C Language

01 C Language Introduction

- ♦ C Language introduction
- ♦ About C Language

C Language introduction

C Language is a programming language.

C Language is used for creating system application which directly interact with the hardware(h\w) devices.

About C Language

System programming language.

Structured programming language.

Mother language.

Mid-level language

Note: Because it has features of both assembly level language i.e Low level languages and high level languages.

02 history of C Language

♦ History of C

History of C

C Language is developed by Dennis Ritchie [1972 at bell laboratories].

Year	Developer
1960 1967	International Group Martin Richard
1970	Ken Thompson
1972	Dennis Ritchie
1978	Kernighan & Dennis Ritchie
1989	ANSI Commitee
1990	ISO Commitee
	1960 1967 1970 1972 1978 1989

03 Operator in C

- Operators
- ♦ Types of operators

Operators

Operator are one of the features in C which has symbols that can be used to perform mathematical, relational, bitwise, conditional, or logical manipulations.

Types of operator

There are four types operators

```
Arithmetic operators [ + , - , * , / , % , ++ , -- ].
```

```
Comparison operator [==, !=, >, <, >=, <=].
```

Logical operator [&& , | | ,!].

Bitwise operator [
$$<<$$
, $>>$, | , & , \sim , $^{\land}$].

Assignment operator
$$[+= , -= , *= , /= , \%=]$$
.

04 Data Type in C

♦ Data type in C

Data type in C

```
Int (it has at least 2 bytes, usually 4 bytes in size and its format is %d, %i).
```

Char (it has 1 bytes in size and its format is %c).

Float (it has 4 bytes in size and its formate is %f).

Double (it has 8 bytes in size and its format is %lf).

Note: for compile > alt + f9 for run > ctrl + f9 for output show > atl + f5

05 condition statements in C

```
♦ Simple if
 ♦ If else
 ♦ If else if
 ♦ Nested if
 Simple if
               //statements
If else if
         //statements
         //statements
         //statements
```

```
if else
    if(condition){
        //statements
    }else{
        //statements
}
```

```
inested if
if(condition){
    if(condition){
        //statements
    }else{
        //statements
    }
}else{
        //statements
}
```

06 Loop in C

- While loop
- ♦ Do while loop
- ♦ For loop

```
While loop
```

Syntax

```
Initialization
While(condition)
//statement
inc/dec;
```

```
for loop

syntax

for(initialization; condition; inc/dec){
    //statement
```

```
do-while loop

syntax

initialization;
do{
    //statement
    inc/dec
```

07 Switch

♦ Switch

Switch

```
initialization
switch(condition){
    case : //statement;
        break;

    default : //statement;
}
```

08 Array

♦ What is array

What is array

arrays are used to store multiple values in a single variable, instead of declaring separate variables for each value.

09 Function

- ♦ User defined
- ♦ Pre defined

no return no argument with return no argument no return with argument with return with argument

pre – defined

printf();
scanf();
getch();
clrscr();
main();

User defined

10 pass by value & pass by reference

- ♦ Pass by value
- Pass by reference

Pass by value

```
Pass by value means that you pass
actual value of the variable into
the function.
Example:
Int sum (int o, int z);
Void main(){
    int result = sum(5, 6);
    printf("%d",result);
    int sum(int x , int y){
    int sum = x + y;
    return sum;
```

Pass by value

Pass by value means to pass the reference of an argument in the calling function to the corresponding formal parameter of the called function .

Example:

```
Int sum (int *no1 , int *no2);
Void main(){
     int x = 10;
     int y = 30;
     int result = sum (&x, &y);
     printf("result is : %d",result);
     printf("\n x is : \%d",x);
     printf("\n y is : \%d",y);
     \frac{1}{1} sum (int *x , int *y){
          *_{X} = *_{X} + *_{Y};
          return *x;
```

11 Union & structure

- ♦ Union
- ♦ structure

Union

union in C is a special data type available in c that allows storing different data types in the same memory location .

structure

structure is a keyword that creates user – defined data type in c/c++. A structure ccreates a data type that can be used to group items of possibly different type into a single type .