C for System Programming TCSS-333 Final Exam Study Guide

1/0:

What to include, opening/closing files, scanf, printf, fopen, fread, fwrite.

Preprocessing Directives:

#include, #define, conditionals, parameterized macros

Primitive Data Types:

char, int, long, float, double, and the modifiers short and long (and address of)

Flow of Control constructs:

Iteration and selection (all forms)

Data Structures:

Arrays, struct, union, enumerations, typedef

Functions:

Prototypes, parameters, return, recursion, pointer to

Pointers:

Indirection, double indirection, address of, pointer arithmetic

Linked Lists

Dynamic Memory allocation (malloc, calloc, and realloc, free)

Nodes (and recursive definition), inserting/removing nodes (beginning, end, and middle), locating a node in the list, sorting (reassigning pointers, not data, bubble sort, merge sort)

Make files (from week 7: Chapter 15, slides 47-96 and in particular 70-96)

Know what a "rule", a "target", and a "command" are
How it determines the dependency of one file to others
How it determines which files to update
In the slides example given, what does the following command do:

Make justify
What would happen if we left off the word justify in the above command?

Binary (or bitwise) Operators