



CS & IT ENGINEERING

C-Programming

C Programming Fundamentals

Lecture No.- 02



By- Satya sir

Recap of Previous Lecture



Topic

Computer Fundamental



└ Computer Parts

└ I/O Devices, CPU, Memory, Peripherals

- CPU Parts → CU, ALU, RU

- Registers → AC, PC, IR, MAR, MDR, SP, XR, TR, BR

- Memory Capacity ⇒ bits, Bytes

- Types of Memory → Registers, Cache, Primary, Secondary

Topics to be Covered



Topic

Program Development steps



#Q. 32 GB = _____ Kbits

- a) 2^{25}
- ☒ b) 2^{28}
- c) 2^{22}
- d) 2^{33}

$$\begin{aligned}
 & 32 \text{ GB} \\
 &= 2^5 * 2^{30} \text{ Bytes} \\
 &= 2^5 * 2^{30} * 2^3 \text{ bits} \\
 &= 2^{38} \text{ bits} \\
 &= 2^{28} * 2^{10} \text{ bits} \\
 &= \underline{\underline{2^{28} \text{ Kbits}}}
 \end{aligned}$$

#Q. which Register holds address of data for Current Instruction?

- a) PC
- b) AC
- ☒ c) MAR
- d) IR

Program Development Steps

Program: Set of Instructions

Instruction: Any Executable Statement, Written Using any Computer Language

In the Program Development, There are 4 Major Phases (or) Steps:

- { 1. Understand Problem }
- { 2. Analyse Problem }

✓ 1. Algorithm

2. Flow chart

✓ 3. Pseudo Code

4. Program

Algorithm : A Simple step-by-step Procedure written in Simple language.

Ex: 1 Write an algorithm to check given number is Even or odd.

Step 1 : Start / Begin

Step 2 : Accept number as input

Step 3 : Divide the number with 2 and check Remainder

Step 4 : If Remainder is Zero, Then Print it as Even, Otherwise odd.

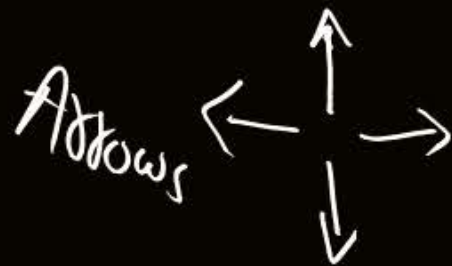
Step 5 : Stop / End

Properties of an Algorithm

- 1) Generality
- 2) Simplicity
- 3) Input/Output
- 4) Finiteness/Completeness
- 5) Accuracy/Correctness

Flowchart : The graphical (or) Pictorial representation of an algorithm.

Different shape/symbol



Purpose

Start/stop

Input/output

Normal steps

Condition checking
(or) Decision Making

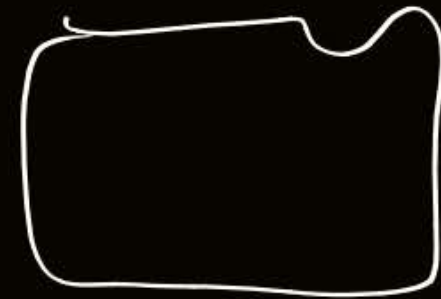
Flow



Comment



Connector



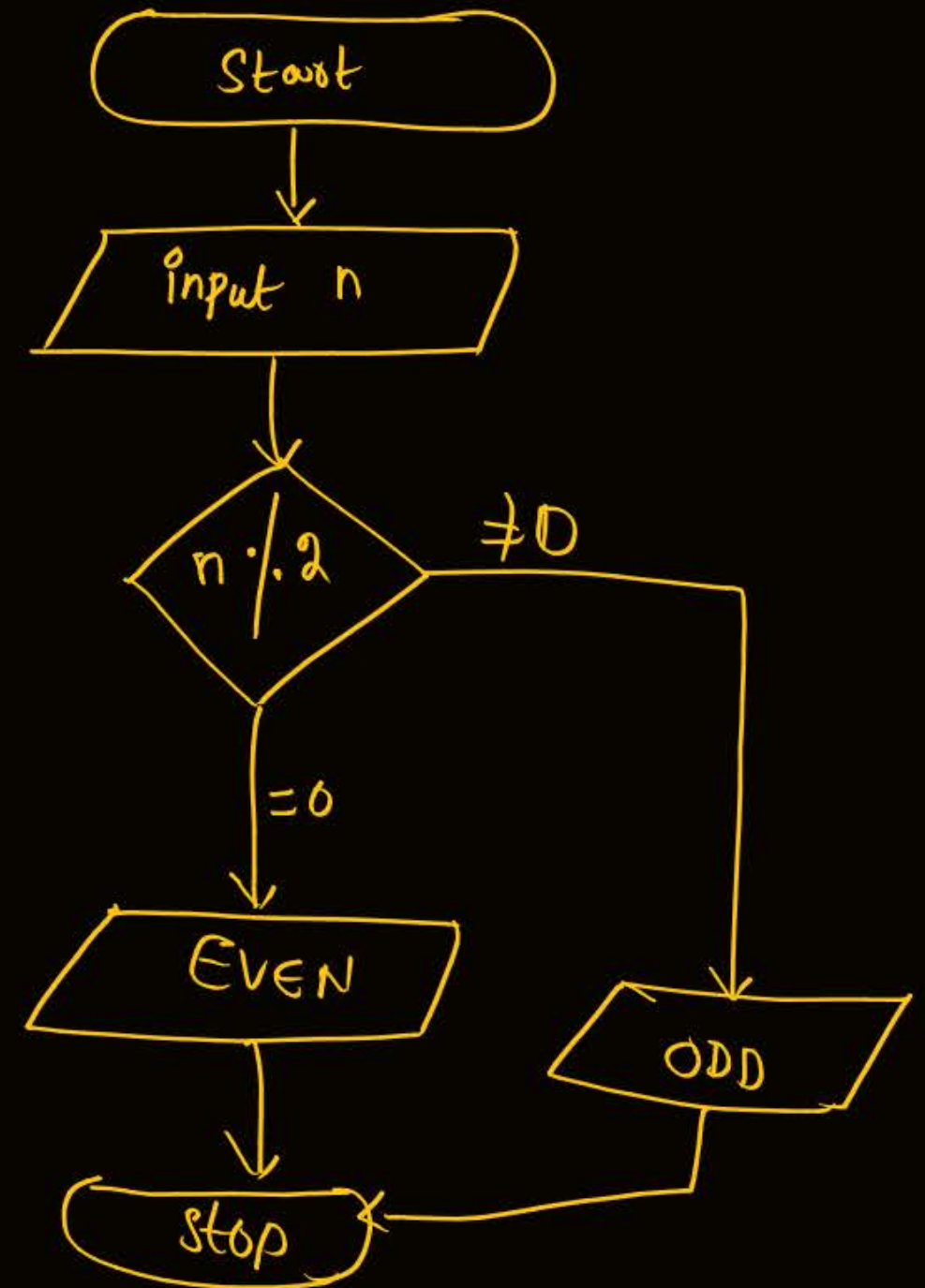
Document

Example

Algorithm

1. Start
2. Take input n
3. Divide with 2 and Check Remainder
4. if Remainder is Zero Print Even
Otherwise, Print Odd
5. Stop

Flow chart

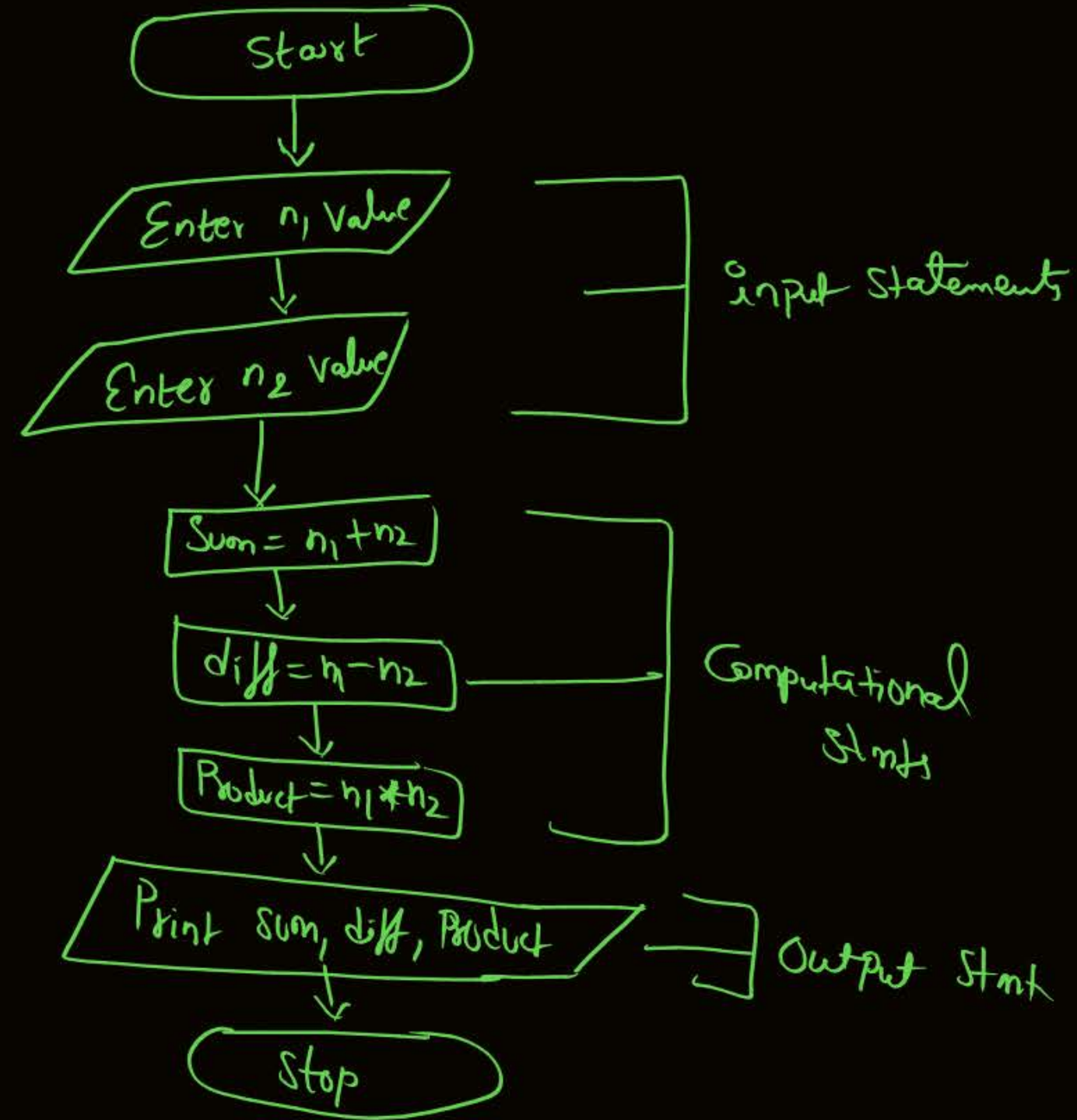


Example-2 Problem: Take 2 numbers input and Calculate Sum, difference, Product of them.

Algorithm

1. Start
2. Take first number as n_1
3. Take second number as n_2
4. Compute : Sum as $n_1 + n_2$
 difference as $n_1 - n_2$
 Product as $n_1 * n_2$
5. Print results
6. Stop

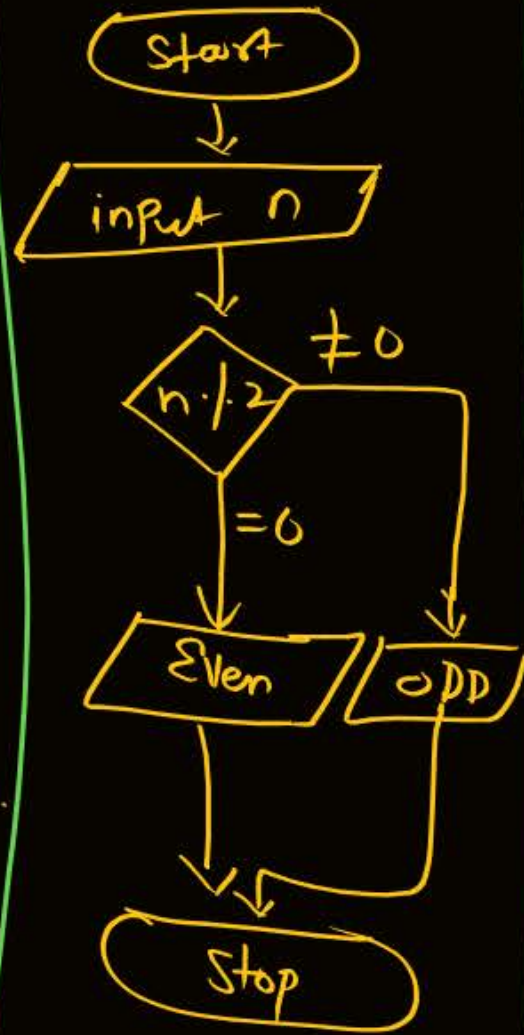
flow chart



Pseudo code : Syntax free, Language independent, raw version of code.

<u>C</u> <u>Program</u>	<u>Algorithm</u>
main() { int n; scanf("%d", &n); if (n % 2 == 0) { printf("EVEN"); } else { printf("ODD"); } }	Start Input n value Divide with 2 check Remainder if Remainder is zero, Then Print it as Even, Otherwise Print it as odd. Stop.

Flowchart



Pseudo code

Procedure Even_or_Odd:

Begin:

- Scan n value

- Compute $n/2$

- if $n/2$ is 0, Print Even

Else Print odd

End:



2 mins Summary



Topic

One

H/w

Topic

Two

Draw
Write algorithm, Flowchart, Write Pseudo Code

Topic

Three

1. Finding Entered year number is Leap year or not

Topic

Four

Q. Check number is Prime or not

Topic

Five



THANK - YOU