September 26, 2017

September 26, 2017 11:27 AM

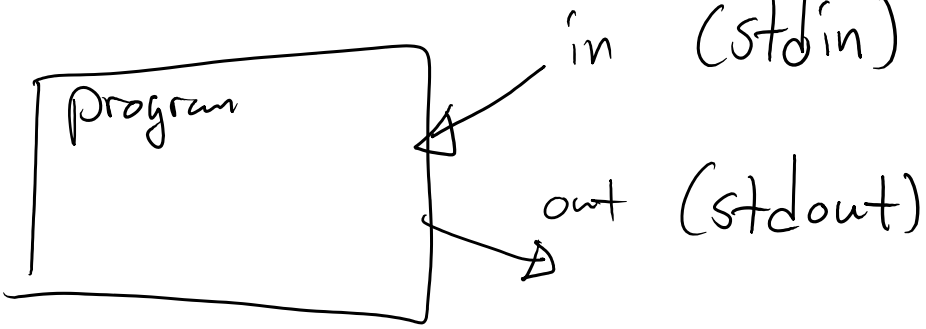
```
char * pUnit;

char unit = '\n';

pUnit = &unit;
```

setting ptr value

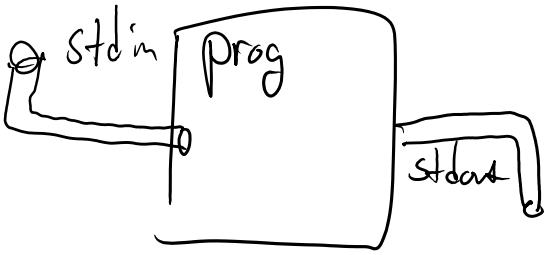
```
*pUnit = '\0';
```

set value on memory

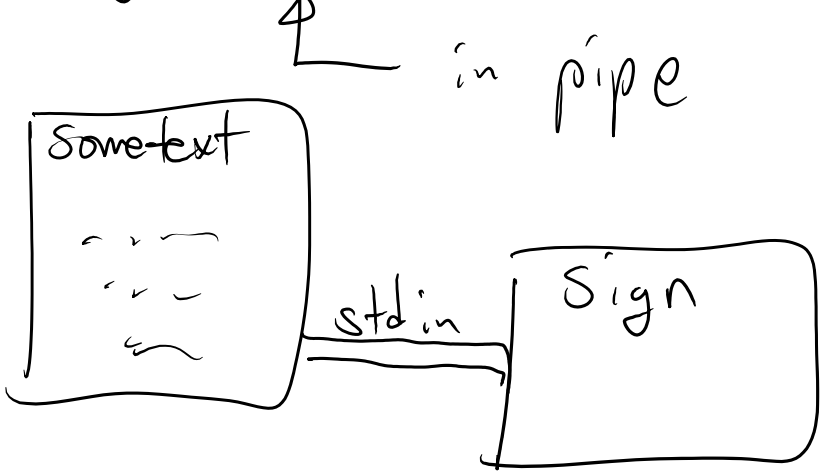
Pipe



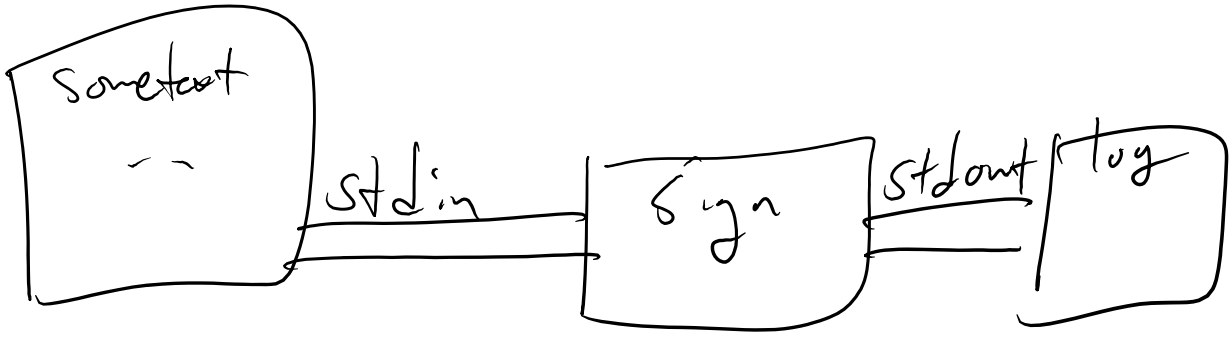
#include <stdio.h>



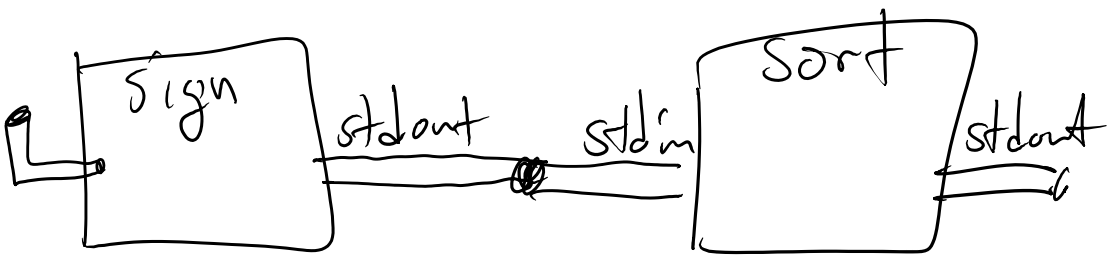
sign < sometext



sign <sometext > sign.log



sign | sort

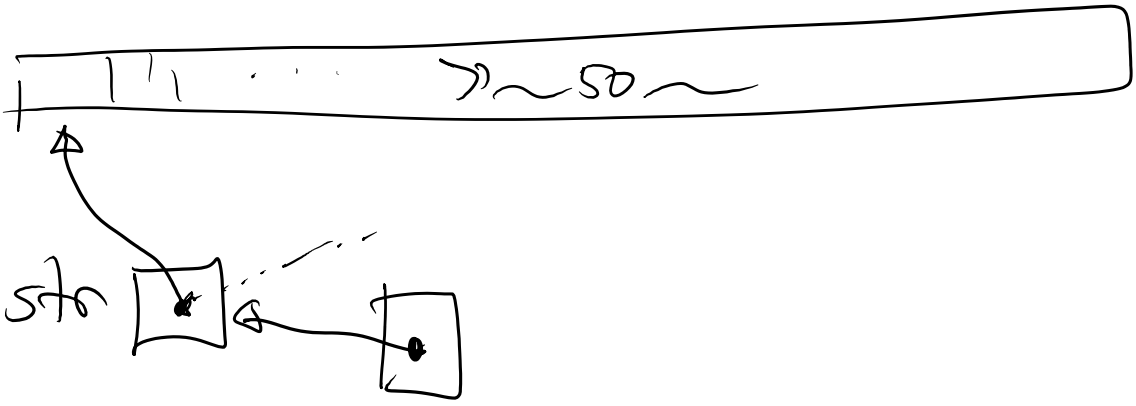


sign < words.txt | sort | squash > gramlist

./sign

```
#include <stdio.h>

printf( )
scanf ("%d", &value);
```

```
char str[50];
```

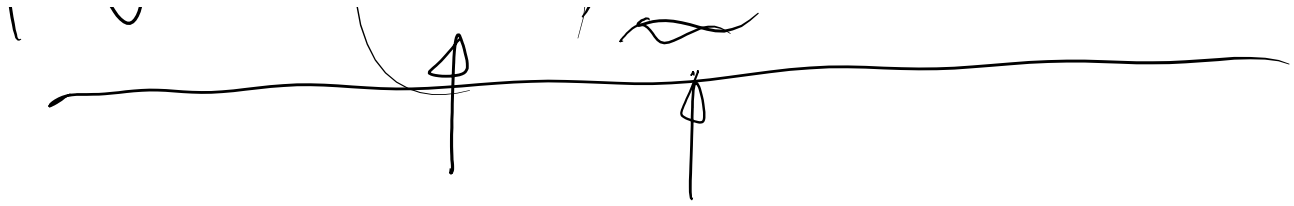



```
scanf("%s", str);
```

```
char str[3];   'h' 'i' '\0'
```

```
scanf("%s", str);
```

```
fgets(str, 3, stdin)
```



NULL or

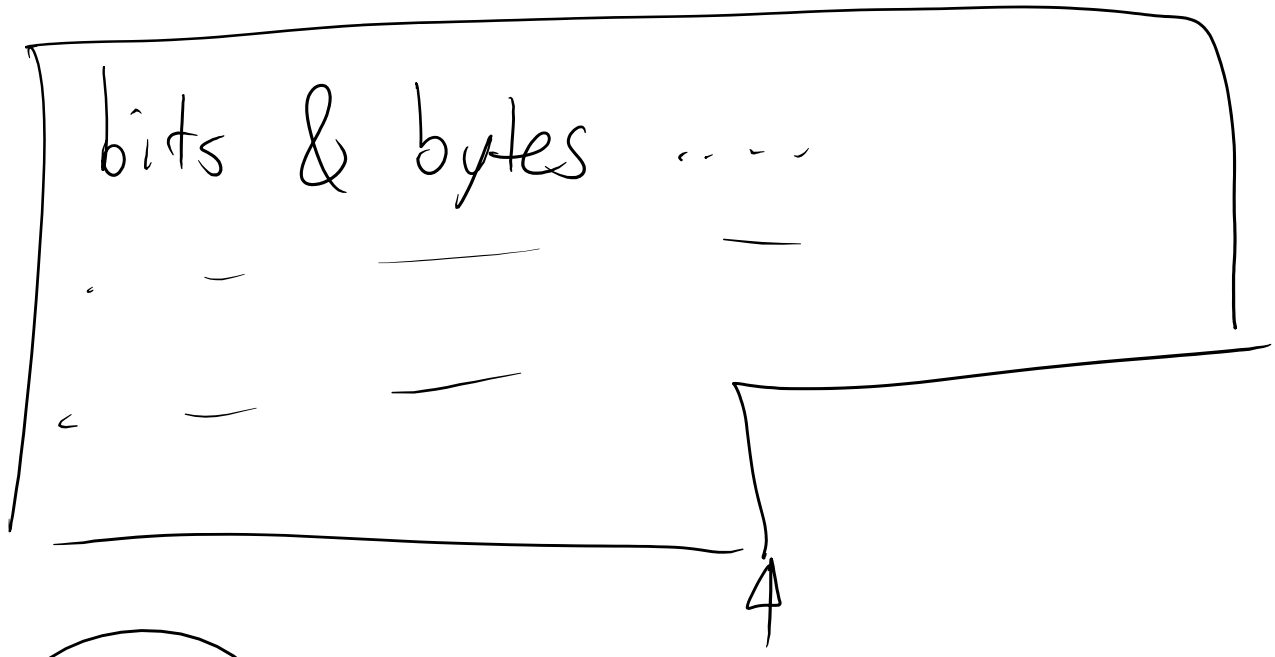
Java: readline()

"line"

C: fgets()

"line\n"

```
while (fgets(...))
{ //safe to proceed
}
```



EOF

fgets

fgetc getc

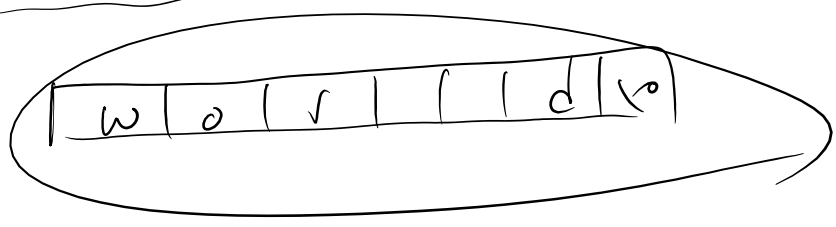
stdin

while(getc() != EOF)

int unit = fgetc(stdin);

```
while ( unit != EOF)
{

} unit = fgetc (stdin);
```

```
int main() {
    int value;
    char *str1 = "hello";
    char str2[] = "world";
}
```



3

int globalValue; // global

define global/local based on the usage of variable.

Prototyping

```
int foo() {
    bar(); <-??
}

int bar() {
    if (...) {
```

foo()

}

}

```
int foo();
int bar();
```

protos

```
int foo() {
    return bar(); // okay -> I'll wait for implementation
}

int bar() {
    ; fun()
}
```