Course Information

- Cmpe150.01 Lab+PS: Thursday 3-4-5, BM B4

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Lab Content: https://github.com/zeynepyirmibes/cmpe150-spring20

Student Assistants:

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- Hatice Şule

Course Information

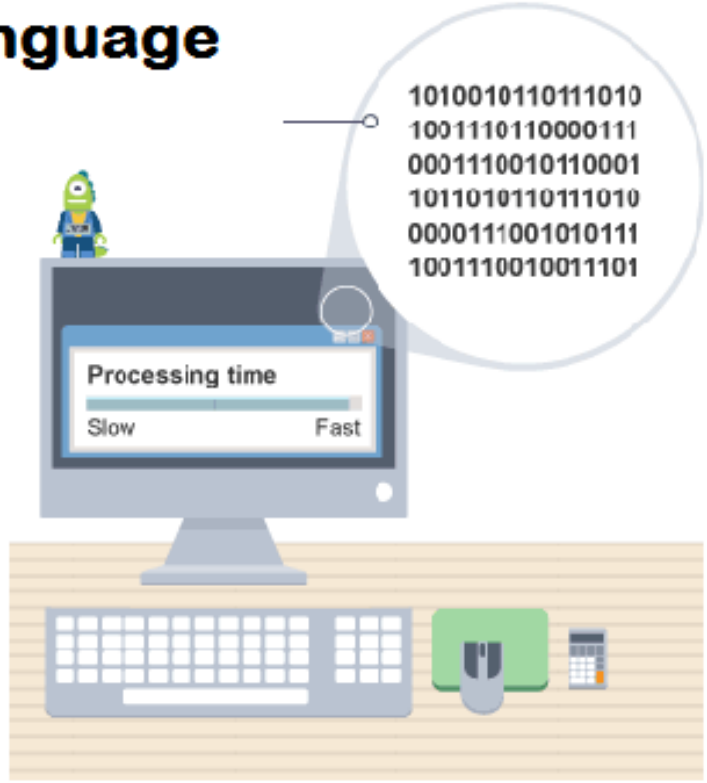
- Quizzes each week (%10)

- Midterm 1 (25%) **March 31**
- Midterm 2 (30%) **May 5**

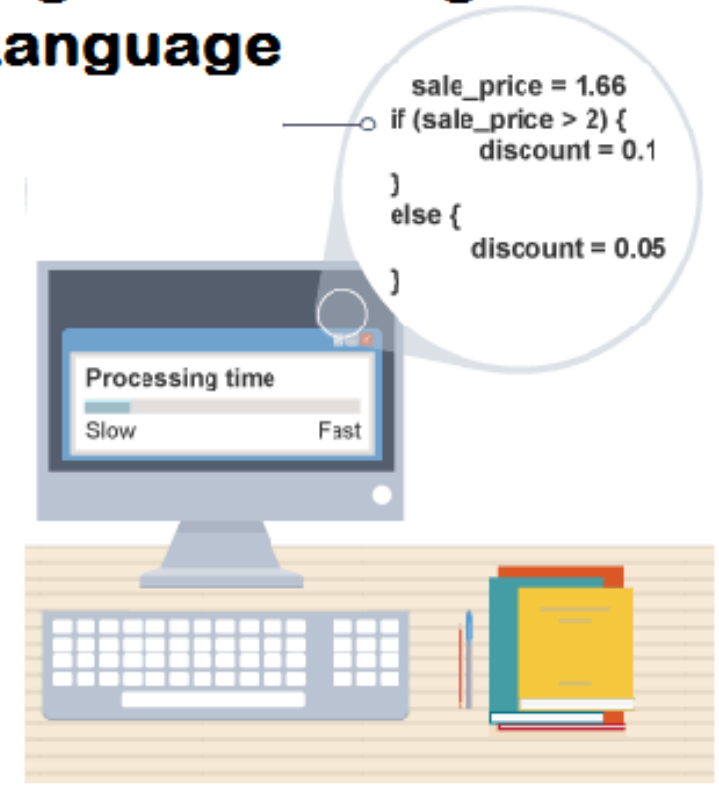
- Final (35%)

Programming Languages

Low Level Programming Language



High Level Programming Language



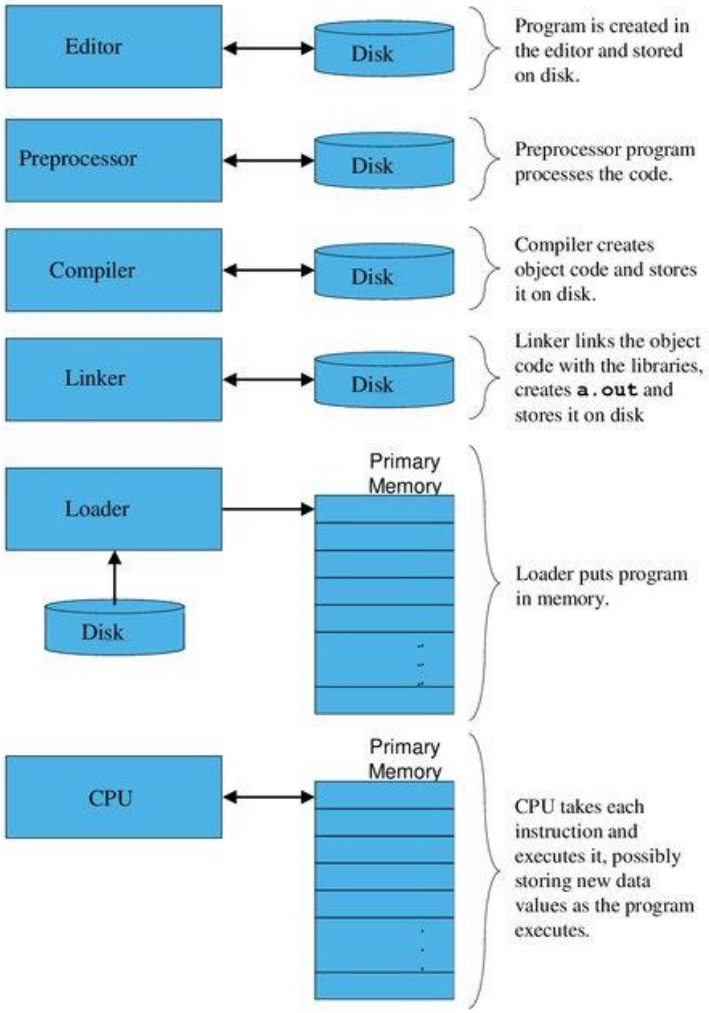
Build & Run

Build

1. Edit
2. Preprocess
3. Compile
4. Link

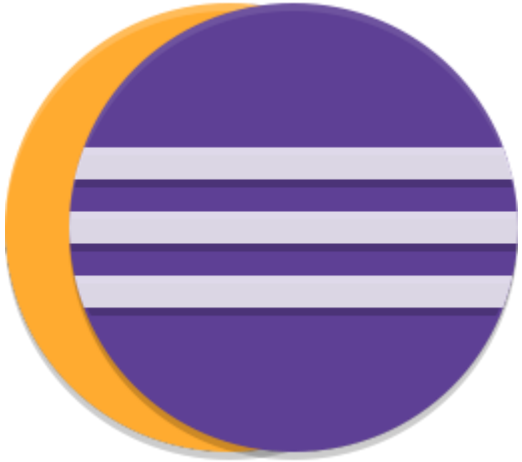
Run

5. Load
6. Execute



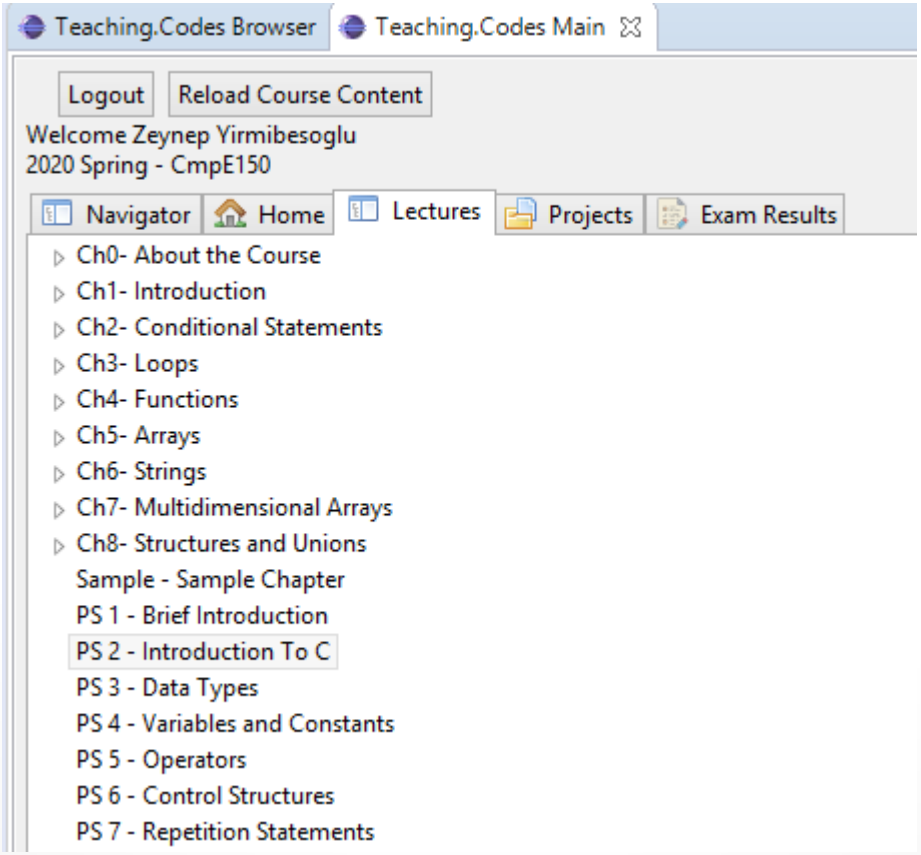
Eclipse IDE

- **IDE:** An integrated development environment (**IDE**) is a software application that provides comprehensive facilities to computer programmers for software development. An **IDE** normally consists of at least a source code editor, build automation tools and a debugger.

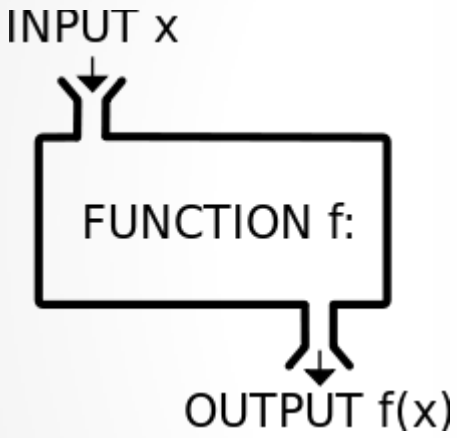


Teaching Codes

- https://programming.cmpe.boun.edu.tr/welcome



C Functions



Return statement of a Function

```c
#include <stdio.h>

int addNumbers(int a, int b);

int main()
{
    ... .. ...

    sum = addNumbers(n1, n2);

    ... .. ...
}

int addNumbers(int a, int b)
{
    ... .. ...
    return result;
}
```

sum = result

Variables in C

Type	Meaning	Modifier
Character	Character data	char
Integer	Signed whole numbers	int
Float	Floating point numbers	float
Double	Double precision floating point numbers	double
Signed	Positive and negative numbers	signed
Unsigned	Positive only numbers	unsigned
Long	Double the length of a number	long
Short	Halves the length of a number	short

```
int number1;
int number2;

int number1, number2;
```

Declaration & Assignment

- Declaration:

```
int number1;
char character1;
```

- Assignment: Not a mathematical equality

```
number1 = 62;
character1 = 'a';

2 = x;  WRONG
```

Memory Layout