C

Lecture – 1

1. Introduction
2. Variables
3. Datatypes

* Int
* Float
* Char
* Double

String: a collection of characters

Note: [collection of characters] / char name[] = “Raze”; a little bit different than other data types because we can’t modify or give them new values to the containing variable. Besides, we can modify all data-types variables.

1. Printf

A function

* % is a format specifier. | int %d, float %f, string %s, double %f , char %c

1. Working with numbers

Math functions

* pow(x,y) | x^y
* sqrt(x) | x = square of root
* ceil(2.58) |3 | round up the number
* floor(5.78) |5 | round down the number

NB: these functions will need %f to print

1. constant

> constant is a special type of variable that can’t be modified.

Ex:

--- const int x = 10;

--- printf( “ hello world! ” );

--- printf(“ %d ”, 5);

1. getting user input

NB: while dealing with double datatype | in printf - %f | in scanf - %lf

> &variable – pointer

> fgets(variable, limit, stdin ) – more like scanf | can only take the whole line of strings but cant work for int , char etc

> issue : when we use fgets() it prints a new line.