C- PROGRAMMING

LECTURE NOTES

INTRODUCTION TO C LANGUAGE

C is a general-purpose high level language that was originally developed by Dennis Ritchie for the Unix operating system. It was first implemented on the Digital Eqquipment Corporation PDP-11 computer in 1972.

The Unix operating system and virtually all Unix applications are written in the C language. C has now become a widely used professional language for various reasons.

- Easy to learn
- Structured language
- It produces efficient programs.
- It can handle low-level activities.
- It can be compiled on a variety of computers.

Facts about C

- C was invented to write an operating system called UNIX.
- C is a successor of B language which was introduced around 1970
- The language was formalized in 1988 by the American National Standard Institue (ANSI).
- By 1973 UNIX OS almost totally written in C.
- Today C is the most widely used System Programming Language.
- Most of the state of the art software have been implemented using C

Why to use C?

C was initially used for system development work, in particular the programs that make-up the operating system. C was adoped as a system development language because it produces code that runs nearly as fast as code written in assembly language. Some examples of the use of C might be:

- Operating Systems
- Language Compilers
- Assemblers
- Text Editors
- Print Spoolers
- Network Drivers
- Modern Programs
- Data Bases
- Language Interpreters
- Utilities

C Program File

All the C programs are writen into text files with extension ".c" for example ***hello.c***. You can use "vi" editor to write your C program into a file.

HISTORY TO C LANGUAGE

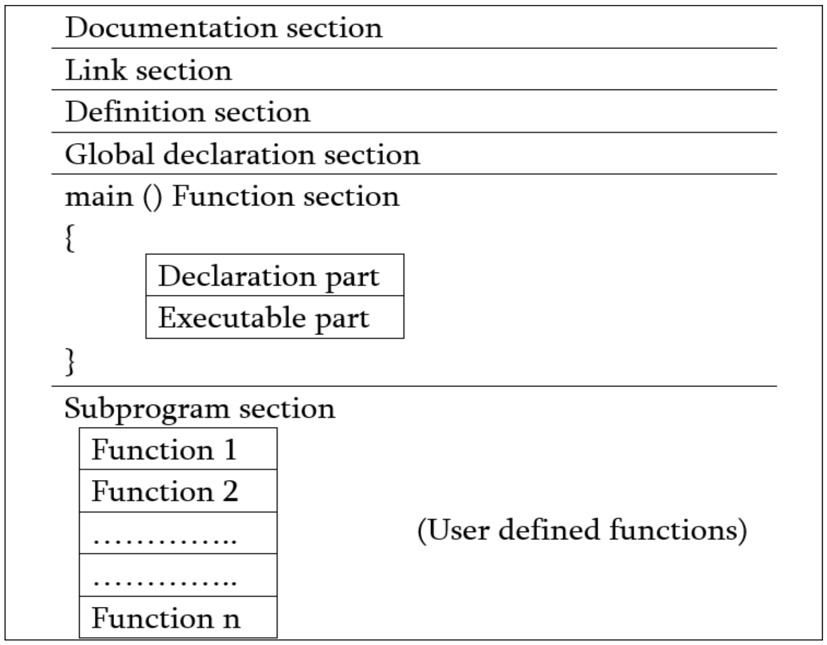
C is a general-purpose language which has been closely associated with the **UNIX** operating system for which it was developed - since the system and most of the programs that run it are written in C.

Many of the important ideas of C stem from the language **BCPL**, developed by Martin Richards. The influence of BCPL on C proceeded indirectly through the language **B**, which was written by Ken Thompson in 1970 at Bell Labs, for the first UNIX system on a **DEC** PDP-7. **BCPL** and **B** are "type less" languages whereas C provides a variety of data types.

In 1972 Dennis Ritchie at Bell Labs writes C and in 1978 the publication of The C Programming Language by Kernighan & Ritchie caused a revolution in the computing world.

In 1983, the American National Standards Institute (ANSI) established a committee to provide a modern, comprehensive definition of C. The resulting definition, the ANSI standard, or "ANSI C", was completed late 1988.

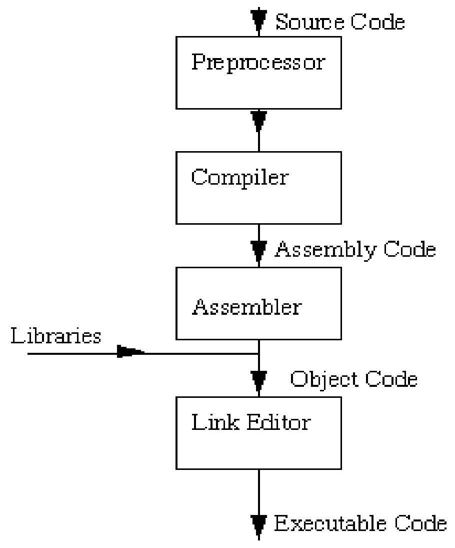
BASIC STRUCTURE OF C PROGRAMMING



1. **Documentation section:** The documentation section consists of a set of comment lines giving the name of the program, the author and other details, which the programmer would like to use later.
2. **Link section:** The link section provides instructions to the compiler to link functions from the system library such as using the *#include directive*.
3. **Definition section:** The definition section defines all symbolic constants such using the *#define directive*.
4. **Global declaration section:** There are some variables that are used in more than one function. Such variables are called global variables and are declared in the global declaration section that is outside of all the functions. This section also declares all the *user-defined functions*.
5. **main () function section:** Every C program must have one main function section. This section contains two parts; declaration part and executable part
    1. **Declaration part:** The declaration part declares all the *variables* used in the executable part.
    2. **Executable part:** There is at least one statement in the executable part. These two parts must appear between the opening and closing braces. The *program execution* begins at the opening brace and ends at the closing brace. The closing brace of the main function is the logical end of the program. All statements in the declaration and executable part end with a semicolon.
6. **Subprogram section:** If the program is a *multi-function program* then the subprogram section contains all the *user-defined functions* that are called in the main () function. User-defined functions are generally placed immediately after the main () function, although they may appear in any order.

PROCESS OF COMPILING AND RUNNING C PROGRAM

We will briefly highlight key features of the C Compilation model here.



The C Compilation Model

The Preprocessor

The Preprocessor accepts source code as input and is responsible for

- removing comments
- Interpreting special ***preprocessor directives*** denoted by #.

For example

- #include -- includes contents of a named file. Files usually called ***header*** files. ***e.g***
    - #include <math.h> -- standard library maths file.
    - #include <stdio.h> -- standard library I/O file
- #define -- defines a symbolic name or constant. Macro substitution.
    - #define MAX_ARRAY_SIZE 100

C Compiler

The C compiler translates source to assembly code. The source code is received from the preprocessor.

Assembler

The assembler creates object code. On a UNIX system you may see files with a .o suffix (.OBJ on MSDOS) to indicate object code files.

Link Editor

If a source file references library functions or functions defined in other source files the ***link editor*** combines these functions (with main()) to create an executable file.

C TOKENS

C tokens are the basic buildings blocks in C language which are constructed together to write a C program.

Each and every smallest individual unit in a C program is known as C tokens.

C tokens are of six types. They are

Keywords	(eg: int, while),
Identifiers	(eg: main, total),
Constants	(eg: 10, 20),
Strings	(eg: ―total‖, ―hello‖),
Special symbols	(eg: (), {}),
Operators	(eg: +, /,-,*)

C KEYWORDS

C keywords are the words that convey a special meaning to the c compiler. The keywords cannot be used as variable names.

The list of C keywords is given below:

auto	break	case	char	const
continue	default	do	double	else
enum	extern	float	for	goto
if	int	long	register	return
short	signed	sizeof	static	struct
switch	typedef	union	unsigned	void
volatile	while			

C IDENTIFIERS

Identifiers are used as the general terminology for the names of variables, functions and arrays. These are user defined names consisting of arbitrarily long sequence of letters and digits with either a letter or the underscore(_) as a first character.

There are certain rules that should be followed while naming c identifiers:

They must begin with a letter or underscore (_).

They must consist of only letters, digits, or underscore. No other special character is allowed.

It should not be a keyword.

It must not contain white space.

It should be up to 31 characters long as only first 31 characters are significant.

Some examples of c identifiers:

Name	**Remark**
_A9	Valid
Temp.var	Invalid as it contains special character other than the underscore
void	Invalid as it is a keyword

C CONSTANTS

A C constant refers to the data items that do not change their value during the program execution. Several types of C constants that are allowed in C are:

Integer Constants

Integer constants are whole numbers without any fractional part. It must have at least one digit and may contain either + or – sign. A number with no sign is assumed to be positive.

There are three types of integer constants:

Decimal Integer Constants

Integer constants consisting of a set of digits, 0 through 9, preceded by an optional – or + sign.

Example of valid decimal integer constants

341, -341, 0, 8972

Octal Integer Constants

Integer constants consisting of sequence of digits from the set 0 through 7 starting with 0 is said to be octal integer constants.

Example of valid octal integer constants

010, 0424, 0, 0540

Hexadecimal Integer Constants

Hexadecimal integer constants are integer constants having sequence of digits preceded by 0x or 0X. They may also include alphabets from A to F representing numbers 10 to 15.

Example of valid hexadecimal integer constants

0xD, 0X8d, 0X, 0xbD

It should be noted that, octal and hexadecimal integer constants are rarely used in programming.

Real Constants

The numbers having fractional parts are called real or floating point constants. These may be represented in one of the two forms called *fractional form* or the *exponent form* and may also have either + or – sign preceding it.

Example of valid real constants in fractional form or decimal notation

0.05, -0.905, 562.05, 0.015

Representing a real constant in exponent form

The general format in which a real number may be represented in exponential or scientific form is

mantissa e exponent

The mantissa must be either an integer or a real number expressed in decimal notation.

The letter e separating the mantissa and the exponent can also be written in uppercase i.e. E

And, the exponent must be an integer.

Examples of valid real constants in exponent form are:

252E85, 0.15E-10, -3e+8

Character Constants

A character constant contains one single character enclosed within single quotes.

Examples of valid character constants

‗a‘ , ‗Z‘, ‗5‘

It should be noted that character constants have numerical values known as ASCII values, for example, the value of ‗A‘ is 65 which is its ASCII value.

Escape Characters/ Escape Sequences

C allows us to have certain non graphic characters in character constants. Non graphic characters are those characters that cannot be typed directly from keyboard, for example, tabs, carriage return, etc.

These non graphic characters can be represented by using escape sequences represented by a backslash() followed by one or more characters.

NOTE: An escape sequence consumes only one byte of space as it represents a single character.

Escape Sequence	**Description**
a	Audible alert(bell)
b	Backspace
f	Form feed
n	New line
r	Carriage return
t	Horizontal tab
v	Vertical tab
\	Backslash
―	Double quotation mark
‗	Single quotation mark
?	Question mark
	Null

STRING CONSTANTS

String constants are sequence of characters enclosed within double quotes. For example,

―hello‖

―abc‖

―hello911‖

Every sting constant is automatically terminated with a special character **„‟** called the**null character** which represents the end of the string.

For example, ―hello‖ will represent ―hello‖ in the memory.

Thus, the size of the string is the total number of characters plus one for the null character.

Special Symbols

The following special symbols are used in C having some special meaning and thus, cannot be used for some other purpose.

[] () {} , ; : * … = #

Braces{}: These opening and ending curly braces marks the start and end of a block of code containing more than one executable statement.

Parentheses(): These special symbols are used to indicate function calls and function parameters.

Brackets[]: Opening and closing brackets are used as array element reference. These indicate single and multidimensional subscripts.

VARIABLES

A variable is nothing but a name given to a storage area that our programs can manipulate. Each variable in C has a specific type, which determines the size and layout of the variable's memory; the range of values that can be stored within that memory; and the set of operations that can be applied to the variable.

The name of a variable can be composed of letters, digits, and the underscore character. It must begin with either a letter or an underscore. Upper and lowercase letters are distinct because C is case-sensitive. Based on the basic types explained in the previous chapter, there will be the following basic variable types −

Type	**Description**
char	Typically a single octet(one byte). This is an integer type.
int	The most natural size of integer for the machine.
float	A single-precision floating point value.
double	A double-precision floating point value.
void	Represents the absence of type.

C programming language also allows defining various other types of variables like Enumeration, Pointer, Array, Structure, Union, etc.

Variable Definition in C

A variable definition tells the compiler where and how much storage to create for the variable. A variable definition specifies a data type and contains a list of one or more variables of that type as follows −

```
type variable_list;
```

Here, **type** must be a valid C data type including char, w_char, int, float, double, bool, or any user-defined object; and **variable_list** may consist of one or more identifier names separated by commas. Some valid declarations are shown here −

```
int    i, j, k;
char c, ch;
float  f, salary;
double d;
```

The line **int i, j, k;** declares and defines the variables i, j, and k; which instruct the compiler to create variables named i, j and k of type int.

Variables can be initialized (assigned an initial value) in their declaration. The initializer consists of an equal sign followed by a constant expression as follows −

```
type variable_name = value;
```

Some examples are −

```
extern int d = 3, f = 5;    // declaration of d and f.
int d = 3, f = 5;           // definition and initializing d and f.
byte z = 22;                // definition and initializes z.
char x = 'x';               // the variable x has the value 'x'.
```

For definition without an initializer: variables with static storage duration are implicitly initialized with NULL (all bytes have the value 0); the initial value of all other variables are undefined.

Variable Declaration in C

A variable declaration provides assurance to the compiler that there exists a variable with the given type and name so that the compiler can proceed for further compilation without requiring the complete detail about the variable. A variable definition has its meaning at the time of compilation only; the compiler needs actual variable definition at the time of linking the program. A variable declaration is useful when multiple files are used.

OPERATORS AND EXPRESSIONS

C language offers many types of operators. They are,

1. Arithmetic operators
2. Assignment operators
3. Relational operators
4. Logical operators
5. Bit wise operators
6. Conditional operators (ternary operators)
7. Increment/decrement operators
8. Special operators

S.no	**Types of Operators**	**Description**
1	**Arithmetic operators**	These are used to perform mathematical calculations like addition, subtraction, multiplication, division and modulus
2	**Assignment operators**	These are used to assign the values for the variables in C programs.
3	**Relational operators**	These operators are used to compare the value of two variables.
4	**Logical operators**	These operators are used to perform logical

		operations on the given two variables.
5	**Bit wise operators**	These operators are used to perform bit operations on given two variables.
6	**Conditional (ternary) operators**	Conditional operators return one value if condition is true and returns another value is condition is false.
7	**Increment/decrement operators**	These operators are used to either increase or decrease the value of the variable by one.
8	**Special operators**	&, *, sizeof( ) and ternary operators.

ARITHMETIC OPERATORS IN C

C Arithmetic operators are used to perform mathematical calculations like addition, subtraction, multiplication, division and modulus in C programs.

S.no	**Arithmetic Operators**	**Operation**	**Example**
1	+	Addition	A+B
2	–	Subtraction	A-B
3	*	multiplication	A*B
4	/	Division	A/B
5	%	Modulus	A%B

EXAMPLE PROGRAM FOR C ARITHMETIC OPERATORS

In this example program, two values ―40‖ and ―20‖ are used to perform arithmetic operations such as addition, subtraction, multiplication, division, modulus and output is displayed for each operation.

```
#include <stdio.h>
 int main()
{
int a=40,b=20, add,sub,mul,div,mod;
add = a+b;
sub = a-b;
mul = a*b;
div = a/b;
mod = a%b;
printf("Addition of a, b is : %d\n", add);
printf("Subtraction of a, b is : %d\n", sub);
printf("Multiplication of a, b is : %d\n", mul);
printf("Division of a, b is : %d\n", div);
printf("Modulus of a, b is : %d\n", mod);
}
```

OUTPUT:

```
Addition of a, b is : 60
Subtraction of a, b is : 20
Multiplication of a, b is : 800
Division of a, b is : 2
Modulus of a, b is : 0
```

ASSIGNMENT OPERATORS IN C

In C programs, values for the variables are assigned using assignment operators.
For example, if the value ―10‖ is to be assigned for the variable ―sum‖, it can be assigned as ―sum = 10;‖

Other assignment operators in C language are given below.

Operators		**Example**	**Explanation**
Simple assignment operator	=	sum = 10	10 is assigned to variable sum
	+=	sum += 10	This is same as sum = sum + 10
	-=	sum -= 10	This is same as sum = sum – 10
	*=	sum *= 10	This is same as sum = sum * 10
	/+	sum /= 10	This is same as sum = sum / 10
	%=	sum %= 10	This is same as sum = sum % 10
	&=	sum&=10	This is same as sum = sum & 10
Compound assignment operators	^=	sum ^= 10	This is same as sum = sum ^ 10

EXAMPLE PROGRAM FOR C ASSIGNMENT OPERATORS:

In this program, values from 0 – 9 are summed up and total –45‖ is displayed as output. Assignment operators such as –=‖ and –+=‖ are used in this program to assign the values and to sum up the values.

```
# include <stdio.h>
 int main()
{
int Total=0,i;
for(i=0;i<10;i++)
{
Total+=i; // This is same as Total = Toatal+i
}
printf("Total = %d", Total);
}
```

OUTPUT:

```
Total = 45
```

RELATIONAL OPERATORS IN C

Relational operators are used to find the relation between two variables. i.e. to compare the values of two variables in a C program.

S.no	Operators	Example	Description
1	>	x > y	x is greater than y
2	<	x < y	x is less than y
3	>=	x >= y	x is greater than or equal to y
4	<=	x <= y	x is less than or equal to y

5	==	x == y	x is equal to y
6	!=	x != y	x is not equal to y

EXAMPLE PROGRAM FOR RELATIONAL OPERATORS IN C

In this program, relational operator (==) is used to compare 2 values whether they are equal are not.

If both values are equal, output is displayed as ‖ values are equal‖. Else, output is displayed as ―values are not equal‖.

Note: double equal sign (==) should be used to compare 2 values. We should not single equal sign (=).

```
#include <stdio.h>
 int main()
{
int m=40,n=20;
if (m == n)
{
printf("m and n are equal");
}
else
{
printf("m and n are not equal");
}
}
```

OUTPUT:

```
m and n are not equal
```

LOGICAL OPERATORS IN C

These operators are used to perform logical operations on the given expressions.

There are 3 logical operators in C language. They are, logical AND (&&), logical OR (||) and logical NOT (!).

S.no	Operators	Name	Example	Description
1	&&	logical AND	(x>5)&&(y<5)	It returns true when both conditions are true
2	||	logical OR	(x>=10)||(y>=10)	It returns true when at-least one of the condition is true
3	!	logical NOT	!((x>5)&&(y<5))	It reverses the state of the operand –((x>5) && (y<5))‖ If –((x>5) && (y<5))‖ is true, logical NOT operator makes it false

EXAMPLE PROGRAM FOR LOGICAL OPERATORS IN C:

```
#include <stdio.h>

 int main()

{
```

```
int m=40,n=20;
int o=20,p=30;
if (m>n && m !=0)
{
printf("&& Operator : Both conditions are true\n");
}
if (o>p || p!=20)
{
printf("|| Operator : Only one condition is true\n");
}
if (!(m>n && m !=0))
{
printf("! Operator : Both conditions are true\n");
}
else
{
printf("! Operator : Both conditions are true. " \
"But, status is inverted as false\n");
}
}
```

OUTPUT:

```
&& Operator : Both conditions are true
|| Operator : Only one condition is true
! Operator : Both conditions are true. But, status is inverted as false
```

In this program, operators (&&, || and !) are used to perform logical operations on the given expressions.

&& operator – ―if clause‖ becomes true only when both conditions (m>n and m! =0) is true. Else, it becomes false.
|| Operator – ―if clause‖ becomes true when any one of the condition (o>p || p!=20) is true. It becomes false when none of the condition is true.
! Operator – It is used to reverses the state of the operand.
If the conditions (m>n && m!=0) is true, true (1) is returned. This value is inverted by ―!‖ operator.
So, ―! (m>n and m! =0)‖ returns false (0).

BIT WISE OPERATORS IN C

These operators are used to perform bit operations. Decimal values are converted into binary values which are the sequence of bits and bit wise operators work on these bits.
Bit wise operators in C language are & (bitwise AND), | (bitwise OR), ~ (bitwise OR), ^ (XOR), << (left shift) and >> (right shift).

TRUTH TABLE FOR BIT WISE OPERATION BIT WISE OPERATORS

x	y	x|y	x & y	x ^ y
0	0	0	0	0
0	1	1	0	1
1	0	1	0	1
1	1	1	1	0

Operator_symbol	Operator_name
&	Bitwise_AND
|	Bitwise OR
~	Bitwise_NOT
^	XOR
<<	Left Shift
>>	Right Shift

Consider x=40 and y=80. Binary form of these values are given below.
x = 00101000
y= 01010000