**C for Everyone: Programming Fundamentals Notes**

**Week 1**

**Chapter: Example-Marathon**

* void in int main(void){} means there are no arguments.

**Chapter: Simple input/output – fahrenheit**

* %d in scanf(“%d”,&fahrenheit) means integer

celsius = (fahrenheit – 32)/1.8 . Even the two variables are integer. After divided by a float type, the product will also become float type.

**Chapter: Simple input/output – miles**

* A normal machine is 4 byte machine, int type is 4 bytes.

For a longer bytes int, we can use long long, which is 8 bytes.

**Code Practise (Week 1)**

**Example-Circle code:** Circle and Area

**Example-Marathon:** The distance of a marathon in kilometers

**Simple input/output-fahrenheit:** Conversion of Fahrenheit to Celsius

**Simple input/output-miles:** Distance of a marathon in yards

**Assignment: Fix Dr. P’s mistake (week 1)**

**Week 2**

**Chapter: Comments**

* How the C compiler works?

First off, there is a preprocessor, which puts it in whatever code is necessary. There’s what’s called the tokenizer, and the tokenizer goes and looks through things and discard the comment.

* There are two comment styles. /\* \*/ and //

**Chapter: Keywords**

* Special words for the pre-processor like include may not be reserved as the keywords. Also, main is not a reserved/keyword, but a identifier.
* Search keywords in google by typing ANSI C/C++ keyword Table

**Chapter: Identifiers**

* Identifiers can be interpreted as the name of variables

**Chapter: Expressions and precedence (File included)**

* Precedence:

\*is higher precedent than binary + and binary –

But unary – and unary + (e.g. +8, and -8) has a higher precedence.

* Associativity:

a+b+c: from left to right -> ((a+b)+c)

a=b=c=3: from right to left -> (a=(b=(c=3)))

**Chapter: Expressions and evaluation**

c = ++a + b++; d += 5;

Output: a = 6, b = 8 b = c = 5 + 7 + 1 = 13, d = -12 + 5 = -7

First will perform ++a, as ++ is in the left hand side.

Then, perform a + b and finally b++

b will perform self-addition after the addition of c is done.

**Chapter: Fundamental types and sizeof**

* unsigned means rule out the negative numbers (only positive), this type is strictly be used in integers.
* long can be applied to both integers and to the doubles, which is used for large value number.
* 3 types of doubles: float, double, long double. Long double can store the largest value.

**Chapter: The integer and floating point types**

* Different representation of the same number:

%e or %E print as 1.23456e+00

%f print as 1.23456

%g or %G will represent like %e or %f depending on which one has the shortest representation on printing to the screen.

* float type should use %f in prinf()
* double and long float should use %lf in printf()

**Code Practise (Week 2)**

**Expression and evaluation:** Expression Evaluation

**Declarations:** Fundamental Types Declaration and Assignment

**Fundamental types and sizeof:** Fundamental Types sizeof operator

**The char type:** Char in c

**The int type:** Fundamental Types INT

**Assignment:** Fix Dr. P’s mistake (week 2)

**Week 3**

**Chapter: Logical operators, expressions, and short-circuit evaluation**

* short-circuit evaluation:

If one part of conditions already determines the result, we can use else to represent other conditions. It can save a lot of computations.

For example:

if (outside && weather)

printf("\nPlease use an umbrella.\n");

else

printf("\nDress normally.\n\n");

There is only one truth result, so we can use short-circuit evaluation.

* The comparison and relational operator such as >, <, && has a very low precedence. For example, (a<3) && (a>5) will first compare a and 3 and a and 5. Then, operates the && conditions and returns a 0.
* if(!a) equals if(a == 0)

**Chapter: The conditional statement if and if-else**

* if statement is done by determining the expression equals zero or non-zero value. For example: if (speed < 65). When speed > 65, expression is false and evaluates to 0. Otherwise, it evaluates to 1.

**Chapter: The iterative statement while**

* The while statement:

while(expression):

statement

If expression is false (0), we omit the statement.

If expression is true (1), we execute the statement and repeat until the expression is false.

* Syntax

e1;

while (e2)

{

statement;

e3;

}

In typical case: e1 is Initializer

e2 is terminating condition

e3 is increment/ decrement

**Chapter: The for statement and its while analog**

* The for statement:

for (i = 1, i <= 5, i++) :

statement

* Syntax

for(e1, e2, e3):

statement

In typical case: e1 is Initializer

e2 is terminating condition

e3 is increment/ decrement

**Chapter: for statement code example**

* The initializer is not necessary. For example:

for (; (c = getchar()) != EOF; total\_chars++)

There is no initializer, as the terminating condition gives sufficient information to know when should the loop be ended. ctrl+c to exit the program to reach EOF.

**Chapter: oddball operators-conditional and comma**

* c = (a < b)? a:b means if (a < b) then c = a; else c = b;
* Syntax

expression 1?expression 2:expression3

**Chapter: ternary-operator code example**

* In the code practice

speed = (speed <= 65) ? (65) : (speed <= 70) ? (70) : (90);

can be split into two sessions.

(speed <= 65) ? (65) : (speed <= 70) ? (70) : (90)

Means if speed <= 65 then speed = 65, else = the speed is determined by the second sessions.

Then (speed <= 70) ? (70) : (90);

means if speed <=70 then speed = 70, else = 90

**Chapter: Break and continue and switch**

* Example of switch:

switch (i)

{

case 1: a = 2 \* i; break;

case 2: a = 2 \* i; break;

default: a = 4 \* i; break;

}

break; is to prevent executing the next case.

* The labels in the switch can only be integer types like char, int, long.

**Code Practise (Week 3)**

**Logical operators, expressions, and short-circuit evaluation:**

logical operators and short circuit evaluation

**Logic operators quiz**

**The conditional statement if and if-else:** if and relations and flow of control

**while-cnt-char explained:** while-cnt-char-explained

**while-code-example:** Love you how much

**While loop questions**

**for statement code example:** demonstrate loop with for statement

**ternary-operator code example:** ternary operator and flow of control

**Switch questions**

**Assignment:** Fix Dr. P’s mistake (week 3)

**Cond-comma-ops quiz**

**Week 4**

**Chapter: Function definition**

* If a function return type is void, then the function does not need any return statement.

**Chapter: Function code example**

* void wrt\_very(int count) is the function declaration/signature of the function.

**Chapter: Function code example**

* return 0; means return of value zero to the operating system and the program finished in an expected or orderly way, a normal exit.
* If the return statement has an integer expression and the function return type is double, then the integer is converted to the double type and returned.

**Chapter: Function prototype**

* Prototype can be just with the parameter types or with names for the parameters.
* It allows a function declaration to precede a definition.
* For example:

double cube(double); // The prototype

int main() {

a = cube(3.5);

}

double cube(double x)

{

return x \* x \* x;

}

**Chapter: Function Prototype – code example**

* \t means horizontal tab.

**Chapter: Function variables-with call-by-value explained**

* call by value means the value of parameter passed into a function is copied and assigned to the local variable inside the function. The original parameter is never changed.
* For example:

int compute(int local\_n)

{

return local\_n\*local\_n

}

compute(n)

In this example, n is call by value. The value of n is assigned to local\_n and the variable n is not changed.

* The difference between call by value, call by address, and call by reference please check
  + <https://www.geeksforgeeks.org/difference-between-call-by-value-and-call-by-reference/>
  + <https://eeepage.info/call-by/>

**Chapter: Function definitions and scope rules**

* When variable is declared, it’s put on stack, which is the internal way that the compiler manages storage for variables.
* A variable declared in a block has a lifetime throughout this block, but disappears upon block exit.
* Variables in {} is local variable. For example:

int i = 0;

{int i = 1};

printf("%d", i);

0 will be printed, as I = 1 has already disappears after it exits the block.

**Chapter: Storage class code example**

* extern int reps = 0; extern means global variable that can use in different files.
* static int called = 0; static means global variable that can use in this cpp file.
* The key point in using a local to a function static variable is that its value is retained upon function exit.
* const int Limit = 10; const means the variable should not be changed.

**Chapter: Recursion-factorial code**

* function main() can be called recursively but it is not common to do so.
* Recursion use “call stack” to manage function call, LIFO (last in first out), so it uses more time and memory than loop
* When we don’t know the total number of the loop, recursion will be suitable to use.
* More info. About recursion:

<https://medium.com/learn-or-die/recursion-%E9%81%9E%E8%BF%B4-%E7%B0%A1%E4%BB%8B-php-%E7%AF%84%E4%BE%8B-6c3aba352772>

**Chapter: Recursion Fibonacci code**

* Recursive function gives a more logical easier to understand the program. However, it occupies more memory as it uses “call stack”. Hence, using while/for loop may be more efficient than recursive function.
* In the code practice, recursive Fibonacci shows one pitfall in using it versus an iterative calculation: Fibonacci has an exponential number of calls that can lots of stack space and extra time.

**Code Practise (Week 4)**

**Function code example:** demonstrate loops with while

**Function Prototype – code example:** function prototypes

**Storage class code example:** Storage class

**Recursion-factorial code:** simple recursion

**Recursion Fibonacci code:** Fibonacci

**Week 5**

**Chapter: Pointers and simple arrays**

* int data[100];

**type: int**

**identifier: data**

**size: 100 size of array should be const int.**

**Chapter: Initialize arrays**

* Few examples of array initialization below:
  + int data[5];
  + int data[5] = { 1,2,3,4,5 };
  + int data[5] = { 0 }; // All the elements be zero
  + int data[] = { 1,2,3 };
* String is not a data type in C language, it is an array of char.

|  |  |  |
| --- | --- | --- |
| a | b | \0 |

String “ab” is which is same as char str[] = "a,b";

a and b are 1 byte char, and \0 is exit character (an ASCII char) to indicate the end of the string.

**Chapter: What is a pointer**

* int data[4] = { 2,4,6,8 };

|  |  |  |
| --- | --- | --- |
| Index | Address | Element |
| data[0] | 7006 | 2 |
| data[1] | 7010 | 4 |
| data[2] | 7014 | 6 |
| data[3] | 7018 | 8 |

Array is pointing to a base address, in this case is 7006.

The address of each element = base address + 2\*length of data type

For data[2] = 7006 + 2\*4 = 7014.

* Pointer:
  + int\* p = &a;

\* means pointer, &a is the address of a, which will be stored in p.

To get the value stored in address of a. We can use\* p

to dereference the pointer.

**Chapter: Pointer code example**

* printf("sum is at %p, or %lu and is %lf\n", ptr\_to\_sum, ptr\_to\_sum, \*ptr\_to\_sum);

%p means hexadecimal, address is stored as hexadecimal format.

%lu is long unsigned.

The output is: **sum is at 00ECF9BC, or 15530428 and is 408.000000**

* int grades[SIZE] = { 78,67,92,83,88 };

printf("grades are at %lu to %lu\n", grades, grades + 5);

The output is: **grades are at 15530444 to 15530464**

As grades is a address of the array.

The base address of grades + 5\*4 = **15530464.**

* The base type of a pointer affects how it looks at memory.

For example, pointer to int and pointer to double are different. An int may be in 4 bytes and a double may be in 8 bytes. This difference can affect both how much memory is pointed at.

**Chapter: Call-by-reference simulated**

* Call-by-value is local, variables are unchanged when the function is exited
* Normal passing parameters are call by value but also can pass an address or a pointer, which is called call-by-reference.
* Call-by-value example:

void swap\_call\_by\_value(int i, int j)

{

int temp = i;

i = j; j = temp;

}

Value won’t changed !

* Call-by-reference example:

void swap(int \*i, int \*j)

{

int temp = \*i;

\*i = \*j;

\*j = temp;

}

The value of a and b can be swapped.

* Steps of call-by-reference:

1. Declare parameter as a pointer
2. Use dereference pointer in body
3. Pass in address in swap(&a,&b)

**Code Practise (Week 5)**

**Array-grade-code example:** array-grade-code example

**Pointer code example:** Use of pointers

**Call-by-reference simulated:** Swap

**Assignment**

**C for Everyone: Structured Programming Notes**

**Week 1**

**Chapter: Enums code**

* Enum is a form of int type

In the code practice:

enum day { sun, mon, tue, wed, thu, fri, sat }; // declare type

enum day is a data type, therefore we can create a function like this:

enum day next\_day(enum day d)

{ return(d + 1 % 7); }

* typedef enum day day; // Define types enum day

typedef can be used to define a new type and declare a new variable as that type. So we can use day directly in this example.

**Chapter: Preprocessor code**

* #define can create a macro that predefine a function or variable

For example:

#define FILL for(i=0;i<POPULATION;i++)\

data[i] = WEIGHT

We can call the for loop directly by using FILL.

**Chapter: Assert code**

* # include <assert.h>

assert(expression)

if expression is true, keep running

else call abort

Assert can be used to prove correctness.

* #define NDEBUG

can stop the assertion if the compiler we find that the program is running correctly.

**Code Practise (Week 1)**

**Enums code:** Enumerated Types

**Preprocessor code:** Use of Macro’s

**Assert code:** Use asserts within a trivial program

**Week 1 Quiz**

**Week 2**

**Chapter: Introduction to struct (More advanced ADTs)**

* typedef can simplify declaration, for example:

typedef struct {

float re;

float im;

} complex;

complex = {2.5,4.0};

complex is the identifier. complex.im = 4.0.

**Chapter: How to access struct members**

* For the poker card example:
  + 1st Method:

struct card{

int pips;

char suit;

} c1, c2, c3;

c1.pips = 3;

c1.suit = ‘h’;

c1 is three of hearts.

dot operator points on the variable of struct to get member.

* + 2nd Method:

struct card{

int pips;

char suit;

} c1, c2, c3;

struct card\* ptr\_to\_card;

ptr\_to\_card = &c1;

ptr\_to\_card -> pips = 5;

ptr\_to\_card -> suit = 's';

-> enables pointer to access the pips member and suit member.

pointer points on the address of struct to get member.

**Chapter: Introduction to the ADT stack**

* Stack is LIFO ( Last in First out)

Operations:

1. Push
2. Pop
3. top (see if the stack is at the top)
4. empty (see if the stack is empty)
5. full (see if the stack is full)
6. reset

* Implement of stack in C language:

typedef struct stack {

char s[MAX\_LEN];

int top; // a pointer

}stack;

To perform push operation:

void push(char c, stack\* stk)

{

stk->top++;

stk->s[stk->top] = c; // The top of stack is char c

}

**Code Practise (Week 2)**

**Using a stack to reverse a string:** Using a stack to reverse a string

**Week 2 Quiz**