

## # Basic Structure of a C-program:

(i): Documentation section/ Comment section:

- It consists of author, date and description of program. // → single line
- It is optional /\* ... \*/ ⇒ multiple line.
- It is used for understanding/future use.

(ii) Link section:

- It includes header files.
- eg: `#include <stdio.h>` ⇒ standard input-output function.  
`#include <conio.h>` ⇒ console input-output.  
`#include <math.h>` ⇒ mathematical operation  
`#include <string.h>` ⇒ string function.

- This section is necessary
- It links pre-defined code in the program.

(iii) Definition section:

- It includes all symbolic constant.
  - This is optional.
- eg: `#define PI 3.14`

## (iv) Global Declaration Section:

- It is used to define variables and functions globally.

## (v) Main section:

- It consists of a main function and the program execution starts from main function.
- This is compulsory.
- It is divided into two parts: declaration and execution part.
- Declaration part is not necessary but execution part is important.

## (vi) Sub-program section:

- This section contains all the user defined functions and comes after main function:

Eg:    // aaaa  
       /\* -----  
       ----: \*/        } - Documentation

#include <stdio.h>        } - link

#define PI 3.14        } Definition.

int a = 5        } global declaration.

void display();

void main()

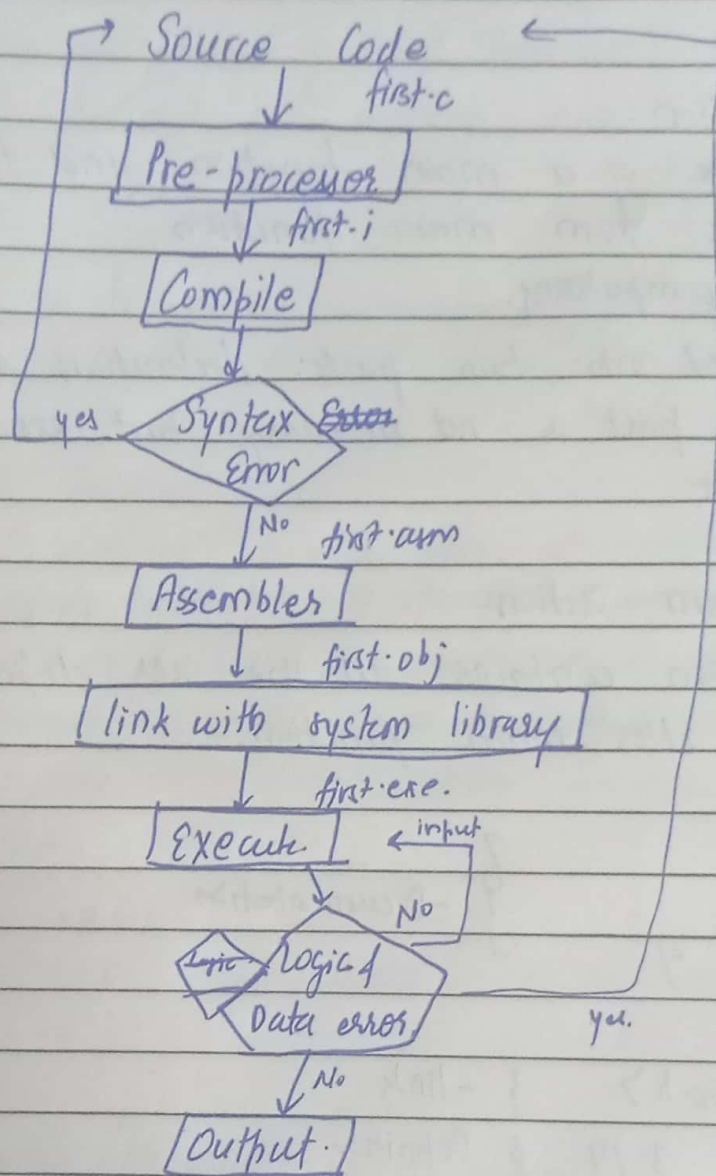
{ printf("Hello world");        } main section

display(); }

void display()

{ printf("Sun"); }        } - sub-program section

## # Execution process of a C-program:



Execution process is divided into three steps:

- i) Translation
- ii) Linking
- iii) Loading



- i) Firstly the program is written.
- ii) The preprocessor replaces the files starting with '#~~e~~' with the declaration of function included in this file. The source code is expanded.
- iii) The compiler compiles the program.
- iv) Assembler converts the code into object code.
- v) The object code is linked with system libraries.
- vi) Then, the file is ~~located~~ linked to main memory in a single file and then the execution is done.

The execution of program starts from main function.

### #Formatted Input Function in C:

- `scanf()` is formatted input function.
- It takes input and assigns a value.

Syntax: ~~se~~ `scanf("control string", arguments)`

control string = contains the format specifier

arguments = contains the address of variable.

Eg: `scanf("%d %d", &a, &b)`

- It returns the number of input that has been taken from the user.

- It takes integer, float and character values or mixed.

Eg: `scanf ("%4d %4d", &a, &b);`

This means ~~with 5~~ width is 4.

Cases: i) `%6d` =

→ takes 6 space

→ right justified

(ii) `%-6d`

→ takes 6 spaces

→ left justified.

(iii) `%06d`

→ right justified

→ fills empty space with 0

(iv) `%-06d`

→ left justified

→ fills empty space with 0.

## # Formatted output function in C:

→ `printf()` function is formatted output function.

Syntax: `printf ("control string", argument);`

- i) putting a message
- ii) putting format specifier.



## # Unformatted Input Function:

Here, the input is not arranged in particular format.

- It works on character datatype.

The functions are: `getchar()`, `getch()`, `getche()`, `gets()`.

### i) getchar():

→ It reads single character from standard input device

Syntax: `variable = getchar()`

→ Many characters can be included but it reads only one character from left.

### ii) getch():

→ It is used to hold output screen. ~~and it doesn't~~

→ It doesn't show what is written in the screen and we get directly output.

Syntax: `ch = getch()`

- It is used for passwords.

### iii) getche():

→ It takes single character from console, at the character is encoded on the screen and immediately, next line is executed.

Syntax: `ch = getche()`

(iv) `gets()`

→ It takes complete string as input.

→ Character array is used to declare it.

Format specifier: `%s`.

Syntax: `char ch[10]`  
`gets(ch);`

### # Unformatted output Function:

Here, the output is not arranged in particular format.  
The functions are: `putchar()`, `putch()`, `puts()`.

(i): `putchar()`:

→ It gives single character as output.

→ Under `stdio.h`

→ It doesn't move cursor to next line

Syntax: `putchar(variable name);`

(ii) `putch()`:

→ It gives single character as output.

→ falls under `conio.h`.

Syntax: `putch(variable name);`

(iii) `puts()`:

Syntax

i) `puts("string");`

ii) `char ch[10]`  
`puts(ch);`

→ It has newline operator build in so cursor moves to next line after execution.