**Csca48 Lesson 1:**

**Structure of a C program:**

* Text file.c
* #include <library.header> (Equivalent to import in Python)
* class (unit 6)
* need a main():

**Ex**:

Int main(){

}

* **Step** 1: Edit my code
* **Step** 2: Compile the code by using the code we have and turning it into an executable program
* **Step** 3: Run the executable

Commenting: // /\* \*/

Printing: printf(“”)

dir \*.c

**Writing a function in C:**

[return\_type][function\_name](arguments)

Int myFunction (int x)

**Types: Data in different formats:**

* Int
* Float
* Double char

**Inside the memory:**

* Stored in 0 and 1
* The compiler needs to know what the item is generated as (type) to generate the correct/ successful execution

char a=’A’;

char my\_str[9]=”my\_string”;

**Printing**:

\n – new line character

\t – tab character

\\ - \ character

\% - % character

Printf(“%d”, int) replaces %d with integer int

Printf(“%f”, float) replaces %f with floating character int

Printf(“%c”, char), replaces %c with character char

Printf(“%s”, str), replaces %c with string str

**Ex: Write a function called print\_things() that declares 1 variable of type int with value 10 and prints it as (int) (float) (char). All variables in the function are local, similar to pythton.**

#include<stdio.h>

#include<stdlib.h>

void print\_things(){

int x = 10;

Printf(“%d”, x);

Printf(“%f”, x);

Printf(“%c”, x);

}

Int main(){

print\_things();

return 1;

}