

Data Types, Variables, and Operators in C

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Data Types and Variables

Basic Data Types in C

- **int**: whole numbers (typically 4 bytes)
Usage: integer data, counters, loop indices
- **float**: single-precision decimals
Usage: decimal data
- **double**: double-precision decimals
Usage: precise calculations, finance
- **char**: single character (1 byte, ASCII)
Usage: characters, text handling
- **void**: represents no value
Usage: function return type, pointers
- **short, long, unsigned**: integer variants
Usage: memory optimization, large values

Variable Sizes and Precision

- Sizes vary by system/compiler, but common values:
 - `char` : 1 byte
 - `short` : 2 bytes
 - `int` : 4 bytes
 - `long` : 4 or 8 bytes
 - `float` : 4 bytes (about 6 decimal digits)
 - `double` : 8 bytes (about 15 decimal digits)
- Use `sizeof()` operator to check actual size
- Precision: `float` (single) vs. `double` (double precision)

Signed vs Unsigned Integers

- **Signed integers** can store both positive and negative values
- **Unsigned integers** can store only non-negative values
- **Range difference:** For the same number of bytes, unsigned types can store roughly twice the positive range. *Example (32-bit):*
`int: -2,147,483,648 to 2,147,483,647`
`unsigned int: 0 to 4,294,967,295`
- **When to use unsigned:** When negative values are impossible or meaningless, e.g., array indices, sizes, counters, or bitwise operations

Variable Definition and Declaration

- Syntax: `data_type variable_name;`
- Initialization: `int x = 10;`
- Can also do: `int x; x = 10;`
- Scope:
 - Local: inside a function
 - Global: outside all functions
- Constants:
 - `const int MAX = 100;`
 - `#define PI 3.14`

Type Casting in C

- **Type casting** converts a variable from one data type to another
- **Implicit casting (type promotion):**
 - Done automatically by the compiler
 - Example: `int x = 5; double y = x;` (*x promoted to double*)
- **Explicit casting:**
 - Done by the programmer using cast operator
 - Syntax: `(type) expression`
 - Example: `double a = 5.7; int b = (int)a;` (*b = 5*)
- Use casting carefully: may cause data loss (e.g., truncation)

Variable Naming Rules in C

- Must begin with a letter or underscore (_)
- Can contain letters, digits, and underscores
- Case-sensitive: `value` and `Value` are different
- Cannot be a reserved keyword (`int`, `return`, etc.)
- Should be meaningful for readability (e.g., `total`, not `x1`)

Operators

Operators in C

- **Arithmetic:** `+`, `-`, `*`, `/`, `%`
Perform basic mathematical operations
- **Relational:** `<`, `<=`, `>`, `>=`, `==`, `!=`
Compare two values, result is either true (1) or false (0)
- **Logical:** `&&`, `||`, `!`
Combine conditions: `&&` (AND), `||` (OR), `!` (NOT)
- **Assignment:** `=`, `+=`, `-=`, `*=`, `/=`
Store values in variables or update them with shorthand forms
- **Increment or decrement:** `++`, `--`: `++` increases the value of a variable by 1, `--` decreases the value of a variable by 1

Prefix vs Postfix Operators

- **Increment / Decrement operators:** `++`, `--`
- **Prefix form** (`++x`, `--x`)
 - Variable is updated first, then used in the expression
 - Example:
 - ▶ `int x = 5;`
 - ▶ `int y = ++x;` (Now: $x=6, y=6$)
- **Postfix form** (`x++`, `x--`)
 - Variable is used first, then updated
 - Example:
 - ▶ `int x = 5;`
 - ▶ `int y = x++;` (Now: $x=6, y=5$)
- Rule of thumb: prefix: “increment before use”, postfix: “increment after use”.

Truth Tables for Logical Operators

AND (&&)

A	B	A && B
0	0	0
0	1	0
1	0	0
1	1	1

OR (||)

A	B	A B
0	0	0
0	1	1
1	0	1
1	1	1

NOT (!)

A	!A
0	1
1	0

Order of Evaluation and Precedence

Operators in C follow a precedence hierarchy.

Examples (highest to lowest):

- `()` : Parentheses
- `*`, `/`, `%` : Multiplication, Division, Modulo
- `+`, `-` : Addition, Subtraction
- `<`, `>`, `<=`, `>=` : Relational
- `==`, `!=` : Equality
- `&&` : Logical AND
- `||` : Logical OR
- `=` : Assignment (lowest)

Use parentheses `()` to make evaluation explicit.

Example: `int x = 2 + 3 * 4;` → result is 14, not 20.

Input, Output (IO)

Formatted Output: printf()

- Used to display output to the screen
- General form: `printf("format string", values);`
- Format specifiers:
 - `%d` → integer
 - `%f` → float/double
 - `%c` → char
 - `%s` → string
- Example: `printf("Sum = %d", x);`

Formatted Input: scanf()

- Used to take input from the user
- General form: `scanf("format string", &variables);`
- Format specifiers are the same as for `printf()`
- Example: `scanf("%d", &x);`

Why use the ampersand sign (&) in scanf()?

- `scanf()` needs the **address of a variable** to store the input value
- The operator `&` (“address-of”) provides that memory location
- Example:
 - `int x;`
 - `scanf("%d", &x);`
 - Without `&`, the program will not know where to put the value
- **Exception:** For strings (`%s`), the variable itself already holds an address, so no `&` is needed

Examples

Sum of Two Integers

```
1 #include <stdio.h>
2
3 int main(){
4     int a, b, c;
5     a = 1;
6     b = 2;
7     c = a + b;
8     printf("%d", c);
9
10    return 0;
11 }
```

Sum of Two User-Given Integers

```
1 #include <stdio.h>
2
3 int main(){
4     int a, b;
5     printf("Enter first integer:\n"); // \n: newline
6     scanf("%d", &a);
7
8     printf("Enter second integer:\n");
9     scanf("%d", &b);
10
11    int c = a + b;
12    printf("The sum is: %d", c);
13    return 0;
14 }
```

Implicit Typecasting

```
1 #include <stdio.h>
2 int main() {
3     int i = 10, j;
4     float d, e = 5.25;
5
6     // implicit typecasting (int -> float):
7     d = i;
8     printf("Value of i (int): %d\n", i);
9     printf("Value of d (double): %f\n", d);
10
11    // implicit typecasting (float -> int):
12    j = e;
13    printf("Value of j (int): %d", j);
14    return 0;
15 }
```

Explicit Typecasting

```
1 #include <stdio.h>
2
3 int main() {
4     double d = 9.78;
5     int i;
6
7     // explicit typecasting (double -> int)
8     i = (int)d;
9
10    printf("Value of d (double): %lf\n", d);
11    printf("Value of i (int after explicit cast):
12        %d\n", i);
13
14 }
```

Exercise

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- Write a C program that demonstrates the basic arithmetic operations
- Write a C program that divides an 5 (integer) by 2 (integer), 5.0 (float) by 2 (integer), and 5 (integer) by 2.0 (float)
- Guess the outputs:

```
int x = 5; printf("%d", x++);  
int y = 5; printf("%d", ++y);
```

Questions?
