

terminal  
code

vars  
output

## Getting Started

need file w/extension

.c

compile w/ command:

cc hello.c

makes executable:

a.out

Special function:

main( )

program starts @ main() → all programs need one

# include <std io.h>

include info about standard input & output

parentheses of f.h hold argument / list

statements of a f.h are enclosed in braces { }

function calls can't go over multiple lines

within string constants:

\n → new line

\t → tab

\b → backspace

\" → double quote

\\ → backslash

non destructively moves cursor

hello! \b k → hello k

printf( )  
doesn't make new line for each new call

## Variables and Arithmetic Expressions

wrap comments around: /\* comment \*/

all variables must be declared before used

↳ announce properties of variables

↳ typename list of vars

int

integer

float

floating point number

char

character - single byte

short

short int

long

long int

double

double-precision float

assignment statements set vars to initial values

while loops repeats once per output / line

condition in parentheses tested

true → do body of loop statement

false → nah

```
int i = 0
int j = 5
while ( i < j )
{
    i += 1
}
```

can use % as format specifier, splicing something into string

`printf("%3.4d", var)`  
↳ optional width (3) & optional digits after decimal (4)

Input: `printf("Color %s, Number %d, Float %.2f", "red", 123456, 3.14);`

Output: Color red, Number 123456, Float 3.14

`scanf()` is similar, but it reads input

when working w/float. operating on an int will turn int into a float

Character	Description
%	Prints a literal % character (this type doesn't accept any flags, width, precision, length fields).
d, i	int as a signed integer. %d and %i are synonymous for output, but are different when used with <code>scanf</code> for input (where using %i will interpret a number as hexadecimal if it's preceded by 0x, and octal if it's preceded by 0.)
u	Print decimal unsigned int.
f, F	double in normal (fixed-point) notation. f and F only differs in how the strings for an infinite number or NaN are printed (inf, infinity and nan for f; INF, INFINITY and NAN for F).
e, E	double value in standard form (d.dddedd). An E conversion uses the letter E (rather than e) to introduce the exponent. The exponent always contains at least two digits; if the value is zero, the exponent is 00. In Windows, the exponent contains three digits by default, e.g. 1.5e002, but this can be altered by Microsoft-specific <code>_set_output_format</code> function.
g, G	double in either normal or exponential notation, whichever is more appropriate for its magnitude. g uses lower-case letters, G uses upper-case letters. This type differs slightly from fixed-point notation in that insignificant zeroes to the right of the decimal point are not included. Also, the decimal point is not included on whole numbers.
x, X	unsigned int as a hexadecimal number. x uses lower-case letters and X uses upper-case.
o	unsigned int in octal.
s	null-terminated string.
c	char (character).
p	void* (pointer to void) in an implementation-defined format.
a, A	double in hexadecimal notation, starting with 0x or 0X. a uses lower-case letters, A uses upper-case letters. <sup>[9][6]</sup> (C++11 iostreams have a <code>hexfloat</code> that works the same).
n	Print nothing, but writes the number of characters successfully written so far into an integer pointer parameter. Java: indicates a platform neutral newline/carriage return. <sup>[7]</sup> Note: This can be utilized in <a href="#">Uncontrolled format string exploits</a> .

## The For Statement

- ① initialization
- ② test or condition
- ③ increment

`for ( init = # ; test ; increment )`  
    `{`  
        body  
    `}`

## Symbolic Constants

don't use magic numbers

`#define VARIABLE value`

can define a symbolic constant ~ global constant

## Character Input and Output

text input & output dealt w/ as streams of characters

**text stream** - sequence of characters divided into lines  
→ each line consists of 0 or more characters followed by newline of characters

standard library has many fct's for reading/writing 1 char at a time -> 2 simple ones

`getchar()`  
`putchar(var)`

reads next input character  
print contents of var

need a integer to read next integer & another to store integer

file copying  
eg to copy files

read char  
 while(char not end of file)  
   output char  
   read char

↳ defined in stdio.h

int c → declare as int bc c must be type big enough to hold EOF & any char

```
c = getchar();
while (c != EOF)
{
    putchar(c);
    c = getchar();
}
```

after assignment, c = getchar() is value of c

can rewrite test to get rid of line & reassignment:  
 while( (c = getchar()) != EOF )

character counting

i = i + 1    same    i += 1    same    i++    same    ++i

double nc;

for ( nc = 0; getchar() != EOF; ++nc )

printf( "%i of \n", nc );

→ empty body, isolated semicolon → null statement

line counting

int c, n1;

n1 = 0

while (getchar() != EOF)

if ( c == '\n' )  
   n1++;

equal comparison

if statement!

printf( "%i \n", n1 );

**character constant** - character written between single quotes represents an integer value equal to numerical value of character

'A' → 65

'\n' → 10

"\n" → string constant

## Word Counting

```
#define IN 1
#define OUT 0
```

```
int c, nw;
```

```
state = OUT;
```

```
nw = 0
```

```
while ( (c = getchar()) != EOF)
```

```
if (c == ' ' || c == '\n' || c == '\t')
```

```
state = OUT;
```

```
else if (state == OUT)
```

```
state = IN
```

```
nw ++
```

OR operator

&& → AND operator

## Arrays

```
int ndigit [ 10 ]
```

→ array of 10 elements of type integers

0 indexed

```
if (condition1)
```

```
statement1
```

```
else if (condition2)
```

```
statement2
```

```
:
```

```
else
```

```
statementn
```

characters described by numbers.

The chars '0', '1', ..., '9' are consecutive

'0' - '0' → 0

'5' - '0' → 5

ndigits['7' - '0']

→ ndigits[7]

## Functions

has the form:

return-type    function-name (parameter declarations, if any)

{

declarations

statements

}

can appear in any order in file

```
int power (int base , int n) —>
```

```
int i, p
```

```
p = 1
```

```
for ( i = 0 ; i <= n ; ++i )
```

```
    p *= base
```

```
return p
```

—> doesn't need a return statement

declare param types & names  
+ return type  
Will produce error if not

## Arguments - Call by Value

in C, function args. are "passed by value"

—> the called fn is given values of arg by temporary vars instead of originals  
can only alter local, private copy

if you loop over a var, doesn't change var

to change var, need to specify address of var

for arrays, it doesn't make a copy —> value passed is location of array

## Character Arrays

most common array: character arrays

supply size of array to set aside storage

returning no value? return type is void