

```

1 //Escape sequences
2
3 #include <stdlib.h>
4 #include <stdio.h>
5
6 int main()
7 {
8     printf("\nThe symbol for quotation marks is \"\n\nThe symbol for percent is %%\nI have to remember the \\n to insert a new line\n");
9
10 }

```

```

The symbol for quotation marks is "
The symbol for percent is %
I have to remember the \n to insert a new line
Press any key to continue . . . _

```

Practice Problem

Write a program that:

1. Declares four `double` variables: `x`, `y`, `u`, `v`
2. Declares one `char` variable (`Letter`)
3. Assigns `x=5`
4. Prints "I like C" to the screen
5. Assigns a value to `y` (`y=2x`)
6. Prints the values of `x` and `y`
7. Requests values of `u` and `v` from user
8. Prints values of `u` and `v`
9. Requests user's favorite letter
10. Prints "You entered the letter *Letter*"

```

1  /* Practice problem 1 */
2  #include <stdio.h>
3  #include <stdlib.h>
4
5  void main()
6  {
7      //Declare variables
8      double x = 5, y, u, v;
9      char Letter;
10
11     /*print output to the screen */
12     printf("I like C\n");
13
14     /*Assign a value and print to screen */
15     y = 2 * x;
16     printf("\nThe values are x = %lf and y = %lf\n\n", x, y);
17
18     /*Get values from user and print to screen */
19     printf("\nPlease enter a value for u:\n\n");
20     scanf("%lf", &u);
21     printf("\nPlease enter a value for v:\n\n");
22     scanf("%lf", &v);
23     printf("\nThe values are u = %lf and v = %lf\n\n", u, v);
24     printf("\nWhat is your favorite letter: ");
25     scanf(" %c", &Letter);
26     printf("\n\nYou entered the letter: %c\n\n", Letter);
27
28 }
29

```

Practice Problem

```
Please enter a number for bananas:
2
Please enter a number for oranges:
3
Please enter a number for grapes:
4
Please enter the first letter of your first name:
i

apples = 5, bananas = 2
oranges = 3.000000, grapes = 4.000000
First Letter = i
Pi = 3.141560
This was fun!
Press any key to continue . . . _
```

Write a program that will do the following:

1. Declare 2 integer variables: apples, bananas
2. Set apples equal to 5
3. Declare 2 `double` variables: oranges, grapes
4. Declare one character variable: FirstLetter
5. Use `#define` to create a variable PI equal to 3.14156
6. Ask user to provide values for bananas, oranges, and grapes
7. Ask user to provide the first letter of his/her first name
8. Display the variables and text as shown in the output

```

1  #include <stdlib.h>
2  #include <stdio.h>
3
4  #define PI 3.14156 //Declaring variable PI using #define
5
6  int main()
7  {
8      //Declare integer variables
9      int apples = 5, bananas;
10
11     //Declare double variables
12     double oranges, grapes;
13
14     //Declare character variable
15     char FirstLetter;
16
17     //Ask for user inputs
18     printf("Please enter a number for bananas:\n");
19     scanf("%d", &bananas);
20
21     printf("Please enter a number for oranges:\n");
22     scanf("%lf", &oranges);
23
24     printf("Please enter a number for grapes:\n");
25     scanf("%lf", &grapes);
26
27     printf("Please enter the first letter of your first name:\n");
28     scanf(" %c", &FirstLetter);
29
30     //Display variables
31     printf("\n\napples = %d, bananas = %d", apples, bananas);
32     printf("\n\noranges = %lf, grapes = %lf", oranges, grapes);
33     printf("\n\nFirst Letter = %c", FirstLetter);
34     printf("\n\nPi = %lf", PI);
35     printf("\n\nThis was fun!\n\n");
36
37 }
38
39

```