1 Outline pseudo C language Syntax

1.1 Program delimitters: " { } "

```
main()    /*  <= main program or name of a subroutine */
 {         /*  <= beginning of the program   */
 }         /*  <= end of the program         */
```

1.2 Command delimiters: " ; "

```
main()
 {
        printf("␣hello␣there\n");
        }          /*  note line delimiter    */
                     /* which is the semi-colon  */
```

1.3 Function calls

```
main()
{
        first(); /* call the routine named first    */
}

first()    /* <= subroutine called first      */
{         /* <= begining of the routine  named first
*/
        printf("hello␣there\n");
  }     /* <= end of the routine named first
*/
```

1.4 Defining variable types

char ch; /* defines ch as a character (single byte) */
int i1, i2; /* defines i1 and i2 as integer numbers (4 bytes) */
float r1, r2; /*defines r1 and r2 floating point numbers (4 bytes) */

```
main()
{
int i;
int first( int);
.
.
i= first(i);
}
int first(int k)
{ int answer;
return (answer);
}
```

1.5 if and if-else statement

```
if (arg) { ........ }  /* if arg true do the stuff in { } */
else{ ...........};    /* do this stuff otherwise
*/

i. types of relational arguments

        c != b  /* c  equal to b */
        c == b  /* c equal to b   */
        c <= b  /* c less than of equal to b */
        c => b  /* c greater than or equal to b */
        c&&b    /* c and b are true        */
        c||b    /* c or b are true         */
ii. note c and b can be themselves
    mathematical or logical expressions
```