

# C Programming

# C

## C.1 INTRODUCTION

The overall goal of this book is to give a picture of how computers work on many levels, from the transistors by which they are constructed all the way up to the software they run. The first five chapters of this book work up through the lower levels of abstraction, from transistors to gates to logic design. Chapters 6 through 8 jump up to architecture and work back down to microarchitecture to connect the hardware with the software. This Appendix on C programming fits logically between Chapters 5 and 6, covering C programming as the highest level of abstraction in the text. It motivates the architecture material and links this book to programming experience that may already be familiar to the reader. This material is placed in the Appendix so that readers may easily cover or skip it depending on previous experience.

*The rest of this chapter is available online as a downloadable PDF from the book's companion site: <http://booksite.elsevier.com/9780128000564>.*

- C.1 **Introduction**
- C.2 **Welcome to C**
- C.3 **Compilation**
- C.4 **Variables**
- C.5 **Operators**
- C.6 **Function Calls**
- C.7 **Control-Flow Statements**
- C.8 **More Data Types**
- C.9 **Standard Libraries**
- C.10 **Compiler and Command Line Options**
- C.11 **Common Mistakes**

