Common Operators

- **Arithmetic operators:**
  - Unary negation: \(-x\)
  - Addition/subtraction: \(x + y\) \(x - y\)
  - Multiplication/division: \(x * y\) \(x / y\)
    - Division between integer types **truncates** to integer: \(23/4 \rightarrow 5\)
    - Why returns the **remainder** of \(x\) divided by \(y\): \(23 \% 4 \rightarrow 3\)
    - Division with real types yields a real result: \(23.0/4.0 \rightarrow 5.75\)
  - Same rules as algebra for precedence and associativity

- **Comparison operators:**
  - Equality/inequality: \(x == y\) \(x != y\)
  - Less than/greater than: \(x < y\) \(x > y\)
  - Less than or equal/greater than or equal: \(x <= y\) \(x >= y\)
    - (ex: operators.c, truncation.c and rounding.c)

The Assignment Operator

- variable = value
  - LHS must indicate space in memory
  - RHS must have value
    - should be of the same type
    - calculated before assignment
  - Both: A Statement and An Arithmetic Operator
    - changes the value of the space indicated by the LHS
    - returns the value that is assigned
    - right to left associative
    - (ex: assignments.c)
User Input

- stdin
  - input from keyboard
  - must be put into a variable
- scanf
  - like printf
    - it is a library function
    - defined in <stdio.h>
  - must tell it where the value is to be stored

More about variables

- declaration and (initialization or assignment)
  - int a,b = 5;
  - a = 8;
- space is associated with a word so it has a "name" (answers: who)
- variables given space in memory so it has an "address" (answers: where)
- that space is assigned an integer so it has a "value" (answers: what contents)
- that space is also of a specified size so it has a "type" (answers: what type)

Use the name

- to assign it a value use it on the LHS of an assignment statement
  - a = 10;
- to get to its value use its name in an expression
  - printf("%d",a);
  - b = a+100;
- to get at its address use its name with a & in front of the name
  - printf("%p",&a);
  - scanf("%ld",&a);
- (ex: addresses.c and scanfdemo.c)
scanf specifics

- 1st argument = format specification string
- other arguments = list of places to put values of the indicated types
- format specifier – should not have any size indicator (just %d, %f or %c)
- If the input is the wrong type, it will usually cause a runtime error.

Character input

- not space delimited unless you put the spaces between
  int i1, i2, i3;
  char c1, c2, c3;
  scanf("%d%d%d", &i1, &i2, &i3);
  // reads space delimited
  scanf("%c%c%c", &c1, &c2, &c3);
  // reads the exact three consecutive values
  (ex: charinput.c)

Additional Operators

- Increment and Decrement
  ++ and --
- unary operators
- prefix & postfix

(ex: increment.c)
math library functions

- #include <math.h>
- -lm option when compiling
- list on page 115
- must be careful to watch the types

(ex: mathex.c)

More formatted output

The printf format specifier

- What we’ve done so far
  - %d - integer in as much space as needed
  - %.2f - float in as much space as needed with two decimal places also shown

- Other Variations
  - %nd - where n is any integer - leaves extra space before the number if there is any
  - %-nd - where n is any integer - leaves extra space on the right
  - %n.xf - where n and x are any integers - n indicates total width and x indicates decimal places

(ex: formatoutput.c)