

DATA TYPES AND EXPRESSIONS

CS10003 PROGRAMMING AND DATA STRUCTURES



Data Types in C

int :: integer quantity

Typically occupies 4 bytes (32 bits) in memory.

char :: single character

Typically occupies 1 byte (8 bits) in memory.

float :: floating-point number (a number with a decimal point)

Typically occupies 4 bytes (32 bits) in memory.

double :: double-precision floating-point number

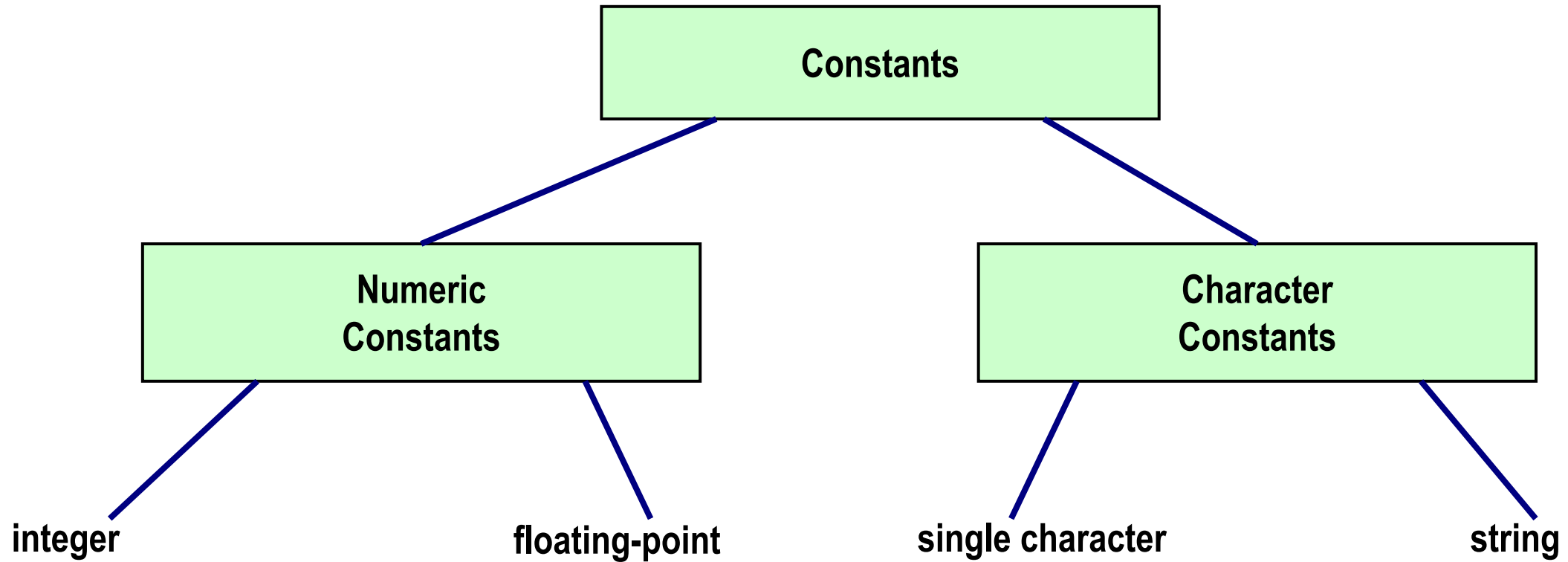
Some of the basic data types can be augmented by using certain data type qualifiers:

- short
- long
- signed
- unsigned

Typical examples:

- short int
- long int
- unsigned int

Constants



We have studied integer, floating-point, and single character constants earlier

Integer and Floating-point Constants

- Integer constants:
 - Consists of a sequence of digits, with possibly a plus or a minus sign before it
 - Embedded spaces, commas and non-digit characters are not permitted between digits
 - Examples: **10, 39994, -765**
- Floating point constants – Two different notations:
 - Decimal notation:
 - **25.0, 0.0034, .84, -2.234**
 - Exponential (scientific) notation:
 - **3.45e23, 0.123e-12, 123e2**

Single Character and String Constants

SINGLE CHARACTER CONSTANTS

Contains a single character enclosed within a pair of single quote marks.

- Examples :: '2', '+', 'Z'

Some special backslash characters

- '\n' new line
- '\t' horizontal tab
- '\"' single quote
- '\"' double quote
- '\\' backslash
- '\0' null

STRING CONSTANTS

Sequence of characters enclosed in double quotes.

- The characters may be letters, numbers, special characters and blank spaces.

Examples:

"nice", "Good Morning", "3+6", "3", "C"

Differences from character constants:

- 'C' and "C" are not equivalent.
- 'C' has an equivalent integer value while "C" does not.

More about character constants and variables

In C language, a character constant is actually a small integer (1 byte)

The character constant 'A' is internally an integer value 65

Character constants mapped to integers via ASCII codes (American Standard Code for Information Interchange)

'A': 65 'B': 66 ... 'Z': 90

'a': 97 'b': 98 ... 'z': 122

'0': 48 '1': 49 ... '9': 57

An example:

```
char cvar = 'A';
```

```
printf ("%c %d", cvar, cvar); /* Print the same value twice, once as character, second time as integer */
```

Variable values and variable addresses

In C terminology, in an expression

speed (a variable name) refers to the **contents** of the memory location where the variable is stored.

&speed refers to the **address** of the memory location where the variable is stored.

Examples:

```
printf (“%f %f %f”, speed, time, distance);    /* We need only the values of the vars to print them */
```

```
scanf (“%f %f”, &speed, &time);    /* We need the address of the vars to store the values read */
```

Assignment Statement

Used to assign values to variables, using the assignment operator (=).

General syntax:

```
variable_name = expression;
```

Left of = is called **l-value**, must be a modifiable variable

Right of = is called **r-value**, can be any expression

Examples:

```
velocity = 20;
```

```
b = 15; temp = 12.5;
```

```
A = A + 10;
```

```
v = u + f * t;
```

```
s = u * t + 0.5 * f * t * t;
```

A value can be assigned to a variable at the time the variable is declared.

```
int speed = 30;
```

```
char flag = 'y';
```

Several variables can be assigned the same value using multiple assignment operators.

```
a = b = c = 5;
```

```
flag1 = flag2 = 'y';
```

```
speed = flow = 0.0;
```


Types of l-value and r-value

- Usually should be the same
- If not, the type of the r-value will be internally converted to the type of the l-value, and then assigned to it
- Example:

```
double a;
```

```
a = 2*3;
```

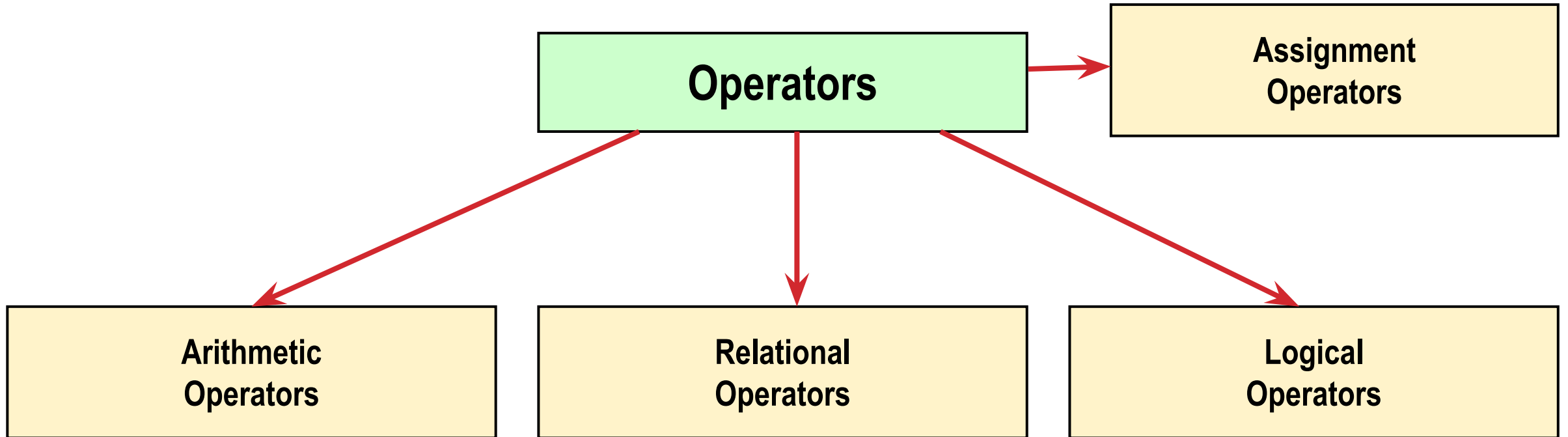
- Type of r-value is **int** and the value is 6
- Type of l-value is **double**, so stores 6.0

```
int a;
```

```
a = 2*3.2;
```

- Type of r-value is float/double and the value is 6.4
- Type of l-value is int, so internally converted to 6
- So **a** stores 6, and not 6.4

Operators in Expressions



Arithmetic Operators

Addition :: +

Subtraction :: -

Division :: /

Multiplication :: *

Modulus :: % (remainder of division)

Examples:

distance = rate * time ;

netIncome = income - tax ;

speed = distance / time ;

area = PI * radius * radius;

$y = a * x * x + b * x + c$;

quotient = dividend / divisor;

remainder = dividend % divisor;

EXAMPLE: Suppose x and y are two integer variables, whose values are 13 and 5 respectively.

$x + y$	18
$x - y$	8
$x * y$	65
x / y	2
$x \% y$	3

Operator Precedence of Arithmetic operators

In decreasing order of priority

1. Parentheses :: ()
2. Unary minus :: -5
3. Multiplication, Division, and Modulus
4. Addition and Subtraction

For operators of the *same priority*, evaluation is from *left to right* as they appear.

Parenthesis may be used to change the precedence of operator evaluation.

EXAMPLES:

$$a + b * c - d / e \quad \square \quad a + (b * c) - (d / e)$$

$$a * -b + d \% e - f \quad \square \quad a * (-b) + (d \% e) - f$$

$$a - b + c + d \quad \square \quad (((a - b) + c) + d)$$

$$x * y * z \quad \square \quad ((x * y) * z)$$

$$a + b + c * d * e \quad \square \quad (a + b) + ((c * d) * e)$$

Integer, Real, and Mixed-mode Arithmetic

INTEGER ARITHMETIC

- When the operands in an arithmetic expression are integers, the expression is called *integer expression*, and the operation is called *integer arithmetic*.
- Integer arithmetic always yields integer values.

For example:

$$25 / 10 \quad \square \quad 2$$

REAL ARITHMETIC

- Arithmetic operations involving only real or floating-point operands.
- Since floating-point values are rounded to the number of significant digits permissible, the final value is an approximation of the final result.
 $1.0 / 3.0 * 3.0$ will have the value 0.99999 and not 1.0
- The modulus operator cannot be used with real operands.

MIXED-MODE ARITHMETIC

- When one of the operands is integer and the other is real, the expression is called a *mixed-mode* arithmetic expression.
- If either operand is of the real type, then only real arithmetic is performed, and the result is a real number.

$$25 / 10 \quad \square \quad 2$$

$$25 / 10.0 \quad \square \quad 2.5$$

Similar code – different results !!

```
int a=10, b=4, c;  
float x;  
c = a / b;  
x = a / b;
```

The value of c will be 2

The value of x will be 2.0

But we want 2.5 to be stored in x

Solution: Typecasting

```
int a=10, b=4, c;  
float x;  
c = a / b;  
x = ((float) a) / b;
```

- Changing the type of a variable during its use
- General form
`(type_name) variable_name`
- Example:
`x = ((float) a) / b;`
- Now x will store 2.5 (type of a is considered to be float **for this operation only**, now it is a mixed-mode expression, so real values are generated)

A note on typecasting

- Unless you are sure of what you are doing, do not typecast from a higher-precision type to a lower-precision type.
- Doing so may result in partial loss of data.
- Examples
 - float/double to int
 - double to float
 - int to char

Example: Finding Average of 2 Integers

Wrong program !! Why?

```
int a, b;
float avg;
scanf("%d%d", &a, &b);
avg = (a + b)/2;
printf("%f\n", avg);
```

```
int a, b;
float avg;
scanf("%d%d", &a, &b);
avg = ((float) (a + b))/2;
printf("%f\n", avg);
```

Correct programs

```
int a, b;
float avg;
scanf("%d%d", &a, &b);
avg = (a + b) / 2.0;
printf("%f\n", avg);
```

More Assignment Operators

$+=$, $-=$, $*=$, $/=$, $\%=$

Operators for special type of assignments

$a += b$ is the same as $a = a + b$

Same for $-=$, $*=$, $/=$, and $\%=$

Exact same rules apply for multiple assignment operators

Suppose x and y are two integer variables, whose values are 5 and 10 respectively.

$x += y$	Stores 15 in x Evaluates to 15
$x -= y$	Stores -5 in x Evaluates to -5
$x *= y$	Stores 50 in x Evaluates to 50
$x /= y$	Stores 0 in x Evaluates to 0

Increment (++) and Decrement (--) operators

- Both of these are unary operators; they operate on a single operand.
- The increment operator causes its operand to be increased by 1.
 - **Example:** `a++`, `++count`
- The decrement operator causes its operand to be decreased by 1.
 - **Example:** `i--`, `--distance`

Pre-increment versus post-increment

Operator written before the operand (++i, --i)

- Called pre-increment operator.
- Operator will be altered in value *before* it is utilized for its intended purpose in the statement.

Operator written after the operand (i++, i--)

- Called post-increment operator.
- Operator will be altered in value *after* it is utilized for its intended purpose in the statement.

EXAMPLES:

Initial values :: a = 10; b = 20;

x = 50 + ++a; a = 11, x = 61

x = 50 + a++; x = 60, a = 11

x = a++ + --b; b = 19, x = 29, a = 11

x = a++ – ++a; ??

*Called **side effects**:: while calculating some values, something else get changed.*

Best to avoid such complicated statements

Relational Operators

Used to compare two quantities.

- < is less than
- > is greater than
- <= is less than or equal to
- >= is greater than or equal to
- == is equal to
- != is not equal to

$10 > 20$ is false, so value is 0

$25 < 35.5$ is true, so value is non-zero

$12 > (7 + 5)$ is false, so value is 0

$32 \neq 21$ is true, so value is non-zero

- Note: The value corresponding to TRUE can be any non-zero value, not necessarily 1; FALSE is 0

- When arithmetic expressions are used on either side of a relational operator, the arithmetic expressions will be evaluated first and then the results compared

$a + b > c - d$ is the same as $(a + b) > (c - d)$

Logical Operators

There are three logical operators in C (also called logical connectives).

! : Unary negation (NOT)

&& : Logical AND

|| : Logical OR

What do these operators do?

- They act upon operands that are themselves logical expressions.
- The individual logical expressions get combined into more complex conditions that are true or false.

Unary negation operator (!)

- Single operand
- Value is 0 if operand is non-zero
- Value is 1 if operand is 0

Example: `!(grade == 'A')`

Logical Operators

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What do these operators do?

- They act upon operands that are themselves logical expressions.
- The individual logical expressions get combined into more complex conditions that are true or false.

- **Logical AND**

- **Result is true if both the operands are true.**

- **Logical OR**

- **Result is true if at least one of the operands are true.**

X	Y	X && Y	X Y
FALSE	FALSE	FALSE	FALSE
FALSE	TRUE	FALSE	TRUE
TRUE	FALSE	FALSE	TRUE
TRUE	TRUE	TRUE	TRUE

Examples of Logical Expressions

`(count <= 100)`

`((math+phys+chem)/3 >= 60)`

`((sex == 'M') && (age >= 21))`

`((marks >= 80) && (marks < 90))`

`((balance > 5000) || (no_of_trans > 25))`

`(! (grade == 'A'))`

Suppose we wish to express that *a should not have the value of 2 or 3*. Does the following expression capture this requirement?

`((a != 2) || (a != 3))`

Example: AND and OR

```
#include <stdio.h>
int main ()
{
    int i, j;
    scanf("%d%d", &i, &j);
    printf ( "%d AND %d = %d, %d OR %d=%d\n", i, j, i&&j, i, j, i||j ) ;
    return 0;
}
```

Output

```
3 0
3 AND 0 = 0, 3 OR 0 = 1
```

Precedence among different operators (there are many other operators in C, some of which we will see later)

Operator Class	Operators	Associativity
Unary	postfix ++, --	Left to Right
Unary	prefix ++, -- — ! &	Right to Left
Binary	* / %	Left to Right
Binary	+ —	Left to Right
Binary	< <= > >=	Left to Right
Binary	== !=	Left to Right
Binary	&&	Left to Right
Binary		Left to Right
Assignment	= += — = *= /= %=	Right to Left

Expression evaluation

An **assignment expression** evaluates to a value

Value of an assignment expression is the value assigned to the l-value

Example: value of

- $a = 3$ is 3
- $b = 2 * 4 - 6$ is 2
- $n = 2 * u + 3 * v - w$ is whatever the arithmetic expression $2 * u + 3 * v - w$ evaluates to given the current values stored in variables u, v, w

Consider $a = b = c = 5$

- Three assignment operators
- Rightmost assignment expression is $c=5$, evaluates to value 5
- Now you have $a = b = 5$
- Rightmost assignment expression is $b=5$, evaluates to value 5
- Now you have $a = 5$
- Evaluates to value 5
- So all three variables store 5, the final value the assignment expression evaluates to is 5

A more non-trivial example:

a = 3 && (b = 4)

- **b = 4** is an assignment expression, evaluates to 4
- **&&** has higher precedence than **=**
- **3 && (b = 4)** evaluates to true as both operands of **&&** are non-0, so final value of the logical expression is true
- **a = 3 && (b = 4)** is an assignment expression, evaluates to 1 (true)

Note that changing to **b = 0** would have made the final value 0

Statements and Blocks

An expression followed by a semicolon becomes a statement.

```
x = 5;  
i++;  
printf ("The sum is %d\n", sum) ;
```

Braces { and } are used to group declarations and statements together into a compound statement, or block.

```
{  
    sum = sum + count;  
    count++;  
    printf ("sum = %d\n", sum) ;  
}
```

Doing More Complex Mathematical Operations

- C provides some mathematical functions to use in the **math** library
 - Can be used to perform common mathematical calculations
 - Two steps needed:
 - (1) Must include a special **header file**
`#include <math.h>`
 - (2) Must tell the compiler to link the **math library**: `gcc <program name> -lm`
- Example

```
printf ("%f", sqrt(900.0));
```

 - **Calls function `sqrt`, which returns the square root of its argument**
- Return values of math functions are of type **double**
- Arguments may be constants, variables, or expressions

Math Library Functions

- `double acos(double x)` – Compute arc cosine of x .
- `double asin(double x)` – Compute arc sine of x .
- `double atan(double x)` – Compute arc tangent of x .
- `double atan2(double y, double x)` – Compute arc tangent of y/x .
- `double cos(double x)` – Compute cosine of angle in radians.
- `double cosh(double x)` – Compute the hyperbolic cosine of x .
- `double sin(double x)` – Compute sine of angle in radians.
- `double sinh(double x)` – Compute the hyperbolic sine of x .
- `double tan(double x)` – Compute tangent of angle in radians.
- `double tanh(double x)` – Compute the hyperbolic tangent of x .

Math Library Functions

- `double ceil(double x)` – Get smallest integral value that exceeds x .
- `double floor(double x)` – Get largest integral value less than x .
- `double exp(double x)` – Compute exponential of x .
- `double fabs (double x)` – Compute absolute value of x .
- `double log(double x)` – Compute log to the base e of x .
- `double log10 (double x)` – Compute log to the base 10 of x .
- `double pow (double x, double y)` – Compute x raised to the power y .
- `double sqrt(double x)` – Compute the square root of x .

Computing distance between two points

```
#include <stdio.h>
#include <math.h>
int main()
{
    int x1, y1, x2, y2;
    double dist;
    printf("Enter coordinates of first point: ");
    scanf("%d%d", &x1, &y1);
    printf("Enter coordinates of second point: ");
    scanf("%d%d", &x2, &y2);
    dist = sqrt(pow(x1 - x2, 2) + pow(y1 - y2, 2));
    printf("Distance = %lf\n", dist);
    return 0;
}
```

Output

```
Enter coordinates of first point: 3 4
Enter coordinates of second point: 2 7
Distance = 3.162278
```

Practice Problems

1. Read in three integers and print their average
2. Read in four integers a , b , c , d . Compute and print the value of the expression $a+b/c/d*10*5-b+20*d/c$
 - Explain to yourself the value printed based on precedence of operators taught
 - Repeat by putting parenthesis around different parts (you choose) and first do by hand what should be printed, and then run the program to verify if you got it right
 - Repeat similar thing for the expression $a\&\&b||c\&\&d>a||c\leq b$
3. Read in the coordinates (real numbers) of three points in 2-d plane, and print the area of the triangle formed by them
4. Read in the principal amount P , interest rate I , and number of years N , and print the compound interest (compounded annually) earned by P after N years