

# Programming for Engineers

## Lecture 1B: Simple C Program and Arithmetic in C

Course ID: EE057IU

# Lecture Outline

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- Simple C Program
  - Comments
  - Preprocessor
  - Blank lines, Spaces, Tabs
  - Main function
  - Body of function
  - Output statement
  - Escape sequence

# A Simple C Program

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```
1 // fig02_01.c
2 // A first program in C.
3 #include <stdio.h>
4
5 // function main begins program execution
6 int main(void)
7 {
8     printf("Welcome to C!\n");
9 } // end function main
```

Welcome to C!

# A Simple C Program - Comments

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- **MATLAB:**

- Single line: %
- Multiple lines: %{ ... %}

- **Python:**

- Single line: #
- Multiple lines: """...""" or ''' ... '''

- **Now C Program**

- Single line: //
- Multiple lines: /\* ... \*/

➤ **What is the purpose?**

- Explaining complex logic
- Improving readability
- Temporary disable the code without deleting the code
- Indicate author, date, and purpose of the code or functions

# A Simple C Program - Preprocessor

- Line 3: #include <stdio.h>
  - Indicate a directive to the **C preprocessor**
  - stdio.h contains the declaration of “printf” function
- Include the contents of **standard input/output header**
- Help organize the code into multiple files and reuse common code

```
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```

# A Simple C Program – Blank Lines, Spaces, Tabs

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- You use blank lines, spaces characters, and tab characters (i.e., “tabs”) to make the program easier to read
- Together, these characters are known as **white space**. White-space characters are normally ignored by the compiler.

```
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```

# A Simple C Program – Main Function

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- Line 6: `int main(void)`

- Part of every C program
- Entry point of a program where the execution begins
- “`int`” indicates that this function returns an integer

- C programs contain one or more functions, but one must be “`main`”
- “`void`” specifies that function “`main`” does not take any parameters or arguments

```
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```

# A Simple C Program –Body of Function

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- Lines 7 and 9:

- Left bracket: {, begins of **body** of every function
- Corresponding right bracket: }, ends each function
- This pair of braces and the portion of the program between this braces is called a block

```
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9 } // end function main
```

# A Simple C Program – Output Statement

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- Line 8: printf("Welcome to C!\n");

- “printf” is executed to print the message on the screen
- Welcome to C! with “...” is the message string
- Entire line ends with a semicolon (;), is called a **statement**

- Instructs the computer to perform an **action**
- A string is sometimes called a character **string**, a **message**, or a **literal**

```
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5 // function main begins program execution
6 int main(void)
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8     printf("Welcome to C!\n");
9 } // end function main
```

# A Simple C Program – Escape sequence

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- \n new line
- \t horizontal tab (add 4 to 8 spaces)
- \r carriage return
- \a alert
- \\ backslash
- \" double quote

# Simple C Program - Adding Two Integers

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```
1  #include <stdio.h>
2
3  // function main begins program execution
4  int main(void) {
5      int integer1 = 0;                      // will hold first number user enters
6      int integer2 = 0;                      // will hold second number user enters
7      printf("Enter first integer: ");       // prompt
8      scanf("%d", &integer1);                // read an integer
9      printf("Enter second integer: ");      // prompt
10     scanf("%d", &integer2);                // read an integer
11     int sum = 0;                          // variable in which sum will be stored
12     sum = integer1 + integer2;            // assign total to sum
13     printf("Sum is %d\n", sum);           // print sum
14 }
```

# Memory concepts

- Line 5: `int integer1 = 0;` ->**destructive**
- Line 6: `int integer2 = 0;` ->**destructive**
- Line 11: `int sum = 0;`
- Line 12: `sum = integer1 + integer2;`



- Different from MATLAB and Python, C variable requires name, type, and value
- Value 45 is stored to **integer1**'s memory location, value 72 is stored to **integer2**'s memory location, the summation value 117 is stored in **sum**'s memory location
  - Memory locations of **integer1**, **integer2**, and **sum** are not necessarily **adjacent**
  - When we place values to **integer1** and **integer2**, it is called **destructive** process
  - When we read values from **integer1** and **integer2**, it is called **nondestructive** process

# Arithmetic in C

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C operation	Algebraic	C
Addition (+)	$f+7$	$f+7$
Subtraction (-)	$p-c$	$p-c$
Multiplication (*)	$bm$	$b*m$
Division (/)	$x/y$	$x/y$
Modulus (%)	$r \bmod s$	$r \% s$

- **Example 1:**  $7/4$  yields 1,  $17/5$  achieves 3 -> this is called **integer division**
- **Example 2:**  $7\%4$  yields remainder 3,  $17/5$  achieves remainder 2

# Arithmetic in C – Parentheses (Precedence Order)

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- Parenthesis are used in C expressions in the same manner in algebraic expressions
- Parentheses: Highest priority to lowest priority
  - ()
  - \*, /, %
  - +, -
  - =
- **Example:** algebra  $m = \frac{a+b+c+d+e}{5}$   
C  $m = (a + b + c + d + e)/5;$

# Arithmetic in C – Parentheses (Precedence Order)

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- **Example:** algebra 
$$z = pr\%q + \frac{w}{x} - y$$

C 
$$z \stackrel{6}{=} p * r \% q + w/x - y ;$$
  
      1    2    4    3    5

- **Example:** algebra 
$$a(b + c) + c(d + e)$$

C 
$$a * (b + c) + c * (d + e);$$
  
      3    1    5    4    2

# Arithmetic in C – Parentheses (Precedence Order)

Step 1.  $y = 2 * 5 * 5 + 3 * 5 + 7;$  (Leftmost multiplication)

$2 * 5$  is 10

Step 2.  $y = 10 * 5 + 3 * 5 + 7;$  (Leftmost multiplication)

$10 * 5$  is 50

Step 3.  $y = 50 + 3 * 5 + 7;$  (Multiplication before addition)

$3 * 5$  is 15

Step 4.  $y = 50 + 15 + 7;$  (Leftmost addition)

$50 + 15$  is 65

Step 5.  $y = 65 + 7;$  (Last addition)

$65 + 7$  is 72

Step 6.  $y = 72$  (Last operation—place 72 in y)

# KEY TAKEAWAYS

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- Basic Structure: Every C program must have a **main** function, which is the entry point for execution
- Preprocessor Directive: **#include <stdio.h>** is needed for input/output functions like **printf**
- *Output: The printf function displays text on the screen. Use escape sequences like \n for new lines and \" for quotes*
- *Variables: Must be declared with a name and data type (e.g., int sum;) before use*
- *Arithmetic: C uses standard operators (+, -, \*, /, %).*  
*Integer division (/) truncates the fractional part.*  
*Modulus (%) returns the remainder.*  
*Precedence: Operators follow a specific order. Use parentheses () to explicitly control the order of evaluation*