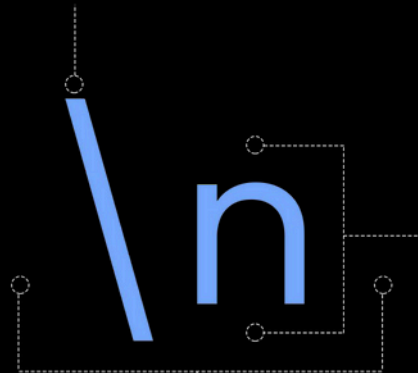


`\t`

Horizontal-space / tab

This character leaves total 8 spaces from the beginning of character.

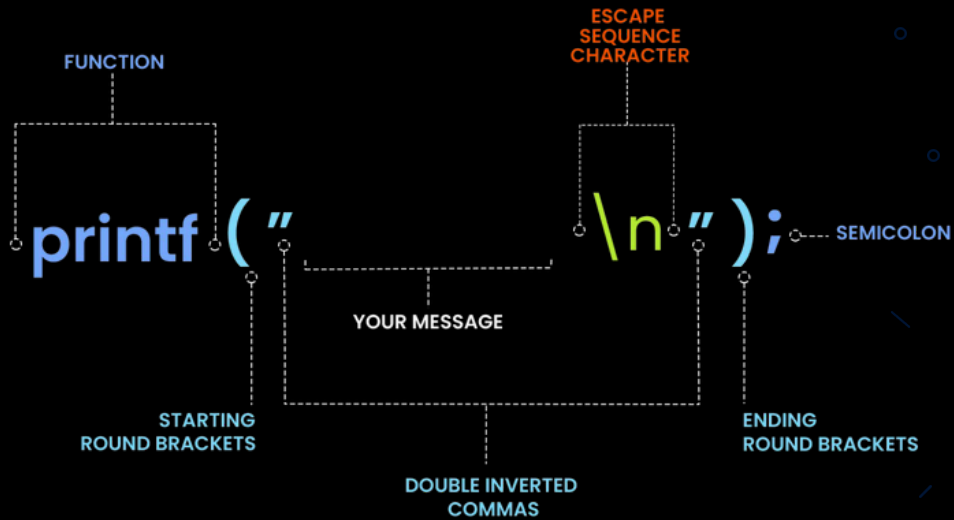
BACKSLASH



SPECIAL
CHARACTER

ESCAPE
SEQUENCE
CHARACTER

FUNCTION



BACKSLASH

`\t`

SPECIAL
CHARACTER

ESCAPE
SEQUENCE
CHARACTER

FUNCTION

`printf` (

STARTING
ROUND BRACKETS

YOUR MESSAGE

DOUBLE INVERTED
COMMAS

ESCAPE
SEQUENCE
CHARACTER

`\t`)

ENDING
ROUND BRACKETS

SEMICOLON

`;`





Let's code

