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• qq 2820047809 (Trdthg)

⊕ For	IO Club
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C++ https://github.com/search?q=

OI-Wiki

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《C#语言入门详解》全



嵌入式C语言



C语言经典100题(手把手

```
■ <u></u> C -
```

- Page 10 IDE /
- C /
- 🤹

```
#include <stdio.h>
int main() {
  printf("Hello World ");
  return 0;
}
```



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C

1. C

C

2. C

3. C

4. / / ...



1.

gcc

CMD

2.

2.

Dev C++



VS





gcc

C / Cpp & .[1]

			Logo	
Linux	gcc	GNU		`apt install gcc`
Windows	gcc	MinGW ^[2]	MinGW-w64 A complete runtime environment for GCC & LLVM for 32 and 64 bit Windows	or <i>Dev C</i> ++
Windows	CL	MSVC		VS
All	clang	Clang & LLVM		`apt install clang` VS

- .. Binutils GCC Glibc
- 2. Minimalist GNU for Windows

1. Dev C++ VS

+ + + +

2.

MinGW (gcc) MSVC (cl)

3. gcc

IDE

vscode

X

-

(+

cph

■ c/c++

C

•

-

. &

• & IO &

malloc

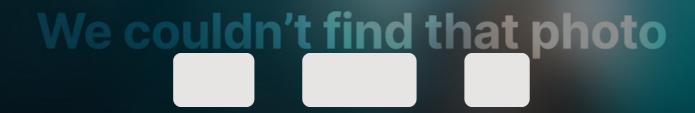
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IDE /

- /

Git / Github

Markdown / Editor



Rust Go

```
fn main() {
  let a: i8 = 127; // (-128, 127) 0111 1111
 let a: i16 = 0; // 0000 0000 0000 0000
 let a: i64 = 0;
 let a: u8 = 255; // (0 , 255) 0000 0000
  let a: u16 = 65535;
  let a: u32 = 0;
 let a: u64 = 0;
  let c: char = 'A';
```

```
package main
func main() {
var a8 int8 = 8
   var a16 int16 = 8
    var a64 int64 = 8
    var u8 uint8 = 0
    var u16 uint16 = 0
    var u32 uint32 = 0
    var u64 uint64 = 0
  // byte uint8
  var c2 uint8 = 'a'
   var c1 byte = 'a' // byte uint8
                                         uint8
    print(a8, a16, a32, a64, u8, u16, u32, u64)
```

```
float c1 = 1.0;  // 32
double c2 = 1.0;  // 64
long double c3 = 1.0; // 128
```

```
char c1 = 'a';
char c2 = '\0';
```

ASCII

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(if, switch)

(for, while)

if

```
if (xxx) {
    ...
} else if (xxx) {
    ...
} else {
    ...
}
```

```
#include <stdio.h>
int main() { // scope 0
 int i = 0;
 { // scope 1
   int a = 0;
   printf("%d", i);
  printf("%d", a);
  { // scope 2
   int b = 0;
   printf("%d", i);
  return 0;
```

switch

```
switch (i)
{
    case 1:
        statement1;
        statement2;
        break;
    case 2:
        statement;
        break;
    ...
    default:
        statement;
}
```

FSM

```
#include <stdio.h>
int main() {
  return 0;
}
```

for

```
for ( ; ; ) {
   ...
}

for (;;) {
   //
}
```

while

```
while (    ) {
    ...
}
```

Break Continue

```
#include<stdio.h>
int main() {
  for(int i = 0; i < 5; i++) {
    if (i == 3) {
      continue; //
      break; //
    }
  printf("%d\n", i); // 0 1 2
  }
}</pre>
```

1.





2.

```
int add(int a, int b) {
  return a + b;
}
```

y = |x|

```
#include <stdio.h>
int main() {
  return 0;
}
```

void ?

void

1.

2.

```
void printSomeSentence(void)
{
    printf("========\n");
    printf("Company ***************************
    printf("Fax *********************************
    printf("Email ******************************
    printf("=======\n");
}
```

main

```
#include<stdio.h>
int main(int argc, char* argv[]) {
   // argc:
   // argv:
   return 0;
}
```

C/C++

```
int a[6];
char b[6];
double c[6];
```





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```
char chars[10] = {'a', 'b', 'c', 'd', 'e', '\0'};
printf("%s", chars); // abcde
```

`\0`

```
char chars [10] = \{'a', 'b', 'c', 'd', 'e', '\setminus 0', 'a'\}
printf("%s", chars); // abcde
```

```
char chars[] = {"abcde"};
char chars[] = "abcde";
```

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C string.h

1.

```
#include <string.h>
char str[] = "abcde";
int len = strlen(str);
```

2.

```
char str1[] = "abcde";
char str2[10];
strcpy(str2 , str1);
```

3.

```
#include <stdio.h>
int main(int argc, char *argv[]) {
   int arr[10][10] = {};
   for (int i = 0; i < 10; i++) {
      for (int j = 0; j < 10; j++) {
        printf("%d ", arr[i][j]);
      }
      printf("\n");
   }
   return 0;
}</pre>
```

main

```
#include<stdio.h>
int main(int argc, char* argv[]) {
   return 0;
}
```

`#define`

```
#define LIGHT 1
#define DARK 1

enum Week {
   Monday = 0,
   Tuesday = 1,
   Wednesday = 2,
};

int main(int argc, char const *argv[]) {
   printf("%d\n", LIGHT);
   return 0;
}
3.
```

```
1. (Preprocessing)
```

- #include
- 2. (Compilation)

3. (Assemble)

- 4. (Linking)
- (.so / .dll)

templete