11.08.13

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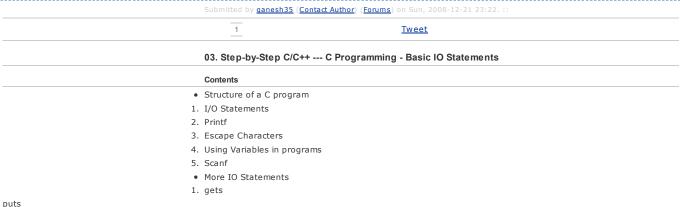
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Learning C/C++ Step-By-Step - Page 03

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- 2. puts
- 3. getch
- 4. putch
- 5. getche
- 6. getchar

As discussed, every program is a set of statements, and statement is an instruction to the computer, which is a collection of constants, variables, operators and statements.

Structure of a C program

We are going to start with Input / Output Statements as they play important roles in our further programs.

I/O Statements

Printf

This statement displays the given literal / prompt / identifiers on the screen with the given format.

Syntax

```
printf(<"prompt/literal/format id/esc char. ">, id1,id2, ....);
```

E.g.:

```
printf("Hello");
printf("Student number : %d", sno);
printf("Student name : %s", name);
printf("3Subjects Marks : %d, %d, %d", m1, m2, m3);
```

1. Program to print a message:

```
/* 02_print.c */
#include <stdio.h>
int main()
{
    printf("Hello");
    return 0;
}
```

Escape Characters

Common Escape Sequences

Escape Sequence	Character	
\a	Bell(beep)	
\b	Backspace	
\f	Form feed	
\n	New line	
\r	Return	
\t	Tab	
\\	Backslash	
\'	Single quotation mark	
\"	Double quotation marks	
\xdd	Hexadecimal representation	

- 2. Program to print a message in a new line
- Compare with the last program.

```
/* 03_esc.c */
#include <stdio.h>
int main()
{
    printf("\nHello");
    return 0;
}
```

- 3. Program to display address of a person
- Multiple statements in main

```
/* 04 multi.c */
#include <stdio.h>
int main()
{
    printf("\nName of the Person");
    printf("\nStreet, Apartment//House No. ");
    printf("\nzip, City");
    printf("\nCountry");
    return 0;
}
```

Using Variables in programs

Basic Variable Types

Keyword	Range: low	Range: high	Digits of precision	Bytes of memory	Format-ID
Char	-128	127	n/a	1	%с
Int	-32, 768	32, 767	N/a	2	%d
Long	-2,147, 483, 648	2, 147, 483, 647	N/a	4	%ld
Float	3.4 x 10-38	3.4 x 1038		4	%f

 Double
 1.7 x 10-308
 1.7 x 10308
 15
 8
 %lf

 long double
 3.4 x 10-4932
 3.4 x 10-4932
 19
 10
 %Lf

- 4. Program to find the sum of two values
- Variables are introduced in this program

```
/* 05 var.c */
#include <stdio.h>
int main()
{
   int a , b , c;
   a = 5;
   b = 10;
   c = a + b;
   printf("%d", c);
   return 0;
}
```

- 5. Program to find the sum of two values with message
- Compare with the last program

```
#include <stdio.h>
int main()
{
   int a, b, c;
   a = 5;
   b = 10;
   c = a + b;
   printf("\nSum is %d", c);
   /* We have inserted extra text before printing the value*/
   return 0;
}
```

Scanf

Using this statement we can accept and values to variables during the execution of the program.

Syntax:

```
scanf(<format id/esc char">, id1,id2, ....);
```

Eg.

```
scanf("%d", &sno);
scanf("%s", name);
scanf("%d%d%d", &m1, &m2, &m3);
```

- 6. Program to find the sum of two value using scanf
- When you run the program it shows you the cursor and waits for your input, enter a numeric value and press "Return", do this twice and you will get the output.

More Excercises:

- 7. Program to find the sum of two values with message display $% \left(1\right) =\left(1\right) \left(1\right$
- Messages are optional but introduces user-friendly interaction
- Compare with the last program

- 8. Program to find the result of (a+b)2
- Similar to sum of two values program but the formulae is different

```
/* 09_formula.c */
#include <stdio.h>
int main()
{
    int a, b, c;
    printf("Enter A value "); scanf("%d", &a);
    printf("Enter B value "); scanf("%d", &b);
    c = a * a + b * b + 2 * a * b;

    printf("Result is %d", c);
    return 0;
}
```

- 9. Program to find the annual salary of an employee $\,$
- input : eno, name, sal
- Process : Asal = sal * 12
- Output : Eno, name, sal, asal
- This program introduces the different types of variable

```
/* 10 emp.c */

#include <stdio.h>
int main()
{
    int eno;
    char name[10]; /* name with 10 characters width */
    float sal, asal; /* sal & asal as real values */
    printf("Enter Employee number "); scanf("%d", &eno);
    printf("Enter Employee name "); scanf("%s", ame);
    printf("Enter Employee salary "); scanf("%f", &sal);

    asal = sal * 12;
    printf("\nEmployee number %d", eno);
    printf("\nEmployee number %d", eno);
    printf("\nEmployee name %s", name);
    printf("\nEmployee salary %f", sal);
    printf("\nEmployee salary %f", sal);
    return 0;
}
```

10. Write a program to find the total and average marks of a student

```
- Input : Sno, name, sub1, sub2, sub3
```

- process : total = sub1 + sub2 + sub3; avg = total / 3
- output : sno, name, total, avg
- Similar to the above program just accept, process, and print the values

```
/* 11_stud.c */
#include <stdio.h>
int main()
{
    int sno, sub1, sub2, sub3, total;
    char name[10];
    float avg;

    clrscr(); /* clear the screen before its output */
    printf("Enter Student number "); scanf("&d", &sno);
    printf("Enter Student name "); scanf("&d", &sub1);
    printf("Enter Subject1 marks "); scanf("&d", &sub1);
    printf("Enter Subject2 marks "); scanf("&d", &sub2);
    printf("Enter Subject3 marks "); scanf("&d", &sub3);

    total = sub1 + sub2 + sub3;
    avtg = total / 3;

    printf("\nStudent number &d", sno);
    printf("\nStudent name &s", name);
    return 0;
}
```

More IO Statements

Gets:

To accept a string from the key board. It accepts string value up to the carriage return.

```
Syntax:
```

```
gets( <id.> );
E.g.:
gets(name);
gets(street);
```

It displays the given string value on the screen.

Syntax:

```
puts( <id.> / <"prompt">);
E.g.:
puts(name);
puts(street);

getch - Read char without echo
getche - read char with echo
getchar - read char and accept carriage return
```

putch

It can print a character on the screen.

Syntax:

```
putch (<char>).
```

E.g.:

putch('a');
putch(65);

getch

It accepts a character from console.

Syntax: char = getch(). ch = getch(); option = getch();

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Not compiling in g++

Submitted by Erica (not registered) on Mon, 2012-12-31 20:56.

In 11_stud.c avtg = total / 3; should be avg = total / 3;

Also the clrscr() function won't compile in g++. If others need you can add // to the start of the line and the line will become a comment.

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example numberingSubmitted by Scott_R (not registered) on Tue, 2012-01-03 23:24.

The numbering for the examples is off by one.

For example:

"10. Write a program to find the total and average marks of a student"

/* 11_stud.c */

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