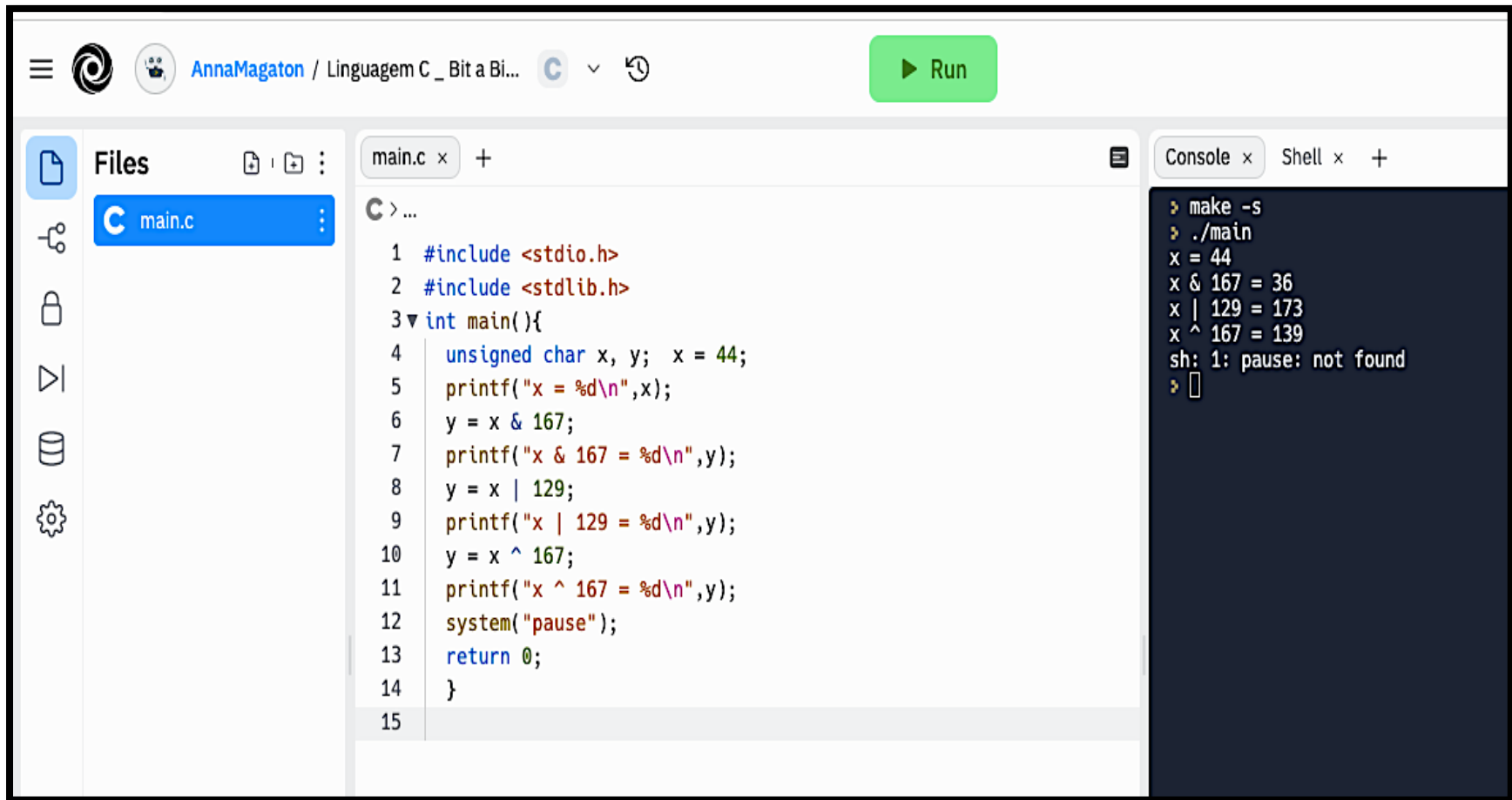


## Linguagem C – Uso do Bit a Bit com operadores lógicos



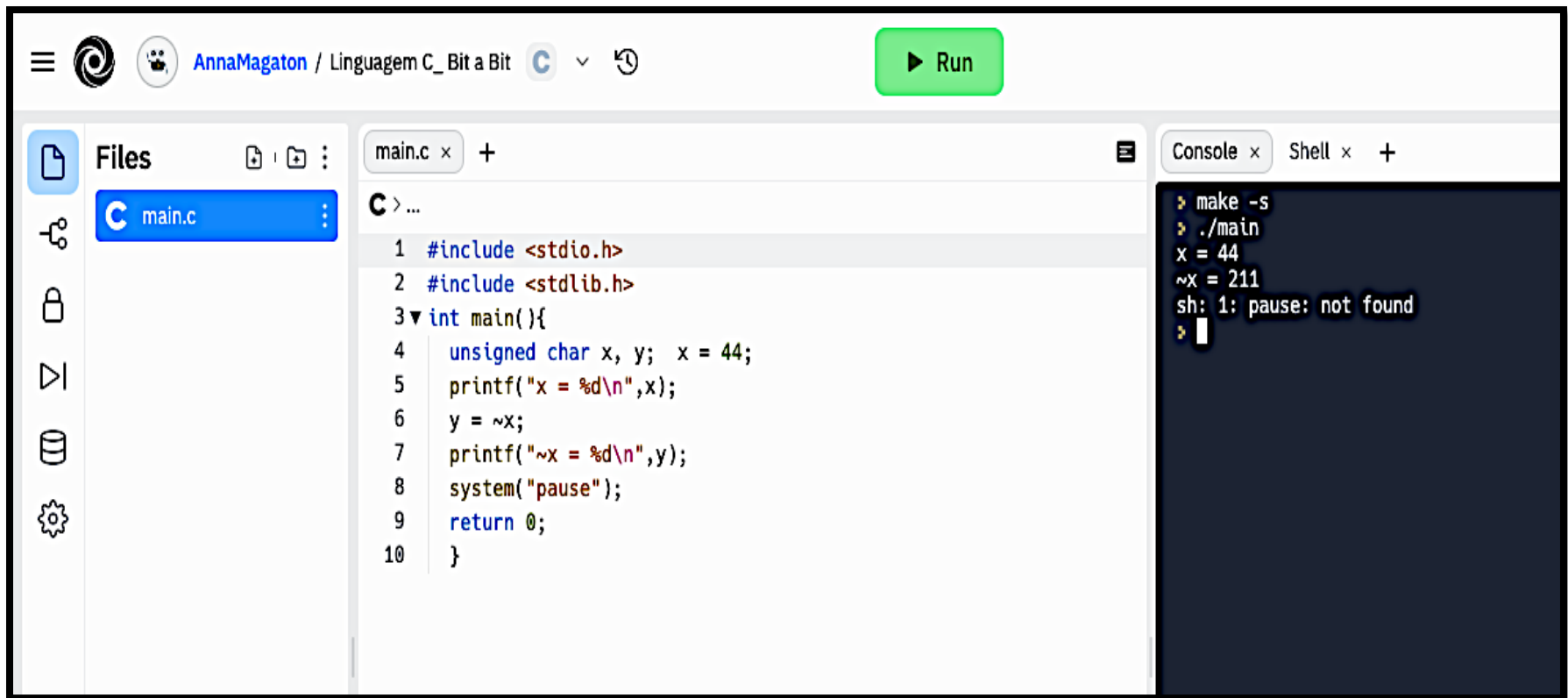
The screenshot shows a web-based IDE interface. At the top, the user is logged in as 'AnnaMagaton' and the project is 'Linguagem C \_ Bit a Bi...'. A green 'Run' button is visible. The left sidebar shows a 'Files' panel with 'main.c' selected. The main editor displays the following C code:

```
C > ...
1 #include <stdio.h>
2 #include <stdlib.h>
3 int main(){
4     unsigned char x, y; x = 44;
5     printf("x = %d\n",x);
6     y = x & 167;
7     printf("x & 167 = %d\n",y);
8     y = x | 129;
9     printf("x | 129 = %d\n",y);
10    y = x ^ 167;
11    printf("x ^ 167 = %d\n",y);
12    system("pause");
13    return 0;
14 }
15
```

The right sidebar shows a 'Console' panel with the following output:

```
> make -s
> ./main
x = 44
x & 167 = 36
x | 129 = 173
x ^ 167 = 139
sh: 1: pause: not found
>
```

## Linguagem C – Uso do Bit a Bit

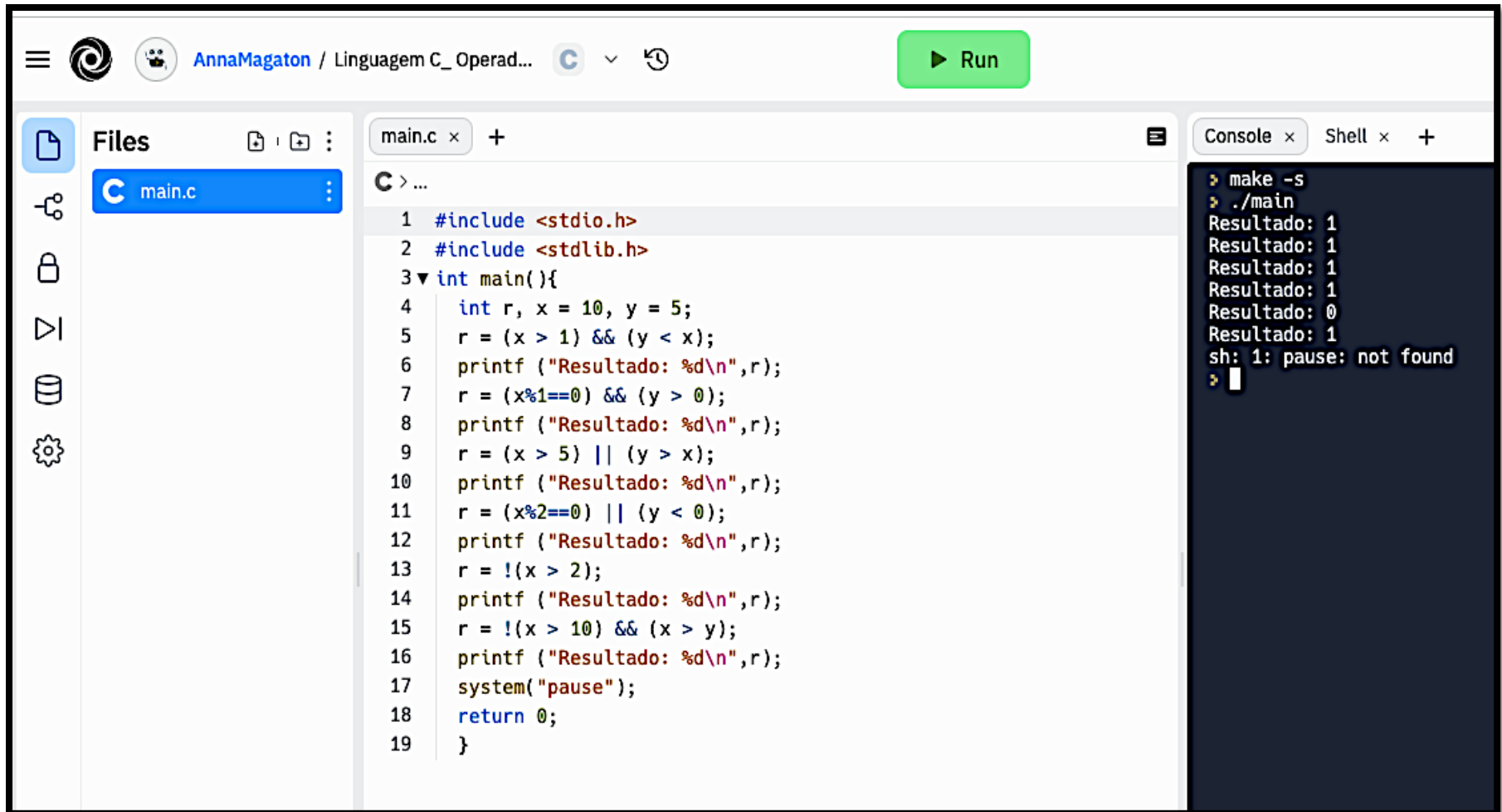


The screenshot shows a C programming IDE interface. The top bar includes a menu icon, a user profile icon for 'AnnaMagaton', the project name 'Linguagem C\_ Bit a Bit', a C language selector, and a green 'Run' button. The left sidebar shows a 'Files' panel with 'main.c' selected. The main editor area displays the code for 'main.c' with line numbers 1 through 10. The code includes `<stdio.h>` and `<stdlib.h>`, defines a `main` function, declares `unsigned char x, y;`, sets `x = 44;`, prints `x`, calculates `y = ~x;`, prints `~x`, calls `system("pause");`, and returns `0`. The right sidebar contains a 'Console' panel showing the output of the program: `make -s`, `./main`, `x = 44`, `~x = 211`, and `sh: 1: pause: not found`.

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 int main(){
4     unsigned char x, y; x = 44;
5     printf("x = %d\n",x);
6     y = ~x;
7     printf("~x = %d\n",y);
8     system("pause");
9     return 0;
10 }
```

```
> make -s
> ./main
x = 44
~x = 211
sh: 1: pause: not found
>
```

## Linguagem C – Uso de operadores lógicos



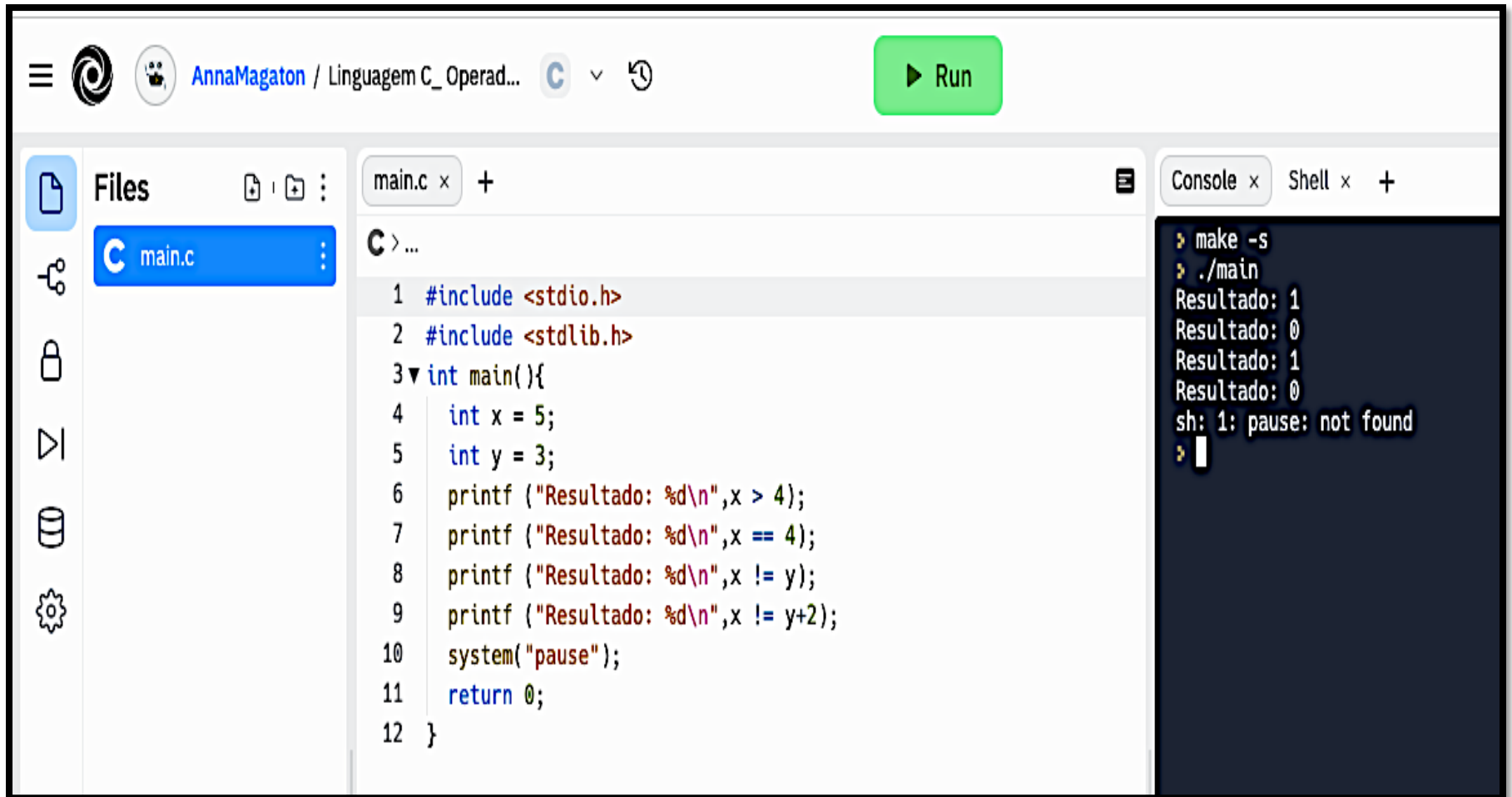
The screenshot shows a C programming IDE with a file named `main.c` open. The code in the editor uses logical operators to calculate the value of `r` based on conditions involving `x` and `y`. The console output shows the results of these calculations.

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 int main(){
4     int r, x = 10, y = 5;
5     r = (x > 1) && (y < x);
6     printf ("Resultado: %d\n",r);
7     r = (x%1==0) && (y > 0);
8     printf ("Resultado: %d\n",r);
9     r = (x > 5) || (y > x);
10    printf ("Resultado: %d\n",r);
11    r = (x%2==0) || (y < 0);
12    printf ("Resultado: %d\n",r);
13    r = !(x > 2);
14    printf ("Resultado: %d\n",r);
15    r = !(x > 10) && (x > y);
16    printf ("Resultado: %d\n",r);
17    system("pause");
18    return 0;
19 }
```

The console output shows the results of the calculations:

```
> make -s
> ./main
Resultado: 1
Resultado: 1
Resultado: 1
Resultado: 1
Resultado: 0
Resultado: 1
sh: 1: pause: not found
>
```

## Linguagem C – Uso do comando *printf*



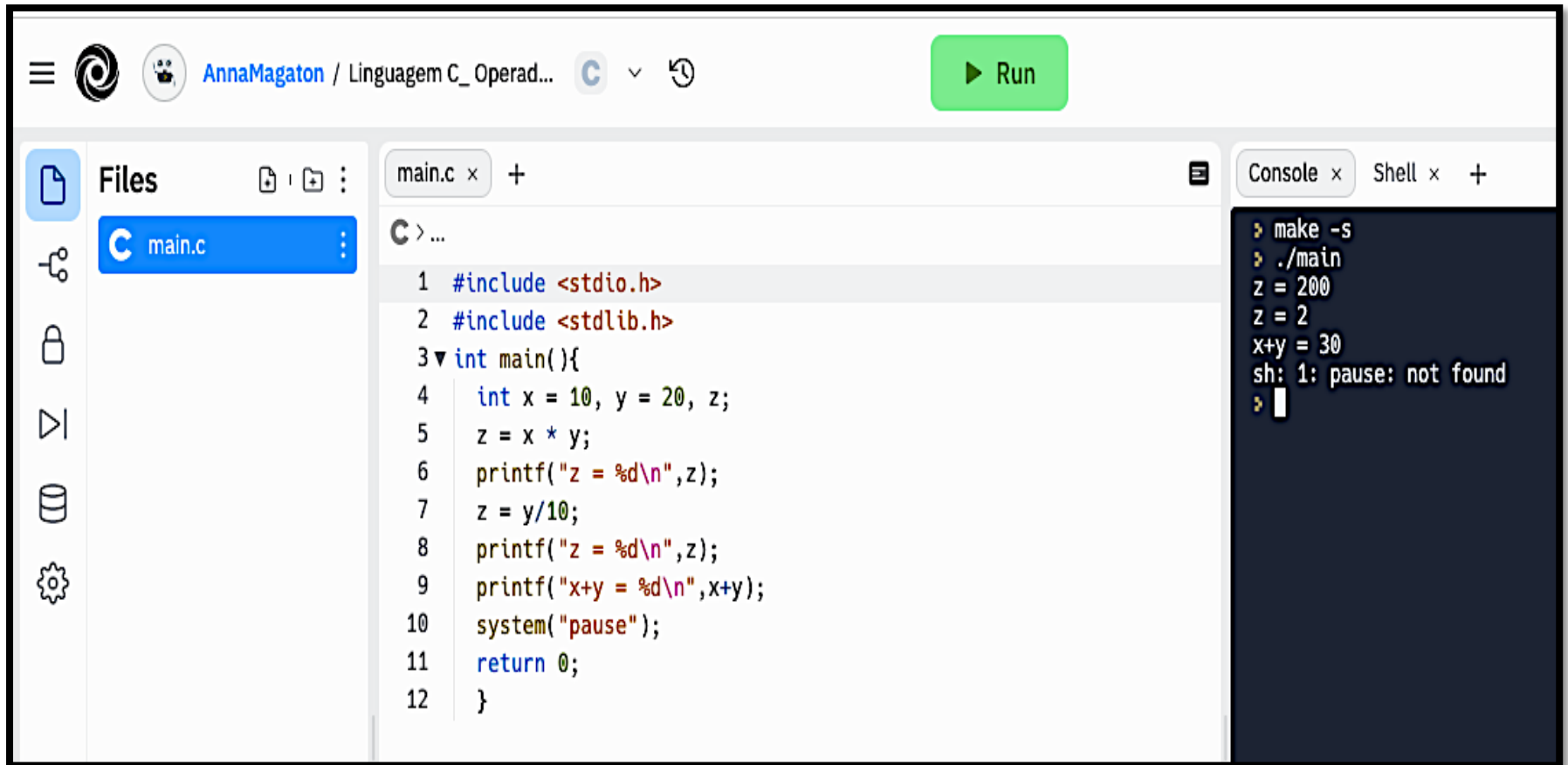
The screenshot shows a C programming IDE interface. At the top, the user is logged in as 'AnnaMagaton' and the project is 'Linguagem C\_Operad...'. A green 'Run' button is visible. The left sidebar shows a 'Files' panel with 'main.c' selected. The main editor displays the following C code:

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 int main(){
4     int x = 5;
5     int y = 3;
6     printf ("Resultado: %d\n",x > 4);
7     printf ("Resultado: %d\n",x == 4);
8     printf ("Resultado: %d\n",x != y);
9     printf ("Resultado: %d\n",x != y+2);
10    system("pause");
11    return 0;
12 }
```

The right sidebar shows a 'Console' panel with the following output:

```
> make -s
> ./main
Resultado: 1
Resultado: 0
Resultado: 1
Resultado: 0
sh: 1: pause: not found
>
```

## Linguagem C – Uso de operadores aritméticos



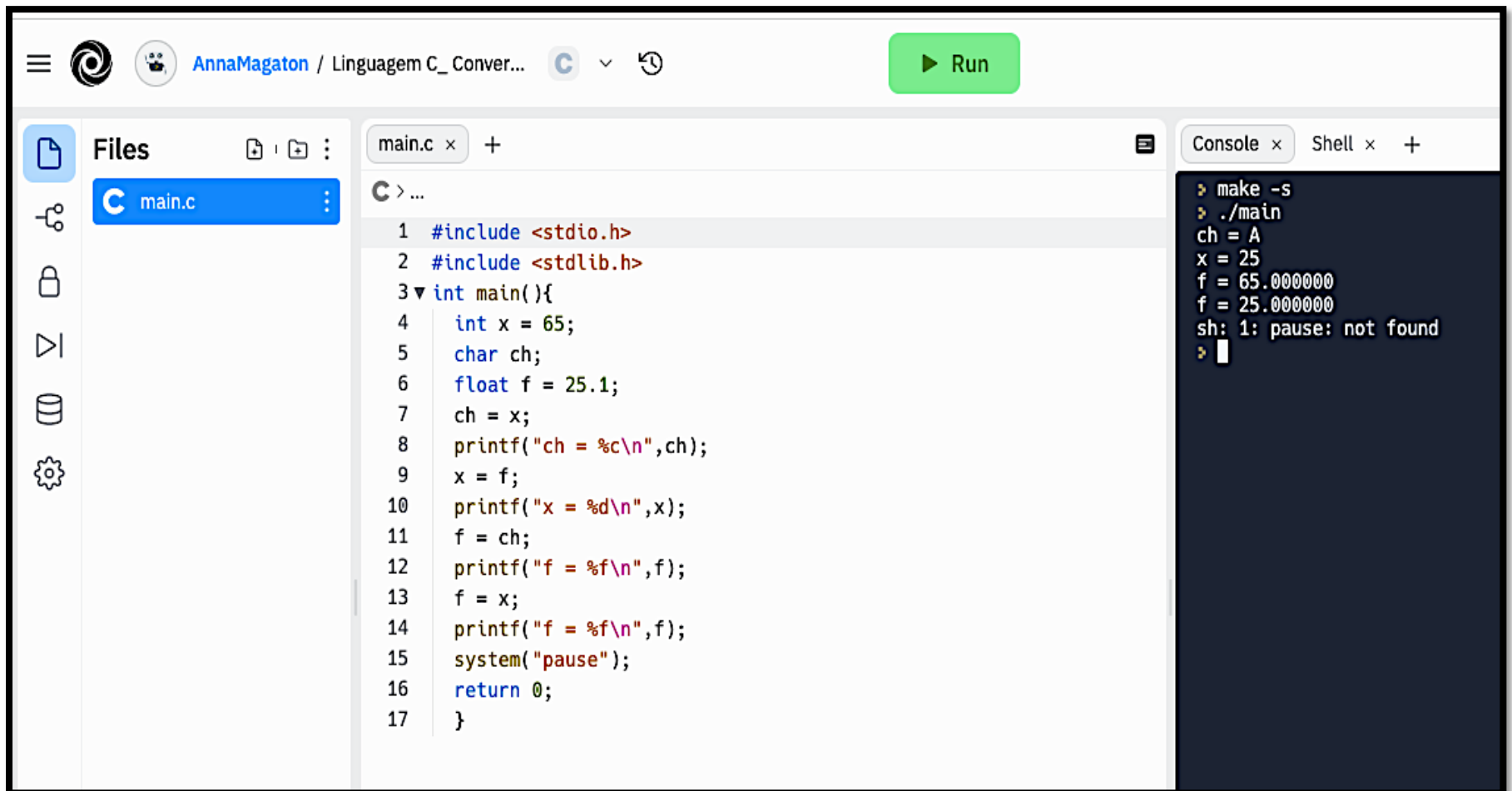
The screenshot shows a web-based IDE interface. At the top, there's a header bar with a menu icon, a user profile icon labeled 'AnnaMagaton', the path 'Linguagem C\_Operad...', a C language selector, and a green 'Run' button. Below the header, the interface is divided into three main sections. On the left is a 'Files' sidebar with a tree view showing 'main.c'. The center section is a code editor with a tab for 'main.c' containing the following C code:

```
C > ...  
1 #include <stdio.h>  
2 #include <stdlib.h>  
3 int main(){  
4     int x = 10, y = 20, z;  
5     z = x * y;  
6     printf("z = %d\n", z);  
7     z = y/10;  
8     printf("z = %d\n", z);  
9     printf("x+y = %d\n", x+y);  
10    system("pause");  
11    return 0;  
12 }
```

On the right is a 'Console' panel with the following output:

```
> make -s  
> ./main  
z = 200  
z = 2  
x+y = 30  
sh: 1: pause: not found  
>
```

## Linguagem C – Uso de conversão automática de variáveis



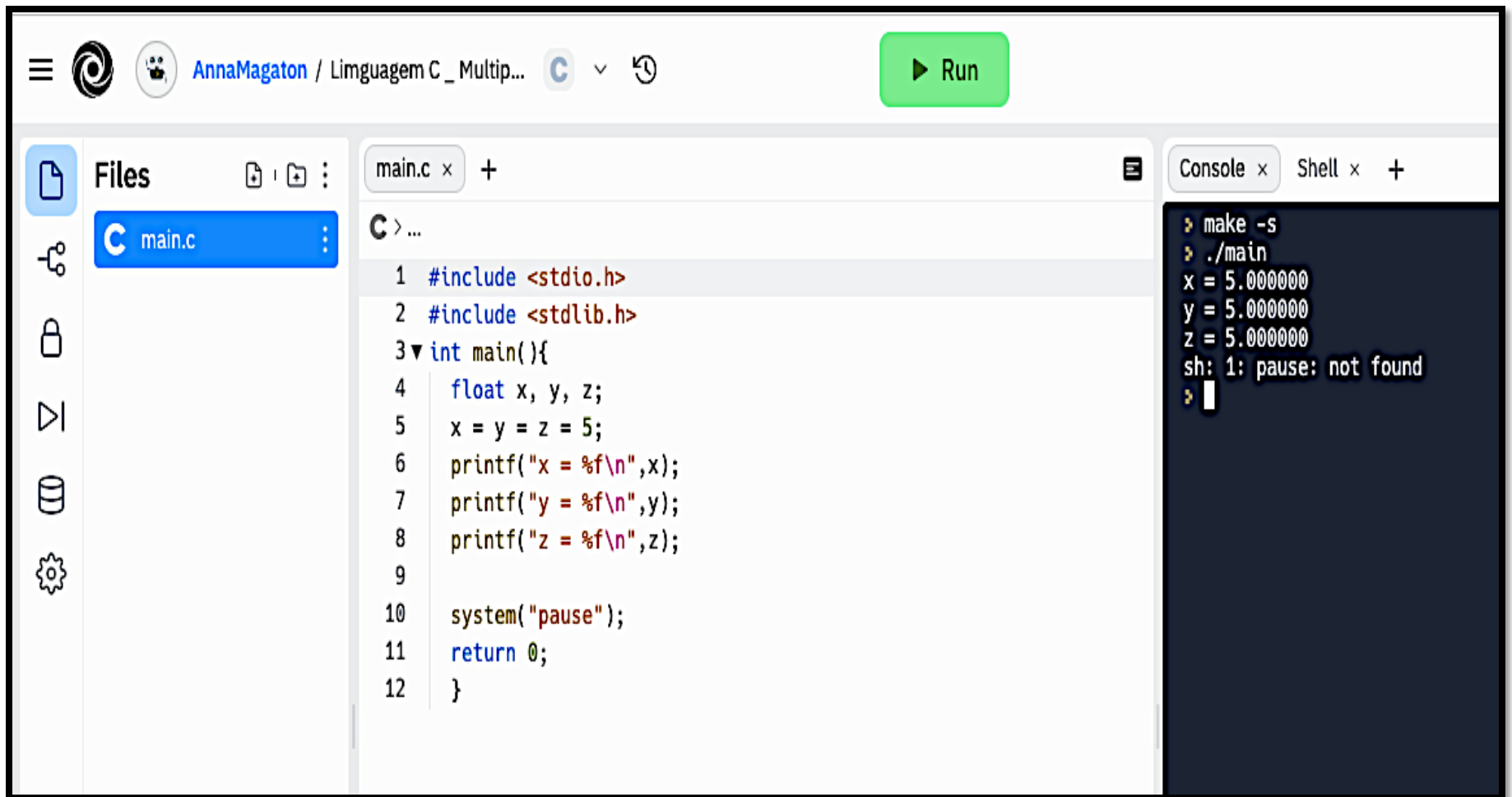
The screenshot shows a web-based IDE interface for C programming. The top bar includes a user profile 'AnnaMagaton', the project name 'Linguagem C\_Conver...', and a green 'Run' button. The left sidebar shows a 'Files' panel with 'main.c' selected. The main editor displays the following C code:

```
C > ...  
1 #include <stdio.h>  
2 #include <stdlib.h>  
3 int main(){  
4     int x = 65;  
5     char ch;  
6     float f = 25.1;  
7     ch = x;  
8     printf("ch = %c\n",ch);  
9     x = f;  
10    printf("x = %d\n",x);  
11    f = ch;  
12    printf("f = %f\n",f);  
13    f = x;  
14    printf("f = %f\n",f);  
15    system("pause");  
16    return 0;  
17 }
```

The right sidebar contains a 'Console' panel showing the output of the program:

```
> make -s  
> ./main  
ch = A  
x = 25  
f = 65.000000  
f = 25.000000  
sh: 1: pause: not found  
>
```

## Linguagem C – Uso do *printf* na formatação de impressão de *float*



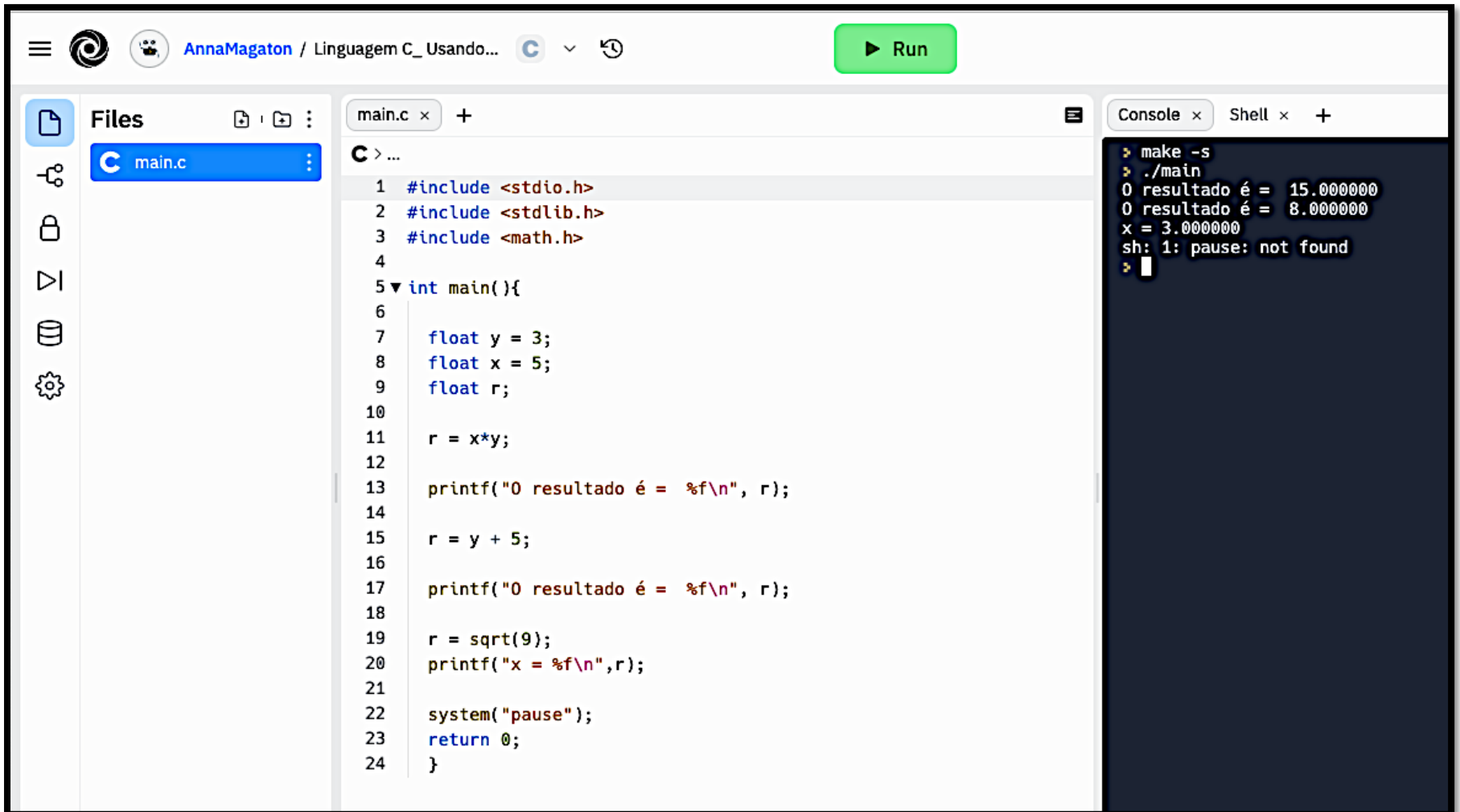
The screenshot shows a C programming IDE interface. The top bar includes a menu icon, a user profile icon, the text "AnnaMagaton / Linguagem C \_ Multip...", a C language selector, and a green "Run" button. The left sidebar shows a "Files" panel with a file named "main.c". The main editor area displays the following C code:

```
C > ...  
1 #include <stdio.h>  
2 #include <stdlib.h>  
3 int main(){  
4     float x, y, z;  
5     x = y = z = 5;  
6     printf("x = %f\n",x);  
7     printf("y = %f\n",y);  
8     printf("z = %f\n",z);  
9  
10    system("pause");  
11    return 0;  
12 }
```

The right sidebar shows a "Console" panel with the following output:

```
> make -s  
> ./main  
x = 5.000000  
y = 5.000000  
z = 5.000000  
sh: 1: pause: not found  
>
```

## Linguagem C – Usando classe *Math*



The screenshot shows a C programming IDE with a file named `main.c` open. The code in the editor is as follows:

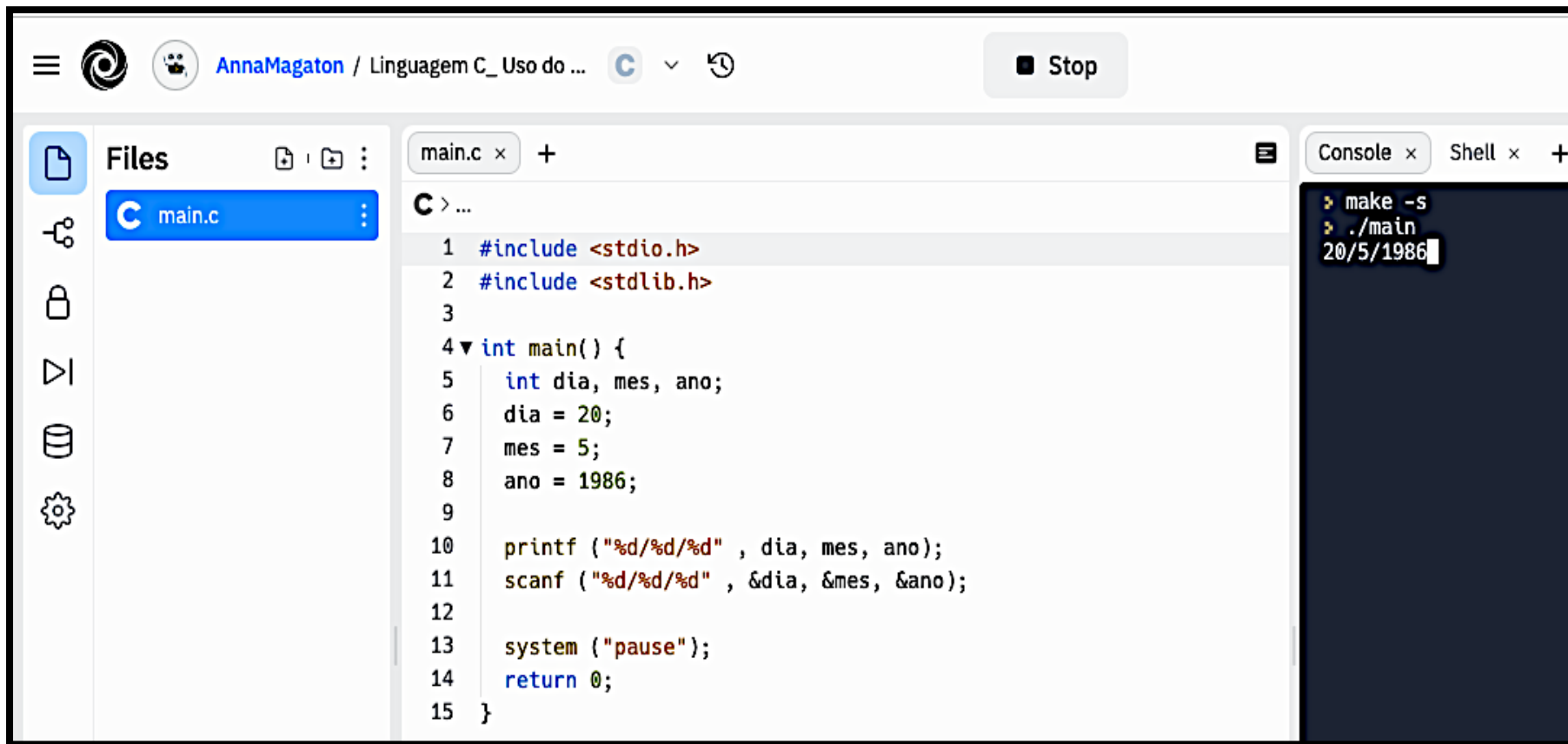
```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <math.h>
4
5 int main(){
6
7     float y = 3;
8     float x = 5;
9     float r;
10
11     r = x*y;
12
13     printf("O resultado é = %f\n", r);
14
15     r = y + 5;
16
17     printf("O resultado é = %f\n", r);
18
19     r = sqrt(9);
20     printf("x = %f\n",r);
21
22     system("pause");
23     return 0;
24 }
```

The console output shows the results of the program execution:

```
> make -s
> ./main
O resultado é = 15.000000
O resultado é = 8.000000
x = 3.000000
sh: 1: pause: not found
>
```



## Linguagem C – Uso do comando *printf* e *scanf*



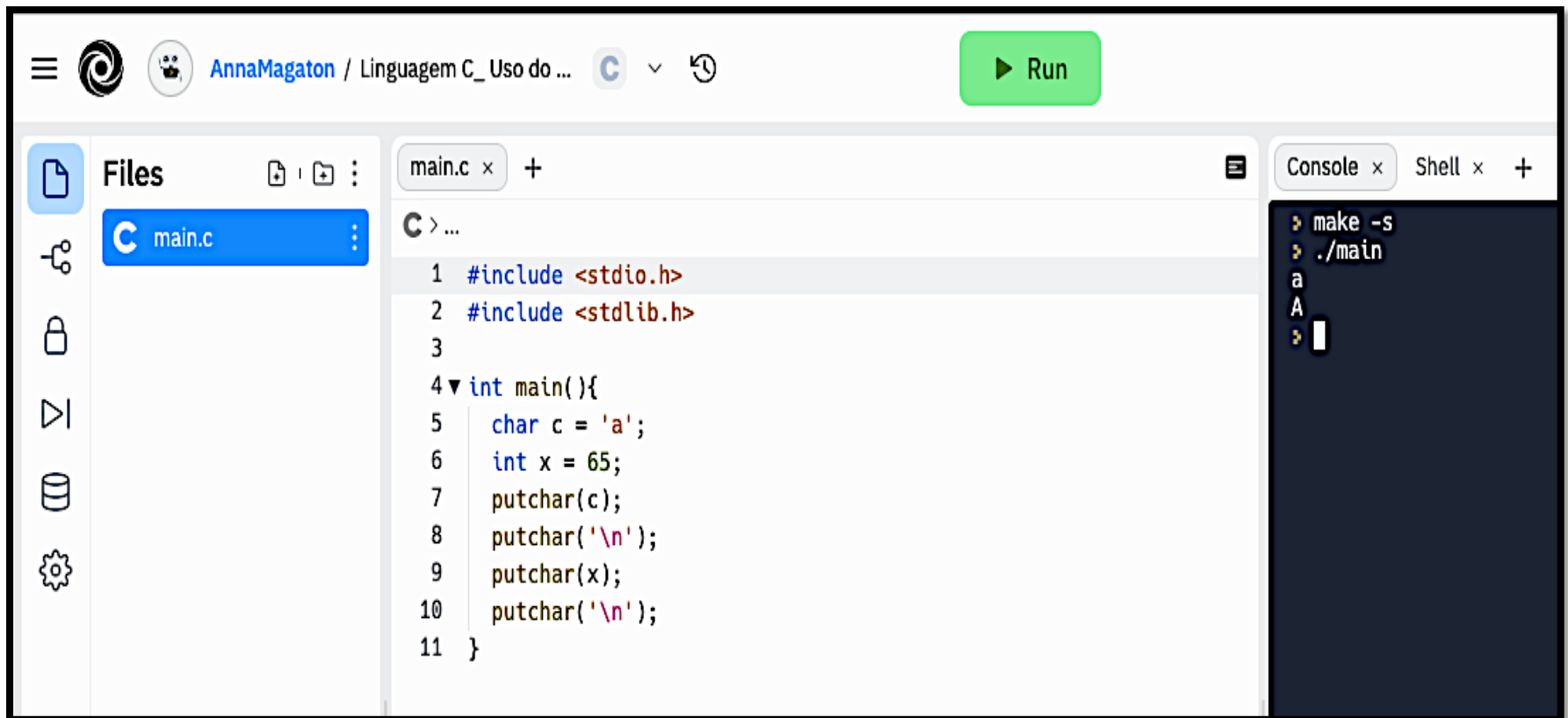
The screenshot displays a web-based IDE interface. The top bar shows the user 'AnnaMagaton' and the project name 'Linguagem C\_ Uso do ...'. A 'Stop' button is visible on the right. The left sidebar contains a 'Files' panel with a file named 'main.c'. The main editor area shows the code for 'main.c' with line numbers 1 through 15. The code includes headers for `<stdio.h>` and `<stdlib.h>`, and defines a `main` function. Inside the function, three integer variables (`dia`, `mes`, `ano`) are declared and assigned the values 20, 5, and 1986 respectively. These values are then printed using `printf`. A `scanf` call follows, intended to read user input into the same variables. The program then calls `system("pause");` and returns 0. The right sidebar contains a 'Console' panel showing the output of the program: `20/5/1986`.

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 int main() {
5     int dia, mes, ano;
6     dia = 20;
7     mes = 5;
8     ano = 1986;
9
10    printf ("%d/%d/%d" , dia, mes, ano);
11    scanf ("%d/%d/%d" , &dia, &mes, &ano);
12
13    system ("pause");
14    return 0;
15 }
```

Console output:

```
> make -s
> ./main
20/5/1986
```

## Linguagem C – Uso do comando *putchar*



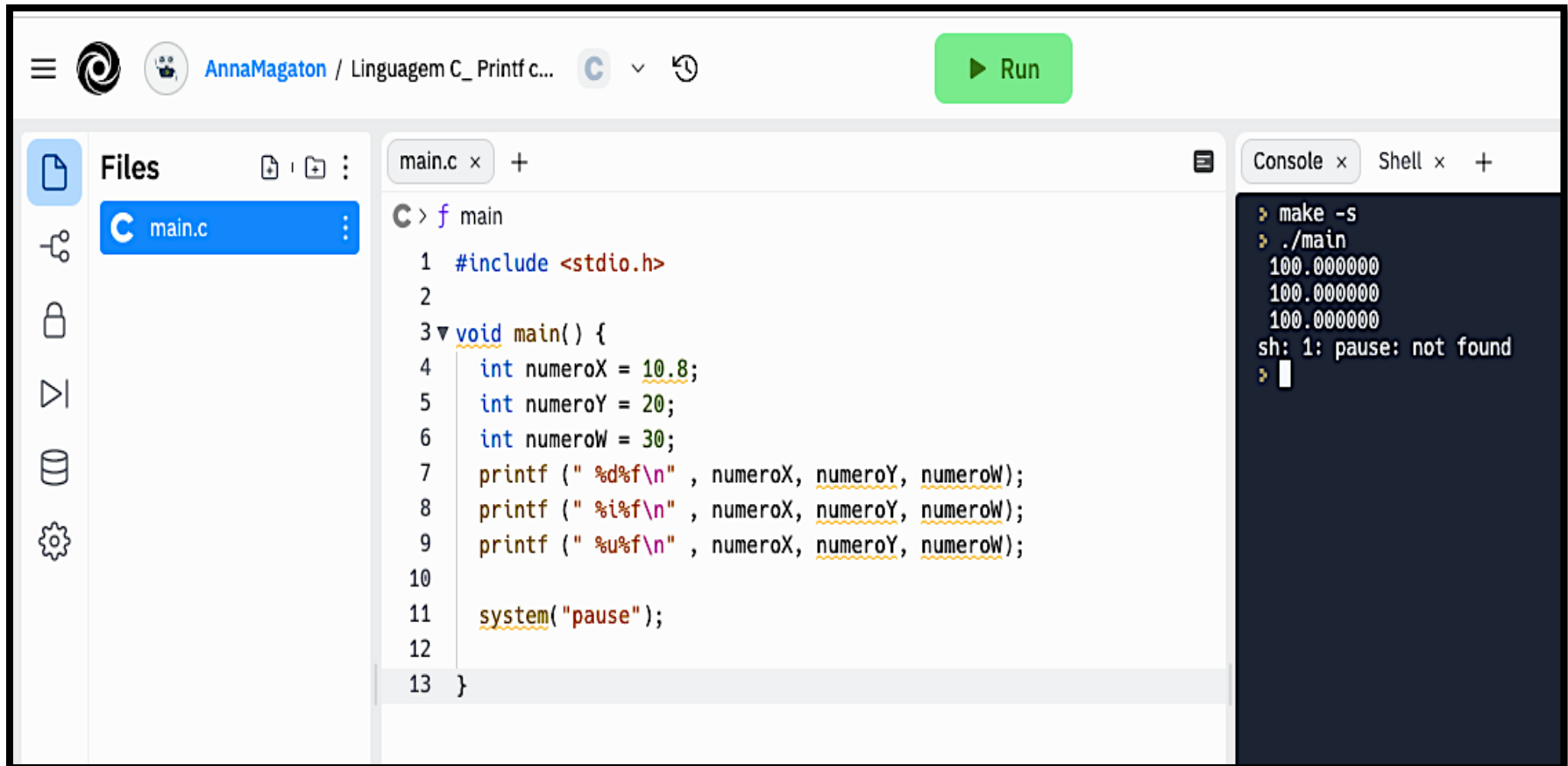
The screenshot shows a web-based IDE interface. At the top, there's a header bar with a menu icon, a logo, the username 'AnnaMagaton', the project name 'Linguagem C\_ Uso do ...', a language selector set to 'C', and a green 'Run' button. Below the header, the interface is divided into three main sections. On the left is a 'Files' sidebar with a tree view showing 'main.c'. The center section is the code editor, displaying the contents of 'main.c' with line numbers 1 through 11. The code includes `<stdio.h>` and `<stdlib.h>`, and defines a `main` function that prints the character 'a', the integer 65, and a newline. On the right is a 'Console' panel showing the output of the program, which is 'aA'.

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 int main(){
5     char c = 'a';
6     int x = 65;
7     putchar(c);
8     putchar('\n');
9     putchar(x);
10    putchar('\n');
11 }
```

Console output:

```
> make -s
> ./main
a
A
```

Linguagem C – Uso do comando *Printf* e suas formatações.



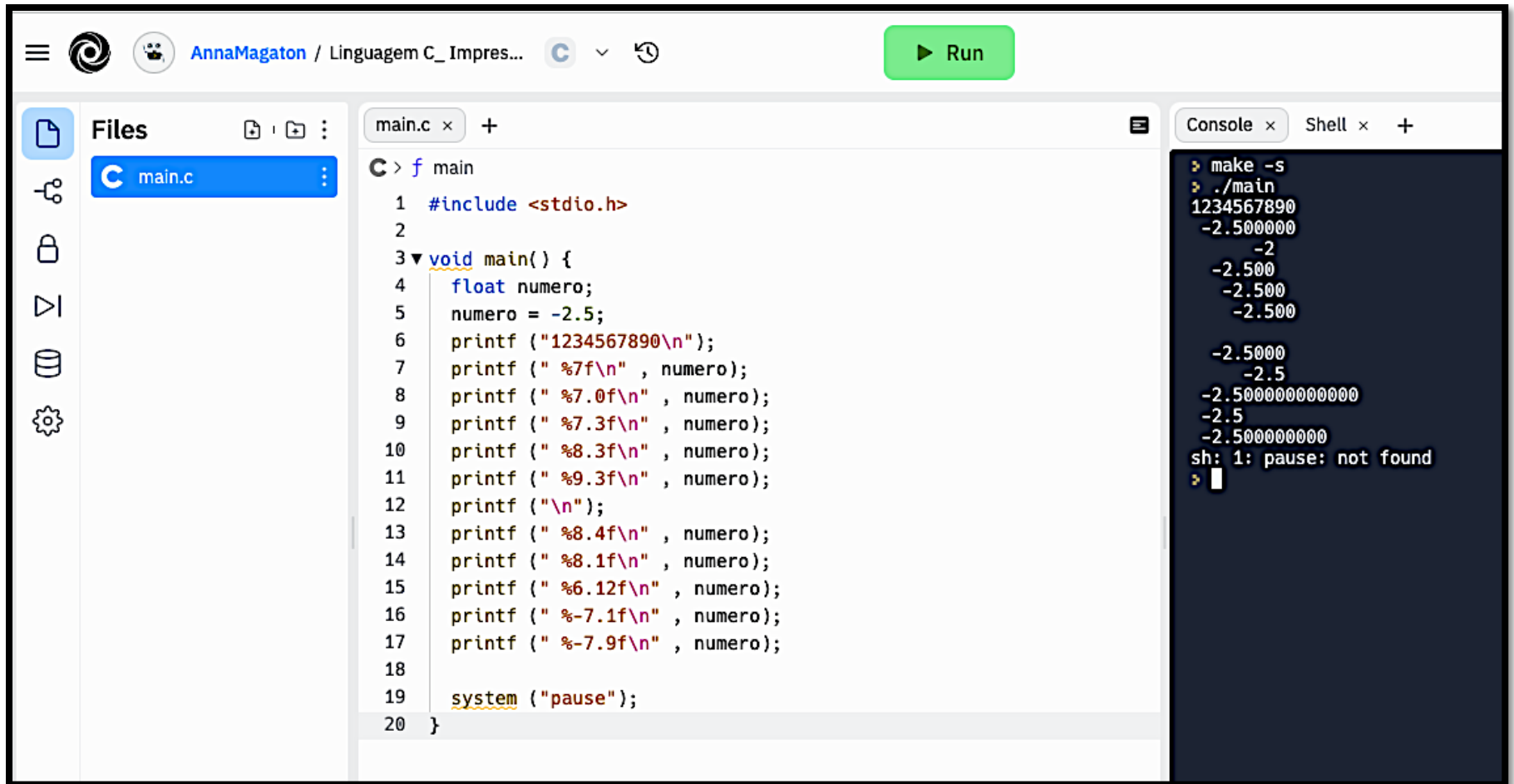
The screenshot shows a web-based IDE interface. At the top, there's a header bar with a menu icon, a logo, the username 'AnnaMagaton', the file path 'Linguagem C\_ Printf c...', a language dropdown set to 'C', and a 'Run' button. On the left, a 'Files' sidebar shows 'main.c' selected. The main editor area displays the following C code:

```
C > f main
1 #include <stdio.h>
2
3 void main() {
4     int numeroX = 10.8;
5     int numeroY = 20;
6     int numeroW = 30;
7     printf (" %d%f\n" , numeroX, numeroY, numeroW);
8     printf (" %i%f\n" , numeroX, numeroY, numeroW);
9     printf (" %u%f\n" , numeroX, numeroY, numeroW);
10
11     system("pause");
12
13 }
```

On the right, a 'Console' tab shows the output of the program:

```
> make -s
> ./main
100.000000
100.000000
100.000000
sh: 1: pause: not found
>
```

## Linguagem C – Uso do comando *printf* na impressão de números formatados



The screenshot shows a C programming IDE with a file named `main.c` open. The code in the editor is as follows:

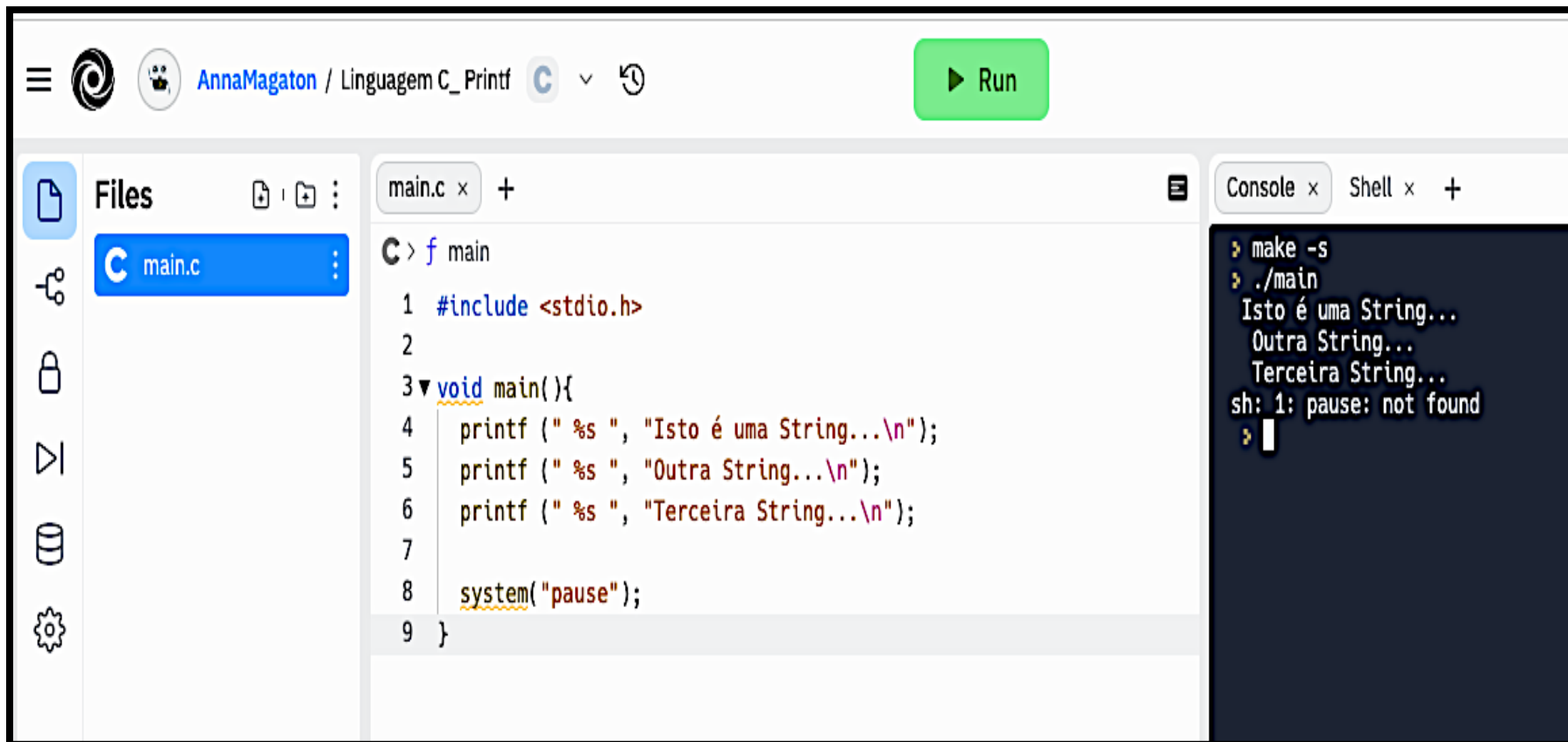
```
1 #include <stdio.h>
2
3 void main() {
4     float numero;
5     numero = -2.5;
6     printf ("1234567890\n");
7     printf (" %7f\n", numero);
8     printf (" %7.0f\n", numero);
9     printf (" %7.3f\n", numero);
10    printf (" %8.3f\n", numero);
11    printf (" %9.3f\n", numero);
12    printf ("\n");
13    printf (" %8.4f\n", numero);
14    printf (" %8.1f\n", numero);
15    printf (" %6.12f\n", numero);
16    printf (" %-7.1f\n", numero);
17    printf (" %-7.9f\n", numero);
18
19    system ("pause");
20 }
```

The console output on the right shows the results of the program's execution:

```
> make -s
> ./main
1234567890
-2.500000
-2
-2.500
-2.500
-2.500

-2.5000
-2.5
-2.5000000000000000
-2.5
-2.5000000000
sh: 1: pause: not found
>
```

## Linguagem C – Uso do *printf*



The screenshot shows a web-based C IDE interface. At the top, there's a header bar with a menu icon, a user profile icon for 'AnnaMagaton', the project name 'Linguagem C\_Printf', a C language selector, and a green 'Run' button. Below the header, the interface is divided into three main sections. On the left is a 'Files' sidebar with a file explorer icon and a list containing 'main.c'. The middle section is the code editor, showing a C program in 'main.c' with line numbers 1 through 9. The code includes `<stdio.h>` and defines a `main()` function that uses `printf` to print three strings: 'Isto é uma String...', 'Outra String...', and 'Terceira String...', each followed by a newline. It also includes `system("pause");` at the end. On the right is a 'Console' panel with a dark background, showing the output of the program: 'Isto é uma String...', 'Outra String...', and 'Terceira String...'. Below the output, it shows the command prompt 'sh: 1: pause: not found' and a cursor.

```
C > f main
1 #include <stdio.h>
2
3 void main(){
4     printf (" %s ", "Isto é uma String...\n");
5     printf (" %s ", "Outra String...\n");
6     printf (" %s ", "Terceira String...\n");
7
8     system("pause");
9 }
```

```
> make -s
> ./main
Isto é uma String...
Outra String...
Terceira String...
sh: 1: pause: not found
>
```

## Linguagem C – Uso do *printf*



The screenshot shows a code editor interface with a top bar, a left sidebar, a main code area, and a right console area.

**Top Bar:** Includes a menu icon, a user profile icon labeled "AnnaMagaton", the file path "Linguagem C\_Definiç...", a C language selector, and a green "Run" button.

**Left Sidebar:** Labeled "Files", it shows a file named "main.c" with a C icon.

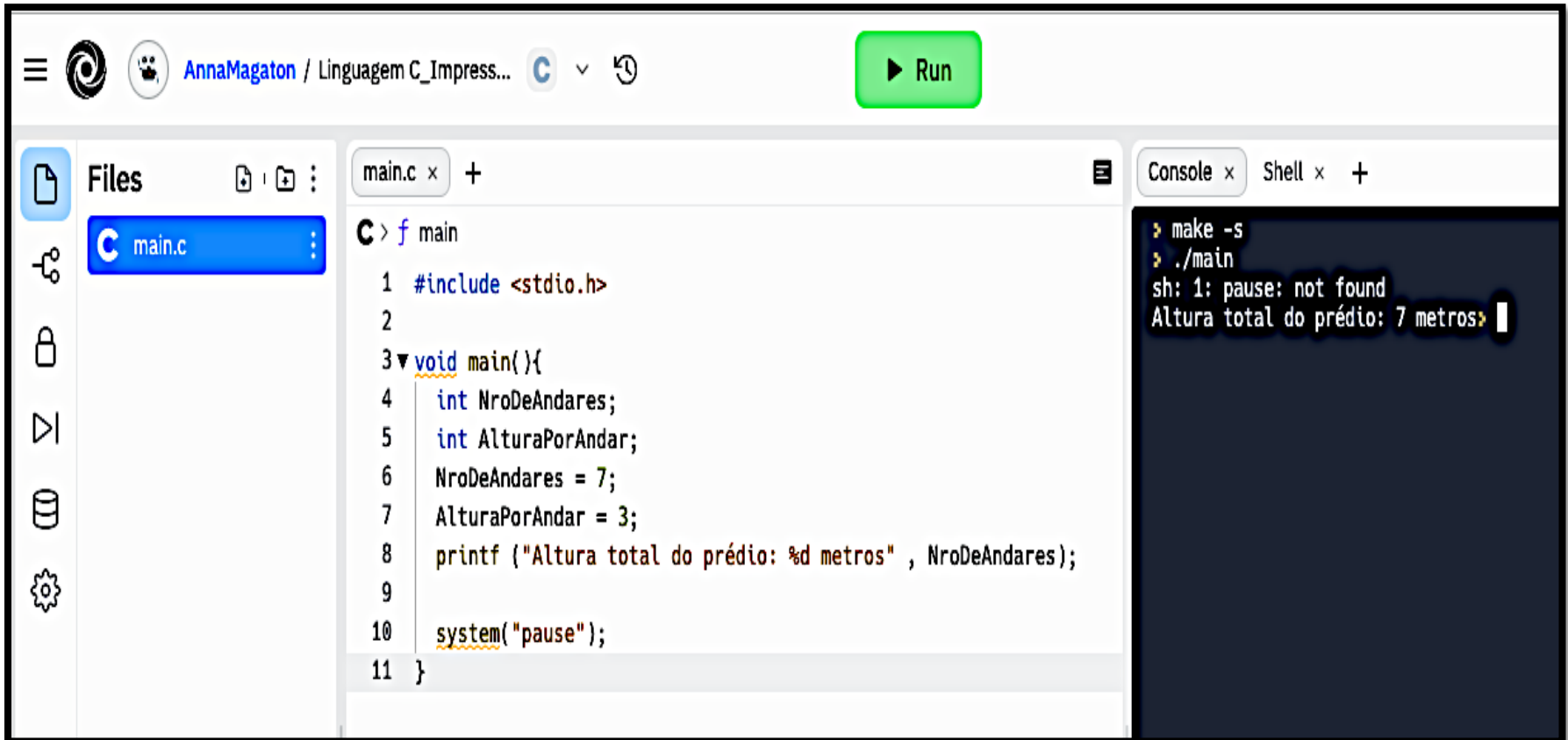
**Main Code Area:** Displays the content of "main.c" with line numbers 1 through 8. The code is as follows:

```
C > f main
1 #include <stdio.h>
2 #define UNIVERSIDADE "SENAC"
3
4 void main(){
5     printf(" %s ", UNIVERSIDADE);
6
7     system("pause");
8 }
```

**Right Console Area:** Labeled "Console", it shows the output of the program execution:

```
> make -s
> ./main
sh: 1: pause: not found
SENAC > |
```

## Linguagem C – Uso do *printf* com impressões de números inteiros



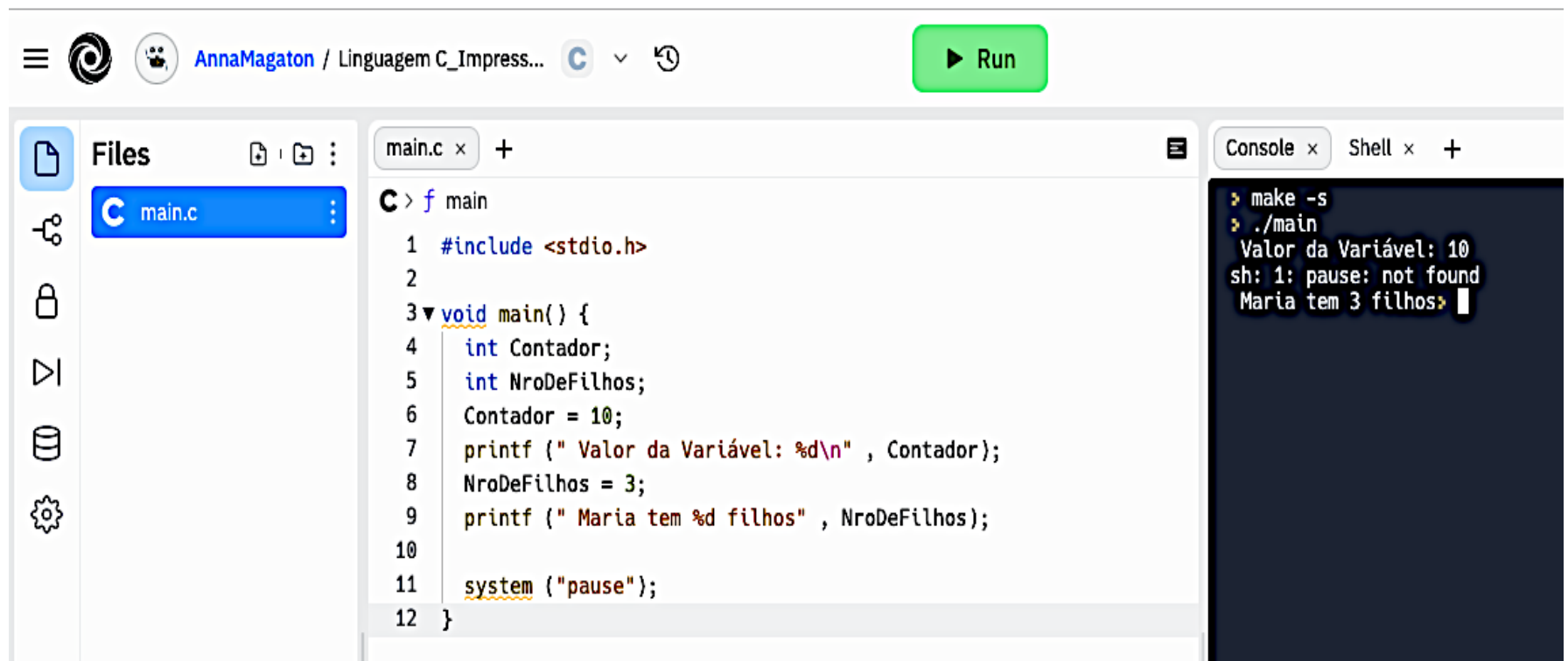
The screenshot shows a code editor interface with a file explorer on the left, a central code editor, and a console on the right. The file explorer shows a file named `main.c`. The code editor displays the following C code:

```
C > f main
1 #include <stdio.h>
2
3 void main(){
4     int NroDeAndares;
5     int AlturaPorAndar;
6     NroDeAndares = 7;
7     AlturaPorAndar = 3;
8     printf ("Altura total do prédio: %d metros" , NroDeAndares);
9
10    system("pause");
11 }
```

The console on the right shows the output of the program:

```
> make -s
> ./main
sh: 1: pause: not found
Altura total do prédio: 7 metros>
```

## Linguagem C – Uso do *printf* com impressões de números inteiros



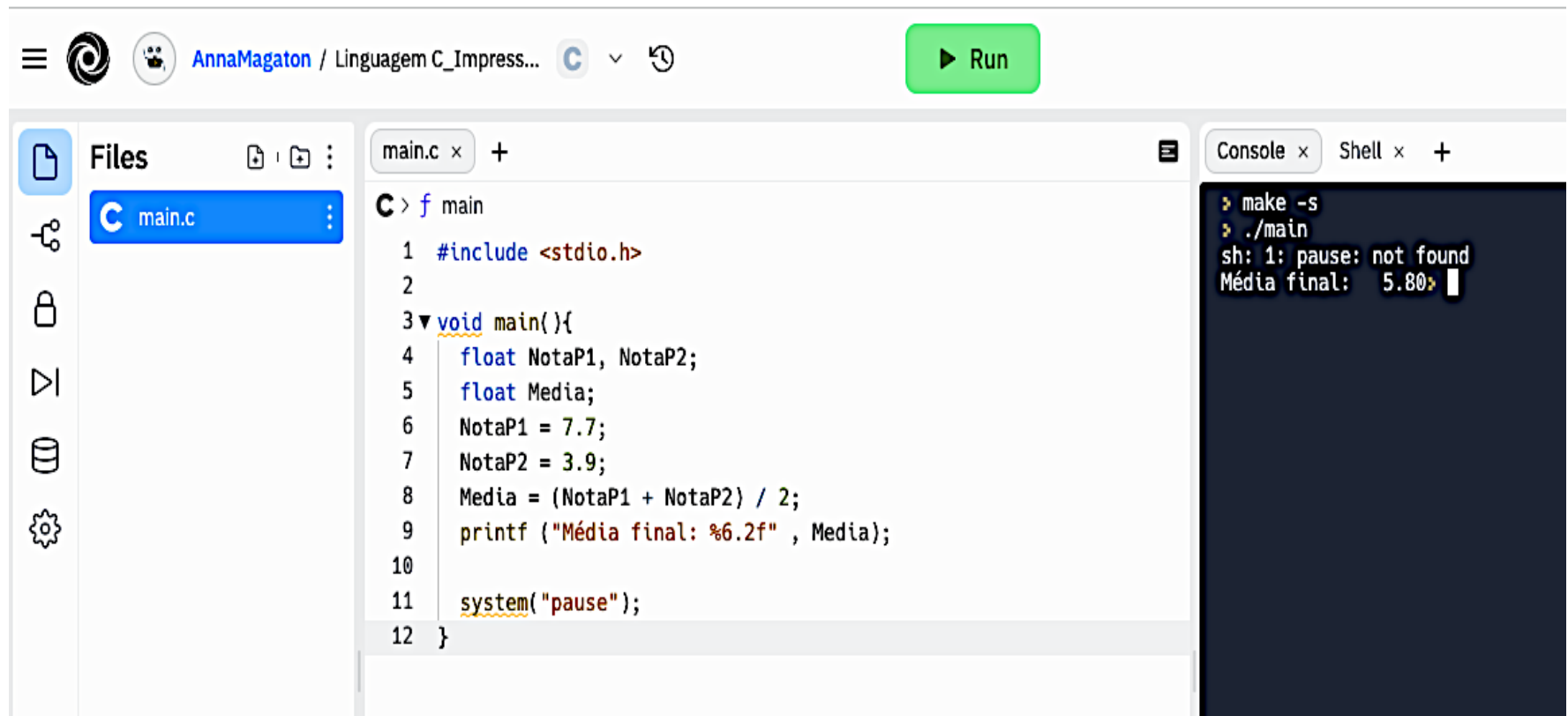
The screenshot shows a C programming IDE interface. The top bar includes a menu icon, a logo, the username 'AnnaMagaton', the project name 'Linguagem C\_Impress...', a language selector set to 'C', and a green 'Run' button. The left sidebar shows a 'Files' panel with a tree view containing 'main.c'. The main editor area displays the code for 'main.c' with line numbers 1 through 12. The code includes `<stdio.h>`, defines `Contador` and `NroDeFilhos`, sets `Contador = 10` and `NroDeFilhos = 3`, and uses `printf` to print their values. It also includes a `system("pause");` call. The right sidebar contains a 'Console' panel showing the output of the program: 'Valor da Variável: 10' and 'Maria tem 3 filhos'.

```
C > f main
1  #include <stdio.h>
2
3  void main() {
4      int Contador;
5      int NroDeFilhos;
6      Contador = 10;
7      printf (" Valor da Variável: %d\n" , Contador);
8      NroDeFilhos = 3;
9      printf (" Maria tem %d filhos" , NroDeFilhos);
10
11     system ("pause");
12 }
```

```
> make -s
> ./main
Valor da Variável: 10
sh: 1: pause: not found
Maria tem 3 filhos>
```



## Linguagem C – Uso do *printf* com impressões de números reais



The screenshot shows a C programming IDE interface. The top bar includes a menu icon, a user profile icon for 'AnnaMagaton', the project name 'Linguagem C\_Impress...', a C language selector, and a green 'Run' button. The left sidebar shows a 'Files' panel with 'main.c' selected. The main editor area displays the code for 'main.c' with line numbers 1 through 12. The code includes `<stdio.h>`, declares `float` variables `NotaP1`, `NotaP2`, and `Media`, assigns values to `NotaP1` and `NotaP2`, calculates the average, and prints it using `printf`. The console on the right shows the execution output: `make -s`, `./main`, `sh: 1: pause: not found`, and `Média final: 5.80`.

```
C > f main
1 #include <stdio.h>
2
3 void main(){
4     float NotaP1, NotaP2;
5     float Media;
6     NotaP1 = 7.7;
7     NotaP2 = 3.9;
8     Media = (NotaP1 + NotaP2) / 2;
9     printf ("Média final: %6.2f" , Media);
10
11     system("pause");
12 }
```

```
> make -s
> ./main
sh: 1: pause: not found
Média final: 5.80
```