



CMSC 106

Lecture Set #3

Set Started:
Friday, September 10, 2010



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: $23/4 \rightarrow 5$
 - $x\%y$ 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("%d",&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)