

## Data types

int: integer  
float, double: decimal/fraction  
char: text character

## Variables

Declaring a variable:

Syntax: *datatype varname* ;  
Examples: int count;  
          double velocity;

Assigning a value to a variable:

Syntax: *varname = value* ;  
Examples: count = 0;  
          velocity = 9.81 \* height;

## Output with printf

Syntax: printf( *format* );  
          printf( *format, values* );

Examples: printf("Hello, world\n");  
          printf("Count is %i\n", count);  
          printf("Velocity is %.2lf m/s\n",  
                  velocity);

## Input with scanf

Syntax: scanf( *format, &varname* );

Examples: scanf("%i", &count);  
          scanf("%lf", &velocity);

## printf/scanf placeholders

int	%i or %d
float	%f
double	%lf
char	%c

## if/else statements

```
if ( condition ) {  
    statements  
}  
  
if ( condition ) {  
    statements  
} else {  
    statements  
}  
  
if ( condition1 ) {  
    statements  
} else if ( condition2 ) {  
    statements  
} else {  
    statements  
}
```

## “Keep going” loop

```
int keep_going = 1;  
while (keep_going == 1) {  
    statements  
    if ( need_to_stop ) {  
        keep_going = 0;  
    }  
}
```

## Comparisons

Syntax: *value op value*  
*op* is one of:  
==, != : equals, does not equal  
<, <= : less than, less than or equal  
>, >= : greater than, greater than or equal

## Logic

Syntax: *condition op condition*  
*op* is one of:  
|| : or, true if either condition is true  
&& : and, true if both conditions are true

## Loop recipes

Count from 1 to *n*:

```
for (int i = 1; i <= n; i++) {  
    statements  
}
```

Count from 0 to *n-1*:

```
for (int i = 0; i < n; i++) {  
    statements  
}
```

Count down from *n* to 1:

```
for (int i = n; i >= 1; i--) {  
    statements  
}
```

Count from 1 to *n* by increments:

```
for (int i = 1; i <= n; i += incr) {  
    statements  
}
```

Compute sum of *n* terms:

```
double sum = 0.0;  
for (int i = 1; i <= n; i++) {  
    double term = compute_term i;  
    sum += term;  
}
```

## Arithmetic

Syntax: *value op value*  
*op* is one of:  
+ : addition (lower precedence)  
- : subtraction (lower precedence)  
\* : multiplication (higher precedence)  
/ : division (higher precedence)  
% : integer modulus (higher precedence)

**Good luck!**  
...and don't panic!