

C Fun

Fun and Adventures in C Language Programming

Fria El Agua

Table of Contents

Chapter 1: Compiling and Running	1
Your first program	1
Compiling	1
Running	1
Chapter 2: Basic Data Types	2
Character	2
Integer	2
Float	2
Double	2
Chapter 3: Basic Input/Output	3
Input	3
Output	3
Format Specifiers	3

Chapter 1: Compiling and Running

Your first program

HelloWorld.c

```
/* HelloWorld.c */
#include <stdio.h>
int main(void) {
    printf("Hello World\n");
    return 0;
}
```

Compiling

Compiling the Source Code

```
gcc HelloWorld.c -o HelloWorld
```

Running

Running the Executable

```
./HelloWorld
```

Chapter 2: Basic Data Types

Character

`char` or `signed char` has a range from -128 to 127.

`unsigned char` has a range from 0 to 255.

Can contain an ascii character or a number.

Integer

`int` or `signed int` has a range from

`unsigned int` has a range from

`short int` has a range from

`long int` has a range from

`long long int` has a range from

Can contain only integers.

Float

`float` Has a range from

Can contain decimal numbers.

Double

`double` Has a range from

`long double` Has a range from

Can contain decimal numbers.

Chapter 3: Basic Input/Output

Input

Basic Input

```
scanf( fmt, ...args );
```

Output

Basic Output

```
printf( fmt, ...args );
```

Format Specifiers

Table 1. Format Specifiers

format	definition
%c	char
%d,%i	int
%hd	short int
%u	unsigned int
%hu	unsigned short int
%f	float
%lf	double
%llf	long double
%s	string