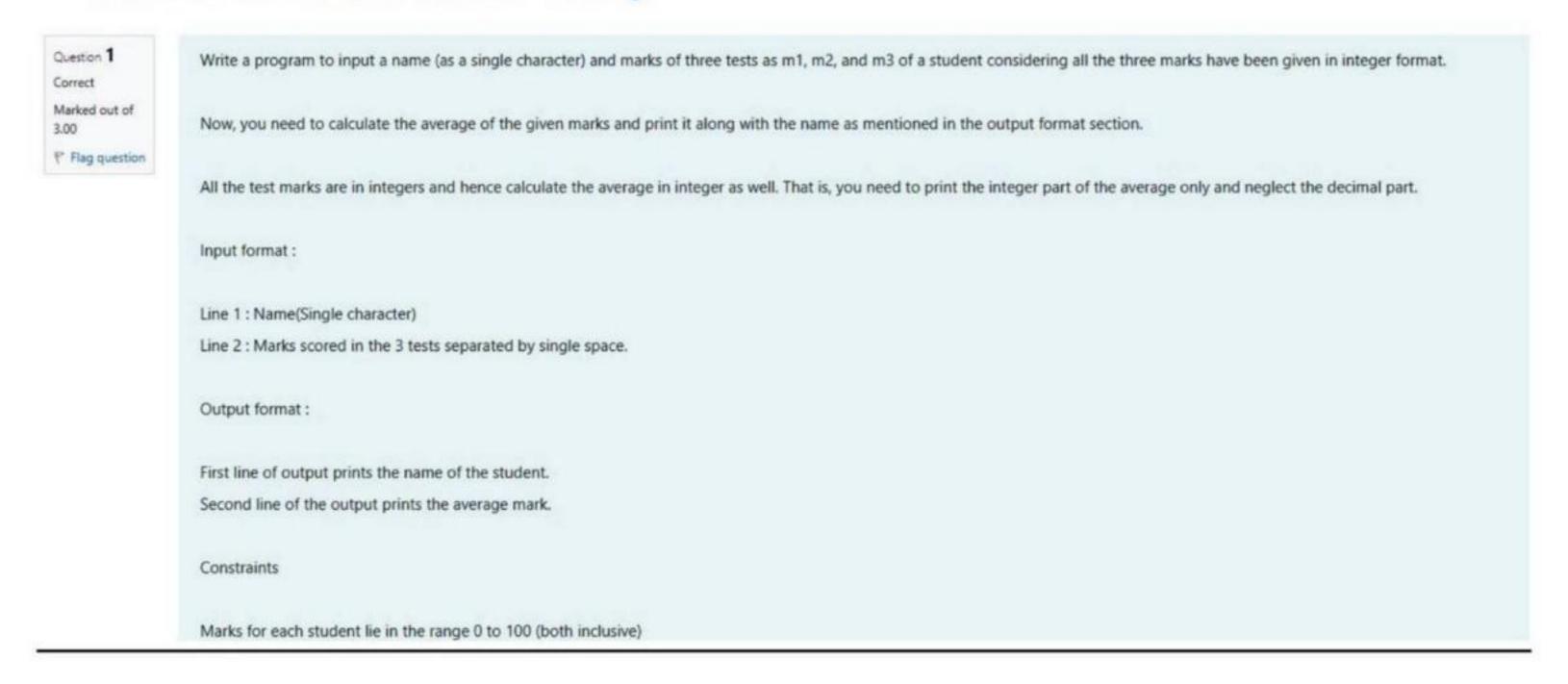
# Week-01-Overview of C, Constants, Variables and Data Types

## Week-01-02-Practice Session-Coding



### Source code

```
#include<stdio.h>
 2
    int main(){
 4
        char name;
        int a,b,c;
 6
        scanf("%c",&name);
        scanf("%d %d %d",&a,&b,&c);
 8
        printf("%c\n",name);
10
        printf("%d\n",(a+b+c)/3);
11
12
13
        return 0;
14
```

Result

|   | Input    | Expected | Got |   |
|---|----------|----------|-----|---|
| ~ | A        | А        | А   | V |
|   | 3 4 6    | 4        | 4   |   |
| ~ | Т        | т        | Т   | ~ |
|   | 7 3 8    | 6        | 6   |   |
| ~ | R        | R        | R   | ~ |
|   | 0 100 99 | 66       | 66  |   |

Passed all tests! <

Correct

Marked out of 5.00

Filag question

Some C data types, their format specifiers, and their most common bit widths are as follows:

- Int ("%d"): 32 Bit integer
- Long ("%ld"): 64 bit integer
- Char ("%c"): Character type
- Float ("%f"): 32 bit real value
- Double ("%lf"): 64 bit real value

#### Reading

To read a data type, use the following syntax:

scanf("'format\_specifier'", &val)

For example, to read a character followed by a double:

char ch;

double d;

scanf("%c %lf", &ch, &d);

For the moment, we can ignore the spacing between format specifiers.

#### Printing

To print a data type, use the following syntax:

printf("`format\_specifier`", val)

For example, to print a character followed by a double:

char ch = 'd';

double d = 234.432;

printf("%c %lf", ch, d);

Activate Windows

Note: You can also use cin and cout instead of scanf and printf, however, if you are taking a million numbers as input and printing a million lines, it is faster to use scanf and printf, however, if you are taking a million numbers as input and printing a million lines, it is faster to use scanf and printf, however, if you are taking a million numbers as input and printing a million lines, it is faster to use scanf and printf, however, if you are taking a million numbers as input and printing a million lines, it is faster to use scanf and printf, however, if you are taking a million numbers as input and printing a million lines, it is faster to use scanf and printf, however, if you are taking a million numbers as input and printing a million lines, it is faster to use scanf and printing a million lines.

# Source code

```
#include<stdio.h>
3 + int main(){
        int a;
 4
        long b;
       char c;
 6
       float d;
        double e;
8
9
        scanf("%d %ld %c %f %lf",&a,&b,&c,&d,&e);
10
11
        printf("%d\n%ld\n%c\n%.3f\n%.9lf\n",a,b,c,d,e);
12
13
        return 0;
14
15
```

### Result

| Input  |                                 | Expected   | Got  |   |
|--------|---------------------------------|--|--|---|
| 3 1234 | 5678912345 a 334.23 14049.30493 | 3<br>12345678912345<br>a<br>334.230<br>14049.304930000 | 3<br>12345678912345<br>a<br>334.230<br>14049.304930000 | ~ |

```
Correct
Marked out of 7.00
F Flag question

Write a program to print the ASCII value and the two adjacent characters of the given character.

Input

Output

Output

69
D F
```

```
1 #include<stdio.h>
2
3 * int main(){
4     char c;
5     6     scanf("%c",&c);
7     printf("%d\n%c %c\n",c,c-1,c+1);
9     return 0;
11 }
```

### Result

