

Writing a simple program

Discussion

- How do you write an essay/article/blogpost?
- Why is structure important?
- What is the core idea behind deciding a structure?

What does a C program looks like

- Starts with comments

```
/*
```

```
*Licensed to xyz corporation
```

```
*Author abc
```

```
*/
```

- Then include statements

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

- Finally the program code

```
int main(void) {}
```

Understanding a simple code

```
/*Author Rishabh
```

```
Program to add two numbers*/
```

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

```
int main()
```

```
{
```

```
    int p,r;
```

```
    printf("enter values of p and r");
```

```
    scanf("%d %d", &p, &r);
```

```
    int total=p+r;
```

```
    printf("%d",total);
```

```
    return 0;
```

```
}
```

Build Process

- Preprocessing
- Compiling
- Assembling
- Linking
- Executing

Format specifier

- %c character
- %d integer
- %i integer
- %f floating point
- %e exponential
- %x hexadecimal
- %o octal
- %s string
- %p address

Data Types

- System defined

- Integer
- Float
- Character
- String

- Derived

- Array
- Pointer

- User defined

- Structure
- Union
- Enum

Storage Classes

- Automatic
- Register
- Static
- Extern

They define

- Storage location
- Default initial value
- Scope
- Life

Memory Layout

- Code segment
- Stack Segment
- Heap
- Data segment
 - Initialized data
 - Uninitialized data

Points to remember

- Comments
- Include statements
- Main and other functions
- Return type
- ‘.’
;
- Arithmetic operators
- Data types
- Input and Output statements
- ‘&’

Summary

- The three primary constants and variable types in C are integer, float and character.
- A variable name can be of maximum 31 characters.
- Do not use a keyword as a variable name.
- An expression may contain any sequence of constants, variables and operators.
- Operators having equal precedence are evaluated using associativity.
- Input/output in C can be achieved using **scanf()** and **printf()** functions.

Questions

- What is scope of a variable? What are the different scopes?
- Difference between declaration and definition?
- What is `extern int j`? declaration or definition
- Output?

```
main()
{
    extern int i;
    i=20;
    printf("%d",sizeof(i));
}
```

- Is this correct C statement?

Float a=3.14; a=a%3;

- What is the storage class of i in this?

int i;

- Can l and j be used in other files?

auto int i;

static int j;

- What will be the values in int i; float j; if they are declared in main/ outside main?

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Answers

- Scope indicates region where variables declaration has effect. Kinds of scope are file, function, block and prototype
- In Definition space is reserved and some initial value is given to it whereas declaration only identifies the nature or type of variable.
- It's a declaration
- Compile time error: Undefined I

- Float and double cannot be divided directly. We use special library methods to perform arithmetic operations on them.
- Auto if declared in main and extern if declared outside
- Variable I can be used provided it is declared as extern int i in any other file and j being static cannot be used.
- Inside main auto so garbage outside extern so 0 and 0.0

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