## **HELLO.C**

The first program you should think about doing should be simple, just something to help you get used to the idea of writing programs. But it's not bad if that program gives you the opportunity to make introductions with your new friend.

With that in mind here's 'HELLO' a simple, albeit silly conversation with your computer. After typing in this simple program you may discover some idea about rewriting the program to have a different sort of conversation. You may end up writing your own original program.

HELLO.C is written by Joseph Larson of Denver, Colorado, USA.

```
HELLO.C
             You will need: a C/C++ complier.
#include <stdio.h>
int main (void) {
 char name[51], food[51], color[51], yesno[51];
 printf ("Hello. What's your name? ");
 scanf ("%50s", name);
 printf ("Hello %s. What is your favorite food? ", name);
 scanf ("%50s", food);
 printf ("Oh, I like %s too. And what is your favorite color? ", food);
 scanf ("%50s", color);
 printf ("So, %s, would you like %s %s? ", name, color, food);
  scanf ("%50s", yesno);
 if (yesno[0] == 'y' || yesno[0] == 'Y') printf ("I knew you would.\n");
 else printf ("That's too bad.\n");
 printf ("Well %s, good bye for now.\n", name);
  return 0;
```

## Author's Notes:

Traditionally the first program you're taught to write is "Hello World" which does nothing more than the minimum necessary to display the message "Hello World." in C that would look something like this:

```
#include <stdio.h>
   int main (void) {
   printf ("Hello World!");
   return 1;
}
```

However, aside from being short and boring, I decided not to go that route because what you see above is an almost perfect conversion of my first program in BASIC more than two decades ago. My father taught me how to program and the first program he wrote for me took the input for your name and said "Hello, \$name." Then I expanded it to something exactly like what you see here. Despite being so simplistic this input/output type of program lends itself well to an unlimited number of Mad-Lib possibilities.