

Course documents

• https://franklbvp.github.io/c_intro/

Aims of the Course

- Introduce basics of C programming from scratch
 - · Console-based, no gui
- Get enough understanding on the basics of the C programming language
 - · Write basic code yourself.
 - Be able to read and understand code from fellow researchers.
 - Take yourself up to a higher level of expertise.

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Topics

- · History.
- · Basic Workflow.
- Programming Style Guide.
- Debugger.
- Operators, operands and their precedence.
- Different number types in C (Integers and Floating Point).
- · Conversions and casts.
- Expressions.

Topics

- Programming statements:
 - Choice: if, switch
 - Loops: while, do-while, for
- Functions.
- Scope.
- Preprocessor.
- Pointers.

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Topics

- Arrays.
- Characters, strings.
- Structures.
- Pointers / more.
- · Memory allocation.
- Reading and writing files.

How to learn a programming language

- Experiment on the computer.
- Find some good problems to work on.
- Look at others' code.
- · Use the language routinely.

(https://www.biostat.wisc.edu/~kbroman/teaching/)

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Programming process

- 1. Specify the task
- 2. Discover an algorithm for its solution
- 3. Code the algorithm (in C)
- 4. Test the code

(Kelley & Pohl: C by dissection)

Thank you for the information

- Slides based on
 B. Kernighan & D. Ritchie (1988)
 The C Programming Language (ANSI C)
 Prentice Hall Software Series
- Modern C Quick Syntax Reference, Mikael Olsson, Apress 2019
- Computer Programming in C for Beginners, Avelino J. Gonzalez, Springer, 2020
- https://gribblelab.org/teaching/CBootCamp/
- https://newton.ex.ac.uk/teaching/resources/jmr/
- https://www.cse.msu.edu/~cse251/
- https://www.csee.umbc.edu/~tinoosh/cmpe311/
- https://www.cs.yale.edu/homes/aspnes/classes/223/notes.html
- https://github.com/angrave/SystemProgramming/wiki
- https://www.zentut.com/c-tutorial/introduction-to-c-language/
- https://overiq.com/c-programming/101/intro-to-c-programming/
- https://github.com/Keith-S-Thompson/how-to-c-response/blob/master/README.md