

# Our First C Program

## CHAPTER 6



SURESH TECHS

C PROGRAMMING COURSE

# Console?

```
#include <stdio.h>
int main() {

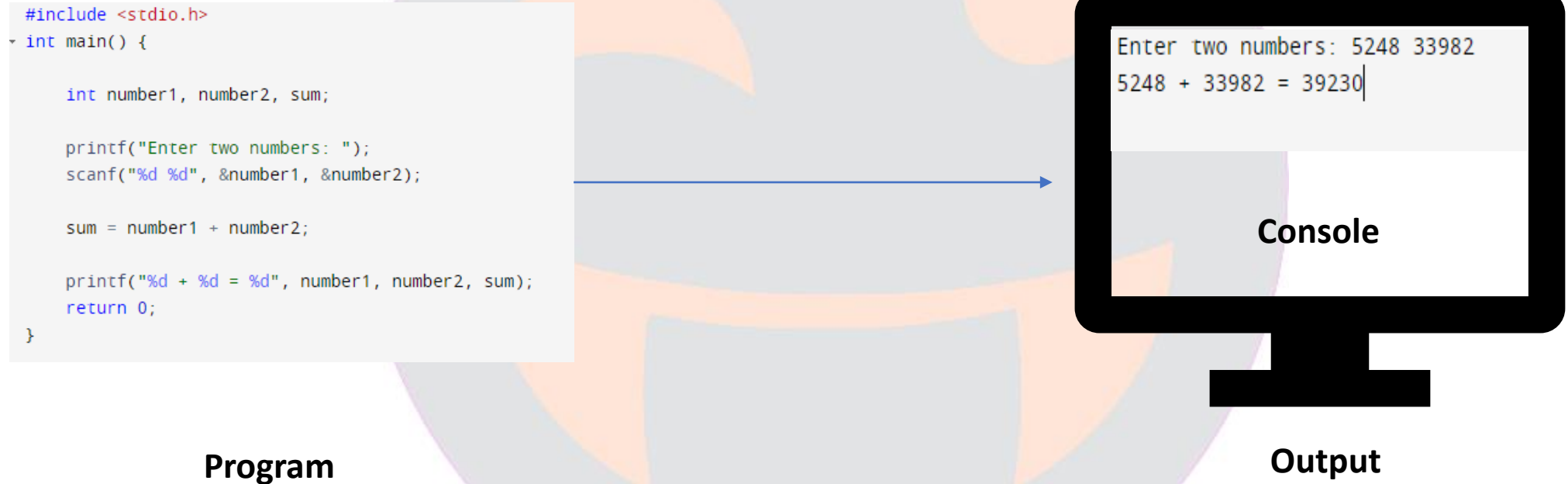
    int number1, number2, sum;

    printf("Enter two numbers: ");
    scanf("%d %d", &number1, &number2);

    sum = number1 + number2;

    printf("%d + %d = %d", number1, number2, sum);
    return 0;
}
```

Program

A diagram illustrating the execution of a C program. On the left, a code block contains a C program that prompts for two numbers, reads them, calculates their sum, and prints the result. A blue arrow points from the code block to a computer monitor icon on the right. The monitor displays the program's output: the prompt 'Enter two numbers: ', the user input '5248 33982', and the calculated sum '5248 + 33982 = 39230'. The word 'Console' is written below the monitor screen.

Enter two numbers: 5248 33982  
5248 + 33982 = 39230

Console

Output

**Console is an application in which we can give text as an input from the keyboard and get the text as an output from the computer end**



**Dennis Ritchie**

```
char switchOnLight(number){  
    //statements  
    return lighton  
}  
  
char getWater(number){  
    //statements  
    return water  
}  
  
void changeChannel(number){  
    //statements  
}  
  
void openLaptop(){  
    //statements  
}
```

**Entry point for a  
program?**





Dennis Ritchie

Let each program  
have a function  
With the name  
**main()**  
As an entry point



**main gate**

# main function

```
int main()
{
    // Program statements
}
```

← Function name

← Start of program

← Program statements

← End of program

**SUCCESS** 0

**FAIL** Any value other than 0(non-zero value)

**Note: Default return value of main function is 0**

primeprogram.c

```
#include<stdio.h>
int main(){
    int n,i,m=0,flag=0;
    printf("Enter the number to check prime:");
    scanf("%d",&n);
    m=n/2;
    for(i=2;i<=m;i++)
    {
        if(n%i==0)
        {
            printf("Number is not prime");
            flag=1;
            break;
        }
    }
    if(flag==0)
        printf("Number is prime");
    return 0;
}
```

```
Enter the number to check prime:22
Number is not prime
```



How do we learn our Telugu language?

అ అ ఇ ఈ ఉ ఊ  
ఋ ౠ ఎ ఏ ఐ  
ఒ ఓ ఔ అం అః

క ఖ గ ఘ ఙ చ ఛ జ ఝ ఞ  
ట ఠ డ ఢ ణ త థ ద ధ న  
ప ఫ బ భ మ య ర ల వ  
శ ష స హ ళ క్ష ణ



జిప్సో  
ఫసక్

### Inbuilt C Functions

abort  
abs  
acos  
pow  
**printf**  
putc  
puts  
qsort  
y0  
y1  
yn

## C Language

**Variables,  
data types,  
Constants,  
Operators,  
Expressions,  
Arrays,  
Functions**  
• inbuilt  
• user-defined  
**Etc...**

changeChannel()  
openLaptop()

# Inbuilt functions files

- These functions are **very important** to write/develop a program
- What is **very important** in our body?

[https://www.gnu.org/software/m68hc11/examples/stdio\\_8h-source.html](https://www.gnu.org/software/m68hc11/examples/stdio_8h-source.html)

Named the files as **header files**  
with extension **.h**

**printf()** is in which header file?

**stdio.h**



Head

Note: If you want to use these built in functions, you have to specify the header file name using **#include directive**

# #include<filename>

- In which file is our **printf()** function located in?
- #include<**stdio.h**>
- These are called **preprocessor directives** and are placed at the beginning of a program

```
#include <stdio.h>
int main() {

    int number1, number2, sum;

    printf("Enter two numbers: ");
    scanf("%d %d", &number1, &number2);

    sum = number1 + number2;

    printf("%d + %d = %d", number1, number2, sum);
    return 0;
}
```



# printf() – inbuilt/library function – stdio.h

- The printf() function is used for output. It prints the given statement to the console.

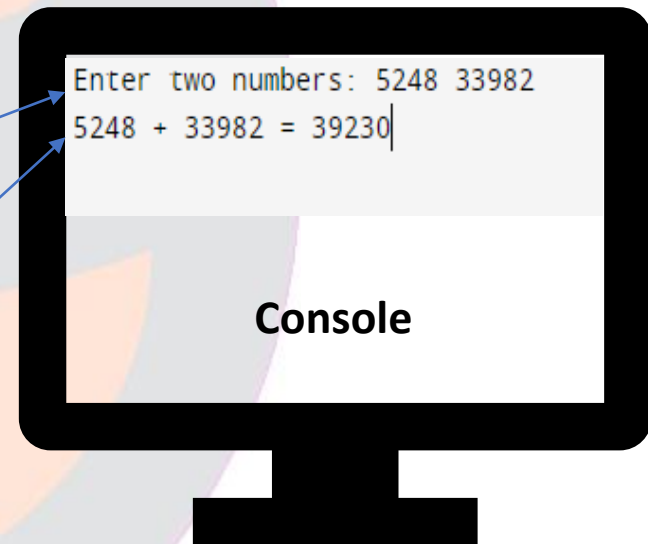
```
#include <stdio.h>
int main() {

    int number1, number2, sum;

    printf("Enter two numbers: ");
    scanf("%d %d", &number1, &number2);

    sum = number1 + number2;

    printf("%d + %d = %d", number1, number2, sum);
    return 0;
}
```



**Output**

# Our first program

- Let us write our first program in online
  - <https://onecompiler.com/c>
- Don't worry if you don't have internet now
- Just watch our first program, later we will install **gcc compiler, code blocks IDE** etc.

Output:

```
Welcome to suresh techs youtube channel
```

# Our first program

```
#include <stdio.h>
int main() {
    printf("Welcome to suresh techs youtube channel");
}
```

Output:

```
Welcome to suresh techs youtube channel
```

# How to describe a program? 🤔

- We should keep some text about the program but **it shouldn't be executed**
- **Dennis Ritchie started thinking** 🤔



# School days – Exam papers

## **PART -A**

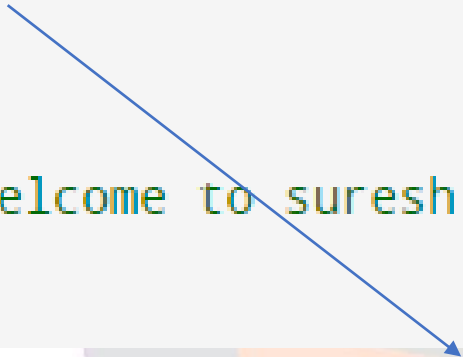
1. ~~a)~~ Write the differences between compiling and linking. (4M)
- b) Define an array. How to store elements in an array? (4M)
- c) Write the uses of auto and register storage classes. (4M)
- d) Is it possible to assign a constant to a pointer variable? Illustrate. (4M)
- e) Write any three applications of structures. (3M)
- f) Compare and contrast text file with binary file. (3M)

## **PART -B**

2. a) Draw a flowchart for displaying the sum of even numbers in the range of 1 to n. (8M)  
accept 'n' from user.
- b) Write an algorithm to find the biggest among three numbers. (8M)
3. ~~a)~~ Write a 'C' program to find whether the given string is palindrome or not. (8M)
- b) How does multi-way selection work in C? Explain. (4M)
- c) Write a C program to add two matrices. (4M)
4. a) Give a recursive C function to print the first n Fibonacci numbers. (8M)
- b) Discuss the various parameter passing mechanisms with examples. (8M)
5. a) Define a pointer. How to initialize and declare pointer variables? Explain the same with examples. (8M)
- b) Elaborate the importance of dynamic memory allocation with example. (8M)
6. a) Describe the two ways of accessing a structure member through a pointer. Explain the same with an example. (8M)

# Tell me the difference between these two programs?

```
//This program is to print a simple text to the console  
  
int main(){  
    printf("Welcome to suresh techs youtube channel");  
}
```



**Comments**

```
int main(){  
    printf("Welcome to suresh techs youtube channel");  
}
```

# C program comments

- Used to provide information about the code
- Used to document the code
- A good developer will always write comments
- We can place comments at any place
- Types of comments:
  - Single line comments(end-of-line comment)
  - Multiline comments

# Single line comments

- Starts with //

```
//This program is to print a simple text to the console  
  
int main(){  
    printf("Welcome to suresh techs youtube channel");  
}
```



# Multiline comments

- Enclosed within `/* */`

```
//Author: Suresh
#include<stdio.h>
int main(){
    /*This program is used to display
    simple text message*/
    printf("Welcome to suresh techs youtube channel");
}
```

# Comments - Note

- Comments are **NOT executable statements** and are ignored by the compiler. But they provide useful **explanation and documentation**.

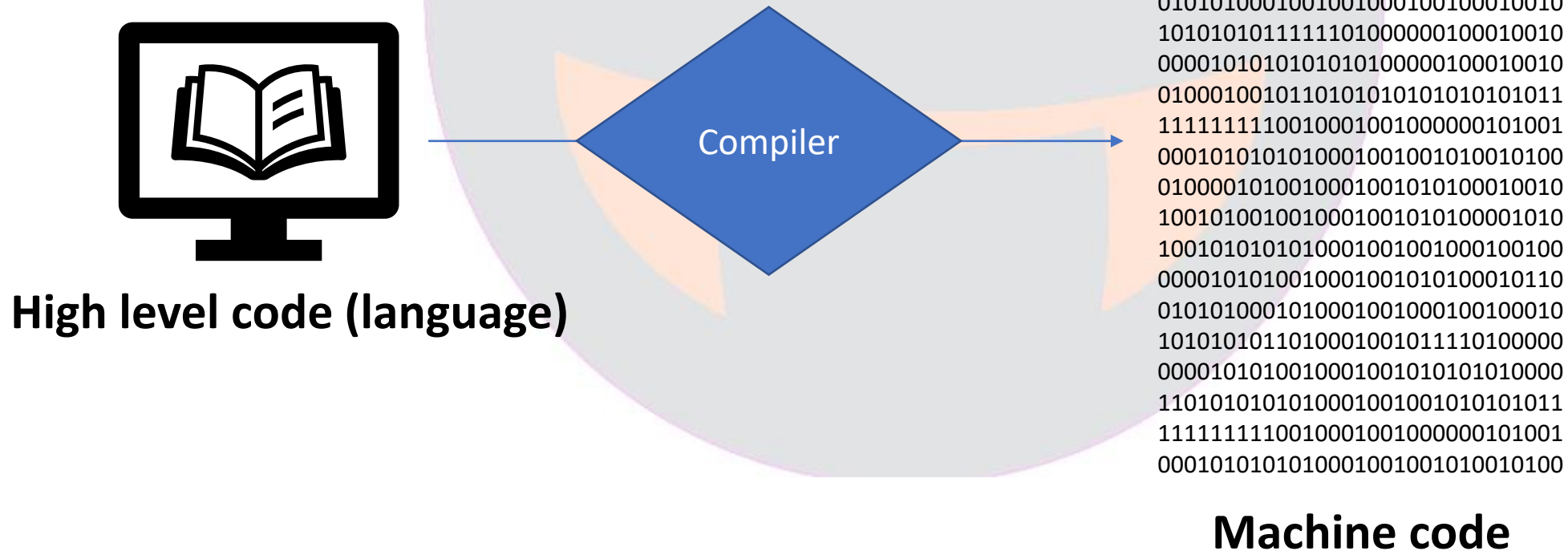
# All good

- Now you are slowly becoming a good developer/programmer

```
//Author: Suresh
#include<stdio.h>
int main(){
    /*This program is used to display
    simple text message*/
    printf("Welcome to suresh techs youtube channel");
}
```

# How does your program run/execute?

- What happens when you give this program to computer?
- Who will run/execute our program?





# What next?

- Compiling, Linking, Loading ( Executing a C Program)



High level code (language)

Compiler

```
0100001010101000100100100010010
1001010010101000010100100010010
1001010101010001001000100010010
0000101010101000101100100010010
0101010001001001000100100010010
1010101011111101000000100010010
000010101010101010100000100010010
0100010010110101010101010101011
1111111110010001001000000101001
0001010101010001001001010010100
0100001010010001001010100010010
1001010010010001001010100001010
1001010101010001001001000100100
0000101010010001001010100010110
0101010001010001001000100100010
1010101011010001001011110100000
0000101010010001001010101010000
1101010101010001001001010101011
1111111110010001001000000101001
0001010101010001001001010010100
```

Machine code

## C భాష

**Variables,  
Data types,  
Constants,  
Operators,  
Expressions,  
Arrays,  
Functions**

- inbuilt
- user-defined

**Pointers  
Structures  
Etc...**