SNS COLLEGE OF TECHNOLOGY

Coimbatore-35.
An Autonomous Institution

COURSE NAME : 19ITT101 PROGRAMMING IN C & DATA STRUCTURES

I YEAR/ II SEMESTER

UNIT-I C INTRODUCTION TO C

Topic: C Constants & C Operators

C Constants

- Constants are like a variable, except that their value never changes during execution once defined.
- C Constants is the most fundamental and essential part of the C programming language.
- Constants in C are the fixed values that are used in a program, and its value remains the same during the entire execution of the program.
- Constants are also called literals.
- Constants can be any of the data types.
- It is considered best practice to define constants using only upper-case names.

Constant Definition in C

Syntax:

```
const type constant_name;
```

`const keyword` defines a constant in C.

Example:

```
#include<stdio.h>
main()
{
  const int SIDE = 10;
  int area;
  area = SIDE*SIDE;
  printf("The area of the square with side: %d is: %d sq. units"
  , SIDE, area);
}
```

C Constants

Constant Types in C

Constants are categorized into two basic types, and each of these types has its subtypes/categories. These are:

Primary Constants

1. Numeric Constants
   - Integer Constants
   - Real Constants
2. Character Constants
   - Single Character Constants
   - String Constants
   - Backslash Character Constants

C Constants

Integer Constant

It's referring to a sequence of digits. Integers are of three types viz:

1. Decimal Integer
2. Octal Integer
3. Hexadecimal Integer

Example:

15, -265, 0, 99818, +25, 045, 0X6

Real constant

The numbers containing fractional parts like 99.25 are called real or floating points constant.

C Constants

Single Character Constants

It simply contains a single character enclosed within ' and ' (a pair of single quote). It is to be noted that the character '**8**' is not the same as **8**. Character constants have a specific set of integer values known as ASCII values (American Standard Code for Information Interchange).

Example:

'X', '5', ';'

String Constants

These are a sequence of characters enclosed in double quotes, and they may include letters, digits, special characters, and blank spaces. It is again to be noted that "**G**" and '**G**' are different - because "G" represents a string as it is enclosed within a pair of double quotes whereas 'G' represents a single character.

Example:

"Hello!", "2015", "2+1"

C Constants

Backslash character constant

C supports some character constants having a backslash in front of it. The lists of backslash characters have a specific meaning which is known to the compiler. They are also termed as "Escape Sequence".

For Example:

`\t` is used to give a tab

`\n` is used to give a new line

C Constants

Backslash character constant

Constants	Meaning
\a	beep sound
\b	backspace
\f	form feed
\n	new line
\r	carriage return
\t	horizontal tab
\v	vertical tab
\'	single quote
\"	double quote
\\	backslash
\0	null

C Constants

Two ways to define constant in C:

- There are two ways to define constant in C programming.
  - const keyword
  - #define preprocessor

C Constants

1) C const keyword

The const keyword is used to define constant in C programming.

```
const float PI=3.14;
```

Now, the value of PI variable can't be changed.

```
#include<stdio.h>
int main(){
    const float PI=3.14;
    printf("The value of PI is: %f",PI);
    return 0;
}
```

Output:

```
The value of PI is: 3.140000
```

C Constants

If you try to change the the value of PI, it will render compile time error.

```
#include<stdio.h>
int main(){
const float PI=3.14;
PI=4.5;
printf("The value of PI is: %f",PI);
   return 0;
}
```

Output:

```
Compile Time Error: Cannot modify a const object
```

C Constants

2) C #define preprocessor

The #define preprocessor is also used to define constant.

- By using the **#define** pre-processor directive which doesn't use memory for storage and without putting a semicolon character at the end of that statement

```
#include <stdio.h>
#define PI 3.14
int main() {
printf("%f", PI);
return 0;}
```

C Operators

Operators in C Language

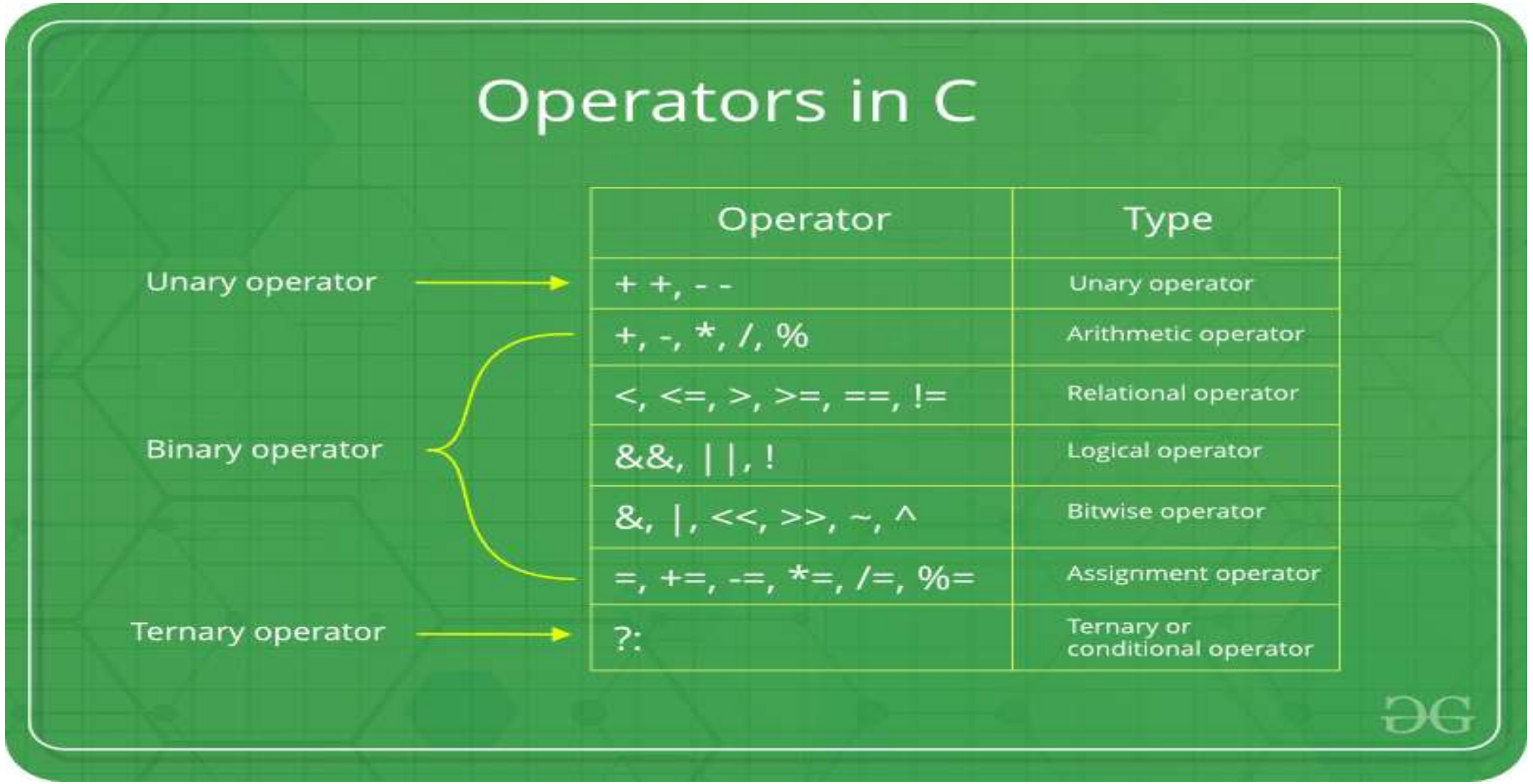
C language supports a rich set of built-in operators. An operator is a symbol that tells the compiler to perform a certain mathematical or logical manipulation. Operators are used in programs to manipulate data and variables.

Types of Operators in C

C programming language offers various types of operators having different functioning capabilities.

1. Arithmetic Operators
2. Relational Operators
3. Logical Operators
4. Assignment Operators
5. Increment and Decrement Operators
6. Conditional Operator
7. Bitwise Operators
8. Special Operators

C Operators


Operators in C
Unary operator
Binary operator
Ternary operator
Operator
Type
+ +, - -
Unary operator
+, -, *, /, %
Arithmetic operator
<, <=, >, >=, ==, !=
Relational operator
&&, ||, !
Logical operator
&, |, <<, >>, ~, ^
Bitwise operator
=, +=, -=, *=, /=, %=
Assignment operator
?:
Ternary or conditional operator

C Operators

Types of Operators	Description
Arithmetic_operators	These are used to perform mathematical calculations like addition, subtraction, multiplication, division and modulus
Assignment_operators	These are used to assign the values for the variables in C programs.
Relational operators	These operators are used to compare the value of two variables.
Logical operators	These operators are used to perform logical operations on the given two variables.

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

C Operators

Arithmetic Operators (+, -, *, /, %)

The arithmetic operators are the symbols that are used to perform basic mathematical operations like addition, subtraction, multiplication, division and percentage modulo. The following table provides information about arithmetic operators.

Operator	Meaning	Example
+	Addition	10 + 5 = 15
-	Subtraction	10 - 5 = 5
*	Multiplication	10 * 5 = 50
/	Division	10 / 5 = 2
%	Remainder of the Division	5 % 2 = 1

⇒ The addition operator can be used with numerical data types and character data type. When it is used with numerical values, it performs mathematical addition and when it is used with character data type values, it performs concatination (appending).

⇒ The remainder of the division operator is used with integer data type only.

C Operators

Example:

```c
// Working of arithmetic operators
#include <stdio.h>
int main()
{
    int a = 9,b = 4, c;

    c = a+b;
    printf("a+b = %d \n",c);
    c = a-b;
    printf("a-b = %d \n",c);
    c = a*b;
    printf("a*b = %d \n",c);
    c = a/b;
    printf("a/b = %d \n",c);
    c = a%b;
    printf("Remainder when a divided by b = %d \n",c);

    return 0;
}
```

C Operators

Output

```
a+b = 13
a-b = 5
a*b = 36
a/b = 2
Remainder when a divided by b=1
```

The operators `+`, `-` and `*` computes addition, subtraction, and multiplication respectively as you might have expected.

In normal calculation, `9/4 = 2.25`. However, the output is `2` in the program.

It is because both the variables `a` and b are integers. Hence, the output is also an integer. The compiler neglects the term after the decimal point and shows answer `2` instead of `2.25`.

The modulo operator `%` computes the remainder. When `a=9` is divided by `b=4`, the remainder is `1`. The `%` operator can only be used with integers.

Suppose `a = 5.0`, `b = 2.0`, `c = 5` and `d = 2`. Then in C programming,

```
// Either one of the operands is a floating-point number
a/b = 2.5
a/d = 2.5
c/b = 2.5

// Both operands are integers
c/d = 2
```

C Operators

Relational Operators (<, >, <=, >=, ==, !=)

The relational operators are the symbols that are used to compare two values. That means the relational operators are used to check the relationship between two values. Every relational operator has two results TRUE or FALSE. In simple words, the relational operators are used to define conditions in a program. The following table provides information about relational operators.

Operator	Meaning	Example
<	Returns TRUE if the first value is smaller than second value otherwise returns FALSE	10 < 5 is FALSE
>	Returns TRUE if the first value is larger than second value otherwise returns FALSE	10 > 5 is TRUE
<=	Returns TRUE if the first value is smaller than or equal to second value otherwise returns FALSE	10 <= 5 is FALSE
>=	Returns TRUE if the first value is larger than or equal to second value otherwise returns FALSE	10 >= 5 is TRUE
==	Returns TRUE if both values are equal otherwise returns FALSE	10 == 5 is FALSE
!=	Returns TRUE if both values are not equal otherwise returns FALSE	10 != 5 is TRUE

C Operators

Example:

```c
// Working of relational operators
#include <stdio.h>
int main()
{
    int a = 5, b = 5, c = 10;

    printf("%d == %d is %d \n", a, b, a == b);
    printf("%d == %d is %d \n", a, c, a == c);
    printf("%d > %d is %d \n", a, b, a > b);
    printf("%d > %d is %d \n", a, c, a > c);
    printf("%d < %d is %d \n", a, b, a < b);
    printf("%d < %d is %d \n", a, c, a < c);
    printf("%d != %d is %d \n", a, b, a != b);
    printf("%d != %d is %d \n", a, c, a != c);
    printf("%d >= %d is %d \n", a, b, a >= b);
    printf("%d >= %d is %d \n", a, c, a >= c);
    printf("%d <= %d is %d \n", a, b, a <= b);
    printf("%d <= %d is %d \n", a, c, a <= c);

    return 0;
}
```

C Operators

Output:

```
5 == 5 is 1
5 == 10 is 0
5 > 5 is 0
5 > 10 is 0
5 < 5 is 0
5 < 10 is 1
5 != 5 is 0
5 != 10 is 1
5 >= 5 is 1
5 >= 10 is 0
5 <= 5 is 1
5 <= 10 is 1
```

C Operators

Logical Operators (&&, ||, !)

The logical operators are the symbols that are used to combine multiple conditions into one condition. The following table provides information about logical operators.

Operator	Meaning	Example
&&	**Logical AND** - Returns TRUE if all conditions are TRUE otherwise returns FALSE	10 < 5 && 12 > 10 is FALSE
||	**Logical OR** - Returns FALSE if all conditions are FALSE otherwise returns TRUE	10 < 5 || 12 > 10 is TRUE
!	**Logical NOT** - Returns TRUE if condition is FLASE and returns FALSE if it is TRUE	!(10 < 5 && 12 > 10) is TRUE

⇒ **Logical AND -** Returns TRUE only if all conditions are TRUE, if any of the conditions is FALSE then complete condition becomes FALSE.

⇒ **Logical OR -** Returns FALSE only if all conditions are FALSE, if any of the conditions is TRUE then complete condition becomes TRUE.

C Operators

Example:

```c
// Working of logical operators

#include <stdio.h>
int main()
{
    int a = 5, b = 5, c = 10, result;

    result = (a == b) && (c > b);
    printf("(a == b) && (c > b) is %d \n", result);

    result = (a == b) && (c < b);
    printf("(a == b) && (c < b) is %d \n", result);

    result = (a == b) || (c < b);
    printf("(a == b) || (c < b) is %d \n", result);

    result = (a != b) || (c < b);
    printf("(a != b) || (c < b) is %d \n", result);

    result = !(a != b);
    printf("!(a != b) is %d \n", result);

    result = !(a == b);
    printf("!(a == b) is %d \n", result);

    return 0;
}
```

C Operators

Output

```
(a == b) && (c > b) is 1
(a == b) && (c < b) is 0
(a == b) || (c < b) is 1
(a != b) || (c < b) is 0
!(a != b) is 1
!(a == b) is 0
```

Explanation of logical operator program

- `(a == b) && (c > 5)` evaluates to 1 because both operands `(a == b)` and `(c > b)` is 1 (true).
- `(a == b) && (c < b)` evaluates to 0 because operand `(c < b)` is 0 (false).
- `(a == b) || (c < b)` evaluates to 1 because `(a = b)` is 1 (true).
- `(a != b) || (c < b)` evaluates to 0 because both operand `(a != b)` and `(c < b)` are 0 (false).
- `!(a != b)` evaluates to 1 because operand `(a != b)` is 0 (false). Hence, !(a != b) is 1 (true).
- `!(a == b)` evaluates to 0 because `(a == b)` is 1 (true). Hence, `!(a == b)` is 0 (false).

C Operators

Increment & Decrement Operators (++ & --)

The increment and decrement operators are called unary operators because both need only one operand. The increment operators adds one to the existing value of the operand and the decrement operator subtracts one from the existing value of the operand. The following table provides information about increment and decrement operators.

Operator	Meaning	Example
++	**Increment** - Adds one to existing value	int a = 5; a++; ⇒ a = 6
--	**Decrement** - Subtracts one from existing value	int a = 5; a--; ⇒ a = 4

The increment and decrement operators are used infront of the operand (++a) or after the operand (a++). If it is used infront of the operand, we call it as **pre-increment** or **pre-decrement** and if it is used after the operand, we call it as **post-increment** or **post-decrement**.

C Operators

Pre-Increment or Pre-Decrement

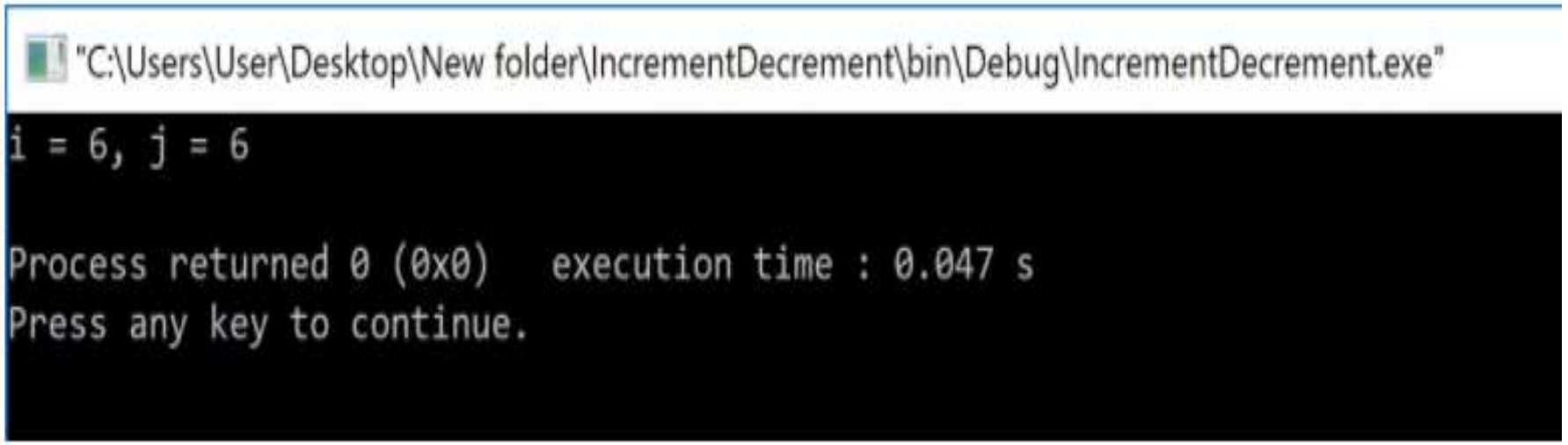
In the case of pre-increment, the value of the variable is increased by one before the expression evaluation. In the case of pre-decrement, the value of the variable is decreased by one before the expression evaluation. That means, when we use pre-increment or pre-decrement, first the value of the variable is incremented or decremented by one, then the modified value is used in the expression evaluation.

Example Program

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

void main(){
   int i = 5,j;

   j = ++i; // Pre-Increment

   printf("i = %d, j = %d",i,j);

}
```

C Operators

Output:



C Operators

Post-Increment or Post-Decrement

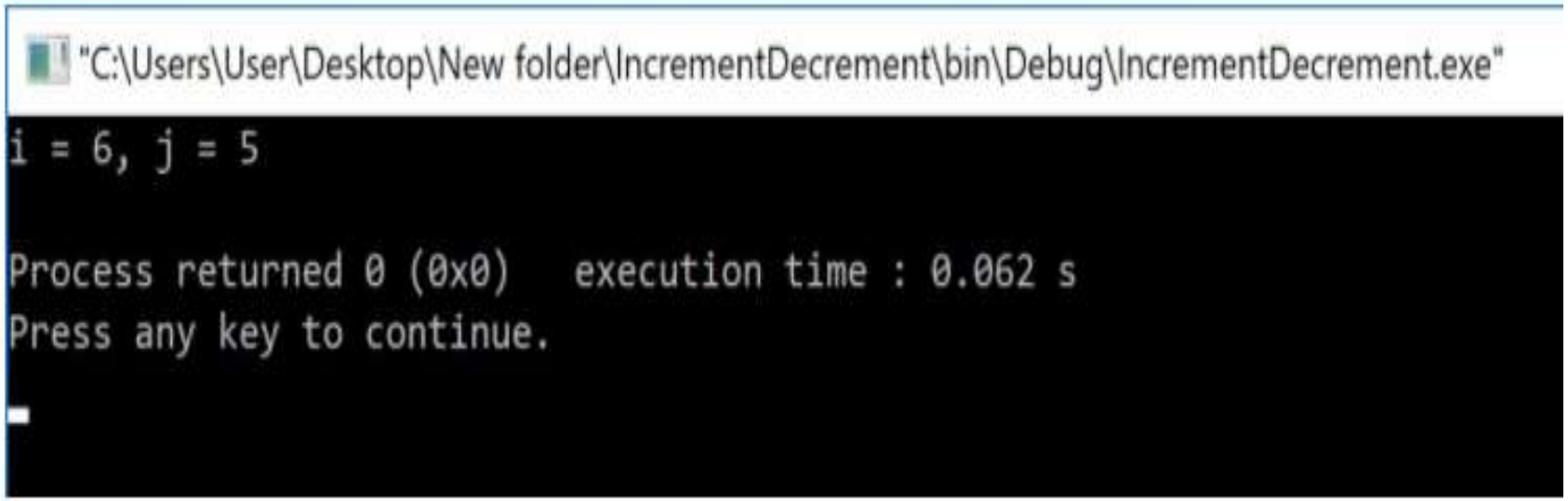
In the case of post-increment, the value of the variable is increased by one after the expression evaluation. In the case of post-decrement, the value of the variable is decreased by one after the expression evaluation. That means, when we use post-increment or post-decrement, first the expression is evaluated with existing value, then the value of the variable is incremented or decremented by one.

Example Program

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

void main(){
   int i = 5,j;

   j = i++;  // Post-Increment

   printf("i = %d, j = %d",i,j);

}
```

C Operators

Output:



C Operators

Assignment Operators (=, +=, -=, *=, /=, %=)

The assignment operators are used to assign right-hand side value (Rvalue) to the left-hand side variable (Lvalue). The assignment operator is used in different variants along with arithmetic operators. The following table describes all the assignment operators in the C programming language.

Operator	Meaning	Example
=	Assign the right-hand side value to left-hand side variable	A = 15
+=	Add both left and right-hand side values and store the result into left-hand side variable	A += 10 ⇒ A = A+10
-=	Subtract right-hand side value from left-hand side variable value and store the result into left-hand side variable	A -= B ⇒ A = A-B
*=	Multiply right-hand side value with left-hand side variable value and store the result into left-hand side variable	A *= B ⇒ A = A*B
/=	Divide left-hand side variable value with right-hand side variable value and store the result into the left-hand side variable	A /= B ⇒ A = A/B
%=	Divide left-hand side variable value with right-hand side variable value and store the remainder into the left-hand side variable	A %= B ⇒ A = A%B

C Operators

Example:

```c
// Working of assignment operators
#include <stdio.h>
int main()
{
    int a = 5, c;

    c = a;       // c is 5
    printf("c = %d\n", c);
    c += a;      // c is 10
    printf("c = %d\n", c);
    c -= a;      // c is 5
    printf("c = %d\n", c);
    c *= a;      // c is 25
    printf("c = %d\n", c);
    c /= a;      // c is 5
    printf("c = %d\n", c);
    c %= a;      // c = 0
    printf("c = %d\n", c);

    return 0;
}
```

C Operators

Output:

```
C = 5
C = 10
C = 5
C = 25
C = 5
C = 0
```

C Operators

Bitwise Operators (&, |, ^, ~, >>, <<)

The bitwise operators are used to perform bit-level operations in the c programming language. When we use the bitwise operators, the operations are performed based on the binary values. The following table describes all the bitwise operators in the C programming language.

Let us consider two variables A and B as A = 25 (11001) and B = 20 (10100).

Operator	Meaning	Example
&	the result of Bitwise AND is 1 if all the bits are 1 otherwise it is 0	A & B ⇒ 16 (10000)
|	the result of Bitwise OR is 0 if all the bits are 0 otherwise it is 1	A | B ⇒ 29 (11101)
^	the result of Bitwise XOR is 0 if all the bits are same otherwise it is 1	A ^ B ⇒ 13 (01101)
~	the result of Bitwise once complement is negation of the bit (Flipping)	~A ⇒ 6 (00110)
<<	the Bitwise left shift operator shifts all the bits to the left by the specified number of positions	A << 2 ⇒ 100 (1100100)
>>	the Bitwise right shift operator shifts all the bits to the right by the specified number of positions	A >> 2 ⇒ 6 (00110)

C Operators

Bitwise AND operator &

The output of bitwise AND is 1 if the corresponding bits of two operands is 1. If either bit of an operand is 0, the result of corresponding bit is evaluated to 0.

Let us suppose the bitwise AND operation of two integers 12 and 25.

```
12 = 00001100 (In Binary)
25 = 00011001 (In Binary)

Bit Operation of 12 and 25
  00001100
& 00011001
  _________
  00001000  = 8 (In decimal)
```

C Operators

Example #1: Bitwise AND

```c
#include <stdio.h>
int main()
{
    int a = 12, b = 25;
    printf("Output = %d", a&b);
    return 0;
}
```

Output

```
Output = 8
```

C Operators

Conditional Operator (?:)

The conditional operator is also called a **ternary operator** because it requires three operands. This operator is used for decision making. In this operator, first we verify a condition, then we perform one operation out of the two operations based on the condition result. If the condition is TRUE the first option is performed, if the condition is FALSE the second option is performed. The conditional operator is used with the following syntax.

Condition ? TRUE Part : FALSE Part;

Example

A = (10<15)?100:200; ⇒ A value is 100

C Operators

Special Operators (sizeof, pointer, comma, dot, etc.)

The following are the special operators in c programming language.

sizeof operator

This operator is used to find the size of the memory (in bytes) allocated for a variable. This operator is used with the following syntax.

```
sizeof(variableName);
```

Example

sizeof(A); ⇒ the result is 2 if A is an integer

Pointer operator (*)

This operator is used to define pointer variables in c programming language.

Comma operator (,)

This operator is used to separate variables while they are declaring, separate the expressions in function calls, etc.

Dot operator (.)

This operator is used to access members of structure or union.

C Operator Precedence and Associativity

What is Operator Precedence?

Operator precedence is used to determine the order of operators evaluated in an expression. In c programming language every operator has precedence (priority). When there is more than one operator in an expression the operator with higher precedence is evaluated first and the operator with the least precedence is evaluated last.

What is Operator Associativity?

Operator associativity is used to determine the order of operators with equal precedence evaluated in an expression. In the c programming language, when an expression contains multiple operators with equal precedence, we use associativity to determine the order of evaluation of those operators.

C Operator Precedence and Associativity

Let's understand the precedence by the example given below:

```
int value=10+20*10;
```

The value variable will contain **210** because * (multiplicative operator) is evaluated before + (additive operator).

The precedence and associativity of C operators is given below:

Category	Operator	Associativity
Postfix	() [] -> . ++ - -	Left to right
Unary	+ - ! ~ ++ - - (type)* & sizeof	Right to left
Multiplicative	* / %	Left to right
Additive	+ -	Left to right
Shift	<< >>	Left to right
Relational	< <= > >=	Left to right

C Operator Precedence and Associativity

Category	Operator	Associativity
Equality	== !=	Left to right
Bitwise AND	&	Left to right
Bitwise XOR	^	Left to right
Bitwise OR	|	Left to right
Logical AND	&&	Left to right
Logical OR	||	Left to right
Conditional	?:	Right to left
Assignment	= += -= *= /= %=>>= <<= &= ^= |=	Right to left
Comma	,	Left to right

In the above table, the operator precedence decreases from top to bottom and increases from bottom to top.


Thank You!