

## C Language Tutorial

### (Basic to Advanced)

**Topics** to be covered :

Installation + Setup  
Chapter 1 - Variables, Data types + Input/Output  
Chapter 2 - Instructions & Operators  
Chapter 3 - Conditional Statements  
Chapter 4 - Loop Control Statements  
Chapter 5 - Functions & Recursion  
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Chapter 9 - Structures  
Chapter 10 - File I/O  
Chapter 11 - Dynamic Memory Allocation

## Variables, Data Types + Input/Output

### (Chapter 1)

#### 1. First Program

```
#include<stdio.h>

int main() {
    printf("Hello World");
    return 0;
}
```

#### 2. Variables & Data Types + Constants & Keywords

```
#include<stdio.h>

int main() {
    int number;
    int age;
    int price;
    return 0;
}
```

```
#include<stdio.h>

int main() {
    int age = 22;
    float pi = 3.14;
    char percentage = '%';
    return 0;
}
```

### 3. Comments

```
#include<stdio.h>
//This program prints Hello World
int main() {
    printf("Hello World");
    return 0;
}
```

### 4. Output

```
#include<stdio.h>

int main() {
    int age = 22;
    float pi = 3.14;
    char percentage = '%';

    printf("age is %d", age);
    printf("age is %f", pi);
    printf("age is %c", percentage);
    return 0;
}
```

### 5. Input (Sum of 2 numbers)

```
#include<stdio.h>

int main() {
    int a, b;

    printf("enter a \n");
    scanf("%d", &a);

    printf("enter b \n");
```

```
    scanf("%d", &b);

    printf("sum of a & b is : %d \n", a+b);

    return 0;
}
```

**6. Practice Qs 1 (Area of Square)**

```
#include<stdio.h>
//area of square
int main() {
    int side;
    scanf("%d", &side);
    printf("%d", side * side);
    return 0;
}
```

**7. Practice Qs 2 (Area of Circle)**

```
#include<stdio.h>
//area of square
int main() {
    float radius;
    scanf("%f", &radius);
    printf("%f", 3.14 * radius * radius);
    return 0;
}
```

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## Instructions & Operators

### (Chapter 2)

#### 1. Type Declaration Instructions

```
#include<stdio.h>

int main() {
    int age = 22;
    int oldAge = age;
    int newAge = oldAge + 2;
    printf("new age is : %d", newAge);

    int rupee = 1, dollar;
    dollar = 74;

    /*
        order of declaration is important - Wrong Declaration Order
        float pi = 3.14;
        float area = pi * rad * rad;
        float rad = 3;
    */
}
```

```
// valid declaration
int age1, age2, age3;
age1 = age2 = age3 = 22;

//invalid
//int a1 = a2 = a3 = 22;

return 0;
}
```

## 2. Arithmetic Instructions

```
#include<stdio.h>

int main() {
    int a = 1, b = 2, c = 3;
    //valid
    a = b + c;

    //invalid
    // b + c = a;

    printf("%d \n", 3 % 2);
    printf("%d \n", -3 % 2);
    return 0;
}
```

### > Type Conversion

```
#include<stdio.h>

int main() {
    printf("sum of 2 & 3 : %d", 2 + 3);
    printf("sum of 2.0 & 3 : %f", 2.0 + 3);
    printf("sum of 2.0 & 3.0 : %f", 2.0 + 3.0);
    return 0;
}
```

### > Associativity

```
#include<stdio.h>

int main() {
    printf(" Output : %d", 5+2/2*3);
```

```
    return 0;  
}
```

### 3. Relational Operator

```
#include<stdio.h>  
  
int main() {  
    printf("%d \n", 4==4);  
  
    printf("%d \n", 4<3);  
    printf("%d \n", 3<4);  
    printf("%d \n", 4<4);  
    printf("%d \n", 4<=4);  
  
    printf("%d \n", 4>3);  
    printf("%d \n", 3>4);  
    printf("%d \n", 4>4);  
    printf("%d \n", 4>=4);  
  
    printf("%d \n", 4 !=4);  
    printf("%d \n", 3 !=4);  
    return 0;  
}
```

### 4. Logical Operator

```
#include<stdio.h>  
  
int main() {  
    printf("%d \n", 3<4 && 3<5);  
    printf("%d \n", 3<4 && 5<4);  
  
    printf("%d \n", 3<4 && 5<4);  
    printf("%d \n", 3>4 && 5>4);  
    printf("%d \n", 3<4 && 3<5);  
  
    printf("%d \n", !(3<4 && 3<5));  
    printf("%d \n", !(4<3 || 5<3));  
    return 0;  
}
```

## 5. Assignment Operator

```
# include <stdio.h>

int main() {
    int a = 10;
    a += 10;
    printf("a+10 = %d \n", a);
    a -= 10;
    printf("a-10 = %d \n", a);
    a *= 10;
    printf("a*10 = %d \n", a);
    a /= 10;
    printf("a/10 = %d \n", a);
    a %= 10;
    printf("a%c10 = %d \n", '%', a);
    return 0;
}
```

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## Conditional Statements

### (Chapter 3)

#### 1. If-else

```
#include<stdio.h>

int main() {
    int age = 19;
    if(age >= 18) {
        printf("you are an adult");
    }
    else {
        printf("you are not an adult");
    }
    return 0;
}
```

> check if a number is odd or even

```
#include<stdio.h>

int main() {
    int number;
```

```
scanf("%d", &number);

if(number % 2 == 0) {
    printf("even");
}
else {
    printf("odd");
}
return 0;
}
```

### > Use of else if

```
#include<stdio.h>

int main() {
    int age;
    printf("Enter age : ");
    scanf("%d", &age);

    if(age < 12) {
        printf("child");
    }
    else if(age < 18) {
        printf("teenager");
    }
    else {
        printf("adult");
    }
    return 0;
}
```

## 2. Ternary Operator

```
#include<stdio.h>

int main() {
    int age;
    printf("Enter age : ");
    scanf("%d", &age);

    age > 18 ? printf("adult \n") : printf("not adult \n");

    int number = 7;
```

```
int luckyNumber = 7;

    number == luckyNumber ? printf("you are lucky \n") : printf("you are not
lucky \n");

    return 0;
}
```

### 3. Switch (integer)

```
#include<stdio.h>
#include<math.h>

int main() {
    int day = 5;
    switch(day) {
        case 1 : printf("monday \n");
                   break;
        case 2 : printf("tuesday \n");
                   break;
        case 3 : printf("wednesday \n");
                   break;
        case 4 : printf("thursday \n");
                   break;
        case 5 : printf("friday \n");
                   break;
        case 6 : printf("saturday \n");
                   break;
        case 7 : printf("sunday \n");
                   break;
    }
    return 0;
}
```

### 4. Switch (character)

```
#include<stdio.h>
#include<math.h>

int main() {
    char day = 'f';
    switch(day) {
        case 'm' : printf("monday \n");
                    break;
```

```
case 't' : printf("tuesday \n");
            break;
case 'w' : printf("wednesday \n");
            break;
case 'T' : printf("thursday \n");
            break;
case 'f' : printf("friday \n");
            break;
case 's' : printf("saturday \n");
            break;
case 'S' : printf("sunday \n");
            break;
}
return 0;
}
```

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## Loop Control Statements

### (Chapter 4)

#### 1. Syntax of 3 Loops

```
# include <stdio.h>

int main () {
    //for loop
    for(int i=1; i<=100; i++) {
        printf("%d\n", i);
    }

    //while loop
    int i=1;
    while(i<=100) {
        printf("%d\n", i);
        i++;
    }

    //do while loop
    i = 1;
    do {
```

```
    printf("%d\n", i);
    i++;
} while (i<=100);

return 0;
}
```

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## Functions & Recursion

### (Chapter 5)

#### 1. Function to print Hello

```
#include<stdio.h>

//function declaration/prototype
void printHello();

int main() {
    //function call
    printHello();
    return 0;
}

//function definition
void printHello() {
    printf("Hello!\n");
}
```

#### 2. Function to calculate square of a number

```
# include <stdio.h>
//function to calculate square of a number
int calcSquare(int n);

int main() {
    int n;
    printf("enter n : ");
    scanf("%d", &n);
    printf("square is : %d", calcSquare(n));
    return 0;
}

int calcSquare(int n) {
    return n * n;
}
```

### 3. Function to calculate n factorial (using recursion)

```
# include <stdio.h>
//function to print factorial of n
int factorial(int n);

int main() {
    int n;
    printf("enter n : ");
    scanf("%d", &n);
    printf("factorial is : %d", factorial(n));
    return 0;
}

int factorial(int n) {
    if(n == 0) {
        return 1;
    }
    int factnml = factorial(n-1);
    int factn = factnml * n;
    return factn;
}
```

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## Pointers

### (Chapter 6)

#### 1. Syntax

```
#include<stdio.h>

int main() {
    int age = 22;
    int *ptr = &age;
    int _age = *ptr;
    printf("%d\n", _age);

    //address
    printf("%p\n", &age);
    printf("%p\n", ptr);
    printf("%p\n", &ptr);

    //data
    printf("%d\n", age);
    printf("%d\n", *ptr);
    printf("%d\n", *(&age));
    return 0;
}
```

```
}
```

## 2. Pointers in Function call

```
# include <stdio.h>

void square(int n);
void _square(int* n);

int main() {
    int number = 4;

    //call by value
    square(number);
    printf("n is : %d\n", number);

    //call by reference
    _square(&number);
    printf("n is : %d\n", number);
    return 0;
}

void square(int n) {
    n = n * n;
    printf("square is : %d\n", n);
}

void _square(int* n) {
    *n = *n * *n;
    printf("square is : %d\n", *n);
}
```

## 3. Swap 2 numbers

```
# include <stdio.h>

void swap(int a, int b);
void _swap(int* a, int *b);

int main() {
    int x = 3, y = 5;

    //call by value
    swap(x, y);
```

```
printf("x = %d & y = %d\n", x, y);

//call by reference
_swap(&x, &y);
printf("x = %d & y = %d\n", x, y);
return 0;
}

void swap(int a, int b) {
    int t = a;
    a = b;
    b = a;
}

void _swap(int* a, int* b) {
    int t = *a;
    *a = *b;
    *b = *a;
}
```



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## Arrays

### (Chapter 7)

#### 1. Syntax

```
# include <stdio.h>

int main() {
    int marks[3];
    printf("physics : ");
    scanf("%d", &marks[0]);

    printf("chem : ");
    scanf("%d", &marks[1]);

    printf("math : ");
    scanf("%d", &marks[2]);

    printf("physics = %d, ", marks[0]); //physics
    printf("chem = %d, ", marks[1]); //chem
    printf("math = %d \n", marks[2]); //math
```

```
    return 0;  
}
```

## 2. Pointer Arithmetic

```
# include <stdio.h>  
  
int main() {  
  
    int age = 22;  
    int *ptr = &age;  
  
    int _age = 25;  
    int *_ptr = &_age;  
  
    printf("%u\n", ptr);  
    ptr++;  
    printf("%u\n", ptr);  
    ptr--;  
    printf("%u\n", ptr);  
    ptr = ptr - _ptr;  
    printf("%u\n", ptr);  
  
    ptr = &_age;  
    printf("%d\n", ptr == _ptr);  
  
    return 0;  
}
```

## 3. Accessing an Array

```
# include <stdio.h>  
  
void printNumbers(int *arr, int n);  
void _printNumbers(int arr[], int n);  
  
int main() {  
    int arr[] = {1, 2, 3, 4, 5, 6};  
    printNumbers(arr, 6);  
    _printNumbers(arr, 6);  
    return 0;  
}
```

```
void printNumbers(int *arr, int n) {  
    for(int i=0; i<n; i++) {  
        printf("%d : %d\n", i, arr[i]);  
    }  
}  
  
void _printNumbers(int arr[], int n) {  
    for(int i=0; i<n; i++) {  
        printf("%d : %d\n", i, arr[i]);  
    }  
}
```

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## Strings

### (Chapter 8)

#### 1. Strings

```
# include <stdio.h>
# include <string.h>

int main() {
    //declaration
    char name[] = "Shradha Khapra";
    char course[] = {'a','p', 'n', 'a', ' ', 'c', 'o', 'l', 'e', 'g', 'e',
'\'0'};

    //printing string
    for(int i=0; name[i] != '\0'; i++) {
        printf("%c", name[i]);
    }
    printf("\n");

    //printing string with pointer
    for(char *ptr=name; *ptr != '\0'; ptr++) {
        printf("%c", *ptr);
    }
}
```

```
}

printf("\n");

//printing using format specifier
printf("%s\n", name);

//input a string
char firstName[40];
printf("enter first name : ");
scanf("%s", firstName);
printf("you first name is %s\n", firstName);

char fullName[40];
printf("enter full name : ");
scanf("%s", fullName);
printf("you first name is %s\n", fullName);

// gets & puts
char fullName[40];
printf("enter full name : ");
fgets(fullName, 40, stdin);
puts(fullName);

//Library Functions
char name[] = "Shradha";
int length = strlen(name);
printf("the length of name : %d\n", length);

char oldVal[] = "oldValue";
char newVal[50];
strcpy(newVal, oldVal);
puts(newVal);

char firstStr[50] = "Hello ";
char secStr[] = "World";
strcat(firstStr, secStr);
puts(firstStr);

char str1[] = "Apple";
char str2[] = "Banana";
printf("%d\n", strcmp(str1, str2));

//enter String using %c
```

```
printf("enter string : ");
char str[100];
char ch;
int i = 0;

while(ch != '\n') {
    scanf("%c", &ch);
    str[i] = ch;
    i++;
}
str[i] = '\0';
puts(str);

return 0;
}
```

### > Some more Qs

```
# include <stdio.h>
# include <string.h>

// void printString(char arr[]);
// int countLength(char arr[]);
// void salting(char password[]);
// void slice(char str[], int n, int m);

//int countVowels(char str[]);

void checkChar(char str[], char ch);

int main() {
    char str[] = "ApnaCollege";
    char ch = 'x';
    checkChar(str, ch);
}

void checkChar(char str[], char ch) {
    for(int i=0; str[i] != '\0'; i++) {
        if(str[i] == ch) {
            printf("character is present!");
            return;
        }
    }
}
```

```
        }
    }
    printf("character is NOT present:(");
}

// int countVowels(char str[]) {
//     int count = 0;

//     for(int i=0; str[i] != '\0'; i++) {
//         if(str[i] == 'a' || str[i] == 'e' || str[i] == 'i' ||
//             str[i] == 'o' || str[i] == 'u') {
//             count++;
//         }
//     }
//     return count;
// }

// void slice(char str[], int n, int m) { // n & m are valid value
//     char newStr[100];
//     int j = 0;
//     for(int i=n; i<=m; i++, j++) {
//         newStr[j] = str[i];
//     }
//     newStr[j] = '\0';
//     puts(newStr);
// }

// void salting(char password[]) {
//     char salt[] = "123";
//     char newPass[200];

//     strcpy(newPass, password); // newPass = "test"
//     strcat(newPass, salt); // newPass = "test" + "123";
//     puts(newPass);
// }
```

```
// }

// int countLength(char arr[]) {
//     int count = 0;
//     for(int i=0; arr[i]!='\0'; i++) {
//         count++;
//     }
//     return count-1;
// }

// void printString(char arr[]) {
//     for(int i=0; arr[i] != '\0' ;i++) {
//         printf("%c", arr[i]);
//     }
//     printf("\n");
// }
```

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## Structures

### (Chapter 9)

#### 1. Structures

```
# include <stdio.h>
# include <string.h>

struct student {
    char name[100];
    int roll;
    float cgpa;
};

typedef struct ComputerEngineeringStudent{
    int roll;
    float cgpa;
    char name[100];
} coe;

void printInfo(struct student s1);

int main() {
```

```
struct student s1;
// s1.name = "Shradha"; // not a modifiable value
strcpy(s1.name,"Shradha");
s1.roll = 64;
s1.cgpa = 9.2;

printf("student info : \n");
printf("name = %s\n", s1.name);
printf("roll no = %d\n", s1.roll);
printf("cgpa = %f\n", s1.cgpa);

//array of structures
struct student IT[60];
struct student COE[60];
struct student ECE[60];

//declaration
struct student s2 = {"Rajat", 1552, 8.6};
struct student s3 = {0};

printf("roll no of s2 = %d\n", s2.roll);
printf("roll no of s3 = %d\n", s3.roll);

//pointer to structure
struct student *ptr = &s1;
printf("student.name = %s\n", (*ptr).name);
printf("student.roll = %d\n", (*ptr).roll);
printf("student.cgpa = %f\n", (*ptr).cgpa);

//arrow operator
printf("student->name = %s\n", ptr->name);
printf("student->roll = %d\n", ptr->roll);
printf("student->cgpa = %f\n", ptr->cgpa);

//Passing structure to function
printInfo(s1);

//typedef keyword
coe student1;
student1.roll = 1664;
student1.cgpa = 6.7;
```

```
    strcpy(student1.name, "sudhir");

    return 0;
}

void printInfo(struct student s1) {
    printf("student info : \n");
    printf("name = %s\n", s1.name);
    printf("roll no = %d\n", s1.roll);
    printf("cgpa = %f\n", s1.cgpa);

    //change
    s1.roll = 1660; //but it won't be reflected to the main function
                    //as structures are passed by value
}
```

### > Some more Qs

```
# include <stdio.h>
# include <string.h>

//user defined
typedef struct student {
    int roll;
    float cgpa;
    char name[100];
} stu ;

typedef struct computerengineeringstudent {
    int roll;
    float cgpa;
    char name[100];
} coe;

struct address {
    int houseNo;
    int block;
    char city[100];
    char state[100];
};

struct vector {
    int x;
```

```
int y;
};

void calcSum(struct vector v1, struct vector v2, struct vector sum);

struct complex {
    int real;
    int img;
};

typedef struct BankAccount {
    int accountNo;
    char name[100];
} acc ;

int main() {
    acc acc1 = {123, "shradha"};
    acc acc2 = {124, "rajat"};
    acc acc3 = {125, "sudhir"};

    printf("acc no = %d", acc1.accountNo);
    printf("name = %s", acc1.name);
    return 0;
}

void calcSum(struct vector v1, struct vector v2, struct vector sum) {
    sum.x = v1.x + v2.x;
    sum.y = v1.y + v2.y;

    printf("sum of x is : %d\n", sum.x);
    printf("sum of y is : %d\n", sum.y);
}
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## File I/O

### (Chapter 10)

```
# include <stdio.h>

int main() {
    FILE *fptr;
    //Reading a file
    char ch;
    fptr = fopen("Test.txt", "r");
    if(fptr == NULL) {
        printf("doesn't exist!\n");
    } else {
        fscanf(fptr, "%c", &ch);
        printf("character in file is : %c\n", ch);
        fscanf(fptr, "%c", &ch);
        printf("character in file is : %c\n", ch);
        fclose(fptr);
    }

    //Writing in a file
    ch = 'M';
    fptr = fopen("NewFile.txt", "w");
}
```

```
fprintf(fptr, "%cANGO", ch);
fclose(fptr);

//fgets
fptr = fopen("NewFile.txt", "r");
printf("character in file is : %c\n", fgetc(fptr));
fclose(fptr);

//fputc
fptr = fopen("NewFile.txt", "w");
fputc('a', fptr);
fputc('p', fptr);
fputc('p', fptr);
fputc('l', fptr);
fputc('e', fptr);
fclose(fptr);

//read the full file (EOF)
fptr = fopen("NewFile.txt", "r");
ch = fgetc(fptr);
while(ch != EOF) {
    printf("%c", ch);
    ch = fgetc(fptr);
}
printf("\n");
fclose(fptr);

return 0;
}
```

## C Language Tutorial

### (Basic to Advanced)

**Topics** to be covered :

Installation + Setup  
Chapter 1 - Variables, Data types + Input/Output  
Chapter 2 - Instructions & Operators  
Chapter 3 - Conditional Statements  
Chapter 4 - Loop Control Statements  
Chapter 5 - Functions & Recursion  
Chapter 6 - Pointers  
Chapter 7 - Arrays  
Chapter 8 - Strings  
Chapter 9 - Structures  
Chapter 10 - File I/O  
Chapter 11 - Dynamic Memory Allocation

## Dynamic Memory Allocation

### (Chapter 11)

```
# include <stdio.h>
# include <stdlib.h>
//Dynamic Memory Allocation

int main() {
    //sizeof function
    printf("%d\n", sizeof(int));
    printf("%d\n", sizeof(float));
    printf("%d\n", sizeof(char));

    //malloc
    // int *ptr;
    // ptr = (int *) malloc(5 * sizeof(int));

    // for(int i=0; i<5; i++) {
    //     scanf("%d", &ptr[i]);
    // }

    // for(int i=0; i<5; i++) {
    //     printf("number %d = %d\n", i+1, ptr[i]);
    // }
```

```
// }

//calloc
int *ptr = (int *) calloc(5, sizeof(int));

for(int i=0; i<5; i++) {
    printf("number %d = %d\n", i+1, ptr[i]);
}

//free
free(ptr);

return 0;
}
```