

Example 1

Sample C-Programs for CHAPTER 2

1. How to print something using a main program that has a return type or void return.

//Main program with a return type 'int'	//Main program with void return
<pre>#include <stdio.h> int main() { printf("Hello world!\n"); return 0 ; }</pre>	<pre>#include <stdio.h> void main(void) { printf("Hi. My name is Erhan Ince. \n"); }</pre>

2. Define some integer variables, initialize them either by a constant value or by expression and print their contents.

```
#include <stdio.h>

void main (void)
{
//variable declaration
int x,y ;

//initialization
x = 10;
y = x*3;

printf("x = %d, y = %d\n",x,y);

}
```

3. Simple C-program that interacts with user to get two integer values, adds them and prints the result.

```
#include <stdio.h>

void main (void)
{
//variable declaration
int x,y,sum ;

printf("Please enter two integer values:\n");
scanf("%d %d", &x, &y);

sum = x+y;

printf("Sum of x and y = %d\n",sum);

}
```

4. Define different types of variables, initialize them and print their contents using different printing qualifiers.

```
#include <stdio.h>

void main(void)
{

    int x;
    float y;
    double z;
    char c;
    char str[]="cold";

    x = 9;
    y = 3.134;
    z = 45.345678;
    c = 'E';

    printf("x = %d\n",x);
    printf("y = %f\n",y);
    printf("z = %f\n",z);
    printf("c = %c\n",c);
    printf("string is:%s\n",str);
}
```

5. Usage of selection structure 'if', <, >, <=, >= and ==

```
#include <stdio.h>

int main()
{
    int x;
    int y;

    printf("Please enter values for x and y :\n");
    scanf("%d%d",&x,&y);

    if ( x < y )
        printf("x is less than y\n");
    if (x > y)
        printf("x is greater than y\n");
    if (x <= y )
        printf("x is less than or equal to y\n");
    if (x >= y )
        printf("x is greater than or equal to y\n");
    if (x == y )
        printf("x is equal to y\n");
    if (x != y )
        printf("x is not equal to y\n");
    return 0 ;
}
```