

# C Programming Language Basics Cheat Sheet by Randomgirlll13 via cheatography.com/186328/cs/39141/

	General Knowledge	
	Syntax in C	All Statements in C must end with a semicolon; keywords and other code elements are case-sensitive
	Escape Sequences	In C, within a string the \n will cut the string and move the part after to the next line. The \t will tab the string after, giving it more space
	Single Line Comments	//This is a single line comment within c
	Block Comments	I* Block comments are nice for when you have a lot to say about a particular piece of code *
	Compiling C Code	to compile c code, in a terminal you'll need to type in, minimally, gcc fileName.c this will output something call a.out which will allow you to run the program Alternatively, if you do gcc fileName.c -o fileName you can then run it using the denotation of filename instead

Conditionals	
if Statements	<pre>if(x == 3){ printf(x); }</pre>
else-if Statements	<pre>if(x == 3){ printf(x); } else if (x &lt; 3) { printf(x - 1); }</pre>
else statements	<pre>if(x == 3){ printf(x); } else if (x &lt; 3) { printf(x - 1); } else { print(0); }</pre>
Ternary Operators: A condensed if-else statement	<pre>if (a &lt; b) {   min = a; } else {   min = b; }</pre>
	min = a < b ? a : b; ((This is the ternary Operator for the above if) to briefly explain it, it essent- ially will set min to a if the a < b is true otherwise b, the

second option, will be what

min is set to

Conditionals (cont)	
Switch Statements: A Condensed	switch
series of cascading else statem-	(grade)
ents, it tests a value and	{
compares it against multiple	case 9:
cases.	printf-
	("Fr-
	esh-
	man-
	\n");
	break;
	default:
	printf-
	("Inval-
	id\n");
	break;
	}

A function is a block of reusable logic that may have a defined set of input and output
The C Programming language comes with built-in standard library fuctions - printf() -rand() **Note to be able to use these make sure to #include <st-dio.h></st-dio.h>
int myNumber = increment- By(5, 2);  A function is called by stating the function name followed by parentheses. One or more argument values can be places in the parentheses as the function requires.



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### Functions (cont)

Storing int myNumber = incrementBy(5, a return 2);
value

A function's return value, or output, can be stored in a variable for future use.

**Function Signature** 

Return Type

Variables	
Variable Names in C	In C, Variable names follow specific Rules: Names can only be composed of upper and lower case letters, numbers, and underscores. The first character must be a letter (upper or lower case). No keywords are allowed as the full name (int is not allowed but int_count would work)
Data Types in C	The four main data types in c are: int, char, double, and float
Declaring Variables in C	<pre>int int_count = 4; double priceApples;</pre>
Setting Variables in C	When you declare a variable, you do not need to set it right away, but you can set it right away if you want to

### Variables (cont)

Variable You can implicitly or explicitly
Casting cast to variables in C. However,
in C implicitly casting may not have
the same effect as explicitly
casting

#### **Loops and Errors**

while (a < 10) { While Loops, will iteratre until a a++; condition is met do -While loops, do { printf("not true!"); while loops that initially execute the } (while 2 == 3); body once before checking conditions for (int i = 0;  $i \le 10$ ; for loops, iterates a set number of j++) { times printf("Hello!"); Loop Keywords All Loops can Utilize Keywords like continue and break. Continue will restart the loop without

completing anything within the loop past the continue keyword.

break will completely stop the loop and continue on after it within the code.

Pointers and Memory	
What is a pointer?	A pointer is a variable that sotres the hexadecimal address of the variable it is pointing to within memory
Declaring pointers	type* pntr; type *pntr;
Accessing Memory Address	A Memory Address of a vairiable is obtained using the reference operator (&). *example &var
Derefe- rencing Pointers	A Pointer is dereference using the dereference operator (*) *Example *pntr
Incrementing and Decrementing Pointers	Pointers can be incremented and decremented using the + and - arithmetic operators
Accessing Arrays	Arrays can be accessed by using a pointer to the first element and icrementing and decrementing as necessary



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Operators	
Mathmatical Symbols in C	Addition: + Subtraction: - Division: / Multiplication: * Incrementing: ++ Decrementing: Modulo: %
Assignment Operations in C	Assignment: = Addition then Assignment: += Subtraction then Assignment: -= Multiplication then Assignment: *= Division then Assignment: /= Modulo then Assignment: %=
Comparing Values in C	Both sides Equal?: == Two sides not equal?: != left lower then right?: < left lower or equal to right?: <= left greater than right?: > left greater than or equal to right?: >=

Operators (cont)	
Logical	and: && (Both sides
Operators in C	true?)
	or:    (At least one side
	true?)
	not: ! (true = false, false
	= true)

Arrays and Strings	
Creating Uninitialized Arrays	type arr[array- _size]; char word[15];
Creating initilized Arrays	type arr[] = {el1, el2}; char word[] = {'H', 'e', 'l, 'l', 'o', '\0'}
Accessing Array Elements	arr[idx]; word[0]; ('H')
First and Last Array Elements	firstElement = arr[0]; lastElement = arr[arraySize - 1];
sizeof()  Note C does not have a built in way to actually find the size of an array, this is simply a handy trick to find the amount of elements an array should be able to hold.	int arr[17]; size_t sizeArr = sizeof(arr) / sizeof(arr[0]); **Note size_t is an unsigned integer type used to represent the size of objects in bytes, its the return type of sizeof()

Arrays and	Strings (cont)
Invalid Array Access	While it is possible to access beyond an array, it will cause the program to behave unpred- ictably
Creating Multid- ime- nsional Arrays	unitializedMultArr = type arr[12][15][13]; initializedMultArr = type arr[][- 15][20][n] = {{elm1, elm2}, {elm3}}
Arrays are static	The length of a string cannot be modified as a string is a char array in C
Null Character	All Strings terminate with a null character ('\0')
The length of a string	find the length using the strlen() function
string concat- enation	strcat() function can be used to concate two strings
strcpy()	a string can be copied into an empty char array using this function



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