



C PROGRAMING

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enum

- enum is user defined data type.
- Used to improve readability of C program (int constants, switch-case constants).
- `enum color { RED, GREEN, BLUE, WHITE, YELLOW };`
- `enum color c1 = BLUE;`
- enum constant values by default start from 0 and assigned sequentially.
- Programmer may choose to modify enum constant to any +ve, 0 or -ve value.
- Enum constants can be duplicated.
- `enum color { RED=-2, GREEN, BLUE, WHITE, YELLOW=0 };`
- Internally enum is integer, so size of enum = size of int.
- The enum constants are replaced by int values.



typedef

- typedef is used to create alias for any data-type.
- These aliases are helpful to
 - increase readability of the code.
 - port same code across multiple architecture/platforms.
 - simplify complex declarations.
- **typedef existing-data-type data-type-alias;**
- Examples:
 - typedef char int8_t;
 - typedef unsigned char uint8_t;
- typedef unsigned int size_t; // declared in C library.

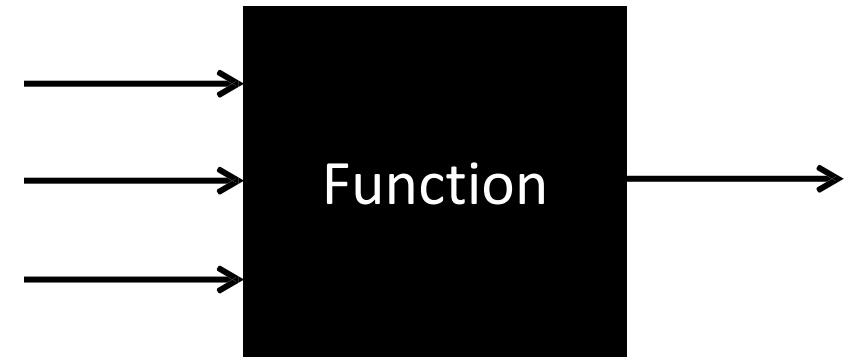


Functions

- C program is made up of one or more functions.
- C program contains at least one function i.e. main() function.
 - Execution of C program begins from main.
 - It returns exit status to the system.

- Advantages

- Reusability
- Readability
- Maintainability



- Function is set of instructions, that takes zero or more inputs (arguments) and return result (optional).
- Function is a black box.



Functions

- Each function has
 - Declaration
 - Definition
 - Call
- A function can be called one or more times.
- Arguments
 - Arguments passed to function → Actual arguments
 - Arguments collected in function → Formal arguments
 - Formal arguments must match with actual arguments

Examples:

1. addition()
2. print_line()
3. factorial()
4. combination()



Function execution

- When a function is called, function activation record/stack frame is created on stack of current process.
- When function is completed, function activation record is destroyed.
- Function activation record contains:
 - Local variables
 - Formal arguments
 - Return address
- Upon completion, next instruction after function call continue to execute.





Thank you!

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