

Programming in C

Lecture - 06:

Format Specifiers & Escape Sequence Characters

→ %c
→ %d

Comments in C

↳ Comments are human readable text that are Ignored/Skipped during program execution.

* Comments are used to explain the code, to make it more readable.

a) Single line Comment :

↳ // is used

b) Multiline Comment :

↳ /* Multi
line
Comment */

```
C comment.c > main()
1  #include <stdio.h>
2
3  int main(){
4      // ye line hello print karegi
5      printf("Hello ");
6      // ye line world print karegi
7      printf("World");
8
9      /*
10     this is multiline comment
11     aur ye comment
12     ek se jyada lines me
13     hai
14     thankyou
15     */
16
17     return 0;
18 }
```

Format Specifiers:

%d → int

%c → Char

%i → int

%u → unsigned int

%f → float

↓

%0.nf → float

↑
Values after
decimal point

%s → String

```
formatifiers.c > main()
1 #include <stdio.h>
2
3 int main(){
4     printf("%d ", 14); 1
5     printf("%d ", -14); 2
6     printf("%u ", 15); // unsigned int 3
7     printf("%u ", -15); // -15 is not an unsigned integer
8
9     return 0;
10 }
```

Terminal Output:

```
14 -14 15 4294967281
PS>
```

Handwritten notes on the image:

- Arrows pointing to the values 14, -14, 15, and 4294967281 in the terminal output.
- Label "Garbage value" with an arrow pointing to the value 4294967281.
- Label "Unsigned" with an arrow pointing to the format specifier %u in the code.

```
formatifiers.c X
formatifiers.c > main()
1 #include <stdio.h>
2
3 int main(){
4     printf("%f ", 250); // ham integer value de rahe hai float ko
5     printf("%f ", 1.758);
6     printf("%f ", 1.958715618161);
7     printf("%0.2f ", 1.958715618161);
8     printf("%0.8f ", 1.958715618161);
9     return 0;
10 }
```

Terminal Output:

```
0.000000 1.758000 1.958716 1.96
1.95871562
PS>
```

%x, %X → hexadecimal int
%o → octal value
↳ both are unsigned

```
formatspecifiers.c X
C formatspecifiers.c > main()
1 #include <stdio.h>
2
3 int main(){
4     printf("%x ", 165); // print hex value of the given integer
5     printf("%X ", 165); // print hex value of the given integer
6     printf("%o ", 45); // print the octal value of given integer
7     return 0;
8 }
```

Pointer Value

```
C formatspecifiers.c > main()
1 #include <stdio.h>
2
3 int main(){
4     int x = 9552;
5     printf("%p", &x);
6     return 0;
7 }
```

↖ address of x
↖ pointer

00000000061fe2c
PS>

Escape Sequence characters:

`printf("%d");` → We can not print the reserved characters of a string directly
 └ integer

`printf("%f");` ⇒ % sign is reserved for specific purpose in a string
 └ float

⇒ To print these kind of special reserved character we use Escape Sequence Characters.

a) `\\` ⇒ Insert a backslash `\` ← reserved

b) `'\'` ⇒ Insert a single quotation mark

c) `\"` ⇒ Insert a double quotation mark

d) `\n` → Newline character

e) \t → give a tab space
↳ group of 4 spaces

f) \a → alarm bell. (Alert Bell)

g) \0 → Null Character

C escapesquence.c

C escapesquence.c > main()

```
1  # include <stdio.h>
2
3  int main(){
4      // printf("This is a teacher's time table and this is student's
      diary.");
5
6      // printf("This is a teacher\'s time table and this is student\'s
      diary.");
7
8      // printf("this is an \"apple\" and apple is good");
9
10     // printf("This is a monkey\nAnd the monkey is a good person");
11
12     // printf("This is an\ticecream."); //1 tab = 6 spaces
13
14     // printf("Hellow \a");
15
16     // printf("Hello Good\0 Morning");
17
18     return 0;
19 }
```

Cyclic Property of an integer

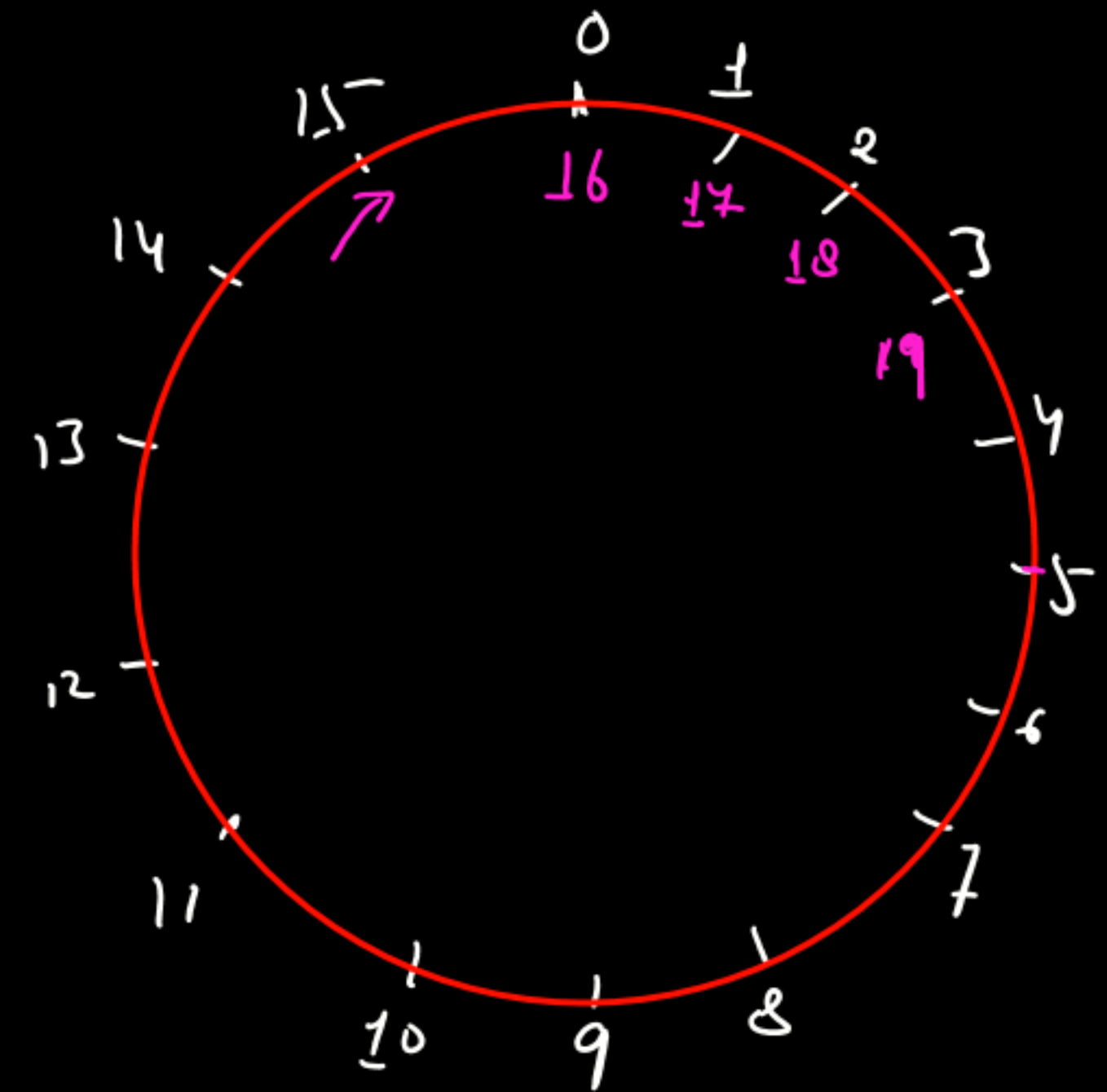
Range — { Unsigned int $\rightarrow 0$ to $2^n - 1$
signed int $\rightarrow [-2^{n-1}$ to $2^{n-1} - 1]$
↳ 2's Complement form

Ex $n = 4$ bits (Unsigned)

Range = 0 to $2^4 - 1 \Rightarrow 0$ to 15

Suppose, we want to enter a number greater than 15 .

out of range \rightarrow Start from lower value.



$$n = 16 \Rightarrow 0$$

$$n = 17 \Rightarrow 1$$

$$n = 18 \Rightarrow 2$$

$$n = 19 \Rightarrow 3$$

⋮
(n) times

$$n = 32 \rightarrow 0$$

$$n = 33 \rightarrow 1$$

⋮

→ Short = 2 bytes ⇒ 16 bits

↳ unsigned ⇒ $R = 0 \text{ to } 2^{16} - 1 \Rightarrow 0 \text{ to } \underline{65,535}$ ← max

↳ signed ⇒ $R = -2^{n-1} \text{ to } 2^{n-1} - 1$

$R = -2^{15} \text{ to } 2^{15} - 1 \Rightarrow \underline{-32768} \text{ to } \underline{32767}$

for unsigned short integer, the maximum value will be 65,535

eg $i = 65536 \Rightarrow 0$
 $i = 65537 \Rightarrow 1$ } warning

for signed integer, the maximum value will be 32767

$i = 32768 \rightarrow -32768$

$32769 \rightarrow -32767$

⋮
[Repeat the number]

Practical Implementation:

```
escapesequence.c • cycle.c X
C cycle.c > main()
1 #include <stdio.h>
2
3 int main(){
4     short x = 32769; // signed
5     printf("%d\n", x);
6     unsigned short y = 65537; // unsigned
7     printf("%d\n", y);
8     return 0;
9 }
```

cycle.c: In function 'main':
cycle.c:6:24: warning: unsigned conversion from 'int' to 'short unsigned int' changes value from '65537' to '1' [-Woverflow]
6 | unsigned short y =
 | ^~~~~~
-32767
1
PS>

tomorrow →
↳ Operators ← imp