# C Reference Card (ANSI)

## Program Structure/Functions

| | |
|---|---|
| *type fn*(*type*$_1$, ...); | function prototype |
| *type name*; | variable declaration |
| `int main(void) {` | main routine |
| *declarations* | local variable declarations |
| *statements* | |
| `}` | |
| *type fn*(*arg*$_1$, ...) { | function definition |
| *declarations* | local variable declarations |
| *statements* | |
| `return` *value*; | |
| `}` | |
| `/* */` | comments |
| `int main(int argc, char *argv[])` | main with args |
| `exit(`*arg*`);` | terminate execution |

## C Preprocessor

| | |
|---|---|
| include library file | `#include <`*file*`.h>` |
| include user file | `#include "`*file*`.h"` |
| replacement text | `#define` *name text* |
| replacement macro | `#define` *name*`(`*arg*`)` *text* |
| *Example:* `#define max(A,B) ((A)>(B) ? (A) : (B))` | |
| undefine | `#undef` *name* |
| quoted string in replace | `#` |
| *Example:* `#define msg(A) printf("A = %d", A, (A))` | |
| concatenate args and macro | `##` |
| conditional execution | `#if, #else, #elif, #endif` |
| is name defined, not defined? | `#ifdef, #ifndef` |
| name defined? | `defined(`*name*`)` |
| line continuation char | `\` |

## Data Types/Declarations

| | |
|---|---|
| character (1 byte) | `char` |
| integer | `int` |
| real number (single, double precision) | `float, double` |
| short (16 bit integer) | `short` |
| long (32 bit integer) | `long` |
| double long (64 bit integer) | `long long` |
| positive or negative | `signed` |
| nonnegative modulo $2^n$ | `unsigned` |
| pointer to int, float, ... | `int*, float*,` ... |
| enumeration constant | `enum` *tag* `{`*name*`=`*value*$_1$, ...`};` |
| constant (read-only) value | `const int c = 7;` |
| read-only pointer | `int const *cptr;` |
| pointer to read-only | `const char *pc;` |
| read-only pointer to read-only | `const float *const cpc = &f;` |
| pointer to void (any pointer) | `void *` |
| type of fn() | `typedef int fn();` |
| type of fn(int, char) | `typedef int fn(int, char);` |
| type of pointer to fn() | `typedef int (*pfn)();` |
| type of pointer to fn(int, char) | `typedef int (*pfn)(int, char);` |

## Constants

| | |
|---|---|
| suffix: long, unsigned, float | 0L, 0U, 0.0F |
| exponential form | 6.2e3 |
| prefix: octal, hexadecimal | 0, 0x or 0X |
| *Example:* 031 is 25, 0x31 is 49 decimal | |
| character constant (char, octal, hex) | 'a', '\one', '\x0A' |
| newline, cr, tab, backspace | \n, \r, \t, \b |
| special characters | \\, \?, \', \" |
| string constant (ends with '\0') | "abc ... de" |

## Pointers, Arrays & Structures

| | |
|---|---|
| declare pointer to type | `type *`name; |
| declare function returning pointer to type | `type *f();` |
| declare pointer to function returning type | `type (*pf)();` |
| generic pointer type | `void *` |
| null pointer constant | `NULL` |
| object pointed to by *pointer* | `*`pointer |
| address of object *name* | `&`name |
| array | name`[`dim`]` |
| multi-dim array | name`[`dim$_1$`][`dim$_2$`]`... |
| **Structures** | |
| `struct tag {` | structure template |
| *declarations* | declaration of members |
| `};` | |
| create structure | `struct` tag name |
| member of structure from template | name`.`member |
| member of pointed-to structure | pointer `->` member |
| *Example:* (*sp).x and sp->x are the same | |
| single object, multiple possible types | `union` |
| bit field with *b* bits | `unsigned` member`:`$b_1$ |

## Operators (grouped by precedence)

| | |
|---|---|
| struct member operator | name`.`member |
| struct member through pointer | pointer`->`member |
| increment, decrement | `++, --` |
| plus, minus, logical not, bitwise not | `+, -, !, ~` |
| indirection via pointer, address of object | `*`pointer`, &`name |
| cast expression to type | `(`type`)` expr |
| size of an object | `sizeof` |
| multiply, divide, modulus (remainder) | `*, /, %` |
| add, subtract | `+, -` |
| left, right shift [bit ops] | `<<, >>` |
| relational comparisons | `<, <=, >, >=` |
| equal, not equal | `==, !=` |
| bitwise and | `&` |
| bitwise xor | `^` |
| bitwise or | `\|` |
| logical and | `&&` |
| logical or | `\|\|` |
| conditional expression | `?:` |
| assignment operators | `=, *=, /=, %=, +=, -=, <<=, >>=, &=, ^=, \|=` |
| sequential evaluation | `,` |

## Flow of Control

| | |
|---|---|
| statement terminator | `;` |
| block delimiters | `{ }` |
| exit from switch, while, do, for | `break;` |
| next iteration of while, do, for | `continue;` |
| go to | `goto` label`;` |
| label | label`:` *statement* |
| return value from function | `return` expr |
| **Flow Constructions** | |
| if statement | `if (`expr$_1$`)` statement$_1$<br>`else if (`expr$_2$`)` statement$_2$<br>`else` statement$_3$ |
| while statement | `while (`expr`)`<br>statement |
| for statement | `for (`expr$_1$`;` expr$_2$`;` expr$_3$`)`<br>statement |
| do statement | `do` statement<br>`while(`expr`);` |
| switch statement | `switch (`expr`) {`<br>`case` const$_1$`:` statement$_1$ `break;`<br>`case` const$_2$`:` statement$_2$ `break;`<br>`default:` statement<br>`}` |

## ANSI Standard Libraries

<assert.h> <ctype.h> <errno.h> <float.h> <limits.h>
<locale.h> <math.h> <setjmp.h> <signal.h> <stdarg.h>
<stddef.h> <stdio.h> <stdlib.h> <string.h> <time.h>

## Character Class Tests <ctype.h>

| | |
|---|---|
| alphanumeric? | `isalnum(`c`)` |
| alphabetic? | `isalpha(`c`)` |
| control character? | `iscntrl(`c`)` |
| decimal digit? | `isdigit(`c`)` |
| printing character (not incl space)? | `isgraph(`c`)` |
| lower case letter? | `islower(`c`)` |
| printing character (incl space)? | `isprint(`c`)` |
| printing char except space, letter, digit? | `ispunct(`c`)` |
| space, formfeed, newline, cr, tab, vtab? | `isspace(`c`)` |
| upper case letter? | `isupper(`c`)` |
| hexadecimal digit? | `isxdigit(`c`)` |
| convert to lower case | `tolower(`c`)` |
| convert to upper case | `toupper(`c`)` |

## String Operations <string.h>

s, t, u stand for strings; n, m are integer values

# Standard C Programmers Quick Reference

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