

CmpE 150 - Week 3

Section - 04

Recap

- Data types
- Scanf function
- Formatted input-output
- Explicit casting
- ASCII Characters

Remark: Slides and some codes shared weekly on:

<https://github.com/melsener/cmpe150>

Today we will have our first quiz

- **Start:** 12:00
- **End :** 12:25
- Be careful! **Do not** write extra things other than required, otherwise automatic grading **does not** give your points!

#define preprocessor directive

```
#define <identifier> <replacement-text>
```

- Creates
 - *symbolic constants*—constants represented as symbols
 - macros—operations defined as symbols.
- When this line appears in a file, all subsequent occurrences of *identifier* that do *not* appear in string literals will be replaced by replacement text automatically **before** the program is compiled.

Operators

We know:

- `+, -, *, / , %`

We will learn:

- `++num, --num, num++, num--, num+=1, num*=(x+1)`

Post Increment/Decrement

- `a++` First use `a`, then increment.
- `a--` First use `a`, then decrement.

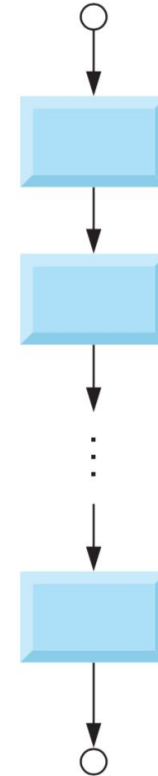
Pre-Increment/Decrement

- `++a` First increment, then use the value of `a`.
- `--a` First decrement, then use the value of `a`.

Control Structures

So far we've seen sequential structures

Sequence



Control Structures

Now we will see how to execute some portions of the program based on conditions

Selection

