

Introduction (1A)

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Calculating the Mean

The mean of 3 numbers

$$m = \frac{a + b + c}{3}$$

$$\frac{40 + 50 + 60}{3} = 50 \quad \text{Integer number}$$

$$\frac{45 + 53 + 63}{3} = \frac{161}{3} = 53.6666666... \quad \text{Real number}$$

Calculating the Mean – in C

```
int    a, b, c;  
int    mean;
```

```
a = 40;
```

```
b = 50;
```

```
c = 60;
```

```
mean = (a + b + c) / 3;
```

```
int    a, b, c;  
float  mean;
```

```
a = 45;
```

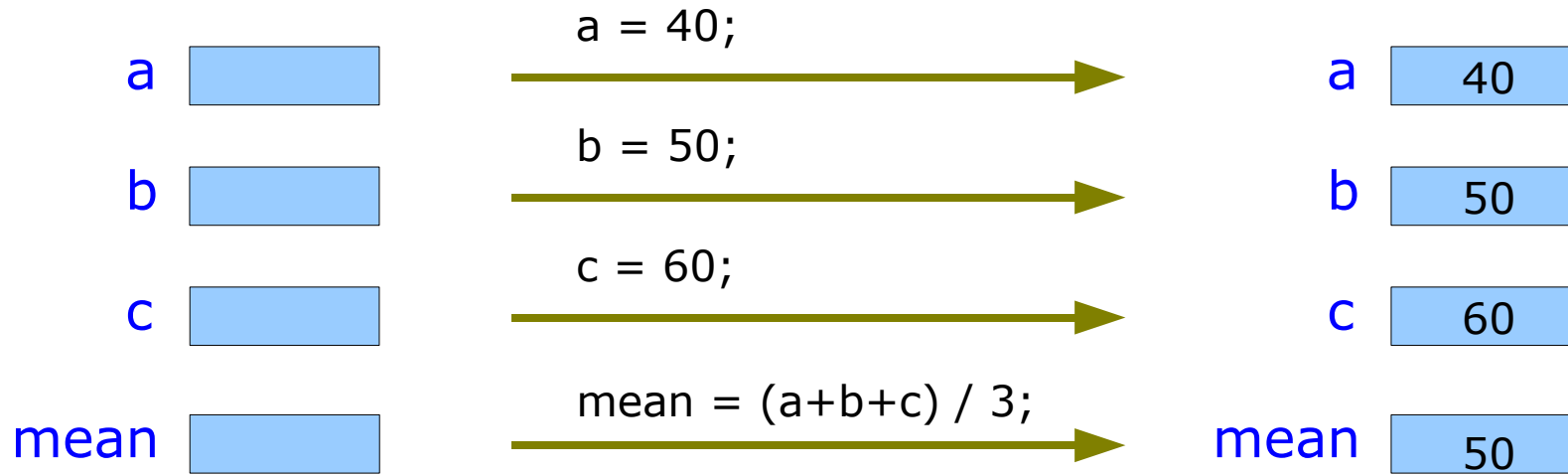
```
b = 53;
```

```
c = 63;
```

```
mean = (a + b + c) / 3.0;
```

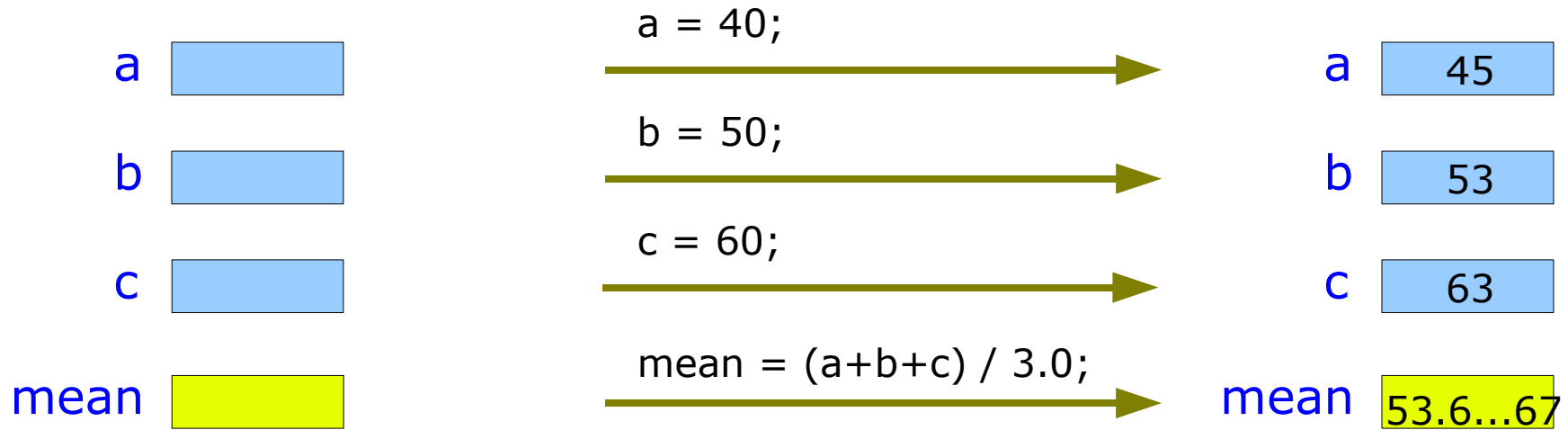
- * Variable
- * Type
- * Assignment
- * Operator

Variable – Int



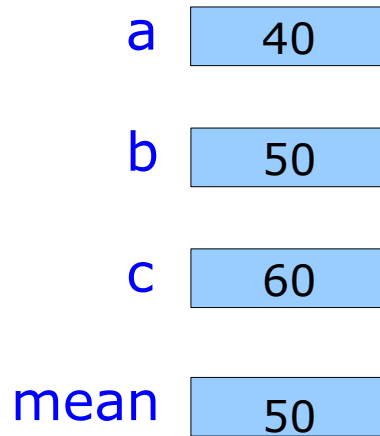
int type

Variable – Float



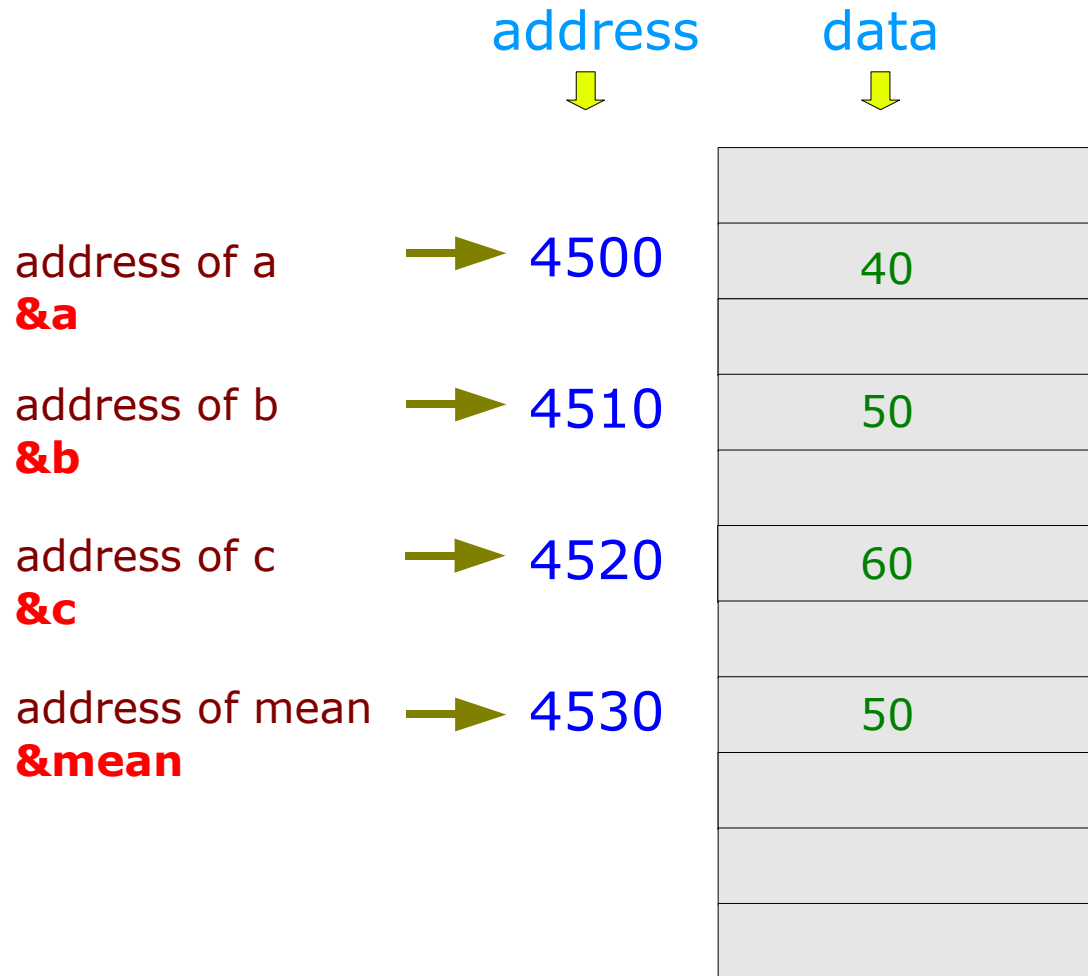
float type

Memory and & operator

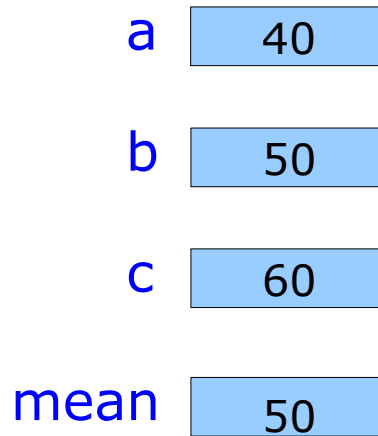


`a = 40;`

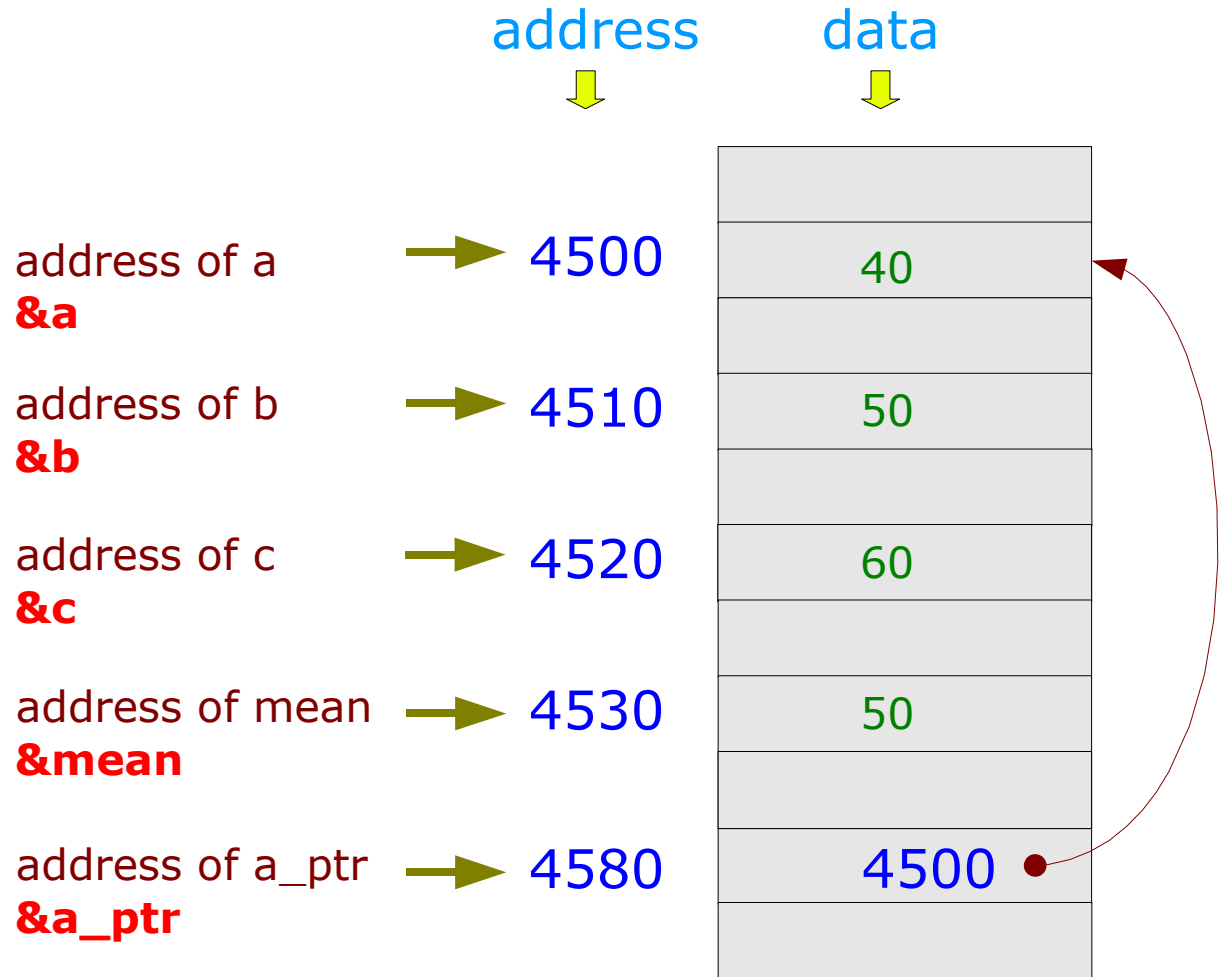
where: address of a
what: data 40



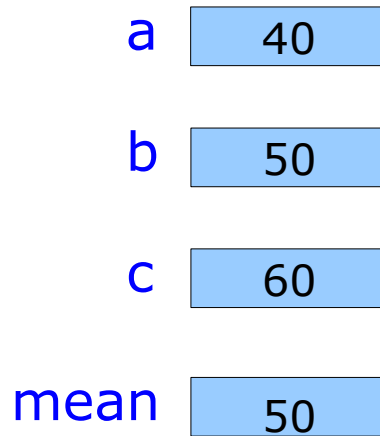
Memory and Pointer



`a_ptr = &a;`
where: addr of a_ptr
what: data &a
(addr of a)



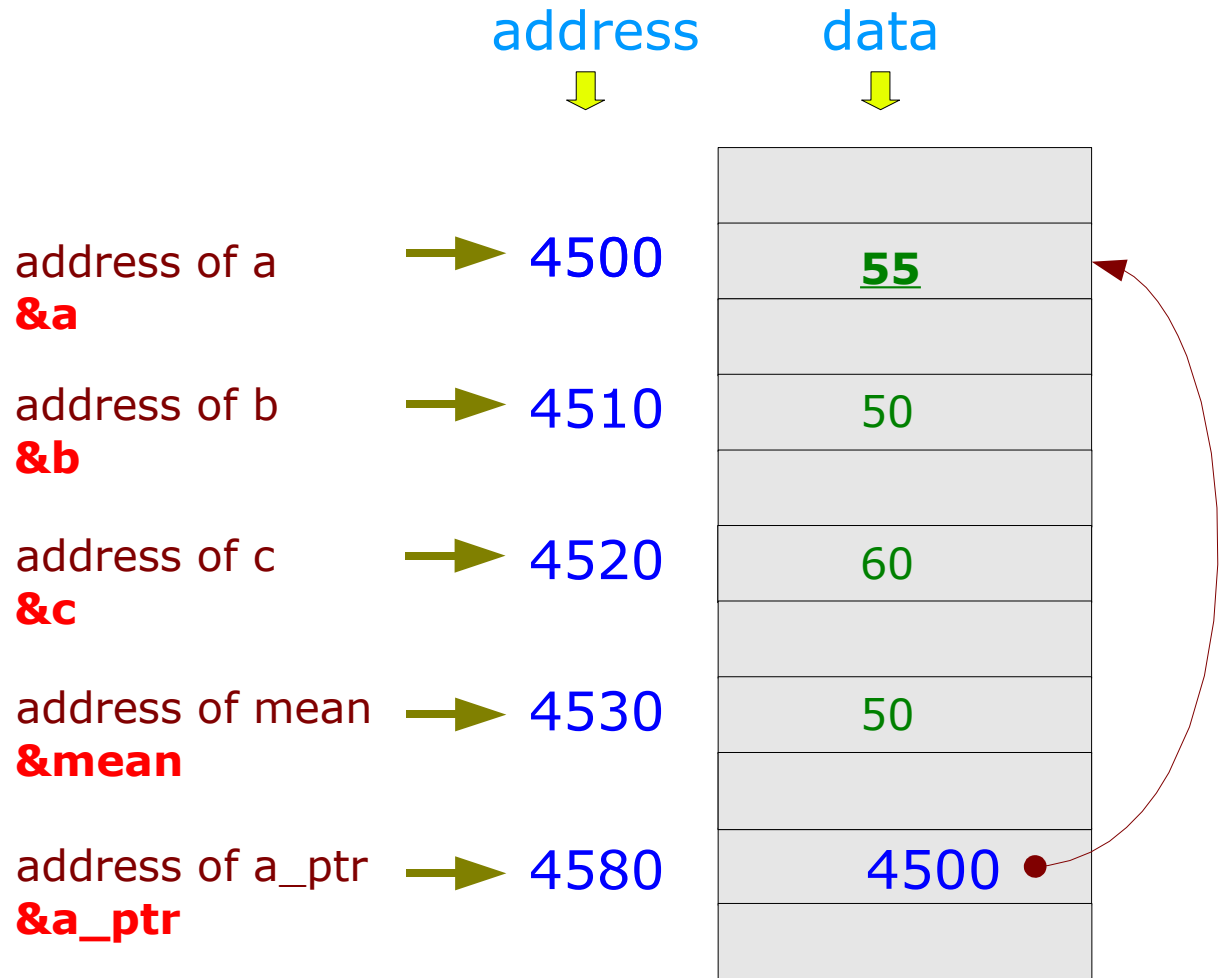
Memory and * operator



```
*a_ptr = 55;
```

where: data of a_ptr
(→ another addr)

what: data 55



Pointer Type

```
int a;
```

a holds *data*

&a

value of a

```
int *a_ptr;
```

a_ptr holds *address*
*a_ptr holds *data*

&a_ptr

value of a_ptr

value of a_ptr
(→ an address)

*a_ptr

Printf Function

Expected Output

The mean of three numbers

a = 40

b = 50

c = 60

mean(40, 50, 60) => 50

```
printf("The mean of three numbers \n");  
printf("a = %d \n", a);  
printf("b = %d \n", b);  
printf("c = %d \n", c);  
printf("mean (%d, %d, %d) => %d \n", a, b, c, mean);
```

Main Function

```
main (void)
{
    int    a, b, c;
    int    mean;

    a = 40;
    b = 50;
    c = 60;

    mean = (a + b + c) / 3;

    printf("The mean of three numbers \n");
    printf("a = %d \n", a);
    printf("b = %d \n", b);
    printf("c = %d \n", c);
    printf("mean (%d, %d, %d) => %d \n", a, b, c, mean);
}
```

References

- [1] Essential C, Nick Parlante
- [2] Efficient C Programming, Mark A. Weiss
- [3] C A Reference Manual, Samuel P. Harbison & Guy L. Steele Jr.
- [4] C Language Express, I. K. Chun