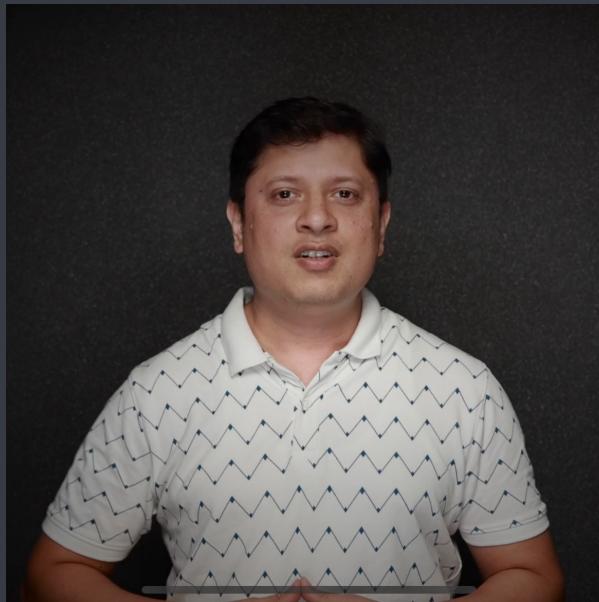


# C Language

## Input and output instruction in C



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# Agenda

- ① About C language
- ② printf()
- ③ Write your first program
- ④ Escape sequences
- ⑤ Format specifiers
- ⑥ scanf()

## About C language

- ① C is a block structured programming language
- ② A c program can have any number of blocks
- ③ Usually outermost blocks are functions
- ④ function has some name for identification
- ⑤ Even the smallest C program has one function
- ⑥ All function names must be different
- ⑦ If there is only one function its name must be main()
- ⑧ If there are more than one function in the program then also one function name must be main.

## About C language

- ⑨ You can write declaration statements inside a block (function) or outside all functions.
- ⑩ Local variables vs Global variables
- ⑪ Action statements can reside only inside the block (function)
- ⑫ C is a case sensitive language.  
`int a;` <sup>lower case</sup>  
`A=5;` <sup>error</sup>   
    <sup>Uppercase</sup>

int x; ← Global variable  
Global declaration

main()  
{  
 int a; ← local variable  
 Local declaration

}

f1()  
{

int b; ← Local variable  
 Local declaration

}

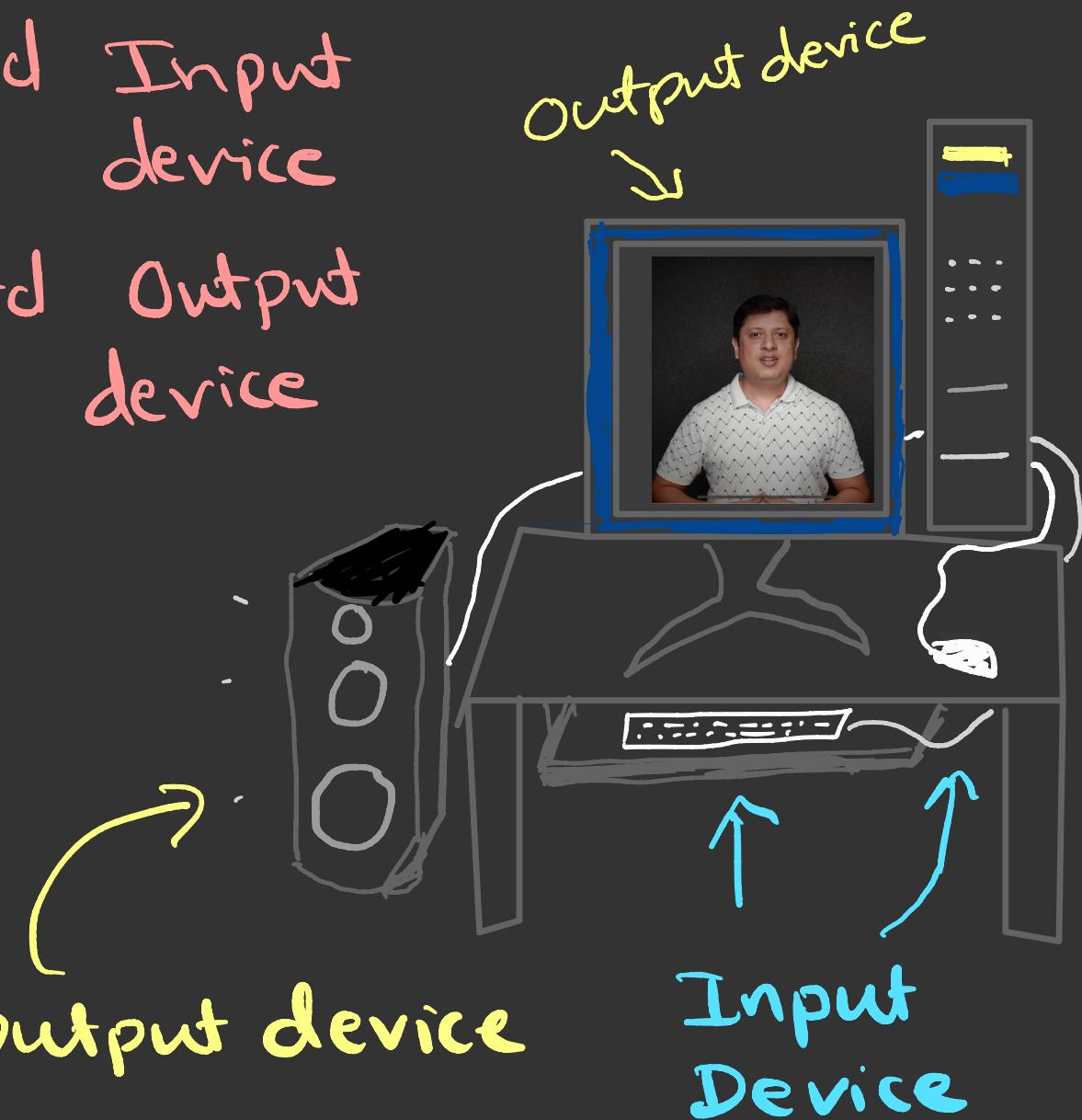
# Action Statements

- ① Input - Output instructions
- ② Arithmetic instructions
- ③ Control instruction

## Standard Input & Output devices

Keyboard → standard Input device

Monitor → standard Output device



## Output Instruction

printf() → predefined function

- ① To print text on the screen
- ② To print value of a variable  
or value of an expression

```
printf("MySirG");
```

Write a program to print **Welcome** on the screen.

```
#include<stdio.h> ← Header file  
int main()  
{  
    printf("Welcome");  
    return 0;  
}
```

↑  
it contains declaration of printf