C Programming & Lab

2. How to write a program

Sejong University

Outline

1) Write a program in Visual Studio

2) printf()

3) scanf()

4) Debugging

Introduction: Visual Studio

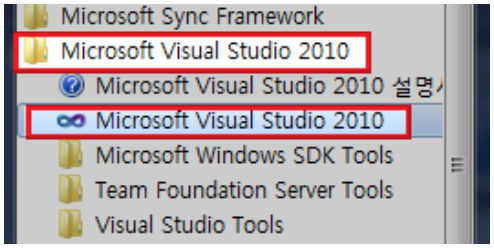
- Visual Studio provides a development environment for various programming languages
- In this course, we use ‘Visual C++’ (C compiler)

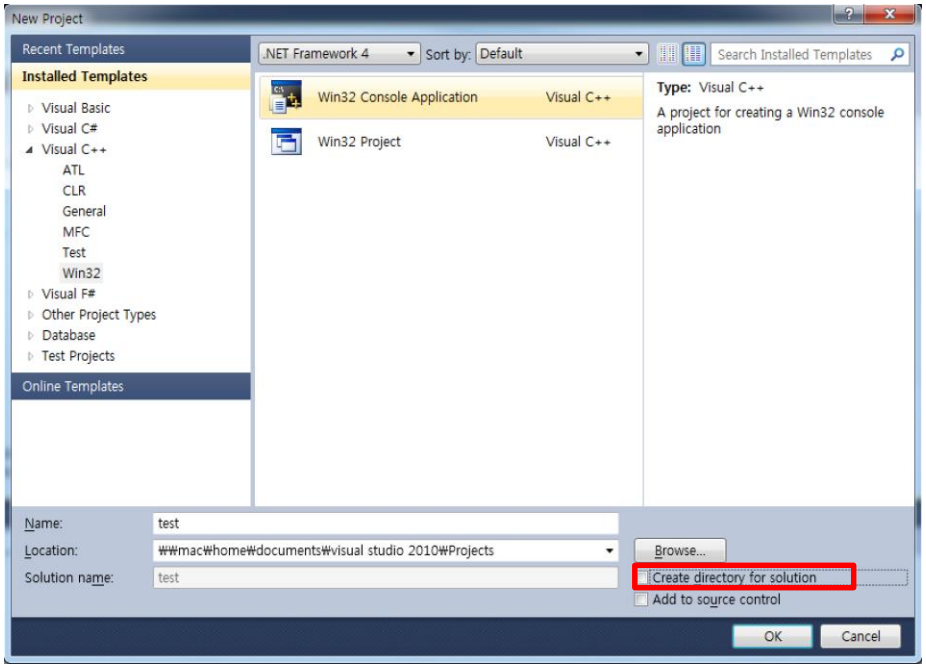
- Various versions of Visual Studio

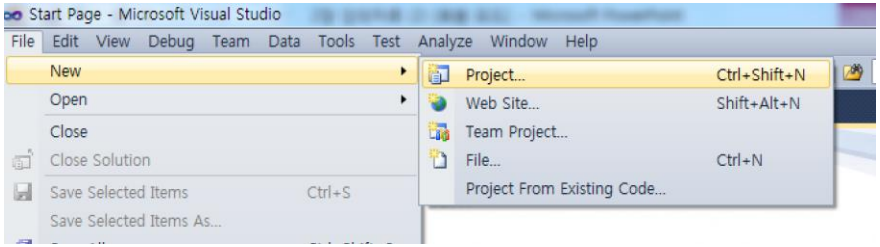
Visual Studio 2010	Visual Studio Express 2010
Visual Studio 2012	Visual Studio Express 2012
Visual Studio 2013	Visual Studio Express 2013
Visual Studio Professional 2015	Visual Studio Community 2015
Visual Studio Enterprise 2015	

Create a Project-1

- Start Visual Studio
- Create a new project

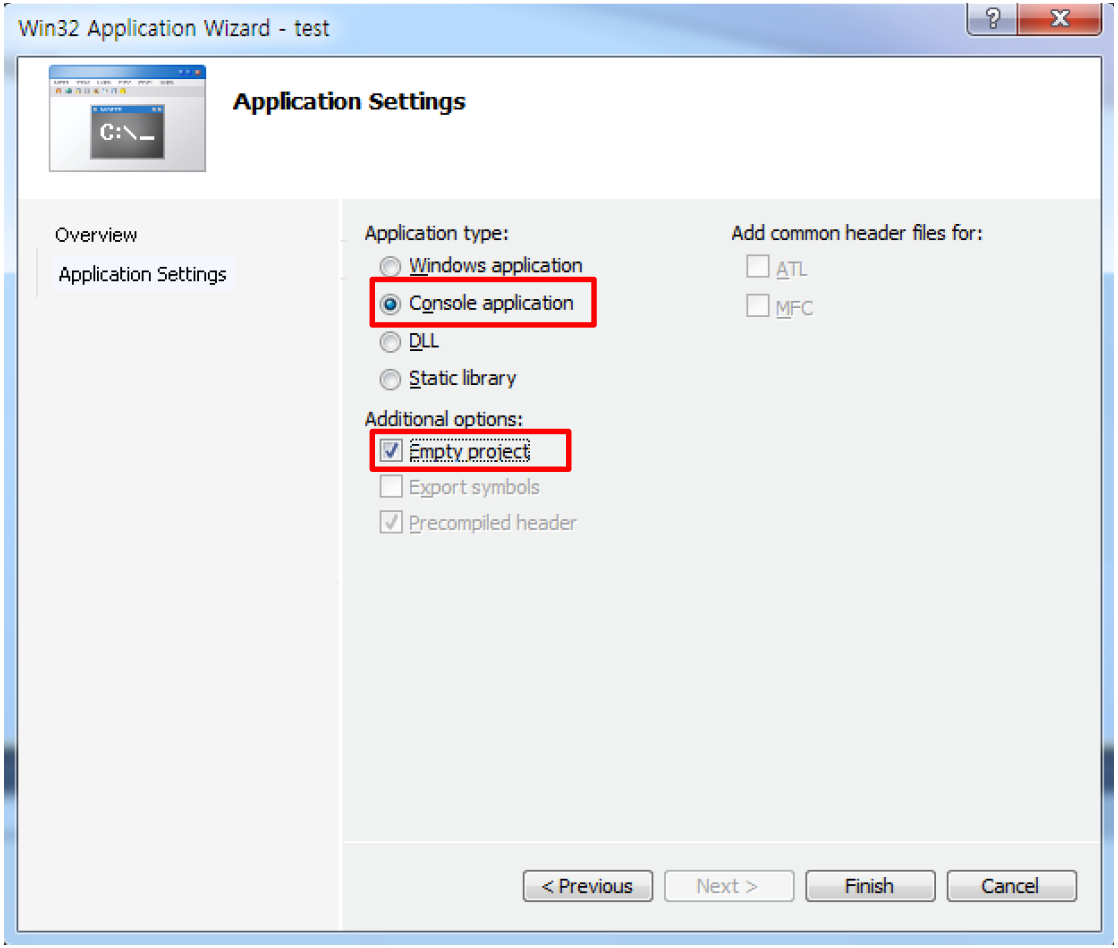




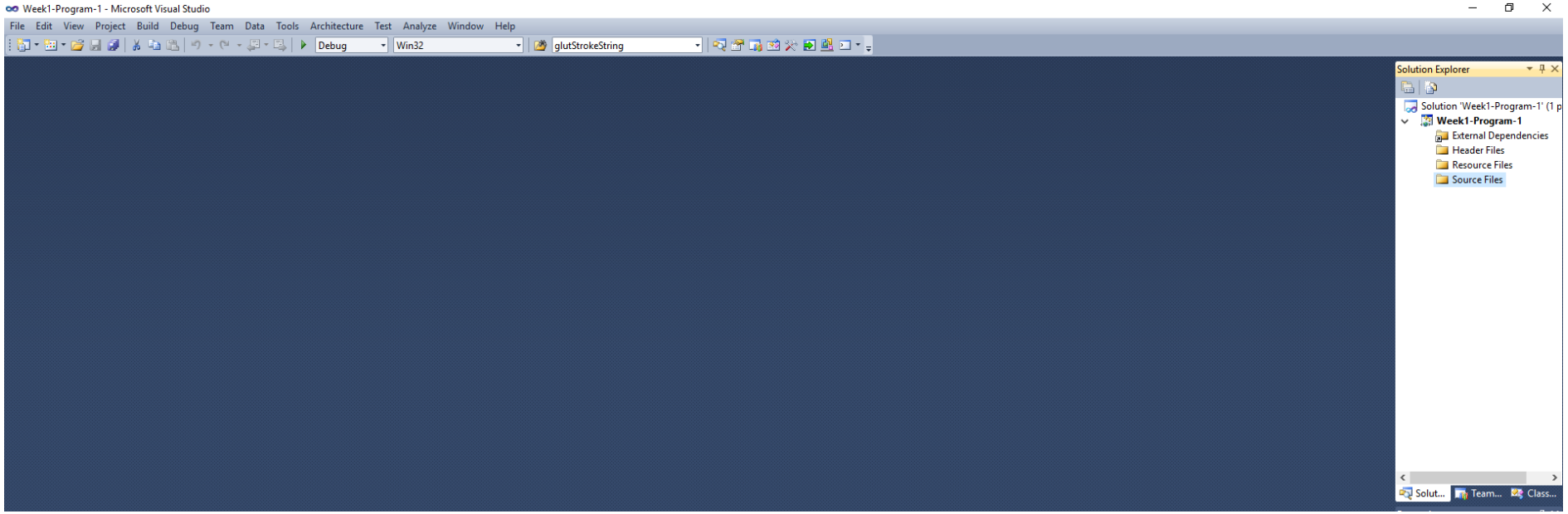


Create a Project-2

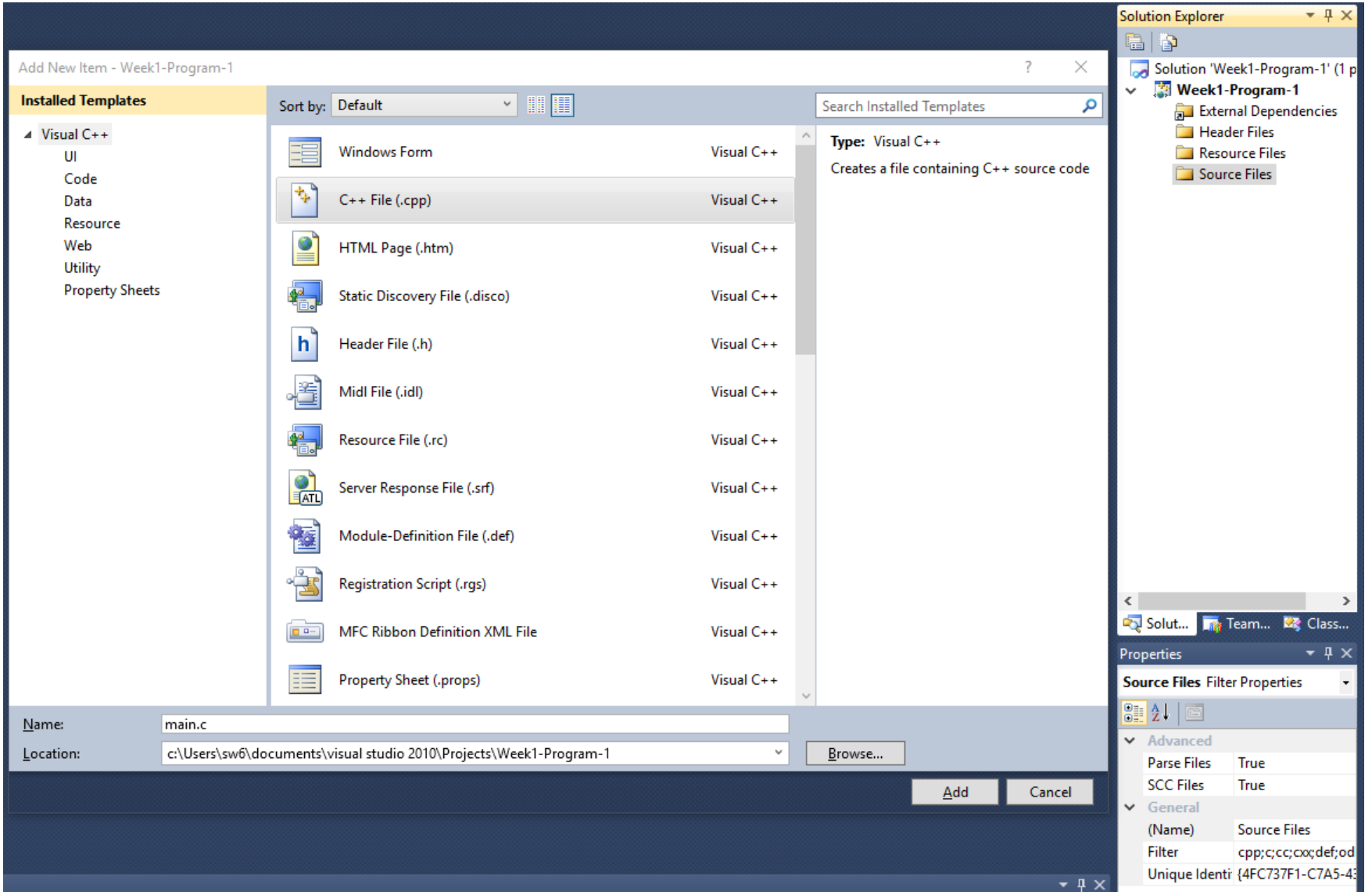
- Select ‘Console application’ and ‘Empty project’. Finish



Create a Project-3

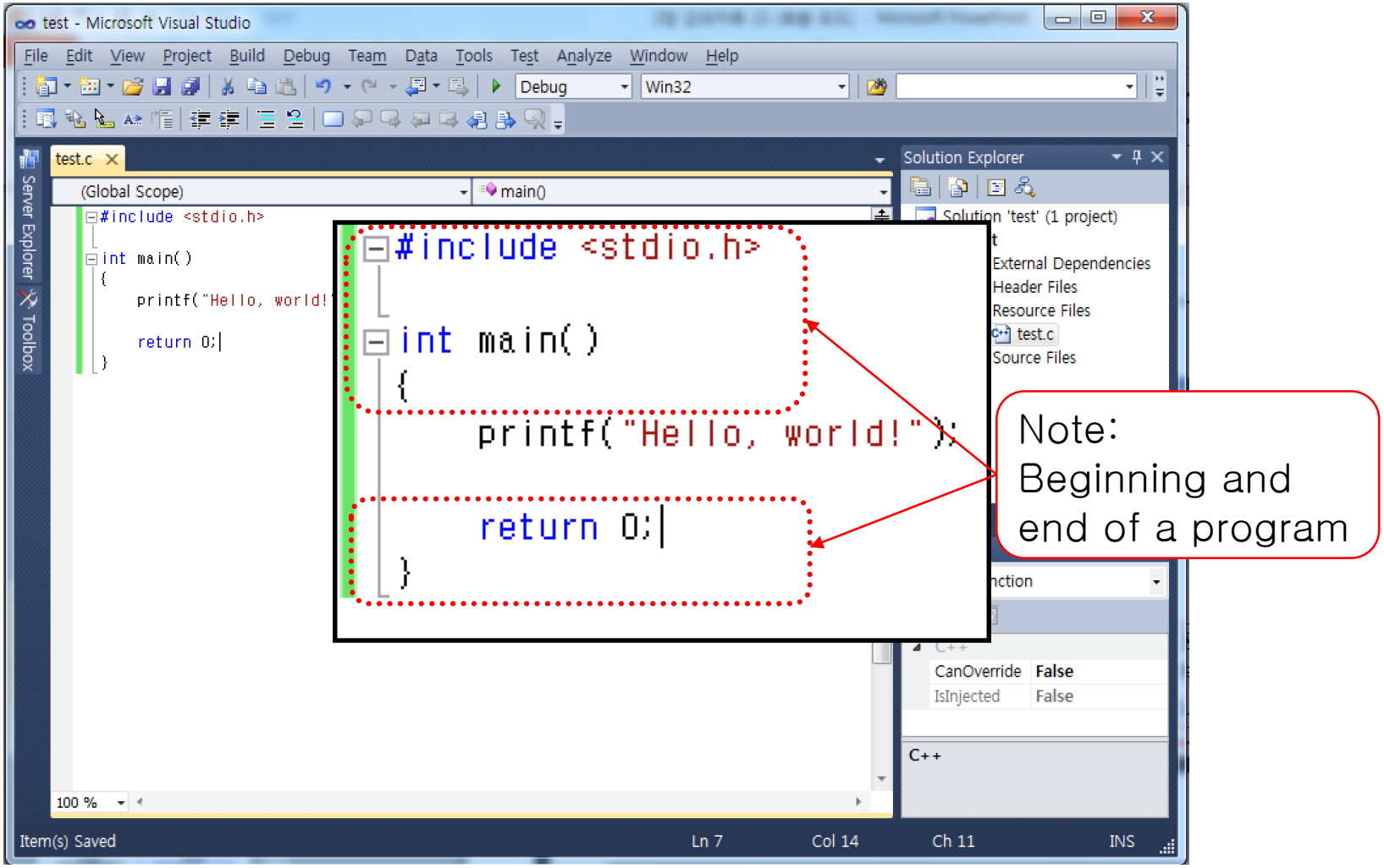


Create a Project-4



Create a Project-5

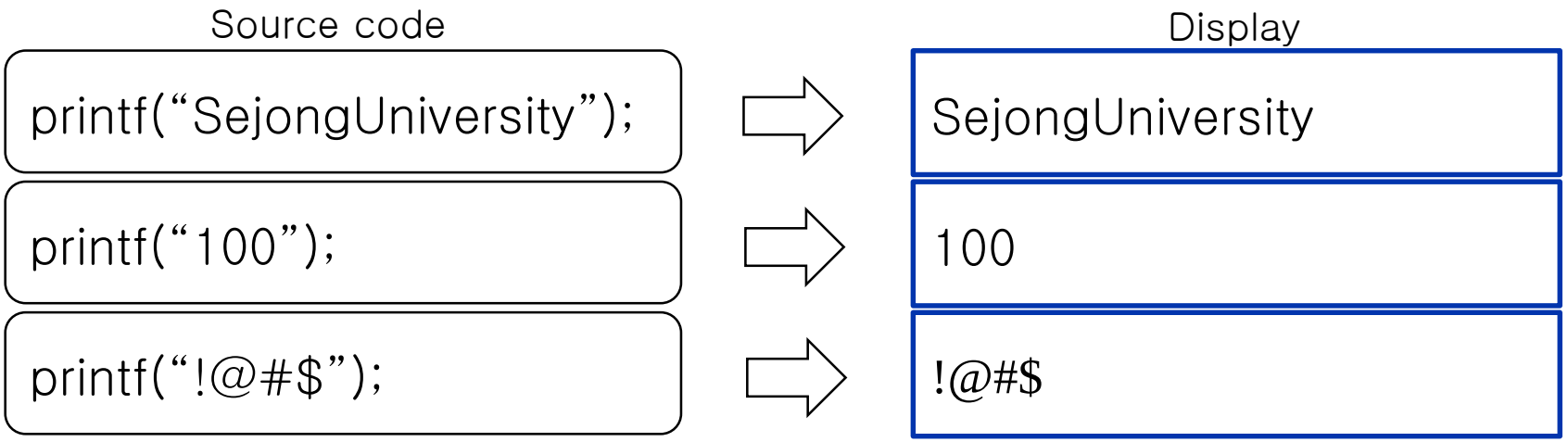
- Write a code.



printf()

- printf() 함수
  - Pre-defined C standard library
  - Display characters and numbers enclosed in double quotation marks (“”)

- Examples



[Example 1] printf()

```
01  #include<stdio.h>
02
03  int main()
04  {
05
06      printf("SejongUniversity");
07      printf("Freshmen");
08      printf("Kim");
09
10      return 0;
11  }
```

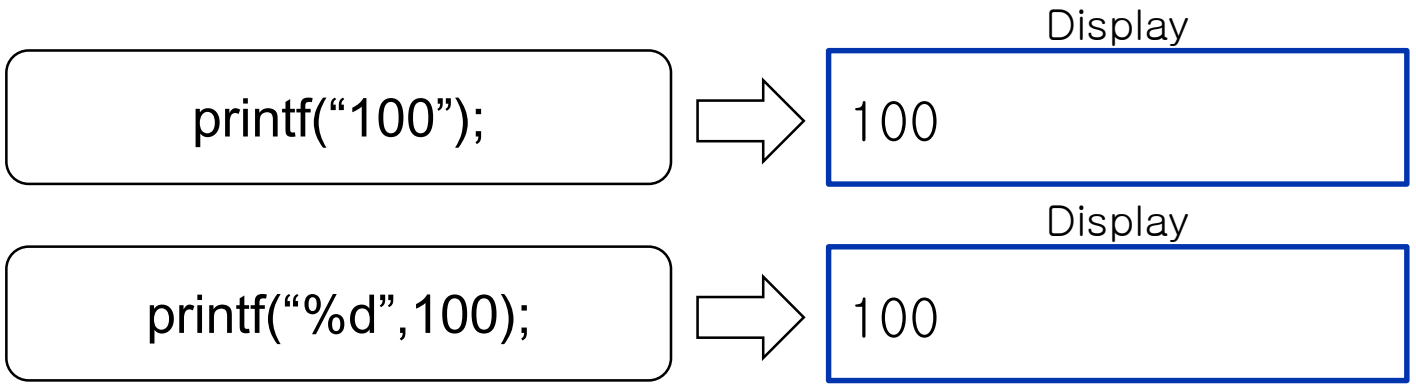
Display

```
SejongUniversityFreshmenKim
```

→ 1: Insert spaces
→ 2: Use only one printf() function

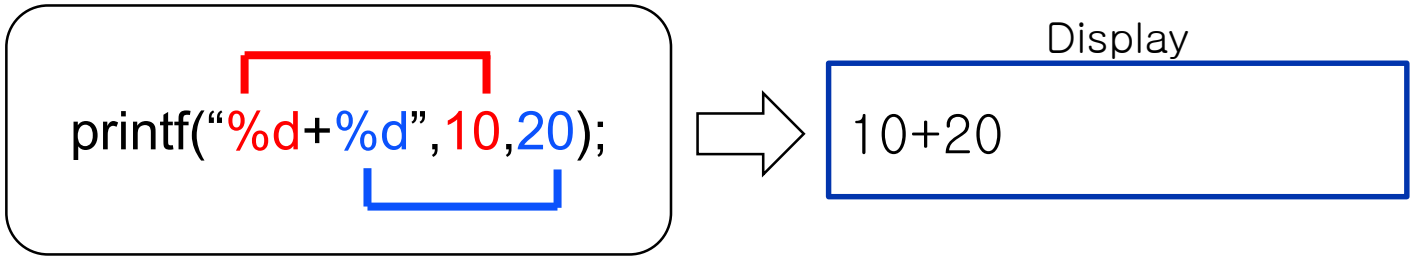
printf() Format

- printf() Format
  - Specify a format string



* %d: integer

  - Multiple format specifiers may be used



* %d: integer

printf() Format

- Formats

Type	Example	Description
%d	10	Integer (decimal)
%x	100	Integer (hexademical)
%o	1234	Integer (octal)
%f or %lf	0.5	Real number
%c	‘a’ ‘A’	Character
%s	‘Hi’ ‘Hello’	Character string

printf() Format

- Integer

%d →	1	2		
%4d →			1	2
%04d →	0	0	1	2

- Real number

%f →	1	2	.	3	4	0	0	0	0
%7.1f →				1	2	.	3		
%7.3f →		1	2	.	3	4	0		

printf() Format

- Formats

Type	Description
\n	New line
\t	Tab
\b	Backspace
\r	Carriage return (move to the start of the current line)
\a	Alert user
\\	Print \
\’	Print ‘
\”	Print “

[Example 2]printf()

```
01 #include <stdio.h>
02
03 void main()
04 {
05        printf("100");
06        printf("₩n");
07        printf("%d", 100);
08        printf("₩n");
09 }
```

New line

```
01 #include <stdio.h>
02
03 void main()
04 {
05        printf("100+200");
06        printf("₩n");
07        printf("%d", 100+200);
08        printf("₩n");
09 }
```

→ Discuss the result and run the source code

[Example 3] printf(): Variable

```
03 int main()
04 {
05   int c;
06
07   c=10+20;
08
09   printf("c=10+20 print:");
10   printf("₩n");
11   printf("%d", c);
12
13   return 0;
14 }
```

Int: integer variable
(Will be discussed in Ch 3)

```
03 int main()
04 {
05   int a=10;
06   int b=20;
07   int c;
08
09   c=a+b;
10
11   printf("c=a+b print:");
12   printf("₩n");
13   printf("%d", c);
14
15   return 0;
16 }
```

scanf()

- scanf()
  - Read an input from a user via Command window
  - Require a format string in between (“”) to specify the appearance of the input
  - Put & symbol in front of a variable
  - The same number and type of format strings and variables

- Example

```
int a=0;
int b=0;

scanf(“%d”,&a);
scanf(“%d”,&b);
```

1 Input

```
int a=0;
int b=0;

scanf(“%d%d”,&a,&b);
```

2 Inputs

[Example 4]scanf()

```
01  #include<stdio.h>
02
03  int main()
04  {
05      int id;
06
07      printf(“Enter Stduent ID: ”);
08      scanf(“%d”,&id);
09      printf(“ID: %d₩n”,id);
10
11      return 0;
12  }
```

Display

```
Enter Student ID: 16011111
ID: 16011111
```

[Example 5]scanf()

```
01  #include<stdio.h>
02
03  int main()
04  {
05      int id, age;
06
07      printf(“Enter Student ID: ”);
08      scanf(“%d”,&id);
09      printf(“ID: %d₩n”,id);
10
11      printf(“Enter Age: ”);
12      scanf(“%d”,&age);
13      printf(“Age: %d₩n”,age);
14
15      return 0;
16  }
```

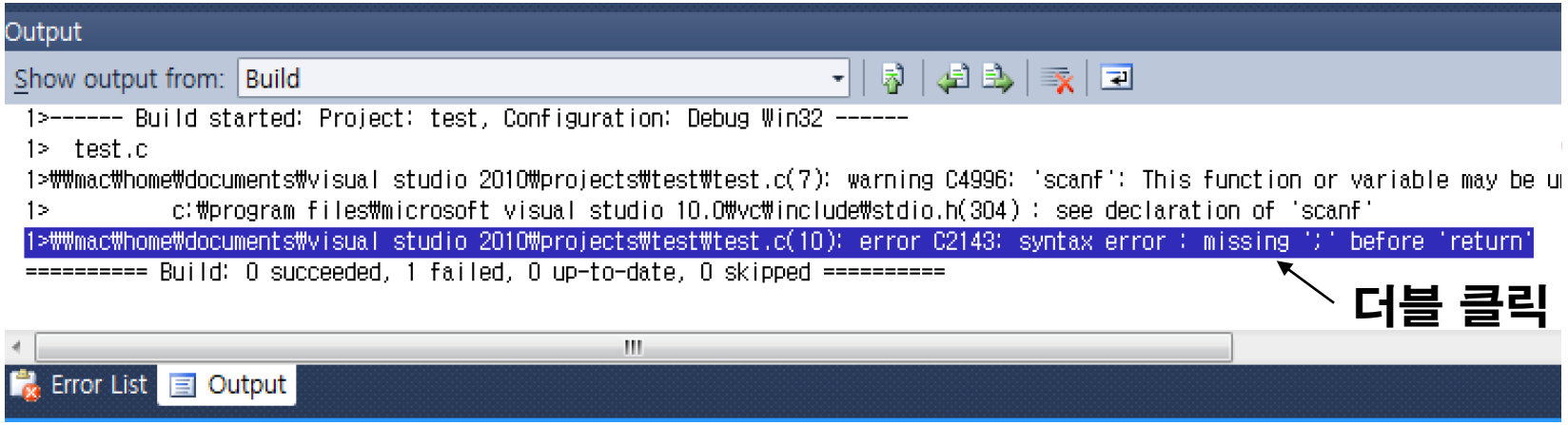
Display

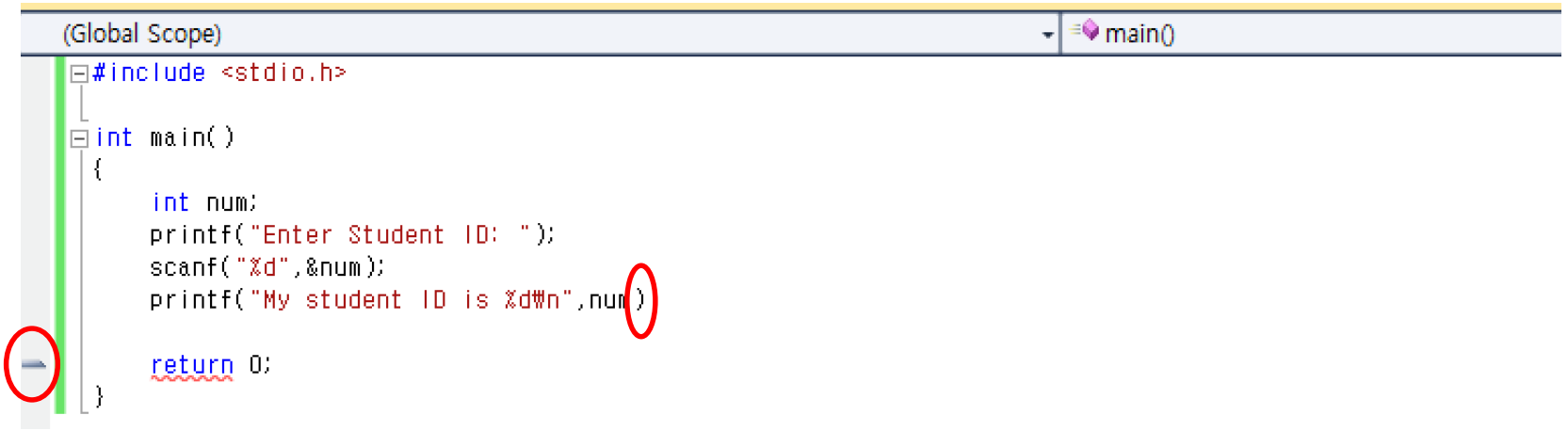
```
Enter Student ID: 16011111
ID: 16011111
Enter Age: 20
Age: 20
```

→ Use scanf() once, obtain both id and age

Debugging-1

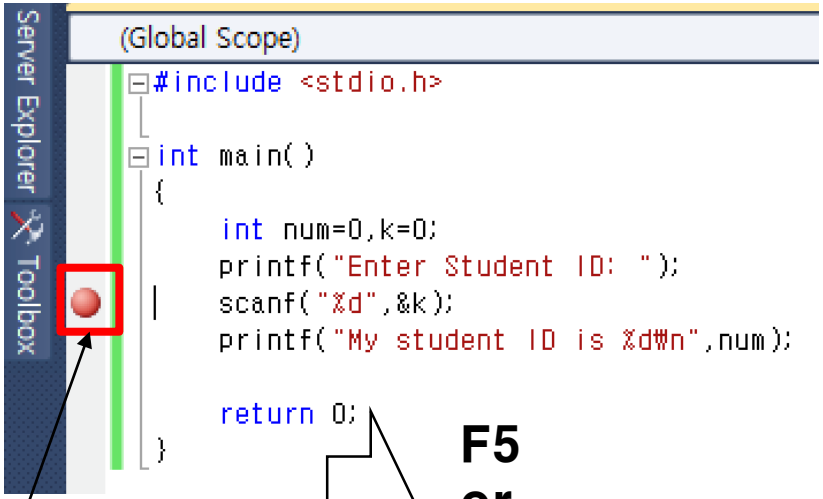
- Error on output





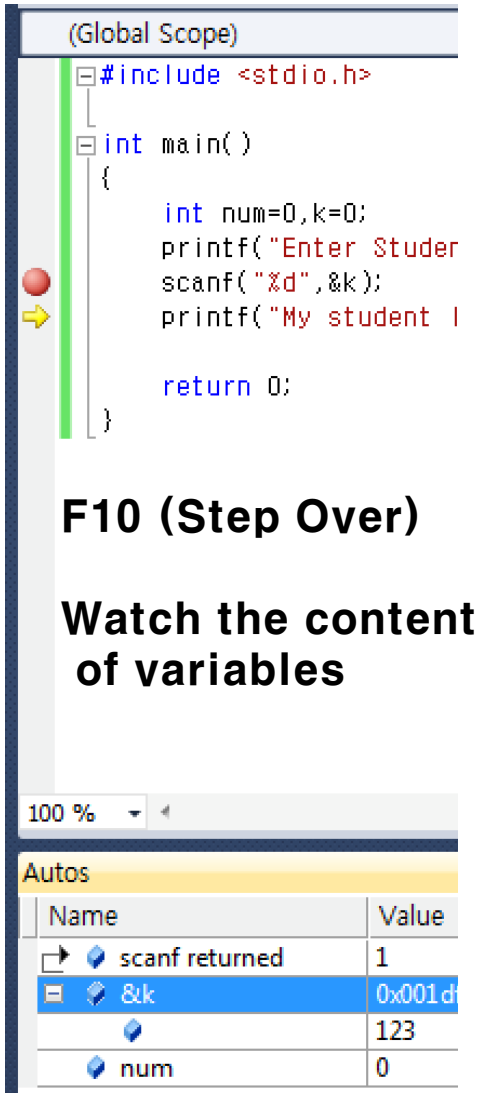
Debugging-2

- Debugging Tool



Insert a breakpoint

F5
or
Debug -> Start Debugging



F10 (Step Over)

Watch the contents of variables

Stop Debug (shift+F5)
Correct errors