

# Menu

```
// declaration variables
```

```
menu  
flagexit = 0
```

```
do {
```

```
1 - draw menu
```

```
2 - get key from user
```

```
ch = getch();
```

```
switch(ch) :
```

```
case 32 : // extended
```

```
c = getch()
```

```
if (c == 72) // up
```

```
if (cur != 0)
```

```
cur--;
```

```
else if (c == 80) // down
```

```
if (cur != 3)
```

```
cur++;
```

```
case 13 : // enter
```

```
if (curoption == 0) {
```

```
printf("add")
```

```
} else if (curoption == 1) {
```

```
printf("Edit");
```

```
}
```

```
case 27 : // exit
```

```
flagexit = 1;
```

```
break
```

```
} while (flagexit == 0);
```

## Functions

is a set of instructions that perform a specific task

1 -

function prototype (what ?? ) before main

return type

name

(parameters )

void  
int  
char

()  
(int )  
(int , char , int )

```
void print_sum (int , int ) ;  
int calc_sum (int , int ) ;
```

3 - call  
int main () {

print\_sum(1 , 2 ) ;

}

2 - function implementation (how ?? )

```
void print_sum(int a , int b) {  
    printf("%i" , a+b) ;
```

}

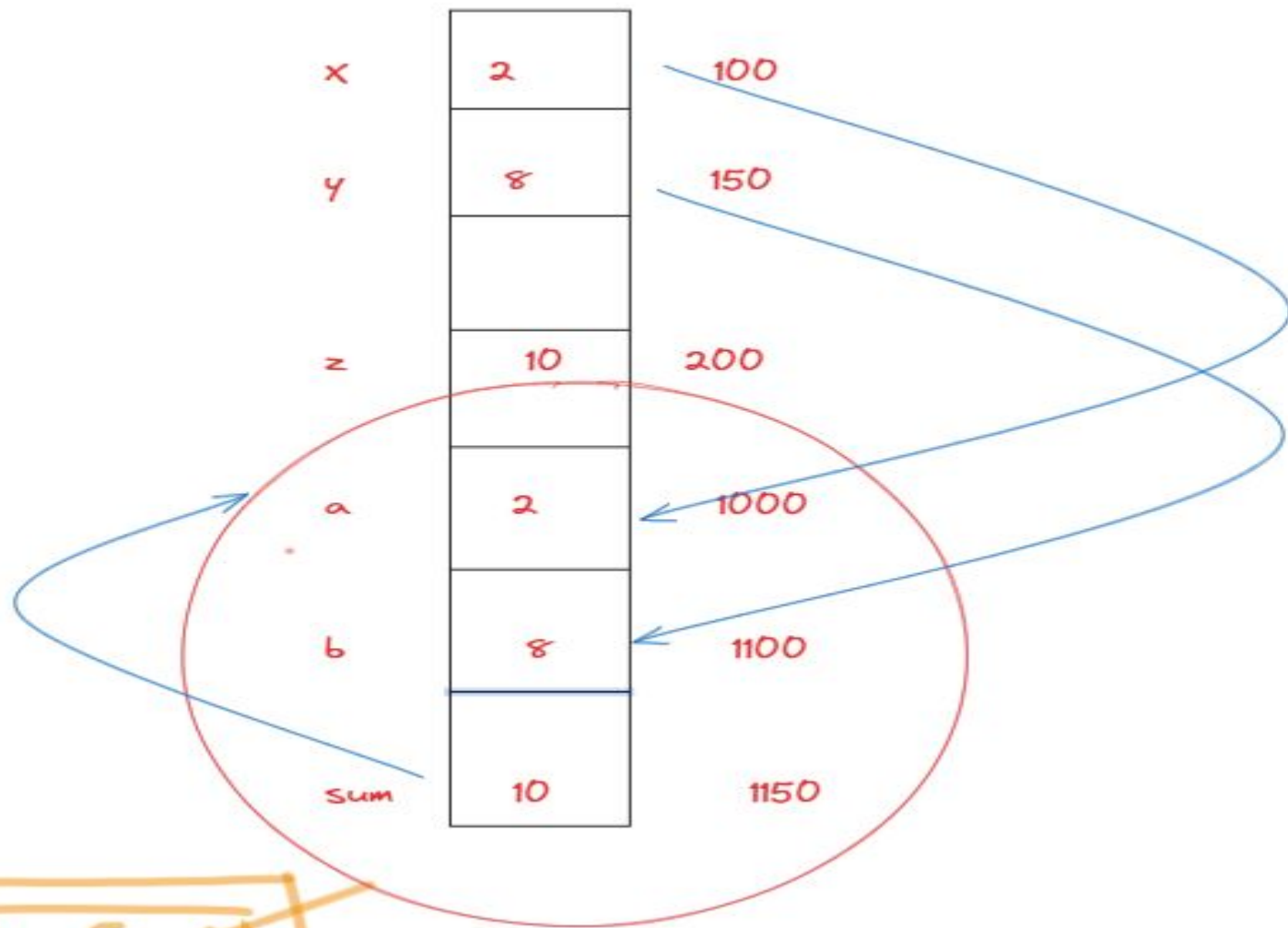
```
int calc_sum (int a , int b) {  
    int c = a+b ;
```

return c ;

}

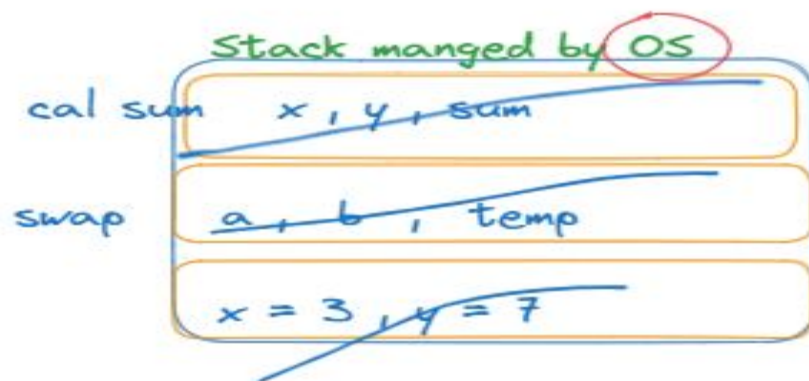
```
void printf ("welcome")  
void scanf ("%i" , x )  
getch()  
gotoxy()  
strcat()  
int main ()
```

variable  
name  
datatype  
address  
value  
scope  
lifetime



main ??? Os مین الی بینادی

return 0 : in the main  
program  
it most os means that  
the program was closed



pointer : is a datatype that hold an address

Address for ptr +> &ptr  
value +> ptr  
value was reference on it +> \*ptr

Name	Address	value
X	100	3
Y	150	7
ptr	500	100

Y

ptr

3	100
7	150
100	500

ptr = 100

\*ptr = 3

&ptr = 500

