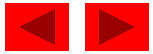
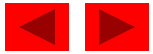
Chapter 2 - Introduction to C Programming

Outline



2.1 Introduction

- C programming language
  - Structured and disciplined approach to program design
- Structured programming
  - Introduced in chapters 3 and 4
  - Used throughout the remainder of the book

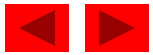


2.2 A Simple C Program: Printing a Line of Text

```
1  /* Fig. 2.1: fig02_01.c
2     A first program in C */
3  #include <stdio.h>
4
5  int main()
6  {
7     printf( "Welcome to C!\n" );
8
9     return 0;
10 }
```

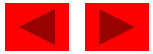
```
Welcome to C!
```

- Comments
  - Text surrounded by **/*** and ***/** is ignored by computer
  - Used to describe program
- **#include <stdio.h>**
  - Preprocessor directive
    - Tells computer to load contents of a certain file
  - **<stdio.h>** allows standard input/output operations



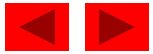
2.2 A Simple C Program: Printing a Line of Text

- **`int main()`**
  - C programs contain one or more functions, exactly one of which must be **`main`**
  - Parenthesis used to indicate a function
  - **`int`** means that **`main`** "returns" an integer value
  - Braces (**`{`** and **`}`**) indicate a block
    - The bodies of all functions must be contained in braces



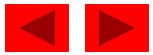
2.2 A Simple C Program: Printing a Line of Text

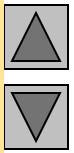
- `printf( "Welcome to C!\n" );`
  - Instructs computer to perform an action
    - Specifically, prints the string of characters within quotes (" ")
  - Entire line called a statement
    - All statements must end with a semicolon (`;`)
  - Escape character (`\`)
    - Indicates that printf should do something out of the ordinary
    - `\n` is the newline character



2.2 A Simple C Program: Printing a Line of Text

- **`return 0;`**
  - A way to exit a function
  - **`return 0`**, in this case, means that the program terminated normally
- Right brace **`}`**
  - Indicates end of **`main`** has been reached
- Linker
  - When a function is called, linker locates it in the library
  - Inserts it into object program
  - If function name is misspelled, the linker will produce an error because it will not be able to find function in the library





Outline

1. Initialize variables

2. Input

2.1 Sum

3. Print

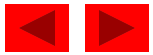
```
1  /* Fig. 2.5: fig02_05.c
2     Addition program */
3  #include <stdio.h>
4
5  int main()
6  {
7     int integer1, integer2, sum;         /* declaration */
8
9     printf( "Enter first integer\n" );   /* prompt */
10    scanf( "%d", &integer1 );            /* read an integer */
11    printf( "Enter second integer\n" );  /* prompt */
12    scanf( "%d", &integer2 );            /* read an integer */
13    sum = integer1 + integer2;           /* assignment of sum */
14    printf( "Sum is %d\n", sum );        /* print sum */
15
16    return 0;  /* indicate that program ended successfully */
17 }
```

Program Output

```
Enter first integer
45
Enter second integer
72
Sum is 117
```

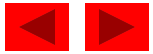
2.3 Another Simple C Program: Adding Two Integers

- As before
  - Comments, `#include <stdio.h>` and `main`
- `int integer1, integer2, sum;`
  - Declaration of variables
    - Variables: locations in memory where a value can be stored
  - `int` means the variables can hold integers (`-1`, `3`, `0`, `47`)
  - Variable names (identifiers)
    - `integer1`, `integer2`, `sum`
    - Identifiers: consist of letters, digits (cannot begin with a digit) and underscores(`_`)
      - Case sensitive
  - Declarations appear before executable statements
    - If an executable statement references and undeclared variable it will produce a syntax (compiler) error



2.3 Another Simple C Program: Adding Two Integers

- **`scanf( "%d", &integer1 );`**
  - Obtains a value from the user
    - **`scanf`** uses standard input (usually keyboard)
  - This **`scanf`** statement has two arguments
    - **`%d`** - indicates data should be a decimal integer
    - **`&integer1`** - location in memory to store variable
    - **`&`** is confusing in beginning – for now, just remember to include it with the variable name in **`scanf`** statements
  - When executing the program the user responds to the **`scanf`** statement by typing in a number, then pressing the *enter* (return) key



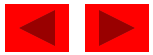
2.3 Another Simple C Program: Adding Two Integers

- **=** (assignment operator)
  - Assigns a value to a variable
  - Is a binary operator (has two operands)

```
sum = variable1 + variable2;
sum gets variable1 + variable2;
```

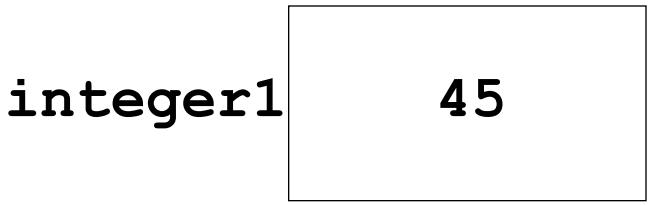
  - Variable receiving value on left
- **`printf( "Sum is %d\n", sum );`**
  - Similar to **`scanf`**
    - **`%d`** means decimal integer will be printed
    - **`sum`** specifies what integer will be printed
  - Calculations can be performed inside **`printf`** statements

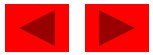
```
printf( "Sum is %d\n", integer1 + integer2 );
```

2.4 Memory Concepts

- Variables
  - Variable names correspond to locations in the computer's memory
  - Every variable has a name, a type, a size and a value
  - Whenever a new value is placed into a variable (through **`scanf`**, for example), it replaces (and destroys) the previous value
  - Reading variables from memory does not change them
- A visual representation





Naming Conventions

- https://en.wikipedia.org/wiki/Naming_convention_(programming)#C_and_C++

Multiple-word identifier formats

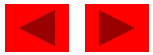
Formatting	Name(s)
`twowords`	flat case[13][14]
`TWOWORDS`	upper flat case[13]
`twoWords`	(lower) camelCase, dromedaryCase
`TwoWords`	PascalCase, UpperCamelCase, StudlyCase[15]
`two_words`	snake_case, pothole_case
`TWO_WORDS`	SCREAMING_SNAKE_CASE, MACRO_CASE, CONSTANT_CASE
`two_Words`	camel_Snake_Case
`Two_Words`	Pascal_Snake_Case
`two-words`	kebab-case, dash-case, lisp-case, spinal-case
`TWO-WORDS`	TRAIN-CASE, COBOL-CASE, SCREAMING-KEBAB-CASE
`Two-Words`	Train-Case,[13] HTTP-Header-Case[16]

Some C data types

Type	Size (bytes)	Value
char unsigned char	1	-128..127 0..256
short int unsigned short int	2	-32,768..32,767 0..65,535
int unsigned int	4	-2,147,483,648.. 2,147,483,647 0..4,294,967,295
long int unsigned long int	8	Big number ☺
float	4	1.2E-38..3.4E38 6 decimal places
double	8	2.3E-208..1.7E308 15 decimal places
long double	12	3.4E-4932..1.1E4932 19 decimal places

2.5 Arithmetic

- Arithmetic calculations
  - Use `*` for multiplication and `/` for division
  - Integer division truncates remainder
    - `7 / 5` evaluates to `1`
  - Modulus operator(`%`) returns the remainder
    - `7 % 5` evaluates to `2`
- Operator precedence
  - Some arithmetic operators act before others (i.e., multiplication before addition)
    - Use parenthesis when needed
  - Example: Find the average of three variables `a`, `b` and `c`
    - Do not use: `a + b + c / 3`
    - Use: `(a + b + c ) / 3`



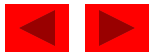
2.5 Arithmetic

- Arithmetic operators:

C operation	Arithmetic operator	Algebraic expression	C expression
Addition	`+`	$f + 7$	`f + 7`
Subtraction	`-`	$p - c$	`p - c`
Multiplication	`*`	bm	`b * m`
Division	`/`	x / y	`x / y`
Modulus	`%`	$r \bmod s$	`r % s`

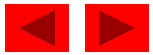
- Rules of operator precedence:

Operator(s)	Operation(s)	Order of evaluation (precedence)
`()`	Parentheses	Evaluated first. If the parentheses are nested, the expression in the innermost pair is evaluated first. If there are several pairs of parentheses "on the same level" (i.e., not nested), they are evaluated left to right.
`*`, `/`, or `%`	Multiplication,Division, Modulus	Evaluated second. If there are several, they are evaluated left to right.
`+` or `-`	Addition Subtraction	Evaluated last. If there are several, they are evaluated left to right.



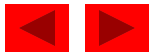
2.6 Decision Making: Equality and Relational Operators

- Executable statements
  - Perform actions (calculations, input/output of data)
  - Perform decisions
    - May want to print **"pass"** or **"fail"** given the value of a test grade
- **if** control structure
  - Simple version in this section, more detail later
  - If a condition is **true**, then the body of the **if** statement executed
    - **0** is **false**, non-zero is **true**
  - Control always resumes after the **if** structure
- Keywords
  - Special words reserved for C
  - Cannot be used as identifiers or variable names



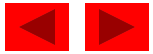
2.6 Decision Making: Equality and Relational Operators

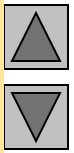
Standard algebraic equality operator or relational operator	C equality or relational operator	Example of C condition	Meaning of C condition
Equality Operators			
=	==	`x == y`	`x` is equal to `y`
not =	!=	`x != y`	`x` is not equal to `y`
Relational Operators			
>	>	`x > y`	`x` is greater than `y`
<	<	`x < y`	`x` is less than `y`
>=	>=	`x >= y`	`x` is greater than or equal to `y`
<=	<=	`x <= y`	`x` is less than or equal to `y`



2.6 Decision Making: Equality and Relational Operators

Keywords			
auto	double	int	struct
break	else	long	switch
case	enum	register	typedef
char	extern	return	union
const	float	short	unsigned
continue	for	signed	void
default	goto	sizeof	volatile
do	if	static	while





Outline

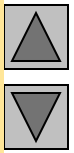
1. Declare variables

2. Input

2.1 `if` statements

3. Print

```
1  /* Fig. 2.13: fig02_13.c
2     Using if statements, relational
3     operators, and equality operators */
4  #include <stdio.h>
5
6  int main()
7  {
8     int num1, num2;
9
10    printf( "Enter two integers, and I will tell you\n" );
11    printf( "the relationships they satisfy: " );
12    scanf( "%d%d", &num1, &num2  );   /* read two integers */
13
14    if ( num1 == num2 )
15       printf( "%d is equal to %d\n", num1, num2 );
16
17    if ( num1 != num2 )
18       printf( "%d is not equal to %d\n", num1, num2 );
19
20    if ( num1 < num2 )
21       printf( "%d is less than %d\n", num1, num2 );
22
23    if ( num1 > num2 )
24       printf( "%d is greater than %d\n", num1, num2 );
25
26    if ( num1 <= num2 )
27       printf( "%d is less than or equal to %d\n",
28               num1, num2 );
```



Outline

```
29
30    if ( num1 >= num2 )
31       printf( "%d is greater than or equal to %d\n",
32               num1, num2 );
33
34    return 0;   /* indicate program ended successfully */
35 }
```

3.1 Exit `main`

Program Output

```
Enter two integers, and I will tell you
the relationships they satisfy: 3 7
3 is not equal to 7
3 is less than 7
3 is less than or equal to 7
```

```
Enter two integers, and I will tell you
the relationships they satisfy: 22 12
22 is not equal to 12
22 is greater than 12
22 is greater than or equal to 12
```