

- # for preprocessor
- indicates where to look for printf() function
- .h file is a header file

```
#include <stdio.h>
```

- entry point
- called on program start
- only one main() in any program

```
int main(void)
```

```
{
```

```
    printf("Hello, world!\n");
```

```
    return 0;
```

```
}
```

- belongs to stdio.h
- "Hello...." is a parameter to printf()

Marathon Distance Program

- convert the distance to kilometers
 - 1 mile = 1.609 km = 1760 yards
 - we know that the marathon length is 26 miles and 385 yards, then what is it in kilometers?
 - the answer is 42.185968

```
/* The distance of a marathon in kilometers. */
```

comment

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    int    miles, yards;
```

```
    float  kilometers;
```

**declaration of
variables**

```
    miles = 26;
```

```
    yards = 385;
```

assignment

```
    kilometers = 1.609 * (miles + yards / 1760.0);
```

```
    printf("\nA marathon is %f kilometers.\n\n", kilometers);
```

```
    return 0;
```

expression

```
}
```

Preprocessor

- performs before compilation
- # indicates that this line is a directive
- #define for symbolic constants

```
#define PI 3.141592
#define YARDS_PER_MILE 1760
```
- #include <file-name> imports a header file from some where
- #include "file-name" from your directory

```
#include <stdio.h>
```

```
#define AREA 2337  
#define SQ_MILES_PER_SQ_KILOMETER 0.3861021585424458  
#define SQ_FEET_PER_SQ_MILE (5280 * 5280)  
#define SQ_INCHES_PER_SQ_FOOT 144  
#define ACRES_PER_SQ_MILE 640
```

pacific_sea.h

```
/* Measuring the Pacific Sea. */
```

```
#include "pacific_sea.h"
```

```
int main(void)
```

```
{
```

```
    const int pacific_sea = AREA; /* in sq kilometers */
```

```
    double acres, sq_miles, sq_feet, sq_inches;
```

```
    printf("\nThe Pacific Sea covers an area");
```

```
    printf(" of %d square kilometers.\n", pacific_sea);
```

```
    sq_miles = SQ_MILES_PER_SQ_KILOMETER * pacific_sea;
```

pacific_sea.c

I/O Using `stdio.h`

- `printf("any string or characters %d %f", a, b);`
 - " " indicates a format to be displayed
 - % is followed by a single character for a format
 - c (char), d (decimal), e (exponential), f (floating), s (string)
 - escape with `\`
 - `\n`, `\t`, `\"`, `\\`
- `scanf("%d", &age);`
 - takes something from the standard input, and interpret as a decimal

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    char    c1, c2, c3;
```

```
    int     i;
```

```
    float   x;
```

```
    double  y;
```

```
    printf("\n %s \n %s", "Input three characters,"  
           "an int, a float, and a double: ");
```

```
    scanf("%c %c %c %d %f %lf", &c1, &c2, &c3, &i, &x, &y);
```

```
    printf("\nHere is the data that you typed in:\n");
```

```
    printf("%3c%3c%3c%5d%17e%17e\n\n", c1, c2, c3, i, x, y);
```

```
    return 0;
```

```
}
```

Control Flow

- each statement is executed one by one sequentially
- special statements change the flow
 - **if** (expr) a single statement OR { statements }
 - **while** (expr) a single statement OR
 - **for** (expr1; expr2; expr3) a single statement OR

```
expr1;
while (expr2) {
    statement
    expr3;
}
```



```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    int i = 1, sum = 0;
```

```
    while (i <= 5) {
```

```
        sum += i;
```

```
        ++i;
```

```
    }
```

```
    printf("sum = %d\n", sum);
```

```
    return 0;
```

```
}
```

Arrays

- deal with multiple same type data
- `int xxx[3];`
 - declares 3 integers; `xxx[0]`, `xxx[1]`, `xxx[2]`

```
int i;
```

```
i = 2;
```

```
xxx[i] = xxx[0] + 79;
```



- a string "abc"



Pointer

- address is a location in the imaginary space
 - an array name

```
int age[100];
```

```
char *p;
```

```
int *pq;
```

Functions

- Can you write a program of 10,000 lines in a single file?
 - divide your whole code into many small chunks
 - some chunks may look similar
 - make them into a single one; how?
 - this is a function
- `main()` is a special function called by

```

#include <stdio.h>

float  maximum(float x, float y);
float  minimum(float x, float y);
void   prn_info(void);

int  main(void)
{
    int    i, n;
    float  max, min, x;

    prn_info();
    printf("Input n: ");
    scanf("%d", &n);
    printf("\nInput %d numbers:", n);
    scanf("%f", &x);
    max = min = x;
    for (i = 2; i <= n; ++i) {
        scanf("%f", &x);
        max = maximum(max, x);
        min = minimum(min, x);
    }
}

```

```

float  maximum(float x, float y)
{
    if (x > y)
        return x;
    else
        return y;
}

```

```

float  minimum(float x, float y)
{
    if (x < y)
        return x;
    else
        return y;
}

```

```

void  prn_info(void)
{
    printf("\n%s\n%s\n\n",
        "This program reads an integer value
for n, and then",
        "processes n real numbers to find
max and min values.");
}

```

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    int    a = 1;
```

```
    void   try_to_change_it(int);
```

```
    printf("%d\n", a);    /* 1 is printed */
```

```
    try_to_change_it(a);
```

```
    printf("%d\n", a);    /* 1 is printed again! */
```

```
    return 0;
```

```
}
```

```
void try_to_change_it(int a)
```

```
{
```

```
    a = 777;
```

```
}
```

Files

- you need files, believe me.
- `xfp = fopen("file-name", "r");`
 - checks if the file is available
 - prepares a pointer, `xfp`, to a location inside a file
- now read from (write to) the file using the pointer

```
c = getc(xfp);
```

```
n = fscanf, "%d %d %f %s", i, j, x, name);
```

```
/* Count uppercase letters in a file. */
```

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
int main(int argc, char *argv[])
```

```
{  
    int    c, i, letter[26];  
    FILE   *ifp, *ofp;  
  
    ifp = fopen(argv[1], "r");  
    ofp = fopen(argv[2], "w");  
    for (i = 0; i < 26; ++i)    /* initialize array to zero */  
        letter[i] = 0;  
    while ((c = getc(ifp)) != EOF)  
        if (c >= 'A' && c <= 'Z')    /* find uppercase letters */  
            ++letter[c - 'A'];  
    for (i = 0; i < 26; ++i) {        /* print results */  
        if (i % 6 == 0)  
            putc('\n', ofp);  
        fprintf(ofp, "%c:%5d    ", 'A' + i, letter[i]);  
    }  
    putc('\n', ofp);  
    return 0;  
}
```