Getting started with C

```
#include <stdlib.h>
#include <stdio.h>
int main(int argc, char** argv){
    char name[1000];
    char game[1000];
    printf("State your name:\n");
    gets(name);
    printf("State your business:\n");
    gets(game);
    printf("%s is the name and %s is the game.\n",name,game
```

```
if (number<0){
   printf("Your number is negative.\n");
}
else{
   printf("Your number is non-negative.\n");
}</pre>
```

```
double g(double x){
 return x*x+3*x-1;
int main(int argc, char** argv){
  double x:
  double y;
  printf("Enter x: \n");
  scanf("%lf",&x);
  y=g(x);
 printf((g(x)=%lf\n,y);
```

Things to note

- All variables must be declared before they are used.
- All variables have a type. Types define a) How much memory to reserve for this variable and b) How to store the value of the variable in the memory reserved.

```
int main(int argc, char** argv){
 int i;
 int f1=0;
 int f2=1;
 int f3=0;
 for (i=0;i<10;i++){}
   f3=f2+f1;
   printf("The %d Fibonacci number is %d\n",i,f3);
   f1=f2;
   f2=f3:
```

```
double max;
int i=0; int f1=0; int f2=1; int f3=0;
printf("Enter value past which you do not care about Fibe
scanf("%lf",&max);
printf("max is %f\n",max);
i=2;
while (f3<max){
  printf("The %d Fibonacci number is %d\n",i,f3);
  f1=f2:
  f2=f3;
  f3=f1+f2;
  i=i+1;
```

See Example3.c

C is a compiled language

- If your file is in foo.c just use
 \$ gcc foo.c -o foo
- ► This compiles the code in foo.c and creates an executable named foo.

References

- C language
 - http://www.cprogramming.com/tutorial/c-tutorial.html
- Format specifiers
 - http://www.codingunit.com/printf-format-specifiers-formatconversions-and-formatted-output
- Reading and writing from the console
 - http://en.wikibooks.org/wiki/A_Little_C_Primer/C_Console_IO