

Dos and Don'ts

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Key Points to Remember for Writing Error Free C Programs:

1. C programming is a case sensitive programming language. Most of the keywords of C-Language are written in lower case (except **NULL**, **FILE**).

Name of the **identifier** (**not keyword**) may contain upper case.

Examples:

```
int i,N; /* Here N is an identifier (not keyword) */
```

```
char Name[20]; /* Here Name is an identifier (not keyword) */
```

```
FILE *fp;
```

```
int *p=NULL;
```

2. Each C programming statement is ended with semicolon (;) which are referred as statement terminator.

Examples:

```
printf(" Ban de mataram.");
```

```
printf(" Long live revolution.");
```

3. Do not put semicolon (;)

- (i) immediately after any **pre-processing** statement

[Examples of some common mistakes:

Mistakes are highlighted by **red colour**

```
#include<stdio.h>; /*It is Wrong*/
```

```
#include<stdio.h> /*It is Correct*/
```

```
#include"math.h"; /*It is Wrong*/
```

```
#include"math.h" /* It is Correct */
```

```
#define MAX 10; /*It is Wrong*/
```

```
#define MAX 10 /* It is Correct */
```

- (ii) immediately after any **if** conditional statement

[Examples of some common mistakes:

Mistakes are highlighted by **red colour**

```
if (n==0); /*It is wrong as it is  
equivalent to if (n==0) {}; and the
```

program control will not be transferred inside the body of the conditional statement.*/

if (n==0)/*It is Correct*/

if (n>=2 && n<=5); /*It is wrong as it is equivalent to if (n>=0 && n<=5) {}; and the program control will not be transferred inside the body of the conditional statement.*/

if (n>=2 && n<=5)/* It is Correct */]

- (iii) immediately after any else if conditional statement

[Examples of some common mistakes:
Mistakes are highlighted by red colour

else if (n==0); /*It is wrong as it is equivalent to else if (n>=0) {}; and the program control will not be transferred inside the body of the conditional statement.*/

else if (n==0)/*It is Correct*/

else if (n>=2 && n<=5); /*It is wrong as it is equivalent to else if (n>=2 && n<=5) {}; and the program control will

not be transferred inside the body of the conditional statement.*/

else if (n>=2 && n<=5)/* It is Correct */

- (iv) immediately after any **else** conditional statement

[Examples of some common mistakes:
Mistakes are highlighted by **red colour**

**else; /*It is wrong as it is equivalent to
else {};** and **the program control will not be transferred inside the body of the conditional statement.*/**

else /*It is Correct*/

- (v) immediately after any **for** loop

[Examples of some common mistakes:
Mistakes are highlighted by **red colour**

**for(i=0; i<100; i++); /*It is wrong as it is equivalent to
for(i=0; i<100; i++);** and **the program control will not be transferred inside the body of the iterative statement.*/**

for(i=0; i<100; i++) /*It is Correct*/

- (vi) immediately after any **while** loop (except **do-while** loop)

[Examples of some common mistakes:
Mistakes are highlighted by **red colour**

while (i<100); /*It is **wrong** as it is equivalent to **while (i<100){};** and **the program control will not be transferred inside the body of the iterative statement.***/*

while (i<100) /*It is Correct*/]

- (vii) immediately after any **do** statement in **do-while** loop

[Examples of some common mistakes:
Mistakes are highlighted by **red colour**

do; /*It is Wrong*/

do /*It is Correct*/]

- (viii) immediately after any **function input argument type declaration in function definition**

[Examples of some common mistakes:
Mistakes are highlighted by **red colour**

float area_circle(float r);

```
{
    return (22/7*r*r);
}
```

/*It is **wrong** as it is equivalent to **float area_circle(float r){}** which is a ‘do nothing function’ and the program control will not be transferred inside the body of the function.*/

```
float area_circle( float r)/*It is
Correct*/
{
    return (22/7*r*r);
}]
```

4. It is important to remember that **do-while** loop must be terminated with a semicolon (;).

[Examples of some common mistakes:

Mistakes are highlighted by **red colour**

```
int sum_one_to_hundred( )
```

```
{
```

```
    int S=0,n=1;
```

```
    do
```

```
    {
```

```
        S=S + n;
```

```
        n ++;
```

```
    }while(n<100) /*It is Wrong. ‘;’ is missing*/
```

```

    return (S);
}

int sum_one_to_hundred( )
{

    int S=0,n=1;
    do
    {
        S=S + n;
        n ++;
    }while(n<100); /*It is Correct*/
    return (S);
}
]

```

Function prototype declaration must be terminated with a semicolon (;).

[Examples of some common mistakes:

Mistakes are highlighted by **red colour**

```

    float area_circle( float ) /*It is Wrong. */
    float area_circle( float ); /*It is Correct. */
]

```

5. A block containing multiple programming statements (at least two) under **if**, **else if**, **else**, **switch**, **while**, **for**, **do** must contained within an

opening and closing curly braces (that is between { and }).

Example:

```
int sum_of_digits (int n)
{
    int i, d; S=0;
    for (i=n; i>0; i=i/10)
    { /*Beginning of the Block*/
        d=i%10;
        S=S+d;
    } /*Ending of the Block*/

    return (S);
}
```

6. There must be two semicolons (;) associated with for loop.

[Examples of some common mistakes:

Mistakes are highlighted by **red colour**

```
for(i=0; i<25, i++)/*It is Wrong. */
```

```
for(i=0, i<25; i++)/*It is Wrong. */
```

```
for(i=0, i<25, i++)/*It is Wrong. */
```

```
for(i=0; i<25; i++)/*It is Correct. */
```

]