C Cheat Sheet

by blfrj via cheatography.com/73472/cs/18520/

Libs (#include)

<stdio.h>

<stdlib.h>

<string.h>

<math.h>

<unistd.h> - *sleep()*

I/O

FLUSH IN	**__fpurge**(*stdin*)
FLUSH OUT	**fflush**(*stdout*)
IN	**scanf**("formato", &var)
OUT	**printf**("string")

Data

(un)signed char	%c
short	%hi
unsigned short	%hu
int	%i / %d
unsigned int	%u
long	%li
float	%f
pointer addr	%p
string	%s

Format

%0.nf	n decimales
%nd	Tamaño (espacios pre)
%0nd	Tamaño (0 pre)

Char Array -> String

```
void qs(char *cad){
    if(cad[strlen(cad)-
1]=='\n'){
        cad[strlen(cad)-1]='\0';
    }
}
```

Strings

fgets(*str*, *size*, *stdin*)

strlen(*str*)

strlcpy(*dest*, *src*, *size*)

strcmp(*str1*, *str2*) *(M < m)*

> 0	*str1 > str2*
= 0	*str1 = str2*
= 0	*str1 = str2*

end: "\0"

Pointers

declaration	int *ip;
storing address	ip = &var;
ip	bffd8b3c
***ip**	var (value)

Files

FILE *pointer

pointer = **fopen**("*files*", "*mode*")

fread(*point(O)*, *sizeof(varType)*, 1, *point(I)*)

fwrite(*point(I)*, *sizeof(varType)*, 1, *point(O)*)

fseek(*pointer*, *size*, *whence:*)

SEEK_SET	*Inicio*
SEEK_CUR	*Pos actual*
SEEK_END	*Final*

fclose(pointer)

File Open: mode - operation - exist

r	*read*	N: NULL
w	*write*	Y: overw N: create
a	*append*	N: create
r+	*read/write*	N: NULL
w+	*read/write*	Y: overw N: create
a+	*read/app*	N: create
Mb	*binary*	

Reservar Memoria

```
int** reservaMemoria(int filas, int
columnas) {
    int ** matriz, i=0;
    matriz = (int**) malloc(filas *
sizeof (int*));
    for (i = 0; i < filas; i++){
        matriz[i] = (int*)
malloc(columnas * sizeof (int));
    }
    return(matriz);
}
```

Liberar Memoria

```
void liberaMemoria(int**matriz, int
filas){
    int i=0;
    for(i=0;i<filas;i++){
        free(matriz[i]);
    }
    free(matriz);
}
```

Reservar struct

```
struct struct_files *arrayFiles;
void reservarStruct(int
nElementos, struct struct_files*
arrayFiles){

    arrayFiles = (struct
struct_files*)
malloc(sizeof(struct
struct_files) * nElementos);
}
```

Liberar struct

```
void liberarStruct(struct
struct_files* arrayFiles){

    free(arrayFiles);
}
```

Open Carefully

```
if((salida = fopen("files.dat", "r+")) == NULL){
        salida =  fopen("files.dat","w+");
    }
```

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