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Bachelor of Computer Applications

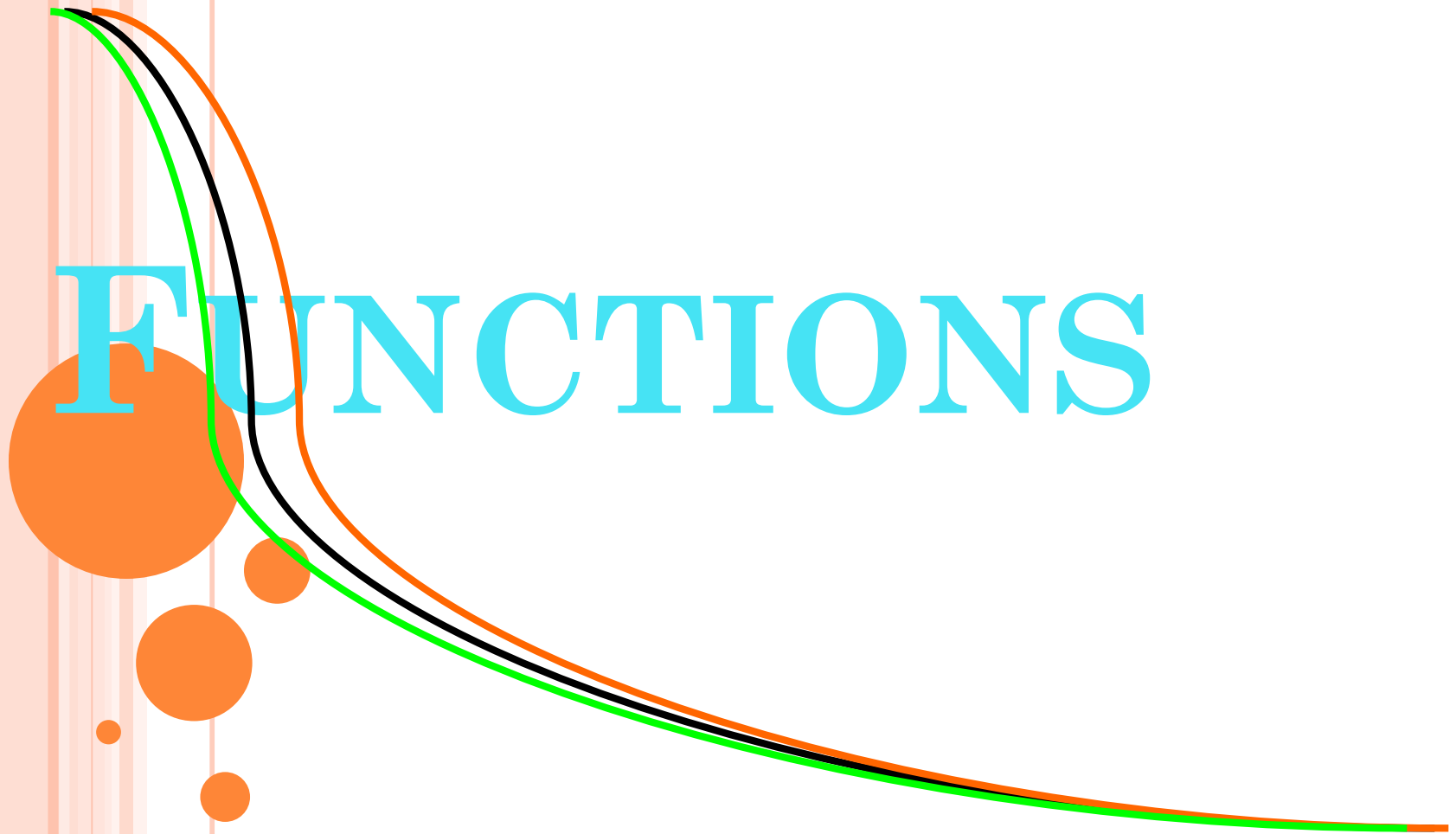
(For Students with Speech and Hearing Impairment)

Course: **Programming in C**
unit-5

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FUNCTIONS



FUNCTIONS

it is used for the following purpose:

- Reusability and reduction of codings.
- Used to avoid repetitions of statements.
- Easy to debug and understand.
- Functions default return type is INT.

Also it is the good software approach.

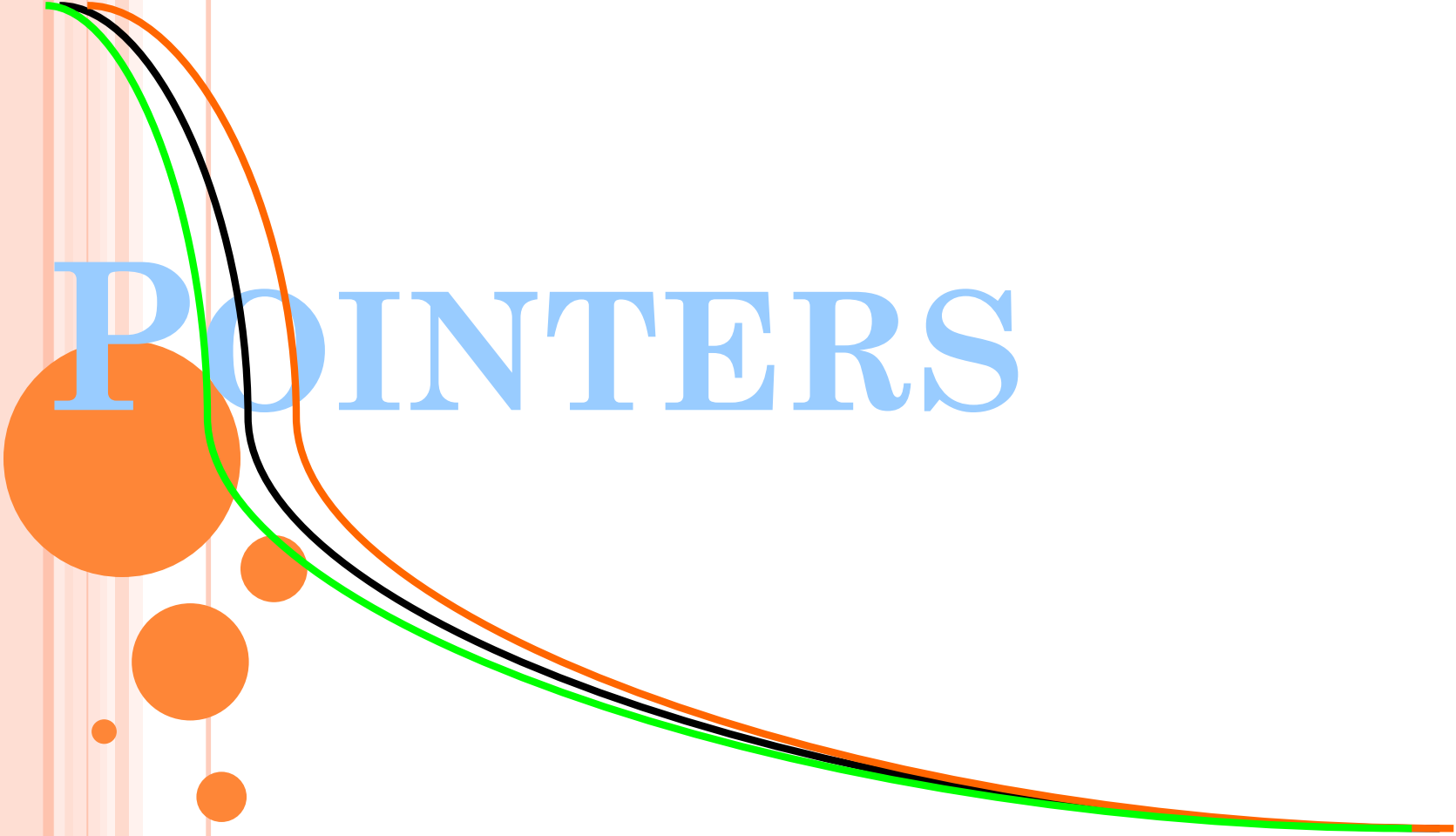


Functions can be return separately and it is stored as header files in include folder and can be used as other header files.

- TYPES

1. With argument, with return
2. With argument, without return
3. Without argument, without return



A decorative graphic on the left side of the slide. It features a large orange circle partially behind the letter 'P'. Below it are several smaller orange circles of varying sizes. Three curved lines, one orange, one black, and one green, start from the top left and sweep downwards and to the right, ending near the bottom right corner. The word "POINTERS" is written in a light blue serif font, with the 'P' partially obscured by the large orange circle.

POINTERS

POINTERS:

- Pointer is the variable that hold the address of the another variable
- For fast execution, pointers are used in almost all the programs.



BASIC OPERATOR:

- & → address operator.
- * → Indirection operator.
- & → Gives the address of the particular variable.
- * → gives the value of the variable.



- * → Pointers & variables
- * → Pointers & arrays
- * → Pointers & structures.
- * → Pointers & functions

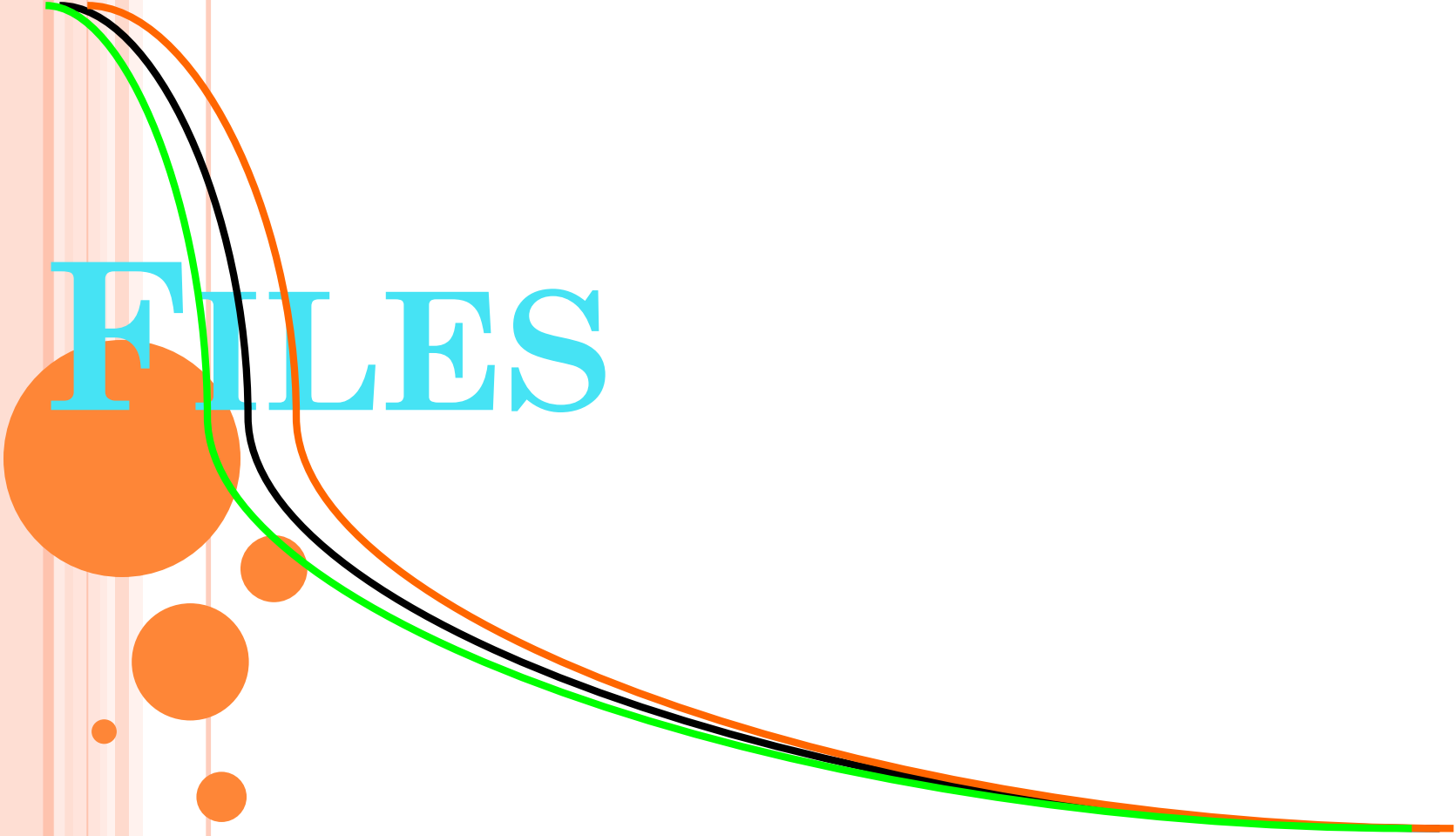


- pointers can access variable outside the function.
- It is more efficient to handle data tables.
- it reduces the length and complexity of the program.
- it increases the execution speed
- it saves the data storage space in memory.



```
/*PROGRAM FOR POINTERS*/  
#include <stdio.h>  
#include <conio.h>  
void main()  
{  
    int x;  
    int *ptr;  
    x=20;  
    ptr = &x;  
    clrscr();  
    printf("\nTHE ADDRESS OF X IS %u",ptr);  
    printf("\nTHE CONTENT OF PTR %d",*ptr);  
    printf("\nx VALUE IS %d",x);  
    printf("\nADDRESS OF x IS %u",&x);  
    getch();  
}
```

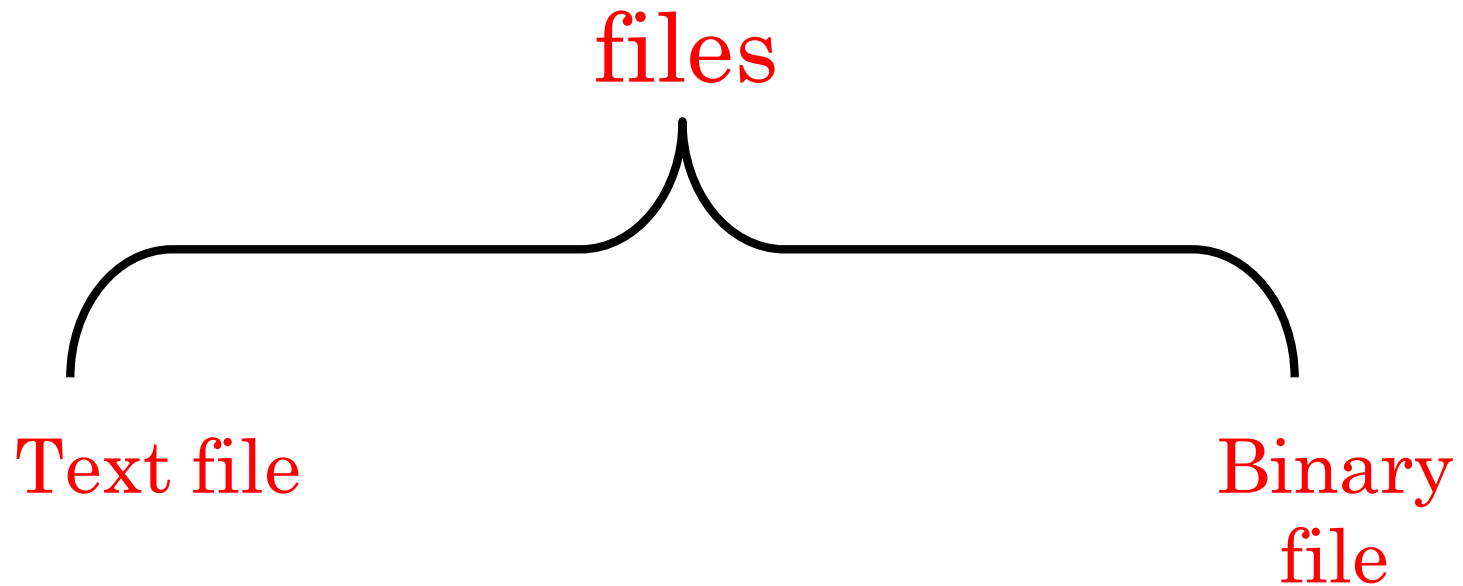
Prgm End 

A decorative graphic on the left side of the slide. It features a large orange circle partially behind the word 'FILES'. Below it are several smaller orange circles of varying sizes. Three curved lines (one orange, one black, and one green) start from the top left and sweep downwards and to the right, ending near the bottom right corner of the slide.

FILES

FILES

Files are permanent storage area for the data.



TEXT FILES :

- Opening
- Processing
- Closing

For opening,

Filepointer = fopen(“path of file”, mode);

mode → w , w+ → writing to file

r , r+ → reading from file

a , a+ → adding



Functions:

`fopen()` → used to create or open a file

`fprintf()` → used to write data to the file

`fscanf()` → used to read data from the file

`fseek()` → used to position the desired point

`ftell()` → used to specify the current position.

`fclose()` → used to close an opened file

`feof()` → used to find, if end of file is
encountered

`fputc()` → used to write a character to a file



○ Thank You

