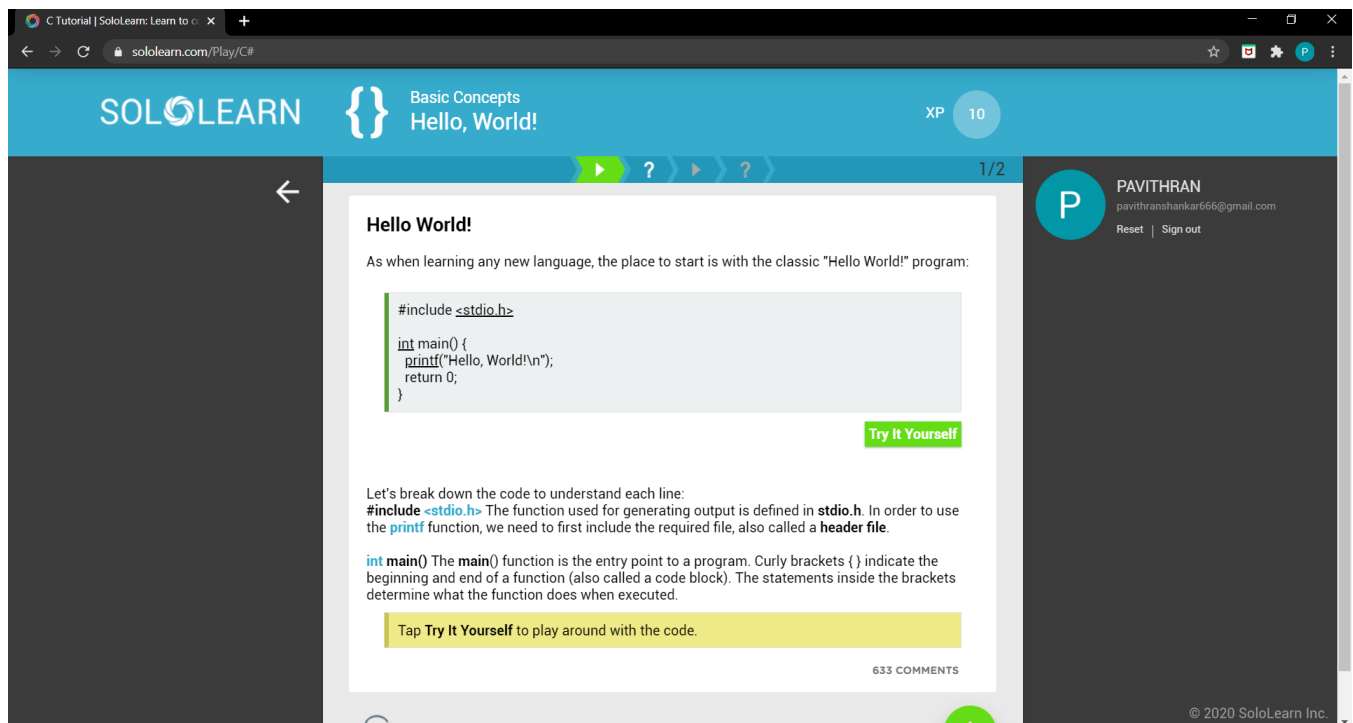


DAILY ASSESSMENT FORMAT

Date:	18 JUNE 2020	Name:	PAVITHRAN S
Course:	C PROGRAMMING	USN:	4AL17EC068
Topic:	BASICS	Semester & Section:	6 TH B
Github Repository:	Pavithran		

FORENOON SESSION DETAILS

Image of session



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

C is a procedural programming language. It was initially developed by Dennis Ritchie as a system programming language to write operating system. The main features of C language include low-level access to memory, simple set of keywords, and clean style, these features make C language suitable for system programming like operating system or compiler development.

C Language Introduction

C is a procedural programming language. It was initially developed by Dennis Ritchie in the year 1972. It was mainly developed as a system programming language to write an operating system. The main features of C language include low-level access to memory, a

simple set of keywords, and clean style, these features make C language suitable for system programmings like an operating system or compiler development. Many later languages have borrowed syntax/features directly or indirectly from C language. Like syntax of Java, PHP, JavaScript, and many other languages are mainly based on C language. C++ is nearly a superset of C language (There are few programs that may compile in C, but not in C++).

Beginning with C programming:

1. Structure of a C program

After the above discussion, we can formally assess the structure of a C program. By structure, it is meant that any program can be written in this structure only. Writing a C program in any other structure will hence lead to a Compilation Error.

The structure of a C program is as follows:

Structure of C Program	
Header	#include <stdio.h>
main()	int main() {
Variable declaration	int a = 10;
Body	printf("%d ", a);
Return	return 0; }

The components of the above structure are:

1. **Header Files Inclusion:** The first and foremost component is the inclusion of the Header files in a C program. A header file is a file with extension .h which contains C function declarations and macro definitions to be shared between several source files.

Some of C Header files:

- stddef.h – Defines several useful types and macros.
- stdint.h – Defines exact width integer types.

- `stdio.h` – Defines core input and output functions
- `stdlib.h` – Defines numeric conversion functions, pseudo-random number generator, memory allocation
- `string.h` – Defines string handling functions
- `math.h` – Defines common mathematical functions

Syntax to include a header file in C:

```
#include
```

2. **Main Method Declaration:** The next part of a C program is to declare the `main()` function. The syntax to declare the main function is:

Syntax to Declare main method:

```
int main()
{
}
```

3. **Variable Declaration:** The next part of any C program is the variable declaration. It refers to the variables that are to be used in the function. Please note that in the C program, no variable can be used without being declared. Also in a C program, the variables are to be declared before any operation in the function.

Example:

```
int main()
{
    int a;
    .
    .
}
```

4. **Body:** Body of a function in C program, refers to the operations that are performed in the functions. It can be anything like manipulations, searching, sorting, printing, etc.

Example:

```
int main()
{
    int a;

    printf("%d", a);
    .
    .
}
```

5. **Return Statement:** The last part in any C program is the return statement. The return statement refers to the returning of the values from a function. This return statement and return value depend upon the return type of the function. For example, if the return type is `void`, then there will be no return statement. In

any other case, there will be a return statement and the return value will be of the type of the specified return type.

Example:

```
int main()
{
    int a;

    printf("%d", a);

    return 0;
}
```

2. Writing first program:

Following is first program in C

```
#include <stdio.h>
int main(void)
{
    printf("PAVITHRAN");
    return 0;
}
```

OUTPUT:

PAVITHRAN