

CE103 Algorithms and Programming I

Week-5

Fall Semester, 2021-2022

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C Functional Console Programming

Books and Resources

[free-programming-books/free-programming-books-langs.md](#) at master · EbookFoundation/free-programming-books · GitHub

← → ↻ sandbox.cs50.io/b0361500-2f6b-4

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CS50 Sandbox

hello.c x +

```
1 #include <stdio.h>
2
3 int main(void)
4 {
5     printf("hello, world\n");
6 }
7
```

>_ Terminal x +

```
$ clang hello.c
$ ls
```

Variables

A variable in programming is a container (storage space) for data.

Each variable should be given a unique name to denote the storage region (identifier).

Variable names are simply a graphical representation of a memory location. As an example:

```
int playerScore = 95;
```

In this case, `playerScore` is an `int` variable. The variable is given the integer value `95` in this case.

A variable's value may be altered, thus the term variable.

```
char ch = 'a';  
// some code  
ch = '1';
```

```
// true if number is less than 0
if (number < 0) {
    printf("You entered %d.\n", number);
}

printf("The if statement is easy.");

return 0;
}
```

Output 1

```
Enter an integer: -2
You entered -2.
The if statement is easy.
```

When the user types -2, the test expression `number < 0` is evaluated as true. As a result, the value -2 that you typed is displayed on the screen.

Output 2

```
Enter an integer: 5
```