/\*Basic structure of c program \*/

/\* 1] Documentation Section ->

1.To write the info about program.

2. Author Name and current date.

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/\* 2] Link Section ->

1. To include the required library :- collection of header files.

2. To include the header files :- collection of predefined functions.

3. To initialize the Environment program.

4. To link the program with header files.

Example:- 1. #include<stdio.h> :- printf(), scanf() etc.

2. #include<conio.h> :- clrscr(), getch() etc.

3. #include<string.h> :- strlen(), strcmp(), strcpy(), strrev() etc.

4. #include<math.h> :- pow(), rand() etc.

5. #include<graphics.h> :- setColor(), setBackground() etc.

6. #include<dos.h> :- getTime(), getDate() etc.

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/\* 3] Definition Section ->

1.To define symbolic constant.

Example:- #define MAX 50;

#define PI 3.14;

\*/

/\* 4] Global Declaration Section ->

1. To declare global variable.

2. To declare Function Prototype.

Example:- int a;

int age;

\*/

/\* 5] Main Function Section ->

1. Starting and Ending point of c program.

2. TopDown program design approach.

Example:- int main(){

Local Declaration Part: Example - int a,b;

These are local variable which are accessed within function only.

Memory is allocated when function is called.

Memory is deallocated when function call is finish.

Executable Part: Example - some statements to print the output on the screen.

return 0; -> signal to Operating System , everything is fine with program.

}

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/\* 6] Sub\_Program Section ->

1.Global variable can directly accessible and updated.

Example:- fun1(){

we can modify the value of global variable

}

fun2(){

we can modify the value of global variable

}

funn(){

we can modify the value of global variable

}

\*/

#include<stdio.h>

int main(){

int a,b,c; //Variable Declaration

printf("Enter the value of a\n");

scanf("%d",&a);

printf("Enter the value of b\n");

scanf("%d",&b);

c=a+b;

printf("The Addition of %d and %d is %d",a,b,c);

return 0;

}