

# DAILY ASSESSMENT FORMAT

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|--------------------|-------------------|---------------------|----------------------|
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| Course:            | SoloLearn         | USN:                | 4AL17EC006           |
| Topic:             | C Programming     | Semester & Section: | 6th Sem A sec        |
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## FORENOON SESSION DETAILS

### Image of session

The screenshot displays the SoloLearn Code Playground interface. At the top, there's a navigation bar with links to Apps, Gmail, YouTube, and Maps. The main header features the 'SOLOLEARN' logo, a 'COURSES' link, a highlighted 'CODE PLAYGROUND' button, and links to 'DISCUSS', 'TOP LEARNERS', 'BLOG', and 'MY CODES(1)'. Below the header, the interface is split into two main sections: a code editor on the left and an output window on the right. The code editor is set to 'C' and has a 'Dark' theme selected. It contains a C program that defines PI as 3.14, defines a function AREA(r) that returns PI\*r\*r, and a main function that calculates the area of a circle with radius 2 and radius+1. The output window shows the results of the program: '3.14', 'Area is 12.56', and 'Area with radius + 1: 9.28'. At the bottom of the code editor, there are buttons for 'SAVE', 'SAVE AS', 'RESET', and 'RUN'. On the far right, there are links to 'GET IT ON Google play' and 'Download on the App Store'.

```
1 #include <stdio.h>
2 #define PI 3.14
3 #define AREA(r) (PI*r*r)
4 int main() {
5     float radius = 2;
6     printf("%3.2f\n", PI);
7     printf("Area is %5.2f\n", AREA(radius));
8     printf("Area with radius + 1: %5.2f\n", AREA(radius+1));
9     return 0;
10 }
```

Output

```
3.14
Area is 12.56
Area with radius + 1: 9.28
```

Report – Report can be typed or hand written for up to two pages.

## Module 7:

### Accessing Files:

- An external file can be opened, read from, and written to in a C program. For these operations, C includes the FILE type for defining a file stream. The file stream keeps track of where reading and writing last occurred.
- The stdio.h library includes file handling functions:
- FILE Typedef for defining a file pointer.
- fopen(filename, mode) Returns a FILE pointer to file filename which is opened using mode. If a file cannot be opened, NULL is returned.
- Mode options are:
  - r open for reading (file must exist)
  - w open for writing (file need not exist)
  - a open for append (file need not exist)
  - r+ open for reading and writing from beginning
  - w+ open for reading and writing, overwriting file
  - a+ open for reading and writing, appending to file
- fclose(fp) Closes file opened with FILE fp, returning 0 if close was successful. EOF (end of file) is returned if there is an error in closing.

### Reading from a File:

- The stdio.h library also includes functions for reading from an open file.
- A file can be read one character at a time or an entire string can be read into a character buffer, which is typically a char array used for temporary storage.

### Writing to a File:

- The stdio.h library also includes functions for writing to a file. When writing to a file, newline characters '\n' must be explicitly added.

### Binary files:

- Binary file mode options for the `fopen()` function are:
- - `rb` open for reading (file must exist)
- - `wb` open for writing (file need not exist)
- - `ab` open for append (file need not exist)
- - `rb+` open for reading and writing from beginning
- - `wb+` open for reading and writing, overwriting file
- - `ab+` open for reading and writing, appending to file

### Controlling the File Pointer:

- There are functions in `stdio.h` for controlling the location of the file pointer in a binary file:
- `ftell(fp)` Returns a long int value corresponding to the `fp` file pointer position in number of bytes from the start of the file.

### Exception Handling:

- Central to good programming practices is using error handling techniques. Even the most solid coding skills may not keep a program from crashing should you forget to include exception handling.

### The exit Command:

- Using `exit` to avoid a program crash is a good practice because it closes any open file connections and processes.

### Using `errno`:

- To output the error code stored in `errno`, you use `fprintf` to print to the `stderr` file stream, the standard error output to the screen.
- Using `stderr` is a matter of convention and a good programming practice.

### EDOM and ERANGE Error Codes:

- Some of the mathematical functions in the `math.h` library set `errno` to the defined macro value `EDOM` when a domain is out of range.

## The feof and ferror Functions:

- In addition to checking for a NULL file pointer and using errno, the feof() and ferror() functions can be used for determining file I/O errors:
- feof(fp) Returns a nonzero value if the end of stream has been reached, 0 otherwise. feof also sets EOF.
- ferror(fp) Returns a nonzero value if there is an error, 0 for no error

The screenshot displays a quiz interface with a progress bar at the top. The progress bar is divided into four sections: 'Working With Files' (1/4), 'Binary File I/O' (2/4), 'Error Handling' (3/4), and 'Using Error Codes' (4/4). Below the progress bar, there are four green buttons with white text and checkmarks: '3 questions', '3 questions', '2 questions', and '4 questions'. Below these buttons is a 'Module 7 Quiz' section with a green button labeled '5 questions' and a checkmark. On the right side of the interface, there is a user profile section with a blue circular profile picture, the name 'Akshatha M Deshpande', the email address 'akshathadeshpande1103@gmail.com', and links for 'Reset' and 'Sign out'.

## MODULE 8:

### Preprocessor Directives:

- The C preprocessor uses the # directives to make substitutions in program source code before compilation.
- For example, the line #include <stdio.h> is replaced by the contents of the stdio.h header file before a program is compiled.

### The #include Directive:

- stdio input/output functions, including printf and file operations.
- stdlib memory management and other utilities
- string functions for handling strings
- errno global variable and error code macros

- math common mathematical functions
- time time/date utilities.

### Formatting Preprocessor Directives:

- When using preprocessor directives, the # must be the first character on a line. But there can be any amount of white space before # and between the # and the directive.
- If a # directive is lengthy, you can use the \ continuation character to extend the definition over more than one line.

### Predefined Macro Definitions:

- In addition to defining your own macros, there are several standard predefined macros that are always available in a C program without requiring the #define directive:
- \_\_DATE\_\_ The current date as a string in the format Mm dd yyyy
- \_\_TIME\_\_ The current time as a string in the format hh:mm:ss
- \_\_FILE\_\_ The current filename as a string
- \_\_LINE\_\_ The current line number as an int value
- \_\_STDC\_\_ 1

### Conditional Compilation Directives:

- Conditional compilation of segments of code is controlled by a set of directives: #if, #else, #elif, and #endif.

### Preprocessor Operators:

- The C preprocessor provides the following operators.
- The # Operator
- The # macro operator is called the stringification or stringizing operator and tells the preprocessor to convert a parameter to a string constant.
- White space on either side of the argument are ignored and escape sequences are recognized.

### The ## Operator:



- The ## operator is also called the token pasting operator because it appends, or "pastes", tokens together.

## CERTIFICATE:

