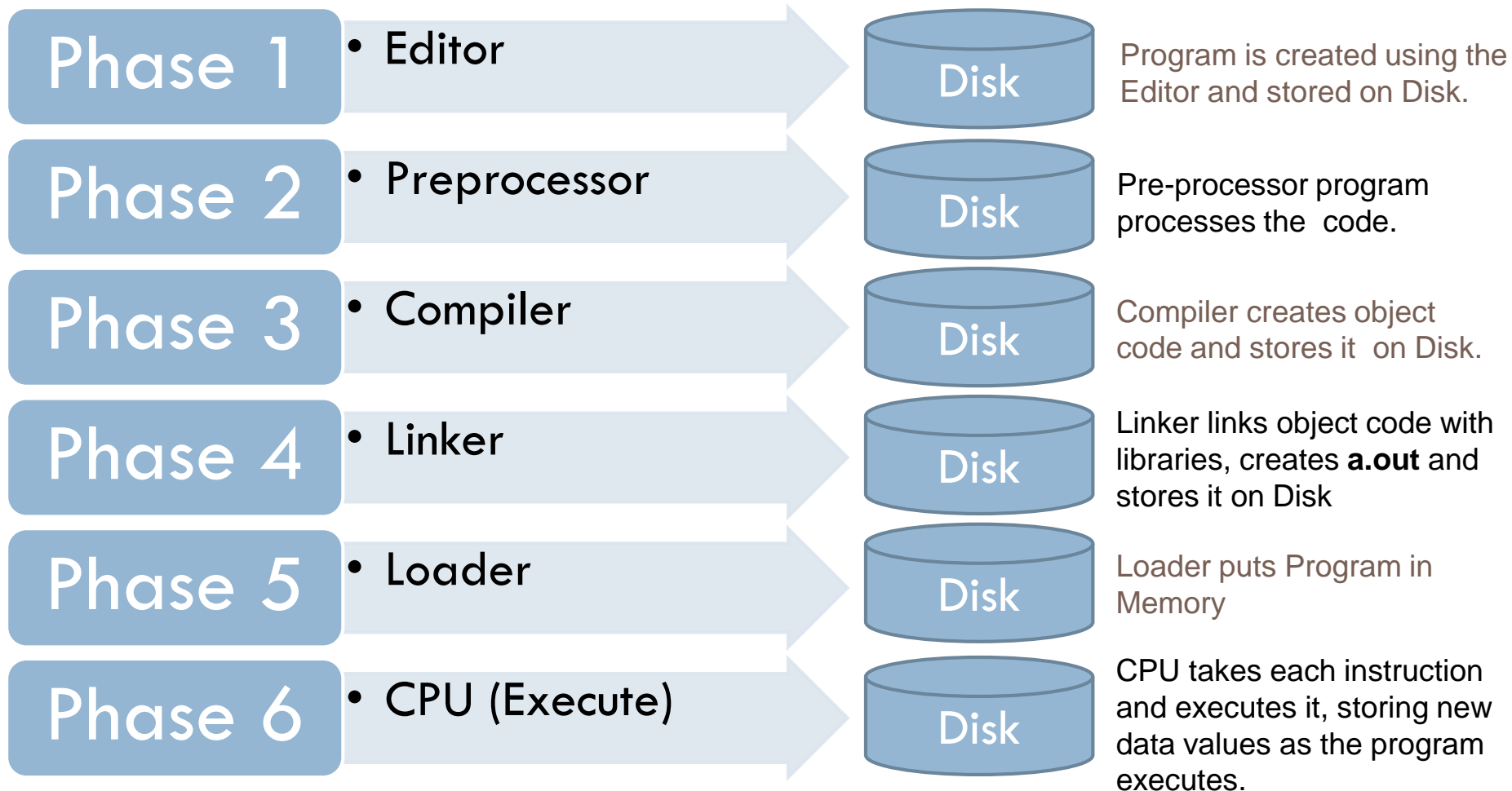
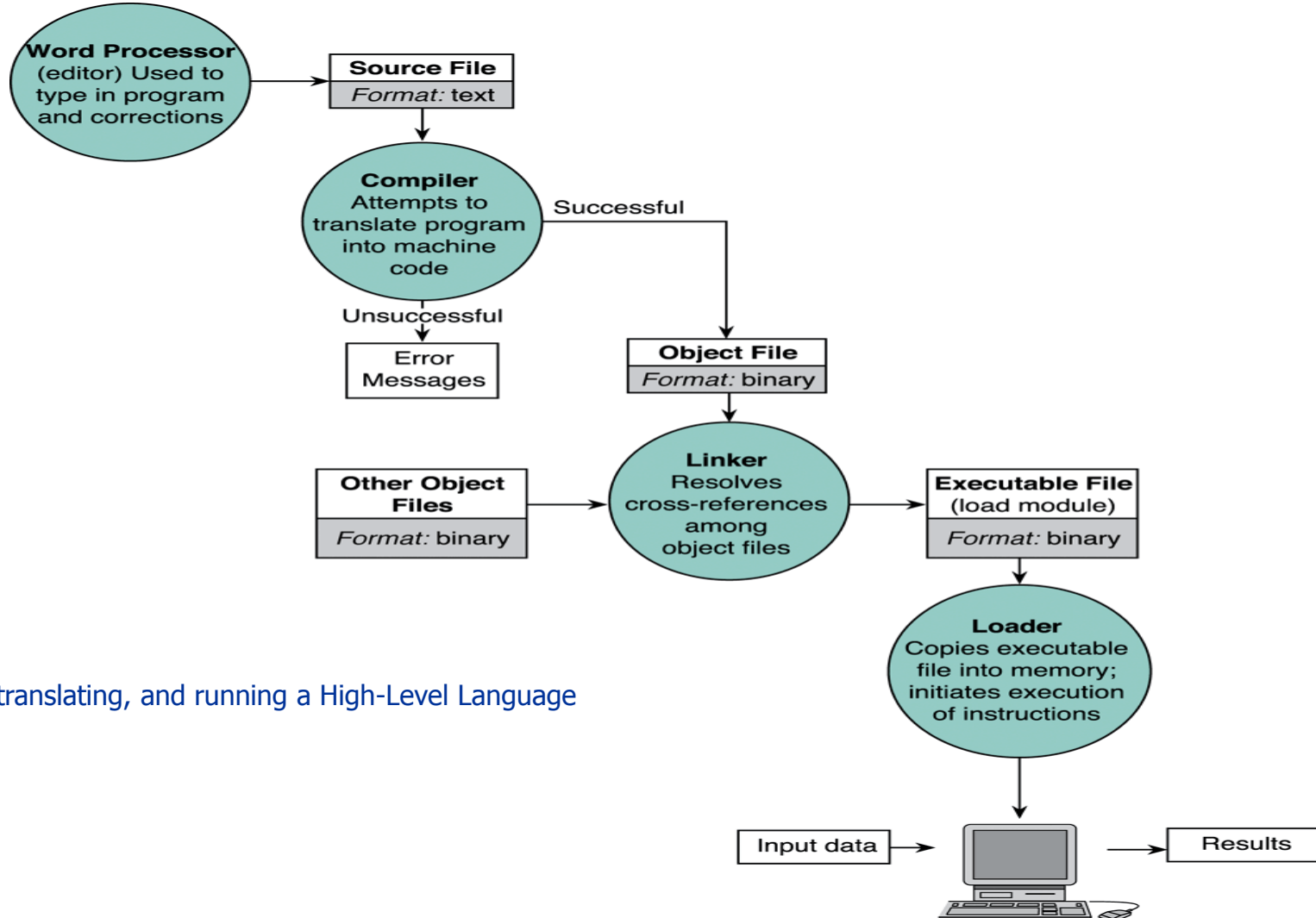


C Development Environment



C Development Environment



Entering, translating, and running a High-Level Language Program

Constant example – volume of a cone

```
#include <stdio.h>

int main(void)
{
    const double pi = 3.14159;
    double height, radius, base, volume;

    printf("Enter the height and radius of the cone:");
    scanf("%lf %lf",&height, &radius);

    base = pi * radius * radius;
    volume = (1.0/3.0) * base * height;

    printf("\nThe volume of a cone is %f ", volume);
    return 0;
}
```

#define

- You may also associate constant using #define preprocessor directive

```
#include <stdio.h>
```

```
#define pi 3.14159265358979323846
```

```
int main(void)
```

```
{
```

```
    double height, radius, base, volume;
```

```
    printf("Enter the height and radius of the cone:");
```

```
    scanf("%lf %lf",&height,&radius);
```

```
    base = pi * radius * radius;
```

```
    volume = (1.0/3.0) * base * height;
```

```
    printf("\nThe volume of a cone is %f ", volume);
```

```
    return 0;
```

```
}
```

Escape Sequence

Escape Sequence	Effect
\a	Beep sound
\b	Backspace
\f	Formfeed (for printing)
\n	New line
\r	Carriage return
\t	Tab
\v	Vertical tab
\\	Backslash
\"	" sign
\o	Octal decimal
\x	Hexadecimal
\0	NULL

Placeholder / Conversion Specifier

No	Conversion Specifier	Output Type	Output Example
1	%d	Signed decimal integer	76
2	%i	Signed decimal integer	76
3	%o	Unsigned octal integer	134
4	%u	Unsigned decimal integer	76
5	%x	Unsigned hexadecimal (small letter)	9c
6	%X	Unsigned hexadecimal (capital letter)	9C
7	%f	Integer including decimal point	76.0000
8	%e	Signed floating point (using e notation)	7.6000e+01
9	%E	Signed floating point (using E notation)	7.6000E+01
10	%g	The shorter between %f and %e	76
11	%G	The shorter between %f and %E	76
12	%c	Character	'7'
13	%s	String	'76'

Few notes on C program...

□ C is **case-sensitive**

- ▣ Word, word, WorD, WORD, WOrD, worD, etc are all different variables / expressions

Eg. `sum = 23 + 7`

- What is the value of Sum after this addition ?

□ Comments (remember 'Documentation'; Chapter 2)

- ▣ are inserted into the code using `/*` to start and `*/` to end a comment

- ▣ Some compiler support comments starting with `/**`

- ▣ Provides supplementary information but is ignored by the preprocessor and compiler

- `/* This is a comment */`

- `// This program was written by Hanly Koffman`

Few notes on C program cont...

□ Reserved Words

- ▣ Keywords that identify language entities such as statements, data types, language attributes, etc.
- ▣ Have special meaning to the compiler, cannot be used as identifiers (variable, function name) in our program.
- ▣ Should be typed in lowercase.
- ▣ Example: `const`, `double`, `int`, `main`, `void`, `printf`, `while`, `for`, `else` (etc..)

Few notes on C program cont...

□ Punctuators (separators)

- ▣ Symbols used to separate different parts of the C program.

- ▣ These punctuators include:

[] () { } , ; “: * #

- ▣ Usage example:

```
int main void()  
{  
    int num = 10;  
    printf(“%d”, num);  
    return 0;  
}
```

Common Programming Errors

- **Debugging** → Process removing errors from a program
- Three (3) kinds of errors :
 - ▣ Syntax Error
 - a violation of the C grammar rules, detected during program translation (compilation).
 - statement cannot be translated and program cannot be executed

Common Programming Errors

■ Run-time errors

- An attempt to perform an invalid operation, detected during program execution.
- Occurs when the program directs the computer to perform an illegal operation, such as dividing a number by zero.
- The computer will stop executing the program, and displays a diagnostic message indicates the line where the error was detected

Common Programming Errors

❑ Logic Error/Design Error

- An error caused by following an incorrect algorithm
- Very difficult to detect - it does not cause run-time error and does not display message errors.
- The only sign of logic error – incorrect program output
- Can be detected by testing the program thoroughly, comparing its output to calculated results
- To prevent – carefully desk checking the algorithm and written program before you actually type it