

C Reference Card (ANSI)

Program Structure/Functions

type fn(type ₁ , ..., t _n)	function prototype
type name;	variable declaration
int main(void) {	main routine
declarations	local variable declarations
statements	
}	
type fn(type ₁ , ..., t _n) {	function definition
declarations	local variable declarations
statements	
return value;	
}	
/* */	comments
int main(int argc, char *argv[])	main with args
exit(argv);	terminate execution

C Preprocessor

include library file	#include <library>
include user file	#include "library"
replacement text	#define name text
replacement macro	#define name(text) text
Example: #define max(x,y) ((x)>(y) ? (x) : (y))	
unbuffer	#undef name
quoted string to replace	#
Example: #define msg(x) printf("x = %d", x)	
concatenate args and macros	#
conditional execution	#if, #elif, #endif, #ifdef
is name defined, not defined?	#ifdef, #ifndef
name defined?	#ifname/#undef
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
non-negative modulo 2 ⁿ	unsigned
pointer to int, float, ...	int*, float*, ...
macro name constant	enum type {name ₁ , name ₂ , ...}
constant local label value	enum name {name ₁ , name ₂ , ...}

Constants

suffix: long, unsigned, float	decimal, -0E, 1.0F
exponential form	E, e
prefix: octal, hexadecimal	0, 0x or 0X
Example: 011 is 10, 0x01 is 01 decimal	
character constant (char, octal, hex)	'a', '\a', '\x01', '\x0A'
newline, cr, tab, backspace	\n, \r, \t, \b
special characters	\', \", \', \'
string constant (ends with '\0')	"abc...0"

Pointers, Arrays & Structures

declare pointer to type	type *name;
declare function returning pointer to type (type *f())	
declare pointer to function returning type (type (*f)())	
generic pointer type	void *
null pointer constant	NULL
object pointed to by pointer	*pointer
address of object name	&name
array	name[size]
multi-dim array	name[dim ₁][dim ₂]...

Structures

struct tag {	structure template
declarations	declaration of members
}	
create structure	struct tag name
number of structure from template	name, number
number of pointers to structure	pointer * number
Example: Obj.x and p->x are the same	
single object, multiple possible types	union
bit field with k bits	unsigned member: k;

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	+, -
bit, right shift (bit ops)	<<, >>
relational comparisons	<, >, <=, >=

Flow of Control

statement terminator	;
block delimiters	{ }
exit from switch, while, do, for	break;
next iteration of while, do, for	continue;
goto	goto label;
label	label: statement
return value from function	return expr

Flow Constructions

if statement	if (expr ₁) statement ₁ else if (expr ₂) statement ₂ else statement ₃
while statement	while (expr) statement
for statement	for (expr ₁ ; expr ₂ ; expr ₃) statement
do statement	do statement while (expr);
switch statement	switch (expr) { case const ₁ : statement ₁ break; case const ₂ : statement ₂ break; default: statement }

ANSI Standard Libraries

ctype.h	ctype.h	errno.h	fcntl.h	limits.h
locale.h	math.h	setjmp.h	signal.h	stdlib.h
string.h	unistd.h	unistd.h	unistd.h	unistd.h

Character Class Tests <ctype.h>

alphanumeric?	isalnum(c)
alphabetic?	isalpha(c)
control character?	isctr(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, lower, digit?	ispprint(c)
space, bracketed, newline, cr, tab, vtab?	ispunct(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>

* is a string, ** is an array of strings

Standard C Programmers Quick Reference

JL Elias



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