

# 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

- 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

- 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 program 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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9 } // end function main
```

# A Simple C Program –Body of Function

- 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

1  
2  
3  
4  
5  
6  
7  
8  
9

```
// fig02_01.c
// A first program in C.
#include <stdio.h>

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



# A Simple C Program – Output Statement

- 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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4
5 // function main begins program execution
6 int main(void)
7 {
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

```
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;`

integer1	45
integer2	72
sum	117

- 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

## C operation

Addition (+)

Subtraction (-)

Multiplication (\*)

Division (/)

Modulus (%)

## Algebraic

$f+7$

$p-c$

$bm$

$x/y$

$r \bmod s$

## C

$f+7$

$p-c$

$b*m$

$x/y$

$r\%s$

- **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

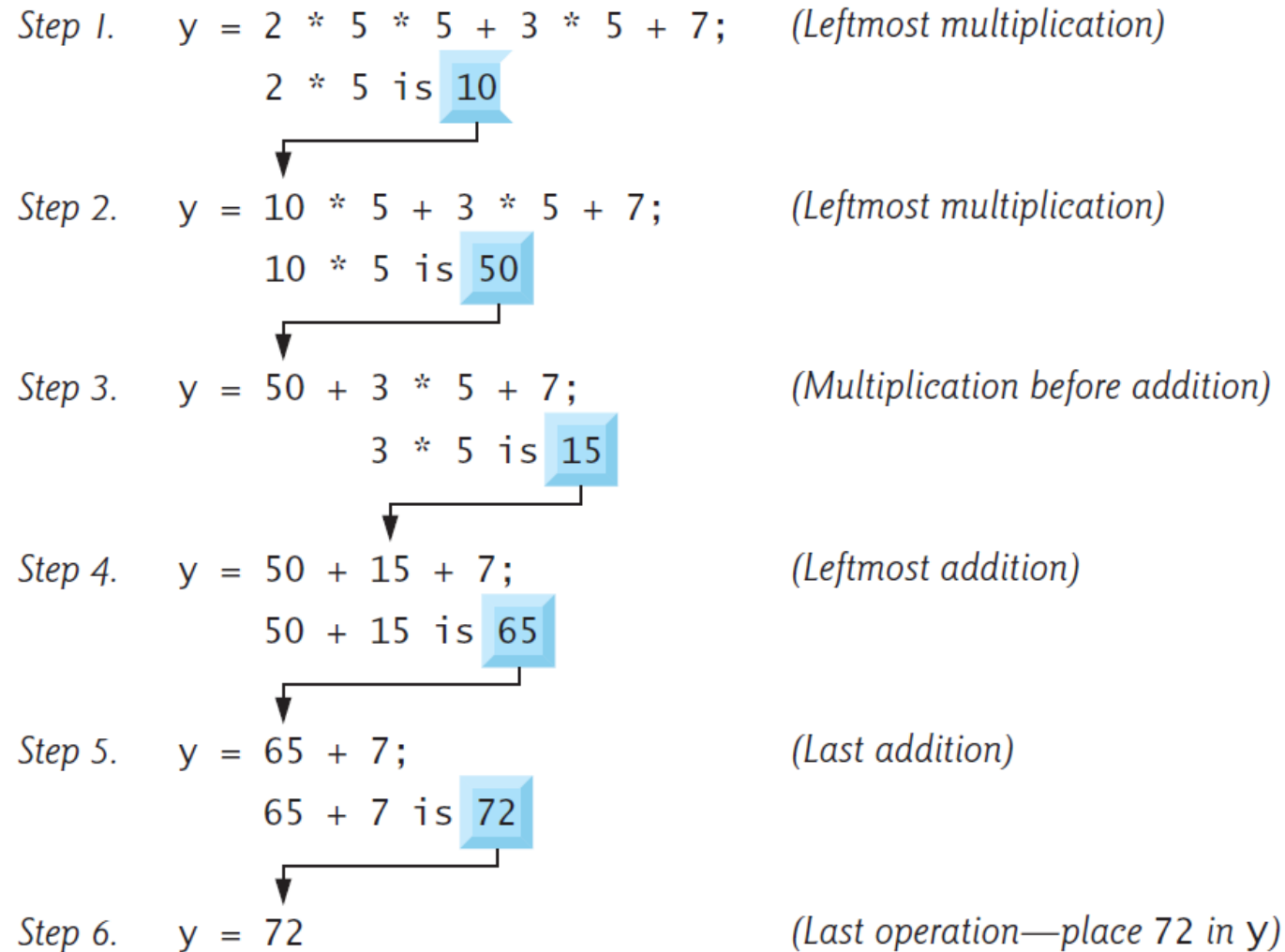
# Arithmetic in C – Parentheses (Precedence Order)

- Parentheses 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)

- Example:** algebra  $z = pr \% q + \frac{w}{x} - y$   
C  $z = \overset{6}{p} * r \% q + w / x - y ;$   
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)





# 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