

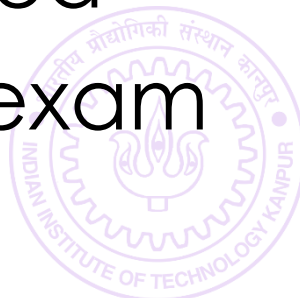
Mr C stands in a line

ESC101: Fundamentals of Computing

Purushottam Kar

Lab Exam (Sun, 09 Sep)

- Come only to your assigned session at least 15 minutes before start of exam – assigned seating will be there!
- **BRING YOUR INSTITUTE ID CARD, HANDWRITTEN NOTES**
- **DO NOT BRING YOUR MOBILE PHONES/IPADS TO EXAM**
- Syllabus – till loops (no arrays)
- **NO** printouts, photocopies, slides, websites allowed
- Prutor CodeBook will be unavailable during lab exam
- **TA HELP WILL NOT BE AVAILABLE DURING EXAM**



Lab Exam (Sun, 09 Sep)

- Morning exam (Wed, Thu batches)
 - 10:30 AM - 1:30 PM – starts 10:30 AM sharp
 - **CC-01**: B9, {B14 even roll numbers}
 - **CC-02**: B7, B10, B11
 - **CC-03**: B12
 - **MATH-LINUX**: B8, {B14 odd roll numbers}
- Go see your room during this week's lab
- Be there 15 minutes before your exam 10:15AM
- Cannot switch to afternoon session



Lab Exam (Sun, 09 Sep)

- Afternoon exam (Mon, Tue batches)
 - 2 PM - 5 PM – starts 2 PM sharp
 - **CC-01**: B1, {B2 even roll numbers}
 - **CC-02**: B4, B5, B6
 - **CC-03**: B3
 - **MATH-LINUX**: B13, {B2 odd roll numbers}
- Go see your room during this week's lab
- Be there 15 minutes before your exam 1:45 PM
- Cannot switch to morning session



Some Tips on Correcting Errors

5



Some Tips on Correcting Errors

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Print non-output variables as well – it is boring 😊 but useful



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Console

Activity Log

Input

Output



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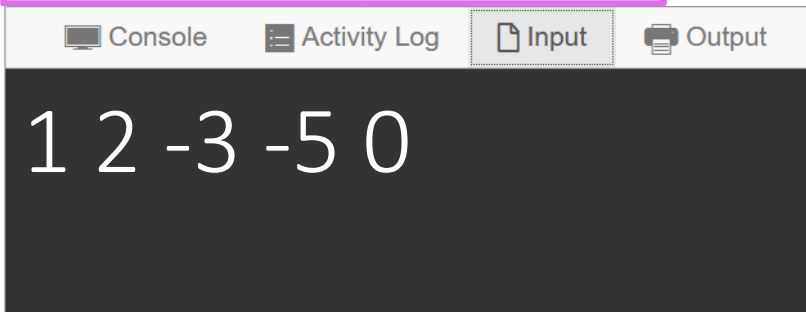
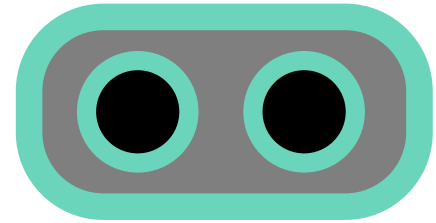


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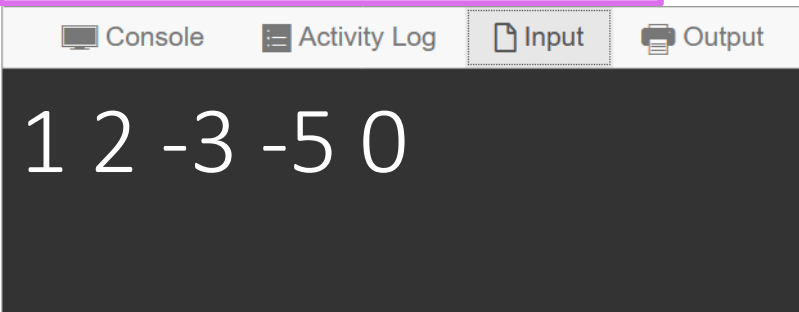
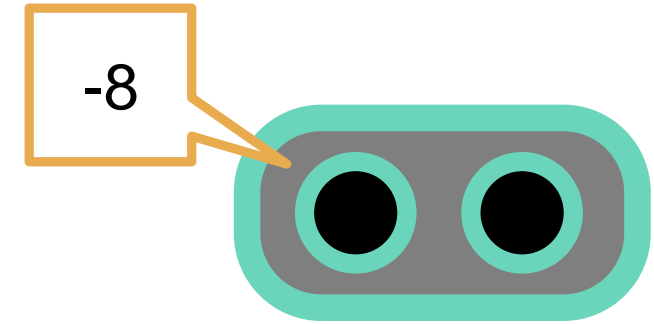


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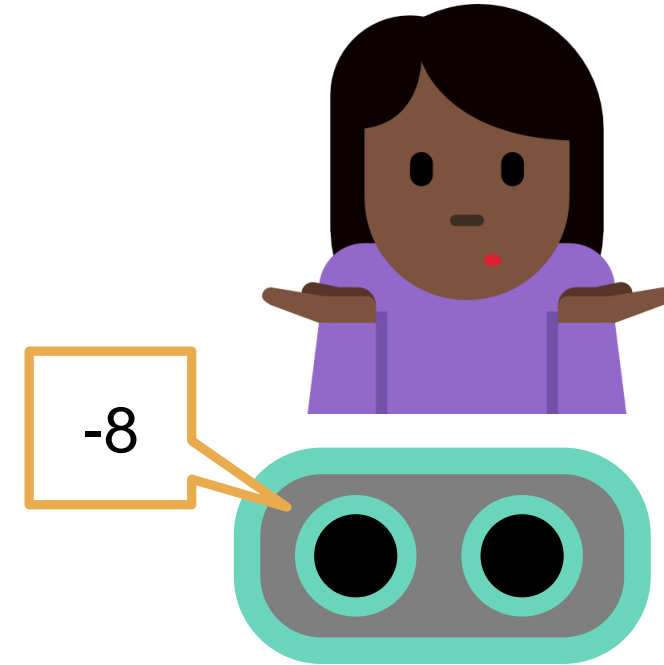
Console

Activity Log

Input

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1 2 -3 -5 0



Some Tips on Correcting Errors

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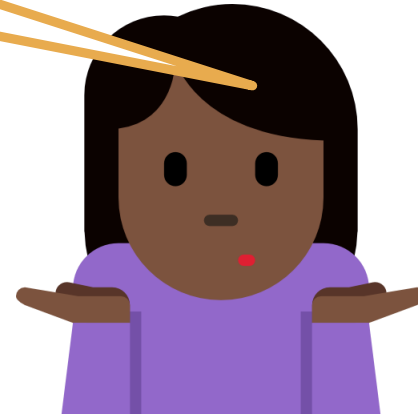
Print non-output variables as well as sum of positive numbers ☹️ - useful

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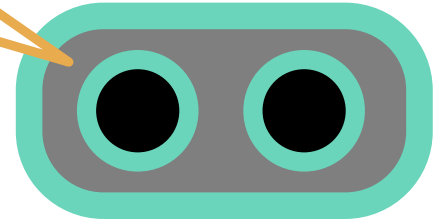
My code is not printing

sum of positive numbers ☹️

useful



-8



Console Activity Log Input Output

1 2 -3 -5 0



Some Tips on Correcting Errors

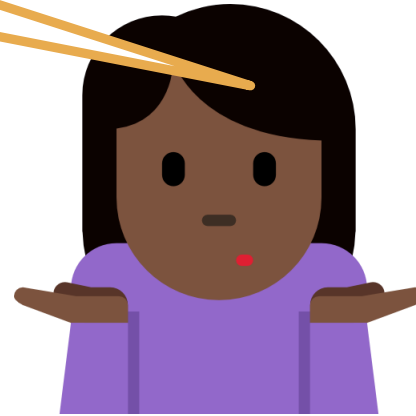
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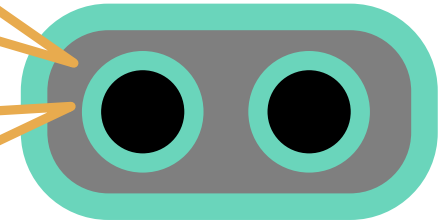
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-8

Print other
variables too



Console

Activity Log

Input

Output

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Some Tips on Correcting Errors

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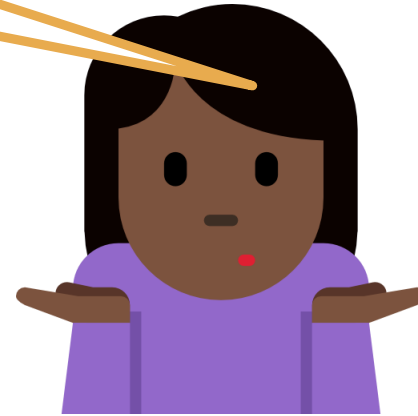
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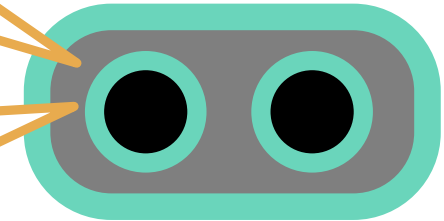
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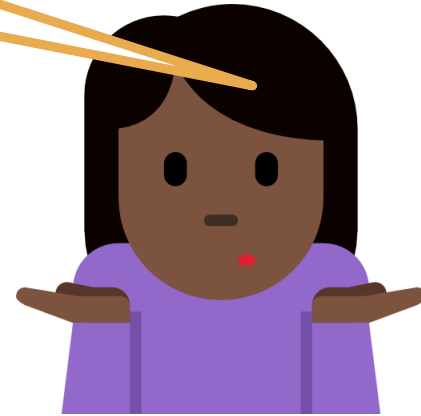
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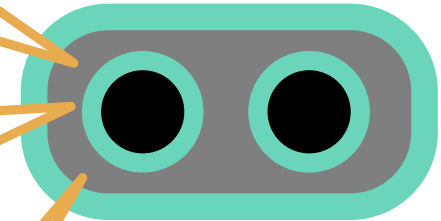
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add -3
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Console

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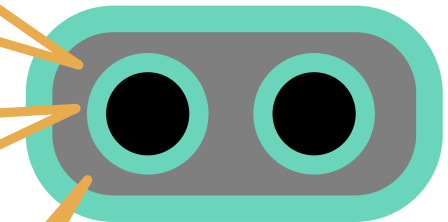
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-8

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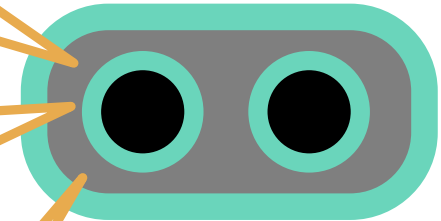
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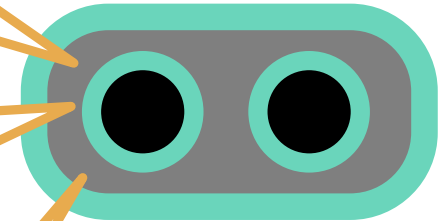
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Console

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Input

Output

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Some Tips on Correcting Errors

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Some Tips on Correcting Errors

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Execute your own code in your own mind to see why code is not working as expected



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This step is known as *tracing the program*



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Just as you do in the “What will be the output” style questions in minor quiz.



Some Tips on Correcting Errors

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Just as you do in the “What will be the output” style questions in minor quiz.

Do this on simple inputs first otherwise tracing will become very confusing and difficult



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Prutor offers a visualizer (Run > Visualize) – not a magical tool, just helps you trace your program more comfortably



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Other tools called *debuggers* also widely used



Some Tips on Correcting Errors

27



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Will act as a flag telling you whether that piece of code is indeed getting executed or not



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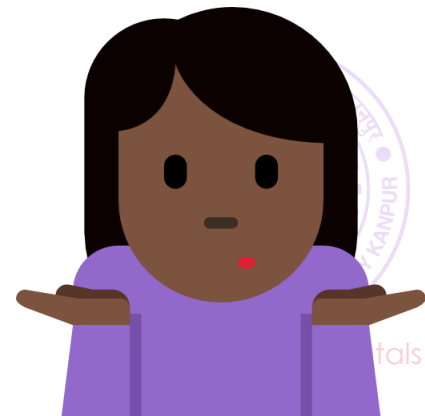
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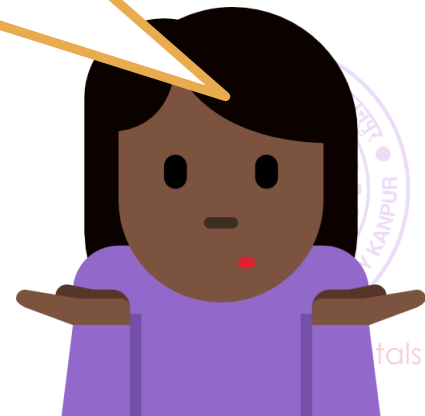
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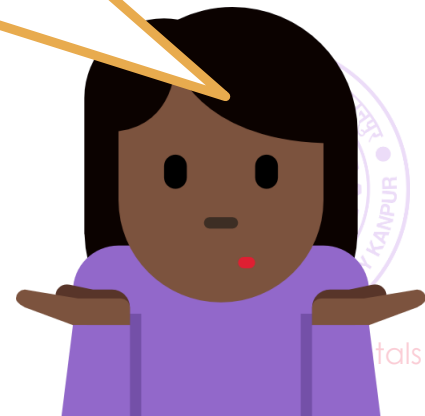
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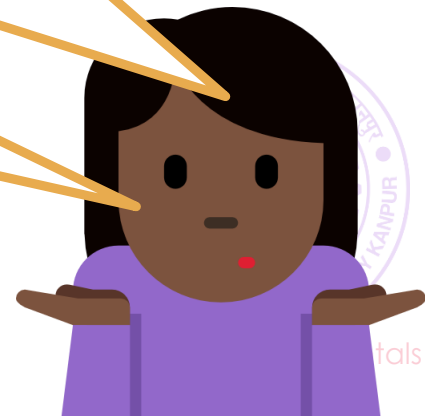
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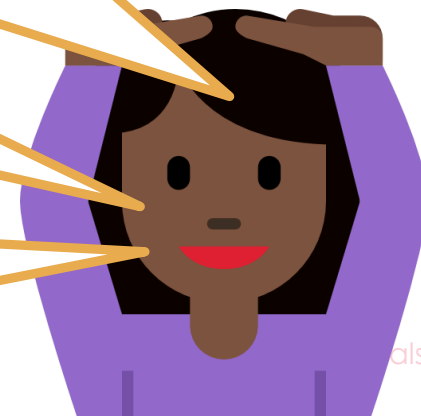
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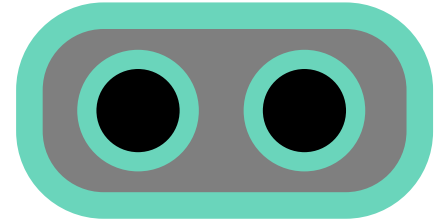


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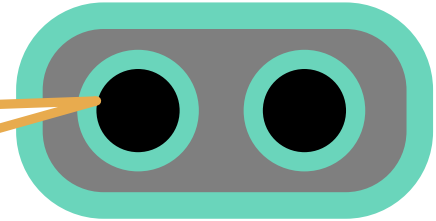
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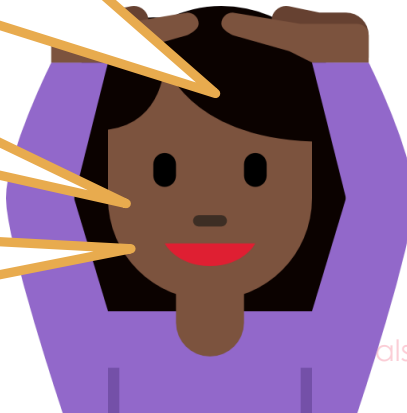
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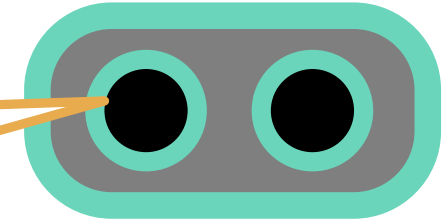
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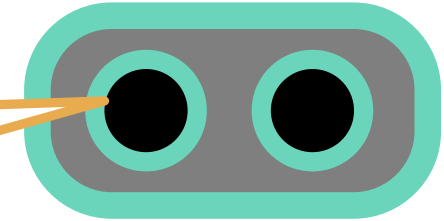
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How to debug infinite loops

42



How to debug infinite loops

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printf trick won't work if
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How to debug infinite loops

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Avoid adventures like
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How to debug infinite loops

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int num = 10, i;  
for(i = 1; ;){  
    if(!(i = num))  
        break;  
    else i++;  
}
```



How to debug infinite loops

42

printf trick won't work if infinite loop – nothing gets printed at all!

Avoid adventures like infinite loops if possible 😊

Temporarily restrict loop to terminate after, say 1000 iterations

```
int num = 10, i;  
for(i = 1; ;){  
    if(!(i = num))  
        break;  
    else i++;  
}
```



How to debug infinite loops

42

printf trick won't work if infinite loop – nothing gets printed at all!

Avoid adventures like infinite loops if possible 😊

Temporarily restrict loop to terminate after, say 1000 iterations

Add printf statements to find out what is going on!

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    else i++;  
}
```

```
int num = 10, i, j = 0;  
for(i = 1; j < 1000;){  
    j++;  
    if(!(i = num))  
        break;  
    else{  
        i++;  
        printf("At %d\n",i);  
    }  
}
```


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int num = 10, i;
```

```
for(i = 1; ;){
```

Safest to increment this dummy counter variable j as the first statement in body

```
}
```

```
int num = 10, i, j = 0;
```

```
for(i = 1; j < 1000;){
```

```
    j++;
```

```
    if(!(i = num))
```

```
        break;
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```
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```

```
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If you put j++ here, it might get skipped due to a wrong continue statement

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```

```
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```

```
    j++;
```

```
    if(!(i = num))
```

```
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```

```
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```

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```
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```

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    j++;
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    }  
}
```

Reverse the Stream

53



Reverse the Stream

53

Read 100 numbers from the input and print them back in reverse order



Reverse the Stream

53

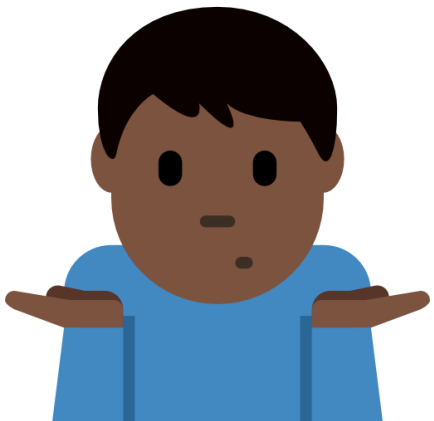
Read 100 numbers from the input and print them back in reverse order

```
int a1, a2, a3, .... ,a100;  
scanf("%d", &a1);  
scanf("%d", &a2);  
...  
scanf("%d", &a100);  
  
printf("%d", a100);  
printf("%d", a99);  
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```

Reverse the Stream

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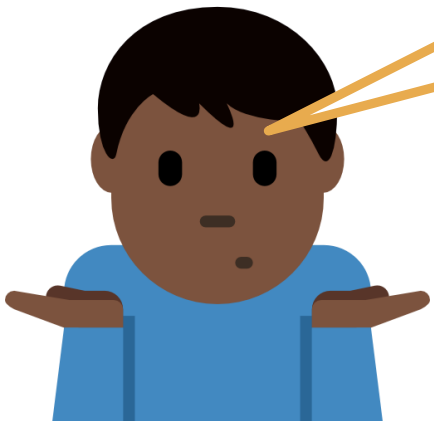

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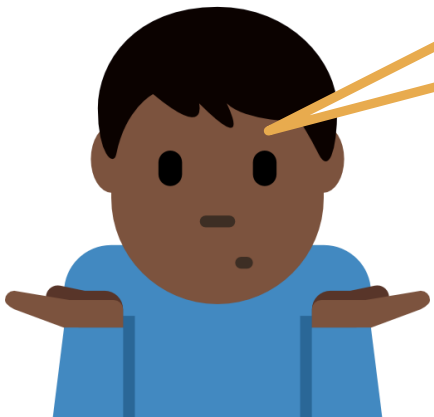
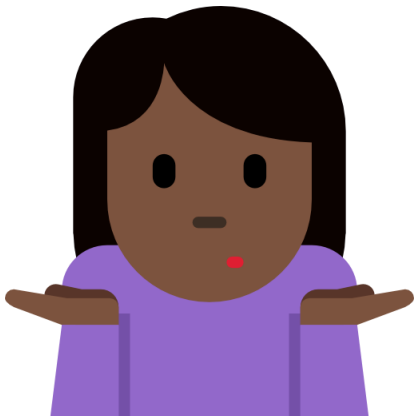
Such a repetitive job. Should not we use a loop for this?



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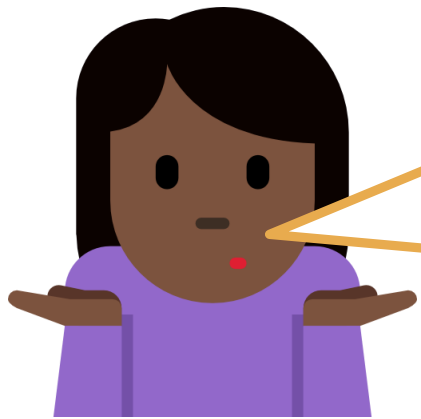
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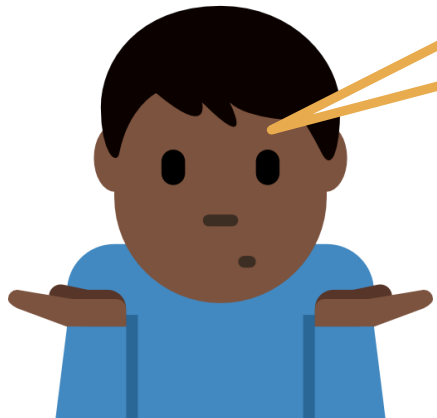
Reverse the Stream

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Read 100 numbers from the input and print them back in reverse order



Yes but if I write
for(i = 1; i <=100; i++) scanf("%d",&a);
for(i = 100; i >=1; i--) printf("%d",a);
Only the last number gets printed 100 times



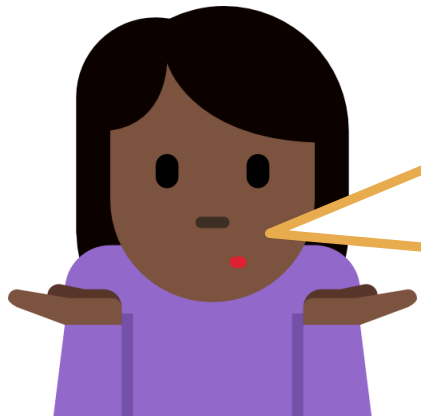
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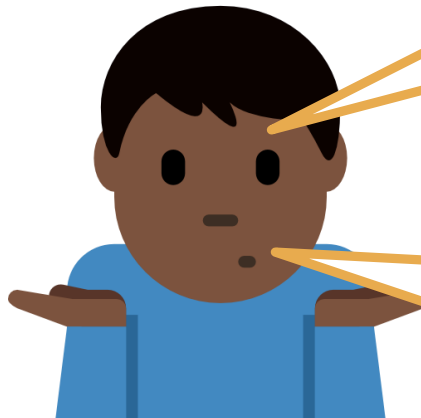
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Reverse the Stream

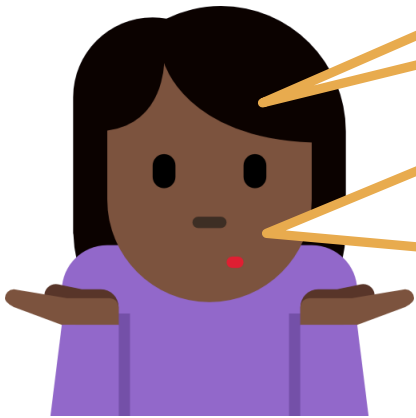
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Read 100
reverse of

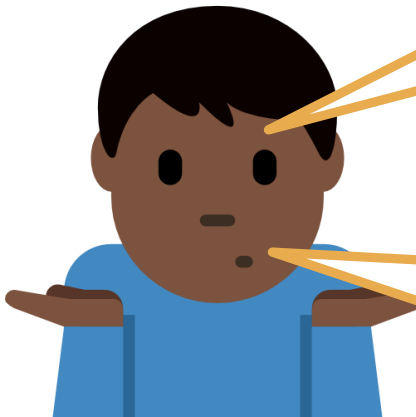
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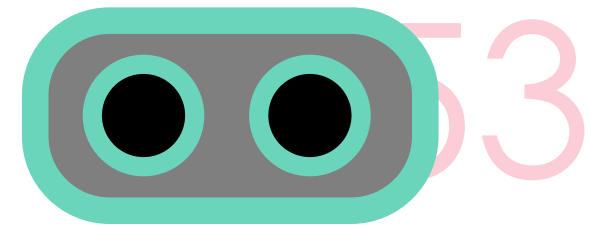
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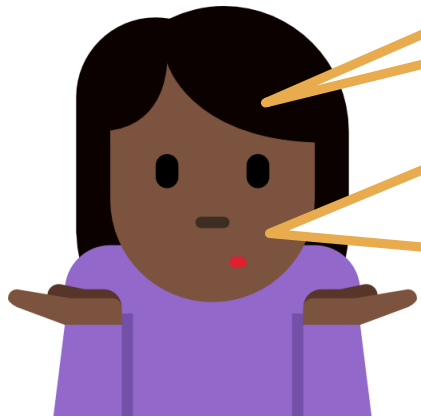
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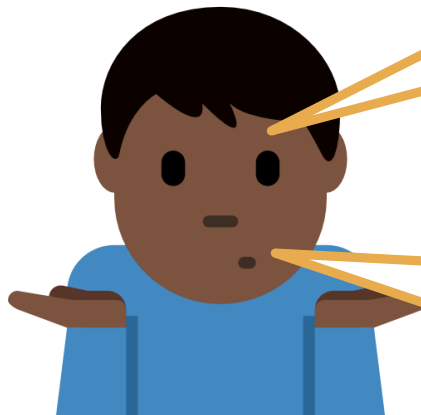
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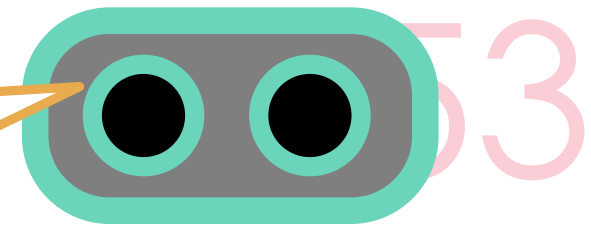
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Reverse the Stream

I have just the thing for you



Read 100
reverse of

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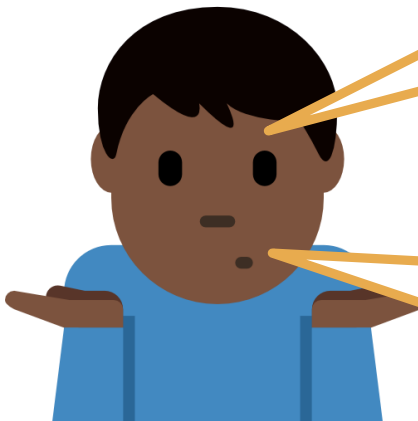
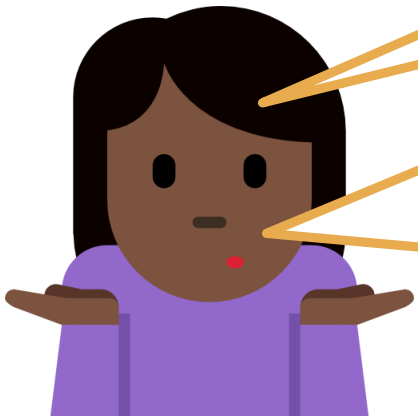
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Arrays

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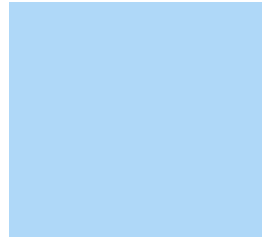
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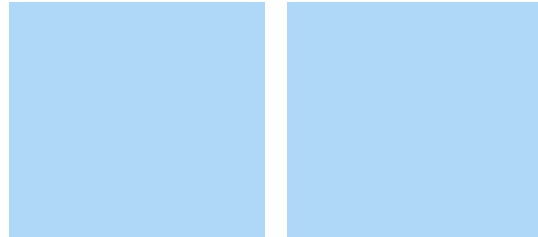
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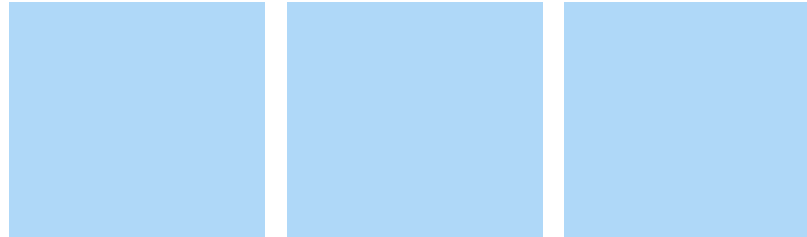
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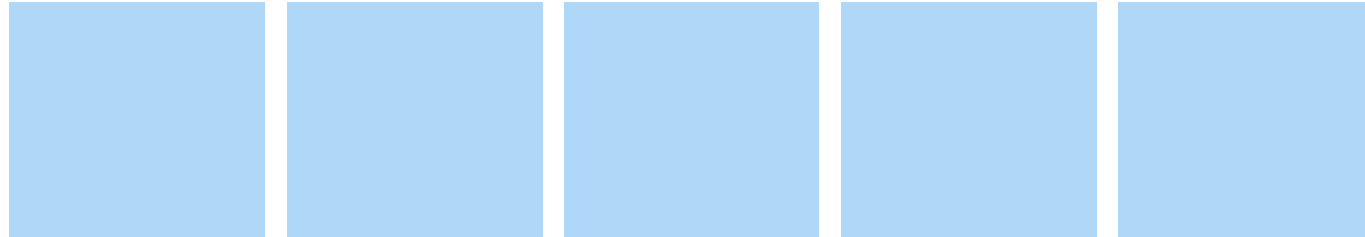
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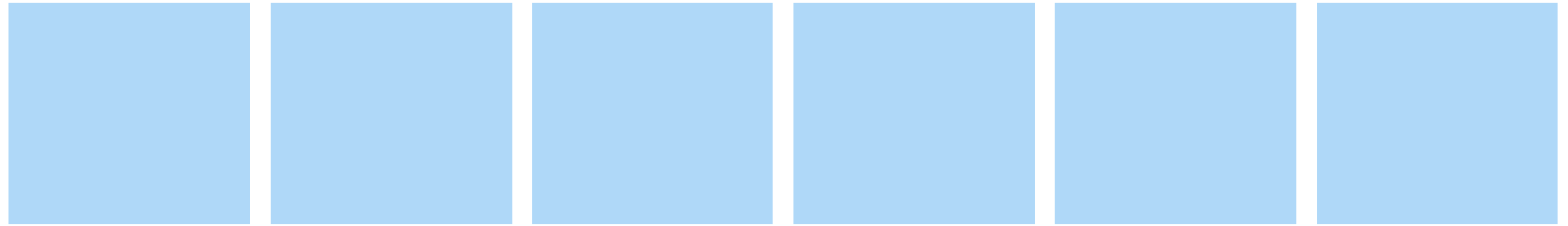
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```

a



a[0]



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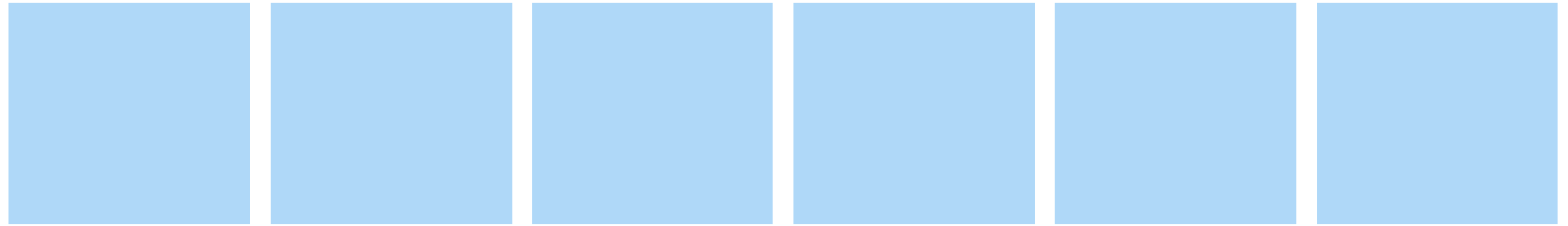
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a[1]



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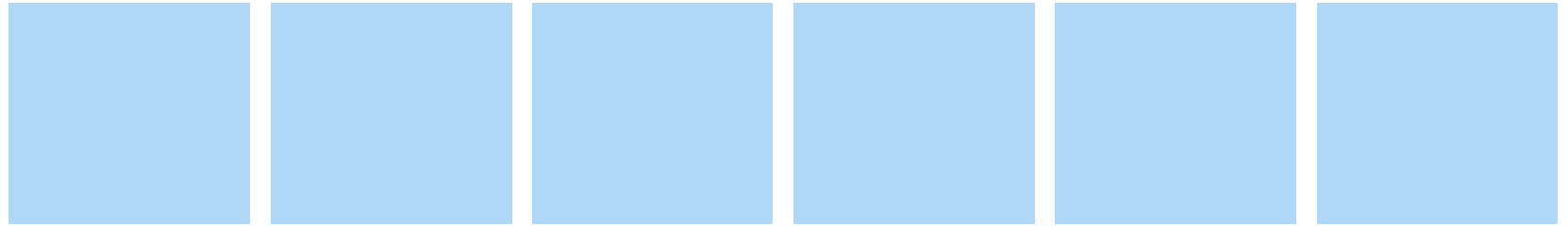
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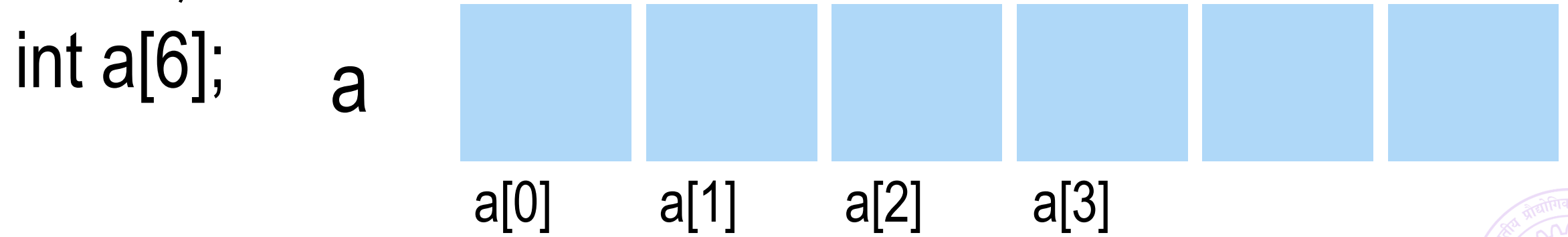
a[2]



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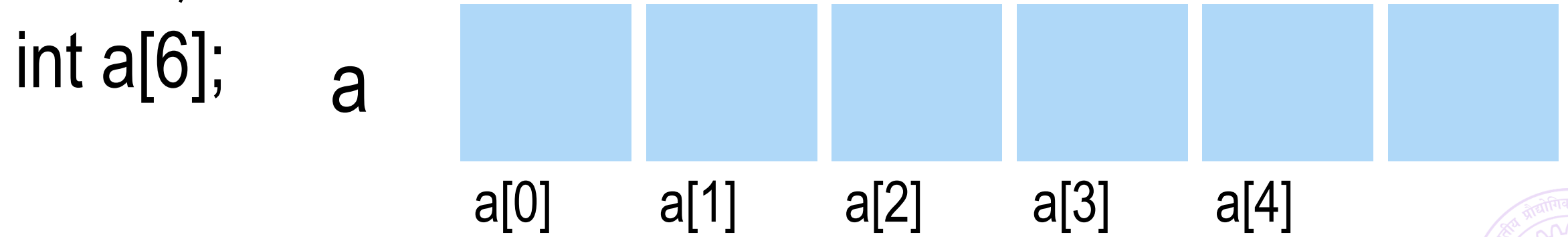


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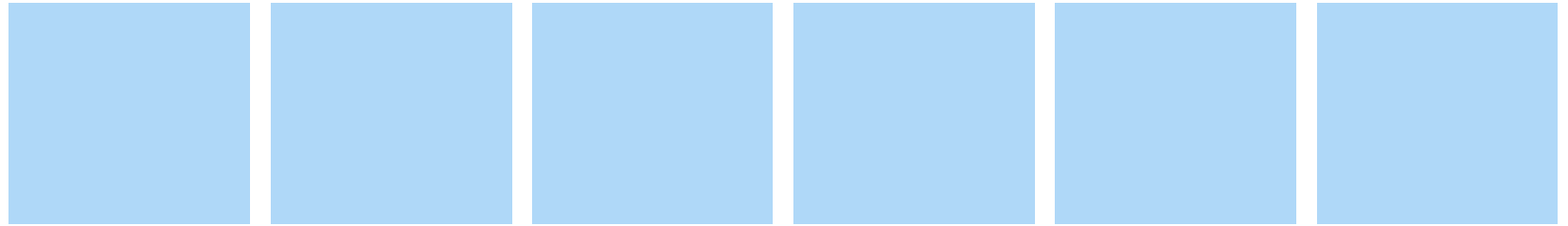
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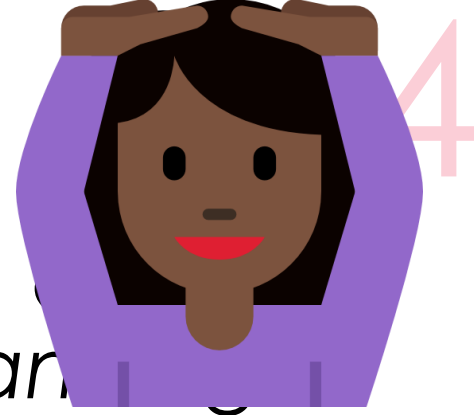
a[3]

a[4]

a[5]



Arrays

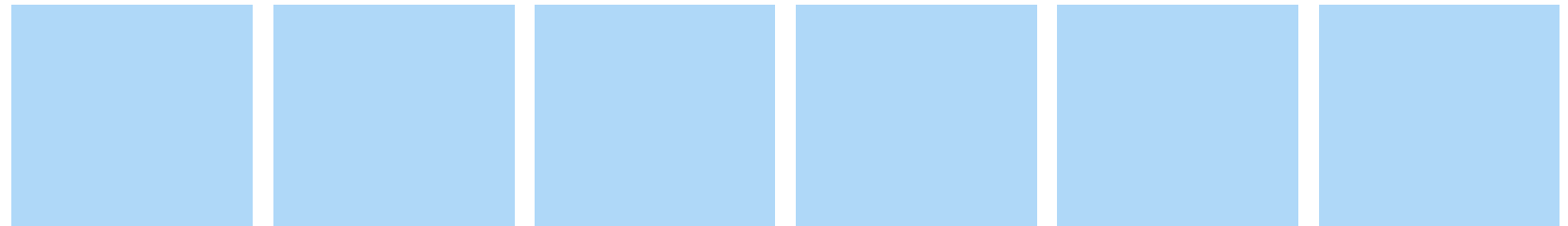


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Arrays

a is like a street on which here are several houses with addresses a[0], a[3] etc

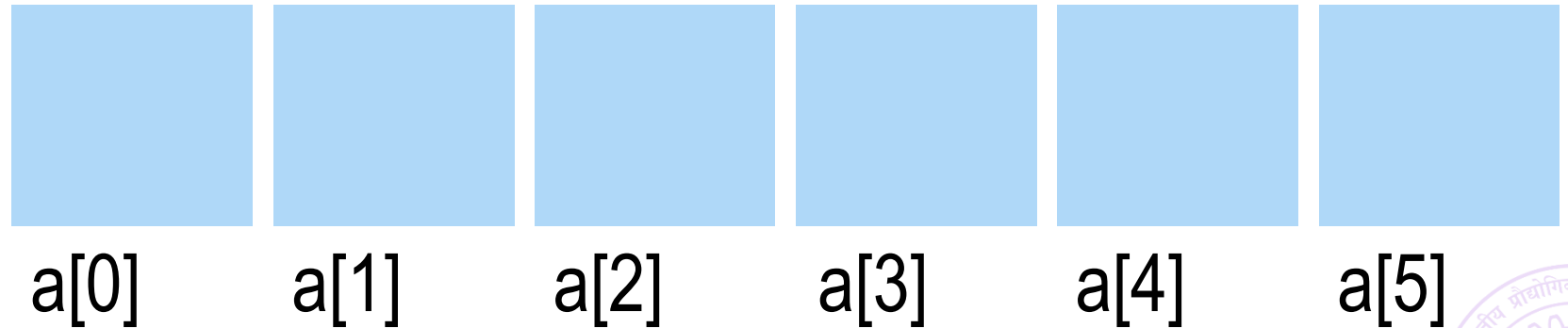


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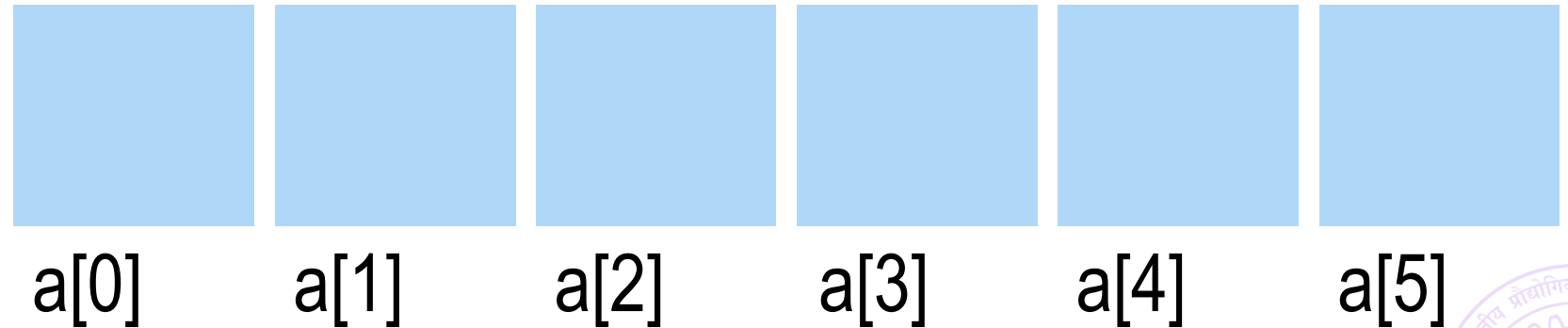
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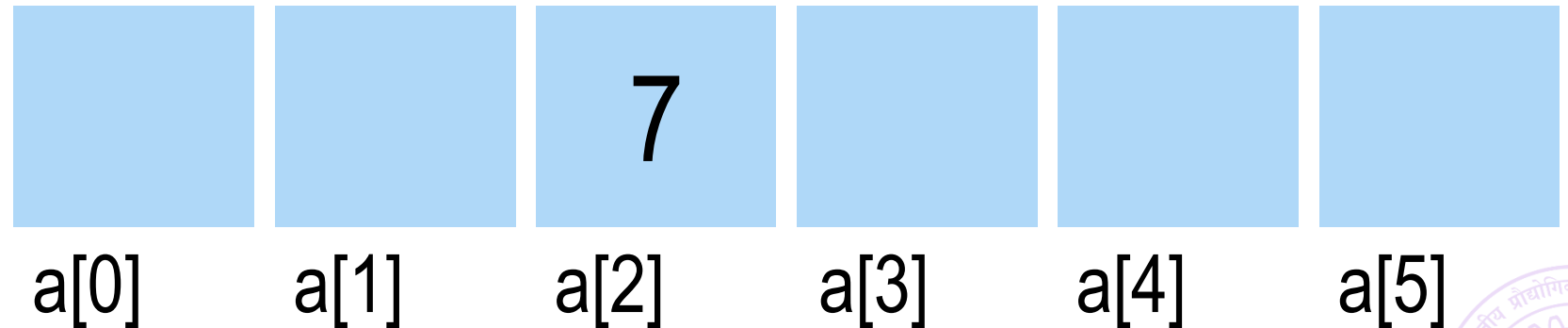
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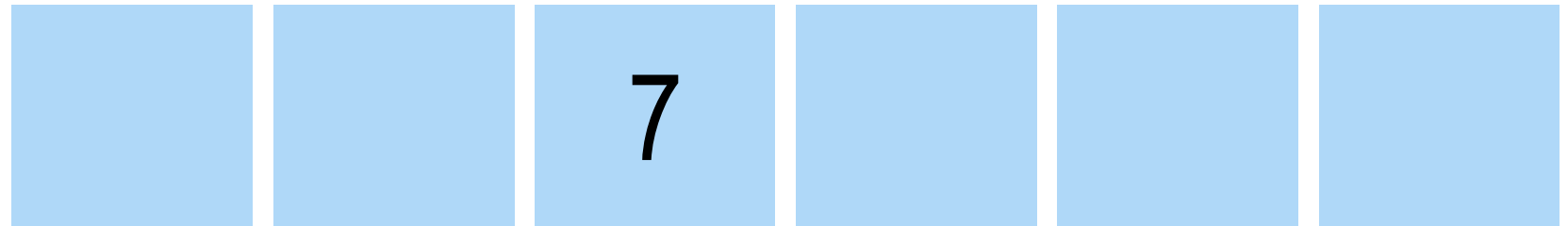


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a[3]

a[4]

a[5]

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Arrays

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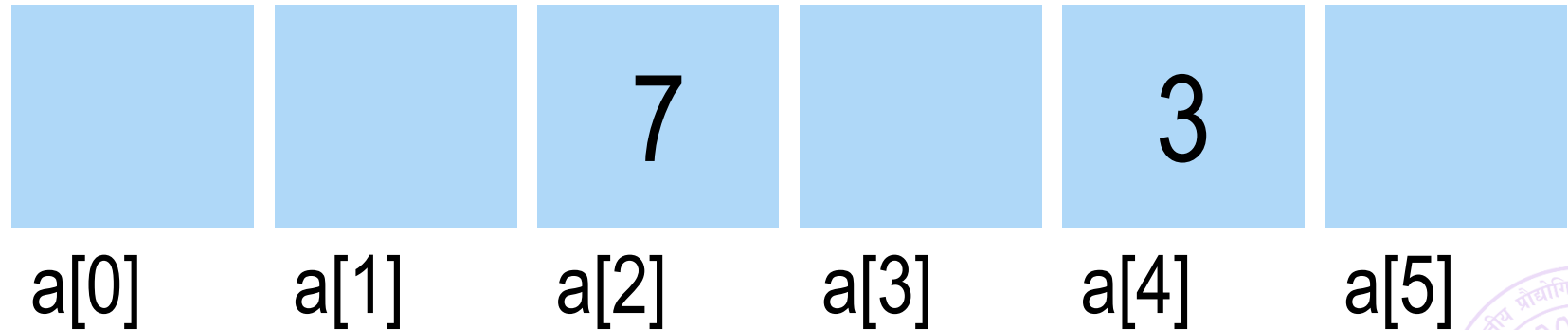


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Arrays

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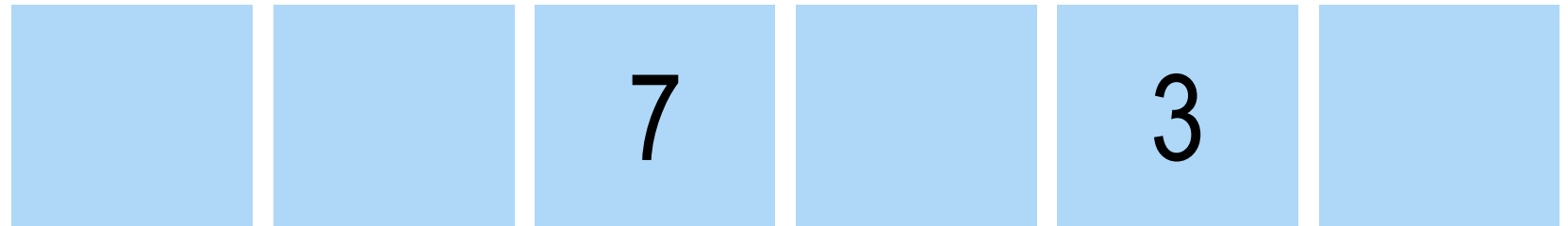


The English word array means “objects in a line” or “ordered series or arrangement” – *The soldiers standing in an array impressed the visiting head of the state on 26 Jan*

For Mr C, an array is a sequence of variables with very convenient names - can have an array of ints, longs, floats, doubles

```
int a[6];
```

a



```
a[2] = 7;
```

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a[4] = 3;
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printf("%d", a[2]);
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Arrays

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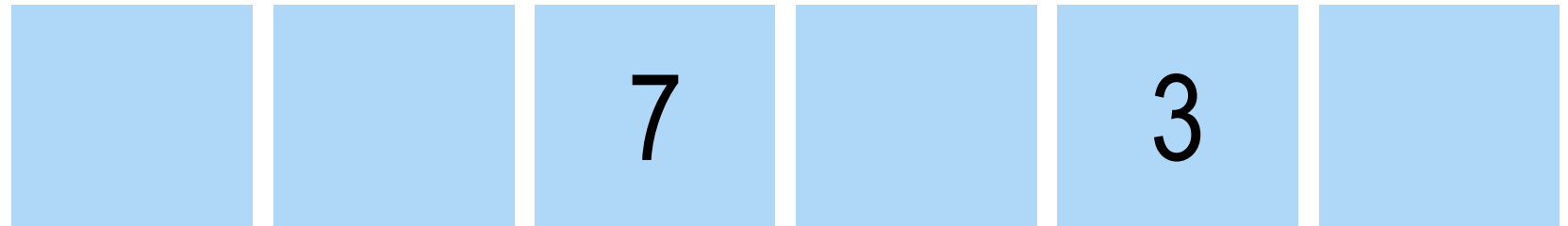


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int a[6];
```

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a[0]

a[1]

a[2]

a[3]

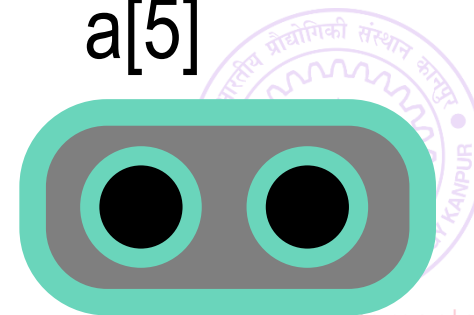
a[4]

a[5]

```
a[2] = 7;
```

```
a[4] = 3;
```

```
printf("%d", a[2]);
```



Arrays

a is like a street on which here are several houses with addresses a[0], a[3] etc

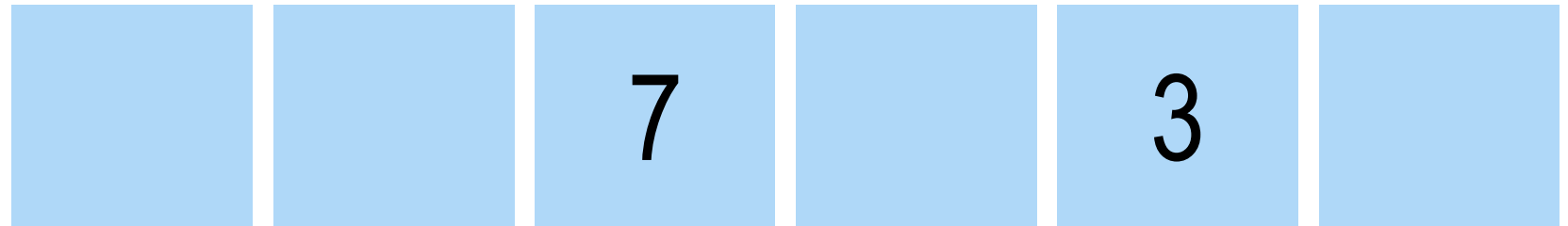


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```
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```

a



a[0]

a[1]

a[2]

a[3]

a[4]

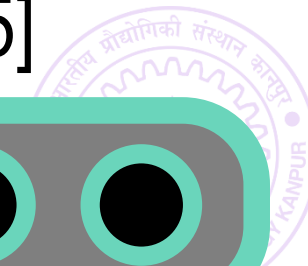
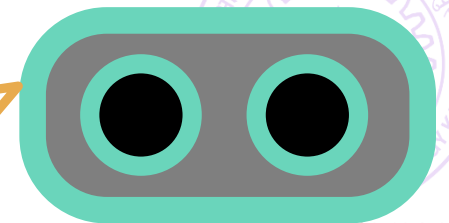
a[5]

```
a[2] = 7;
```

```
a[4] = 3;
```

```
printf("%d", a[2]);
```

7



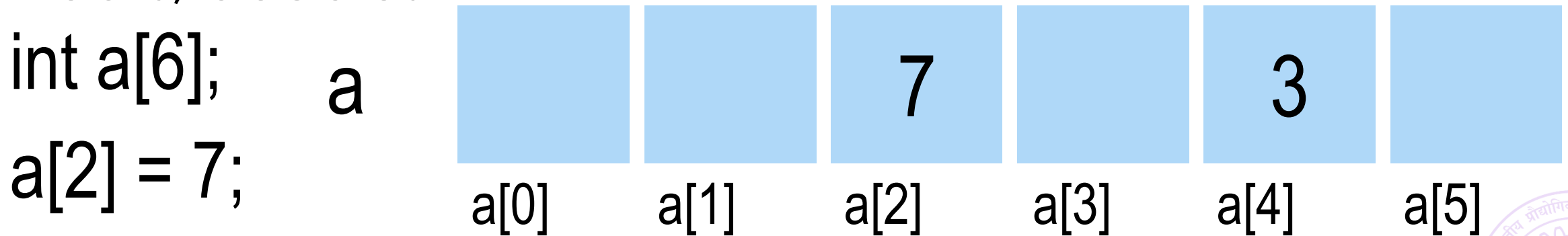
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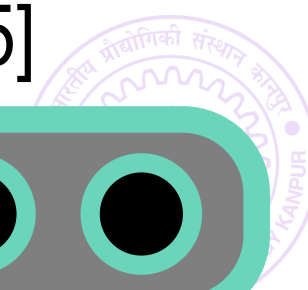
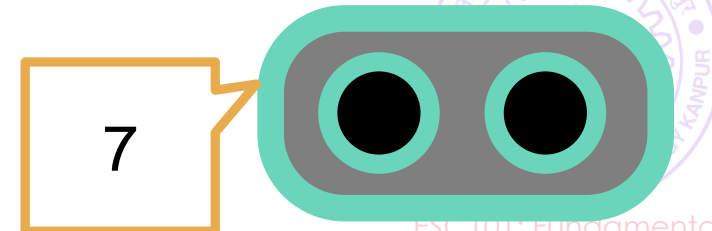
For Mr C, an array is a sequence of variables with very convenient names - can have an array of ints, longs, floats, doubles



a[2] = 7;

a[4] = 3;

printf("%d", a[2]); a[-1] = 6;



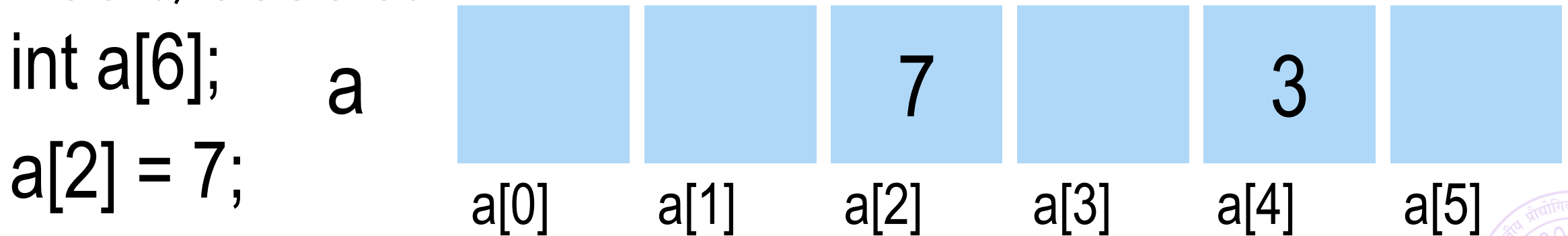
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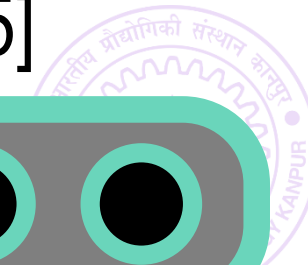
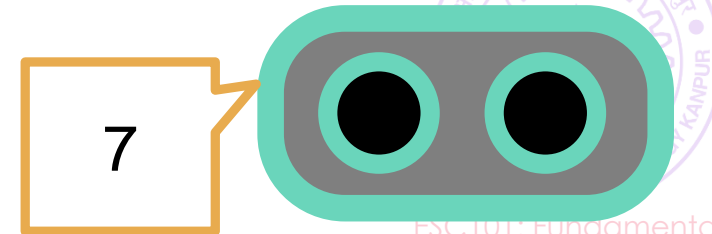


a[2] = 7;

a[4] = 3;

printf("%d", a[2]);

a[-1] = 6; a[6] = 4;



Arrays

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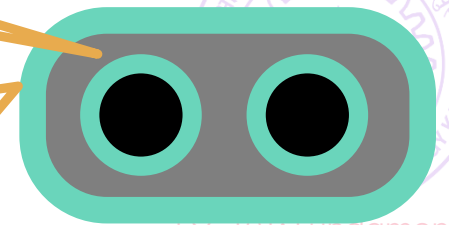
```
printf("%d", a[2]);
```

```
a[-1] = 6;
```

```
a[6] = 4;
```

Perfect recipe for program crashes

7



Arrays

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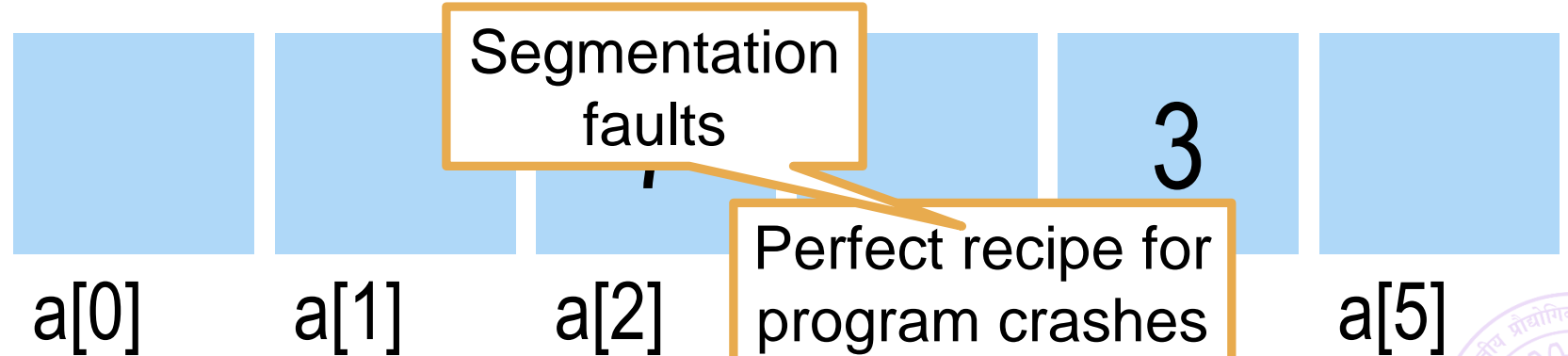
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```

a

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a[2] = 7;
```

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a[4] = 3;
```

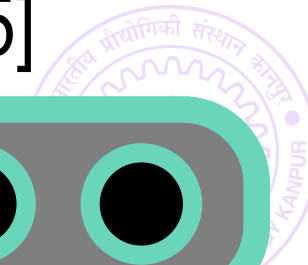
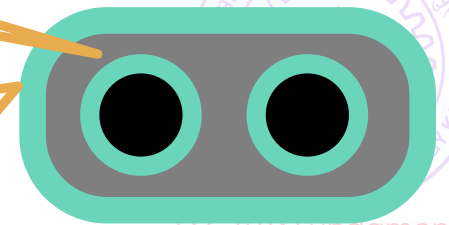
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```



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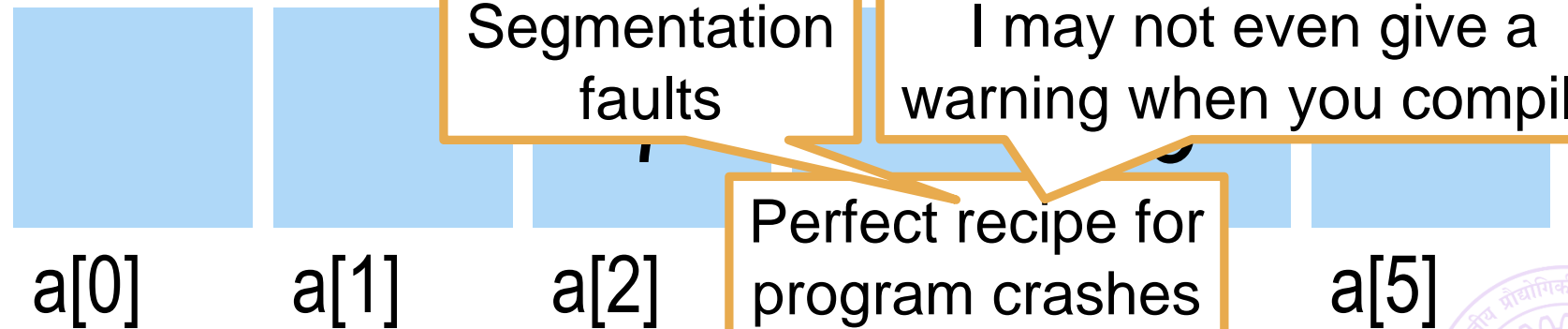
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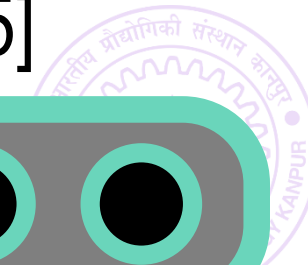
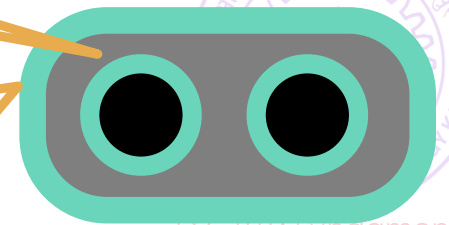
```
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```



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a[-1] = 6;
```

```
a[6] = 4;
```

7



Arrays – take care of syntax

95



Arrays – take care of syntax

```
int a[6];
```

95



Arrays – take care of syntax

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```
int a[6];
```

a[0] to a[5] are just integer variables. Use them as you did any other integer variable – **first variable is a[0] not a[1]**



Arrays – take care of syntax

95

```
int a[6];
```

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a = 564; does not make sense – a isn't a single int variable



Arrays – take care of syntax



```
int a[6];
```

a[0] to a[5] are just integer variables. Use them as y
any other integer variable – **first variable is a[0] not a[1]**

a = 564; does not make sense – a isn't a single int variable



Arrays – take care of

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Cannot send a letter
to a street ☺ Can
send letter to a house.



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If you want to give values to whole array

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If you want to give values to whole array

Can do it at the time of declaring the array itself

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`int a[6] = {3,7,6,2,1,0};`

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Arrays – take care of

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Can do it later as well



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```
int a[6];
```

```
for(i=0;i<6;i++) a[i] = 10;
```



Arrays – take care of

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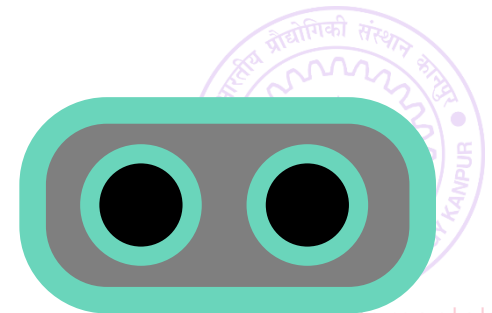
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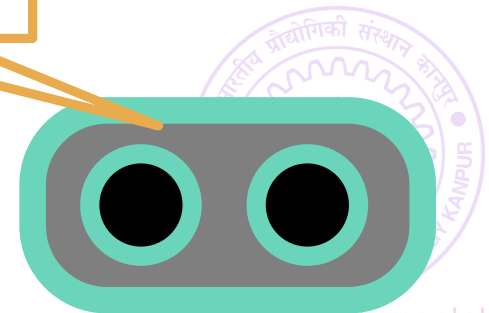
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a[1.0] is illegal.
Array subscript
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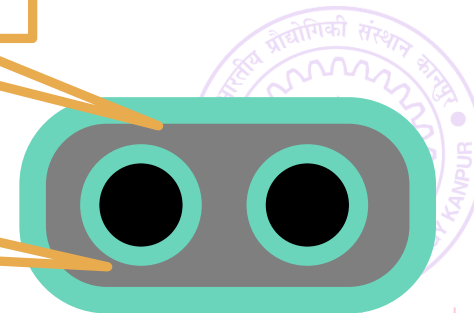
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However, a[2*i+1]
where i is integer
perfectly fine



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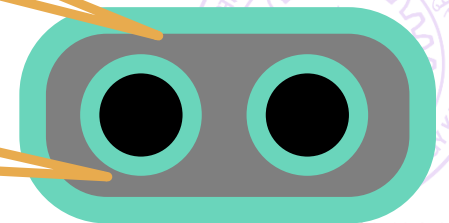
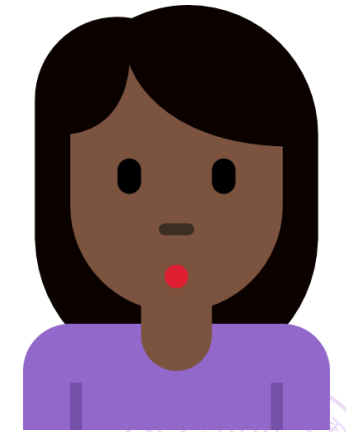
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for(i=0;i<6;i++) a[i] = 10;
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a[0] to a[5] are just integer variables. Use them as you would use any other integer variable – **first variable is a[0] not a[1]**

a = 564; does not make sense. a isn't a single int variable

If you want to give value to

Can do it at the time of declaration

```
int a[6] = {3,7,6,2,1,0};
```

Can do it later as well

```
int a[6];
```

```
for(i=0;i<6;i++) a[i] = 10;
```

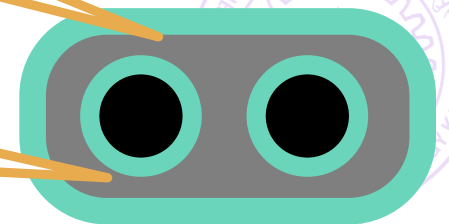
Cannot send a letter
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a[int_expr] is a perfect way to refer to
elements of array a if int_expr is an
expression that takes integer values.

a[1.0] is illegal.
Array subscript
must be integer

However, a[2*i+1]
where i is integer
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BODMAS table has more members



| Operator Name | Symbol/Sign | Associativity |
|---|-----------------------|---------------|
| Brackets (array subscript), Post increment/decrement | (), [] ++, -- | Left |
| Unary negation, Pre increment/decrement, NOT | -, ++, --, ! | Right |
| Multiplication/division/remainder | *, /, % | Left |
| Addition/subtraction | +, - | Left |
| Relational | <, <=, >, >= | Left |
| Relational | ==, != | Left |
| AND | && | Left |
| OR | | Left |
| Ternary Conditional | ? : | Right |
| Assignment, Compound assignment | =, +=, -=, *=, /=, %= | Right |



B

| Operator Name | Symbol/Sign | Associativity |
|---|-----------------------|---------------|
| Brackets (array subscript), Post increment/decrement | (), [] ++, -- | Left |
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| Addition/subtraction | +, - | Left |
| Relational | <, <=, >, >= | Left |
| Relational | ==, != | Left |
| AND | && | Left |
| OR | | Left |
| Ternary Conditional | ? : | Right |
| Assignment, Compound assignment | =, +=, -=, *=, /=, %= | Right |

Remember

HIGH
PRECEDENCE



LOW
PRECEDENCE



Reading Array elements

114



Reading Array elements

114

Two ways



Reading Array elements

114

Two ways

Read into an integer and then transfer into array



Reading Array elements

114

Two ways

Read into an integer and then transfer into array

```
int a[6], temp;  
scanf("%d", &temp);  
a[2] = temp;
```



Reading Array elements

114

Two ways

Read into an integer and then transfer into array

```
int a[6], temp;  
scanf("%d", &temp);  
a[2] = temp;
```

Directly read into the array element



Reading Array elements

114

Two ways

Read into an integer and then transfer into array

```
int a[6], temp;  
scanf("%d", &temp);  
a[2] = temp;
```

Directly read into the array element

```
int a[6];  
scanf("%d", &a[2]);
```



Reading Array elements

114

Two ways

Read into an integer and then transfer into array

```
int a[6], temp;  
scanf("%d", &temp);  
a[2] = temp;
```

Directly read into the array element

```
int a[6];  
scanf("%d", &a[2]);
```

Precedence rules force &a[2] to be interpreted by Mr C as &(a[2]) and not as (&a)[2]

