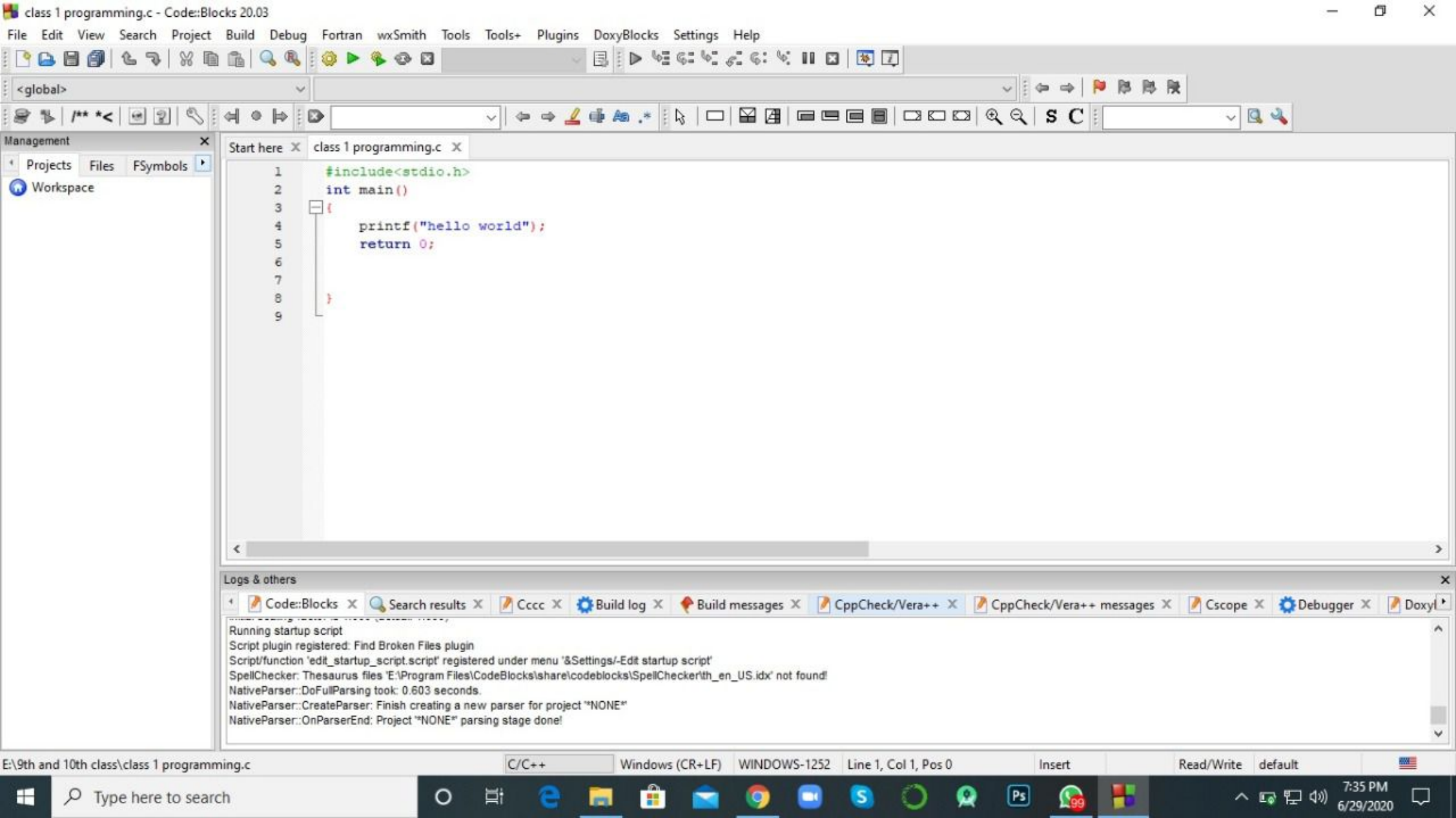
class 1 programming.c - Code::Blocks 20.03
File Edit View Search Project Build Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help
<global>
Management
Projects Files FSymbols
Workspace
Start here
class 1 programming.c
1 #include<stdio.h>
2 int main()
3 {
4 printf("hello world");
5 return 0;
6
7
8 }
9
Logs & others
Code::Blocks Search results Cccc Build log Build messages CppCheck/Vera++ CppCheck/Vera++ messages Cscope Debugger Doxyl
Running startup script
Script plugin registered: Find Broken Files plugin
Script/function 'edit_startup_script.script' registered under menu '&Settings/-Edit startup script'
SpellChecker: Thesaurus files 'E:\Program Files\CodeBlocks\share\codeblocks\SpellChecker\th_en_US.idx' not found!
NativeParser::DoFullParsing took: 0.603 seconds.
NativeParser::CreateParser: Finish creating a new parser for project '*NONE*'
NativeParser::OnParserEnd: Project '*NONE*' parsing stage done!
E:\9th and 10th class\class 1 programming.c
C/C++
Windows (CR+LF)
WINDOWS-1252
Line 1, Col 1, Pos 0
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Remaining Meeting Time: 05:24 | Stop Share

Q.1. How "hello" program works

Ans.

1. The #include is a preprocessor command that tells the compiler to include the contents of stdio.h (standard input and output)

2. The stdio.h file contains functions such as scanf() and printf() to take input and display output respectively.

3.If we use the printf() function without writing #include<stdio.h>, the program will not compile.

4.The execution of a C program starts from the "main()" function.

5."Printf()' is a library function to send formatted output to the screen. In this program, prinf() displays "hello" text on the screen

6. The "return 0" statement is the "exit status" of the program. In simple words, the program ends with this statement.

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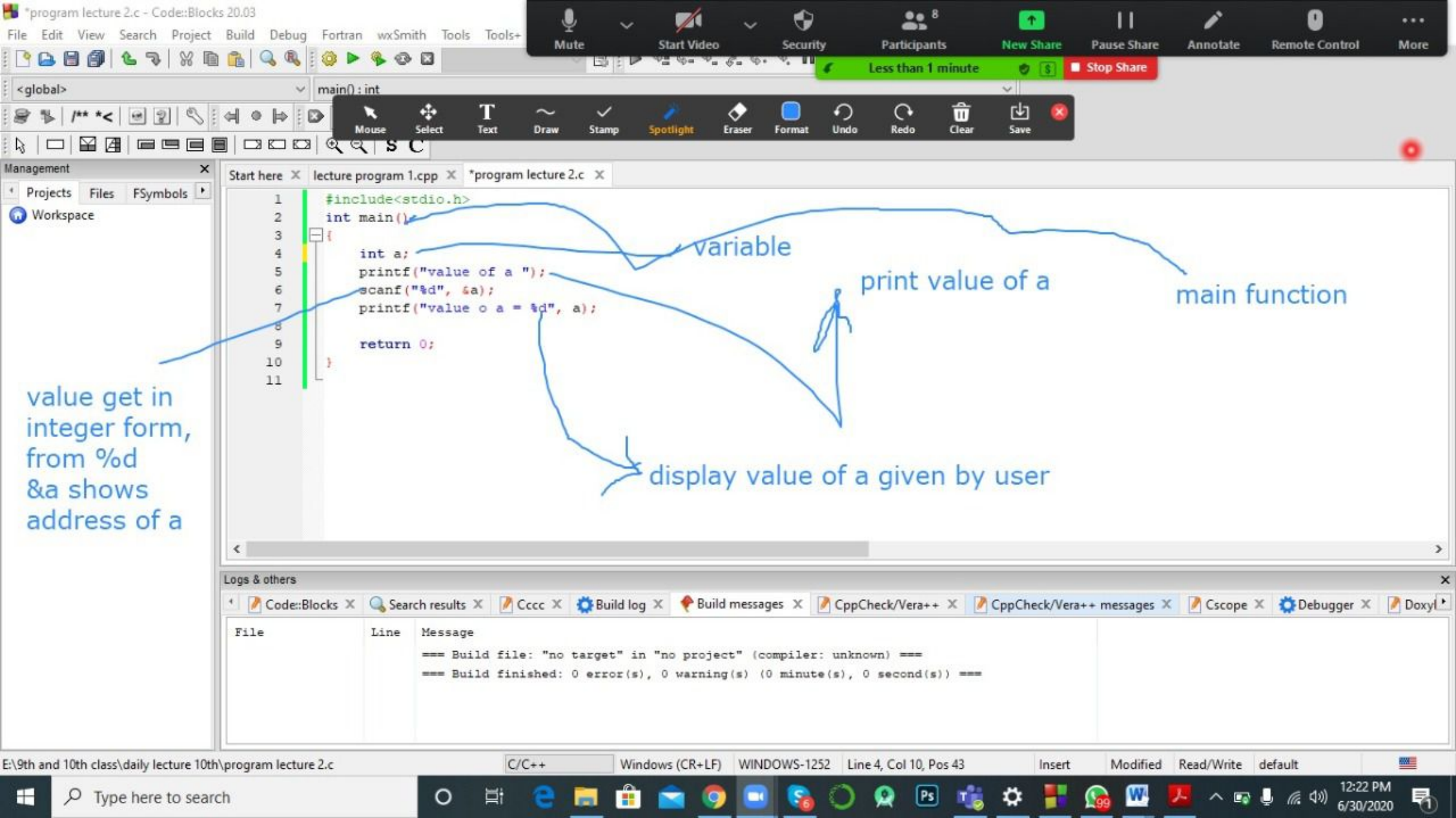
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Less than 1 minute
Stop Share
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Select
Text
Draw
Stamp
Spotlight
Eraser
Format
Undo
Redo
Clear
Save
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Start here
lecture program 1.cpp
*program lecture 2.c
#include<stdio.h>
int main()
{
int a;
printf("value of a ");
scanf("%d", &a);
printf("value o a = %d", a);
return 0;
}
variable
print value of a
main function
value get in integer form, from %d &a shows address of a
display value of a given by user
Logs & others
Code::Blocks
Search results
Cccc
Build log
Build messages
CppCheck/Vera++
CppCheck/Vera++ messages
Cscope
Debugger
File
Line
Message
=== Build file: "no target" in "no project" (compiler: unknown) ===
=== Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ===
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Windows (CR+LF)
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Line 4, Col 10, Pos 43
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2.4 CONSTANTS AND VARIABLES

Constant and variables are used in expressions in computer programs. After an expression is evaluated, the result of the expression is also stored in a variable.

2.4.1 CONSTANT AND VARIABLE

"Pakistan", 7767
const int pi=3.14

Constant

Constants are quantities whose values do not change during program execution. They may be numeric, character or string.

Numeric Constants are of two types, integer and floating-point numbers.

Integer constants represent values that are counted, like the number of students in a class. Some examples of integer constants are 7145, -234, 26, etc.

Floating-point constants are used to represent values that are measured, like the height of a person which might have a value of 166.75 cm or the weight such as 82.6 kilograms.

Character Constant is one of the symbols in C character set. It includes digits 0 to 9, upper-case letters A to Z, lower-case letters a to z, punctuation symbols such as semicolon (;), comma (,), period (.) and special symbols such as +, -, =, >, etc. A character constant is enclosed by single quotes such as 'a', 's', etc.

String Constant contains a string of characters within double quotes such as "Hello Ahmed", "a", etc.

Variable

A variable is a symbolic name that represents a value that can change during execution of a program. A variable has a name, known as variable name and it holds data of other types. A number or any other type of data held in a variable is called its value. It also indicates the types

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String Constant contains a string of characters within double quotes such as "Hello Ahmed", "a", etc.

Variable

A variable is a symbolic name that represents a value that can change during execution of a program. A variable has a name, known as variable name and it holds data of other types. A number or any other type of data held in a variable is called its value. It also indicates the types of value a variable can represent. Variables are of two types, numeric and character.

Numeric variables are used to represent numeric values in computer programs. They represent integer and floating-point values. Some examples of numeric variables are sum, avg, length, salary, marks, etc.

Character variables represent character values in computer programs. It can represent a single character or a string of characters. Some examples of character variables are name, city, gender, etc.

When a variable is used in a computer program, the computer associates it with a particular memory location. The value of a variable at any time is the value stored in the associated memory location at that time. Variables are used so that the same space in memory can hold different values at different times.

2.4.2 RULES FOR SPECIFYING VARIABLE NAMES

The following are the rules for specifying variable names in C language.

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Lecture-4, 01-July, 10th class
chapter-2, variable and constants

_abc, Abc, abc, ab4, = variable
overtime, over_time=variable'
@haid, &abc, 45abc= not variable

same variable if 31 charater of variable is same

haidertetywuiokuiuiuqweurtucsavr tsswtwttyet
haidertetywuiokuiuiuqweurtucsavr vxvsvdhvv

recerved words like, if, else,
goto, switch are not variables,.

no spaces are used in variables
like s um, h aider