

## 2. C

### (1) C

- (function), (data type), (assignment), (flow control)
- : in, while, for, do, switch –
- – (integer), (floating point), (character), (bit field), (enumerated type)
- 
- : (structure), (union), typedef
- (recursive)
- 
- . :

### (2)

- (portability) :
- 
- .
- .
- . 3 (third party function library)
- .
- .
- :
- 

### (3) C

\* main()

- C , main()
- C (module)
- .
- \* : /\* \*/
- 
-

- 가 , 2 .

Ex)

```

/* C . */ ← ( )
#include <stdio.h>
void main()
{
    printf("Hello World \ n");
}

```

\*

- (constant) : .

- (variable) : ,

- : 가 , 8 가 .

( 가 .) , , 가 .

(reserved word)

\*

(reserved words, keywords)

auto enum short break extern sizeof case

float static char for struct continue goto

switch default if typedef do int unsigned

else register while entry return void

\*

(statements and blocks )

- : ( ; ) .

- .

Ex)

```

a = 1 ;
a = b + 1;
a =
b + 1 ;
- : {}

```

\*

(operators)

\* (assignment)

Ex)

```
a = 1 ;      (a 1 .)
b = a + 1 ;  (a 1 b .)
c = a + b ;  (a b c .)
```

(4) : 1.5

\* printf :

```
: printf(" ", );
```

Ex)

```
printf("%d",p); (p .)
printf("%f \ n", a); (a .)
```

%c : character

%d : decimal integer

%e : floating point number (scientific notation)

%f : floating point number

%g : e-format or g-format whatever is shorter

%s : string

\* scanf :

```
: scanf(" ", );
```

Ex)

```
scanf("%d",&p); ( p .)
scanf("%f",&a); ( p .)
scanf ( ( = & )
scanf white spaces(blank, tabs)
```

