***SESSION 1***

**Phases of Development**

The different phases of development of a C program are:

* Preprocessing
* Compilation
* Assembling
* Linking
* Execution

**Types of errors**

* Compiler errors (syntax)(much frequent)
* Linker errors
* Runtime errors
* Logical errors
* Preprocessing errors (less frequent)

**C Standards**

* K&R (kemighan and Ritchie 1978)
* ANSI C 1989
* C99 1999
* C11 2011(ISO)

**IDE(Integrated Development Environment):**

software suite that provides basic tools required to write and test software

eg: Code blocks

**Native and Cross compilers:**

Native compiler produces executable code to be run on the same machine

Cross compiler produces exe code that can run on different machine (architecture)

**Debugging :** Process of identifying and removing errors

**Tracing:** Executing code with breaks, used for debugging

***SESSION 2***

**Tokens**

Atomic , individual units of C

Different types of tokens in C are:

* Keywords
* Identifiers
* Constants/Literals
* Operators
* Special symbols
* String Literals

**Data types**:

* int 2 or 4 bytes
* float 4 bytes
* double 8 bytes
* char 1 byte

**Type Conversions:**

1) **Implicit:**

* Done automatically by converter
* Data types converted largest type

2) **Explicit:**

* Done manually(user defined)

**Precedence and Associativity:**

**Precedence:** Grouping operators together and assigning priority between groups.

**Associativity:** Priority between operators of same group(precedence)