

What is functions?



Set of instructions which we can use repeatedly to avoid Don not repeat yourself.

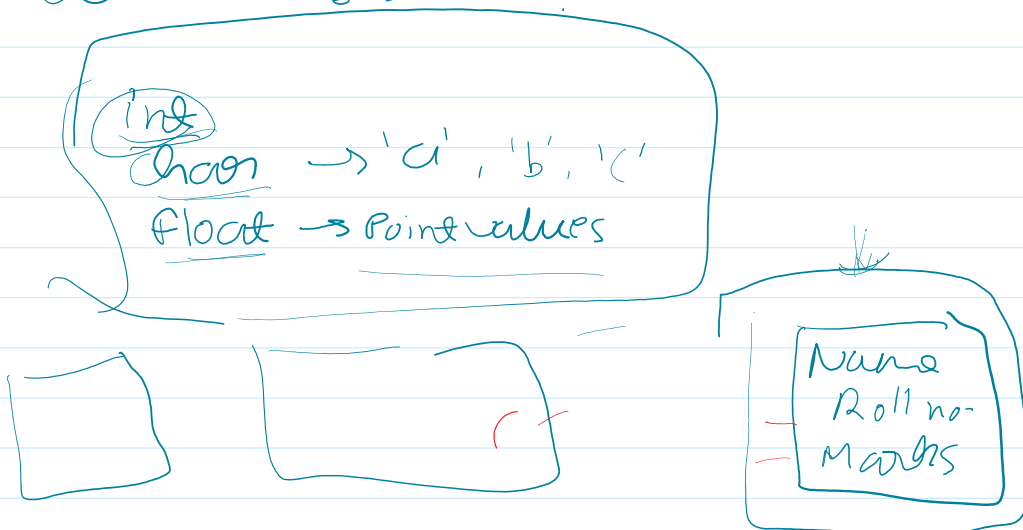
↓
Programming Principle

Don't repeat code

Three parts:-

- ① Function Declaration
- ② Function Definition
- ③ Function calling

What is struct?



User defined data types

Steward

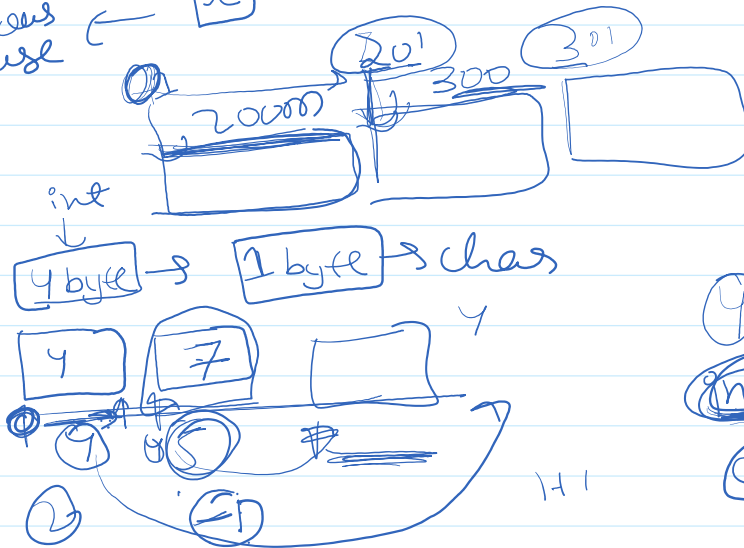
De fine

pointers :-

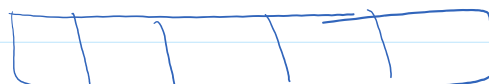
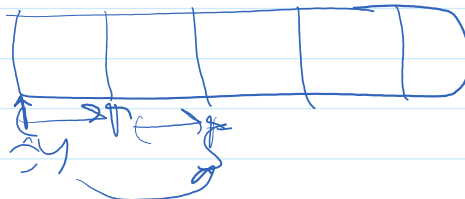
↳ Special type variable which is used to store address of another Datatype.

Pointen Arithmetic : 1

Previous house $\xleftarrow{-1}$ $\boxed{20} + 1 \rightarrow$ next house address

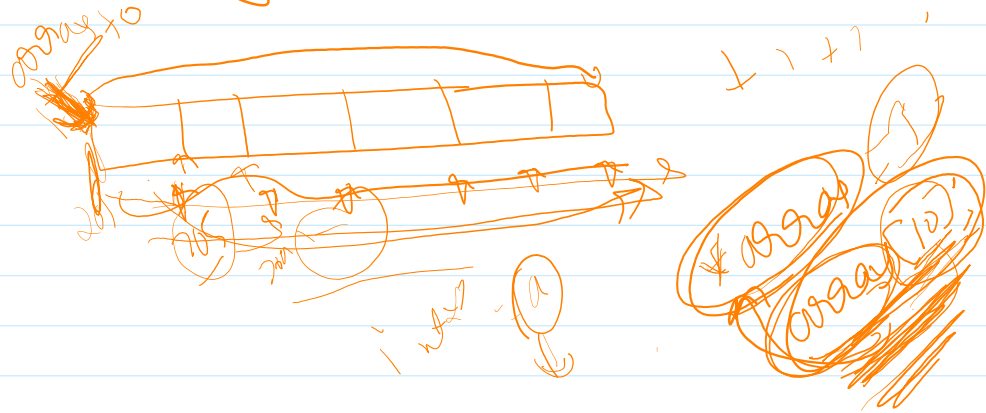


Handwritten diagram illustrating a stack of memory frames. The frames are represented by rounded rectangles, with the top frame containing the number '9'. Below it is another frame containing '9'. The third frame contains 'int*' and is crossed out with a large 'X'. The fourth frame contains 'char*' followed by an equals sign and a scribble. Below that is a frame containing 'T', and the bottom frame contains 'float*'. Arrows on the right side indicate the stack grows downwards.

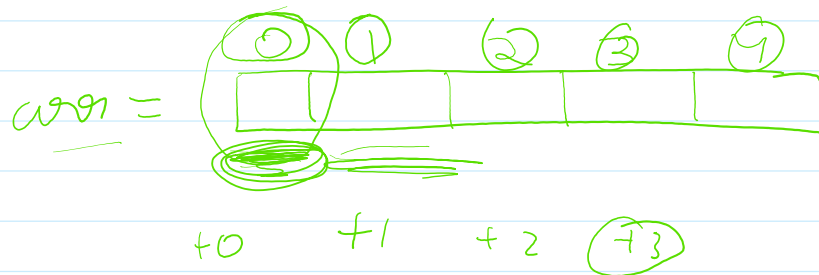


→ (2)

Array: → Array is a contiguous blocks of memory.

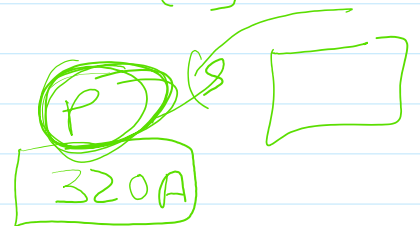


Index in array



$arr[0] = 10;$ $arr[1]$

index



$int a = 5;$



$int *P = \&a$

320A 4 byte

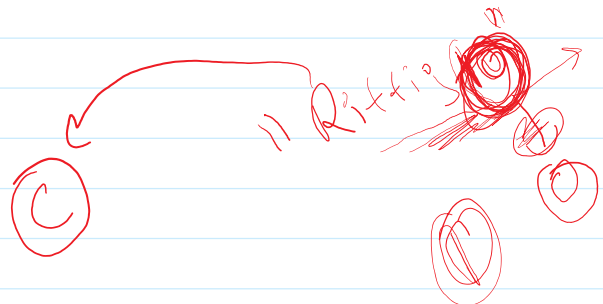
String in C :-

can

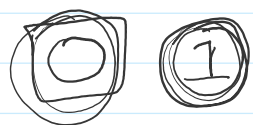
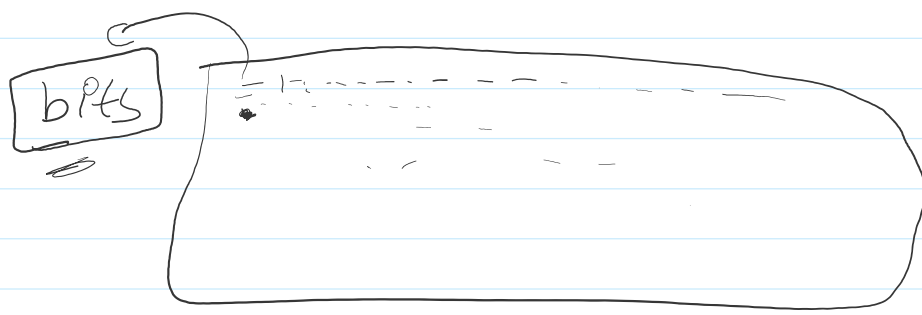
"Rittij"

Collection of characters.

```
char c = 'a';  
char b = 'b';
```



Binary → 01 → on/off

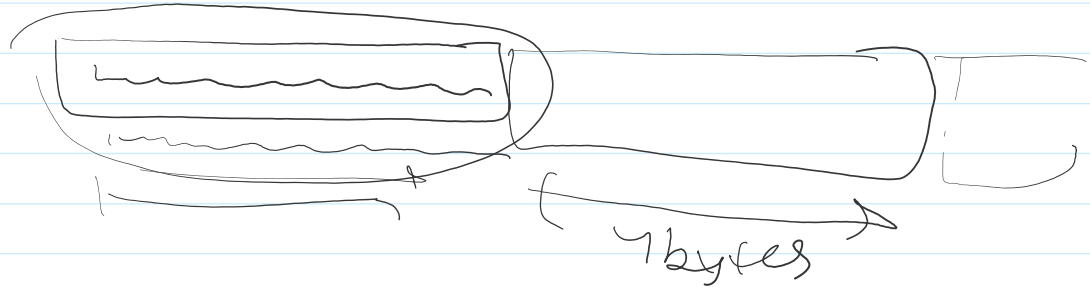


Byte



1 Byte = 8 bits

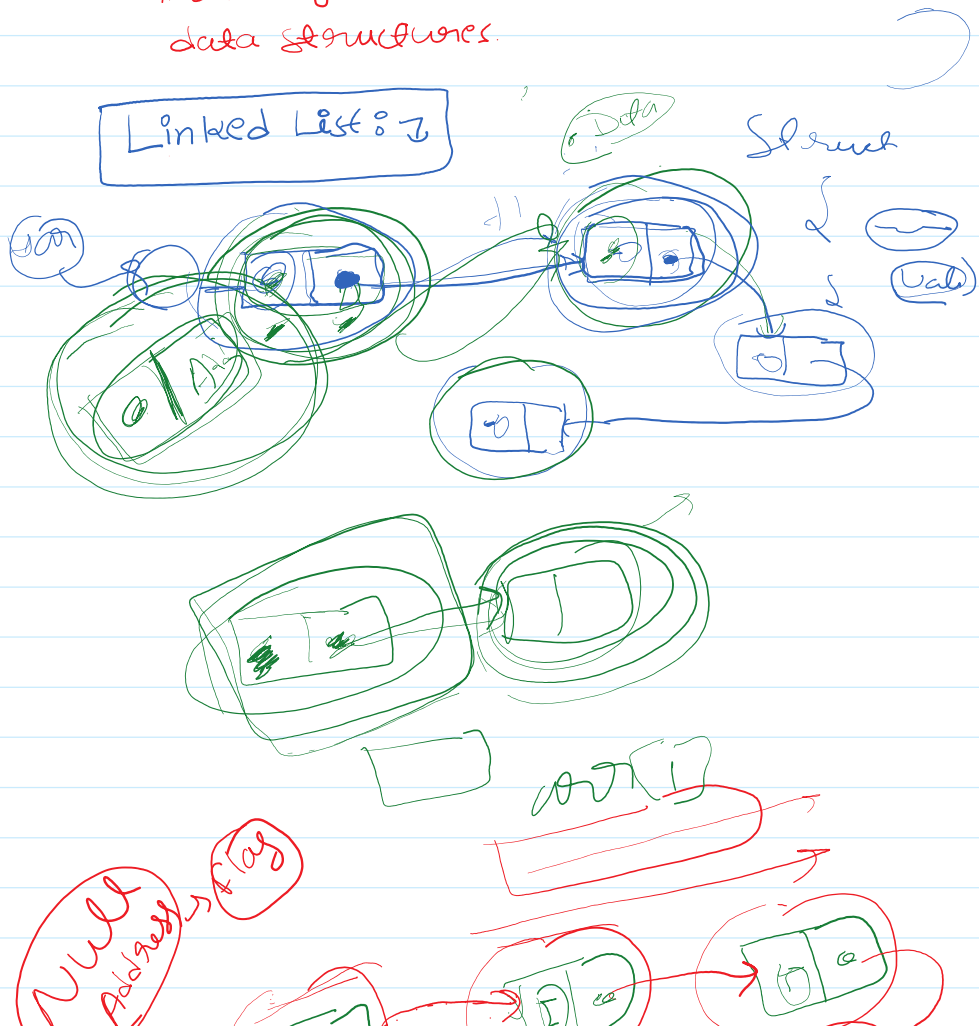
1 byte = 32 bits



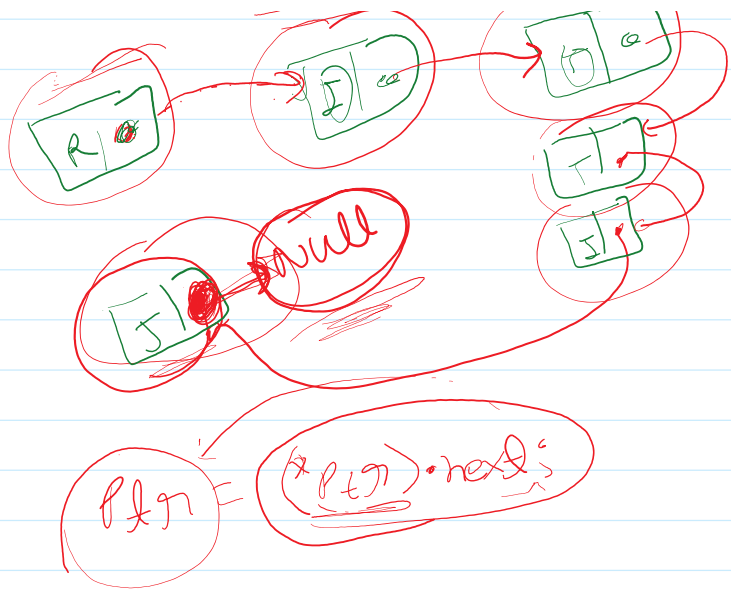
What is data structures?

↳ The arrangement of data in memory is called data structures.

Linked List: ↴



NU Address



1700
507

