# C Syntax

#### Overview

 Developed between 1969-1973 by Dennis Ritchie at Bell Labs for use w/ Unix

 Intended for implementing system software, used for application software

 Basis for C++, C#, Objective C, Java, Perl, PHP, Python, etc.

#### Characteristics

- Partially weak typing; for instance, characters can be used as integers
- Low-level access to computer memory via pointers
- Complex functionality such as I/O, string manipulation, and mathematical functions via library routines
- A relatively small set of reserved keywords

"Same as Java" syntax

#### Comments

```
/* comment */
// single line comment
```

### Assignments & Blocks

Assignment:i= i+j;

• Block:

```
{ statement 1; statement 2; }
```

#### **Conditional Statements**

```
• If:
      if (expression) statement;
      else if (expression) statement;
      else statement;
• Switch:
      switch (x) {
             case 1: statement; break;
             default: statement; }
```

### Loops

• For:

```
int i; /*explicity declare iteration var */
for (i=initial value; i<=last value; i++)
     statement;</pre>
```

While:

```
while (i < value) statement;</pre>
```

Loop termination: break;

# Function/Procedure Calls

Function call:

$$x = m(y,z)$$

Procedure call:

# **Equality & Operators**

```
Equality:
Inequality:
Logical operators:
      &&, & (logical-and)
      ! (logical-complement)

    Arithmetic operators:

      unary -, +, -, *, / (div), % (mod)
```

# Differences in Syntax

# Library/Package Usage

 Java: import java.util.Scanner;

C: #include <stdio.h>

### Standard Input

Java:

```
Scanner = new Scanner(System.in);
   int x = scanner.nextInt();
   double f = scanner.nextFloat();
   String s = scanner.next();
• C:
   int x; float y; char *z; /* z is a string */
   scanf("%d", &x);
   scanf("%f", &y);
   scanf("%s", z);
```

## **Standard Output**

Java:

```
System.out.println("The character "+c+" has ASCII value "+int(c));
```

• C:

```
printf("The character %c has ASCII value %d\n", c, (int)c);
```

### Bottom-up Approach

 "main" function should be declared last in order to call other functions (unless functions prototyped):

```
void procedure1{...}
int function1{...}
...
int main(){...}
```