## hello, section!

week 1

#### CS50 resources

- walkthroughs
- lecture notes
- office hours
- conceptual shorts
- reference sheets
- reference50
- CS50 discourse

## containers for values

## declaration

int x;
 int x

## assignment

$$x = 5;$$

$$5$$
int x

## instantiation

```
int x = 5;
5
int x
```

## instantiation

```
int x = 5;
5
int x
```

## native data types

- → int 4 bytes
- → long 8 bytes
- → char 1 byte
- → float 4 bytes
- → double 8 bytes

1 byte = 8 bits

## CS50 data types

- → string
- → bool

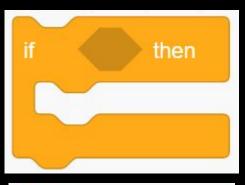
qualifiers

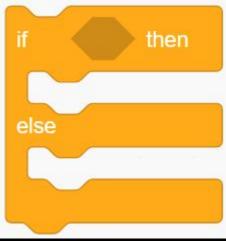
unsigned

$$x = x + 1;$$
 $x += 1;$ 
 $x++;$ 

&&

```
if (temperature is over 80°)
   wear shorts
else if (temperature is over 30°)
   wear jeans
else
   cry
   wear leggings and jeans
```





```
if (sad)
   cry
if (temperature is over 80°)
   wear shorts
else
   wear jeans
```

```
if (temperature is over 80° && formal)
   wear dress
else if (temperature is over 80° && casual)
   wear shorts
else
   wear jeans
```

```
int x = get_int("Give me a 1, 2, or <math>3\n");
switch(x)
   case 1:
      printf("One!\n");
      break;
   case 2:
      printf("Two!\n");
      break;
   case 3:
      printf("Three!\n");
      break;
   default:
      printf("Sorry!\n");
```

```
while (boolean-expression)
{
}
```



```
do
{
}
while (boolean-expression)
```

```
for (int i = 0; i < 10; i++)
{
}</pre>
```

```
int i = 0;
while (i < 10)
{
    printf("%i\n", i);
    i++;
}
while (j < 10);</pre>
for (int k = 0; k < 10; k++)
{
    printf("%i\n", j);
    printf("%i\n", k);
}
while (j < 10);
```

## linux commands

### linux commands

ls ctrl-c make

## hands on activities

### pset requirements

- make a github account
- hello.c
- mario.c (less comfy OR more comfy)
- cash.c OR credit.c

be sure to use CS50 Labs!