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# **Advanced Agricultural Electronics Networks Development**

Lecture No. 2, C Tutorial map

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Dr. Marvin Stone

Biosystems and Agricultural Engineering  
Oklahoma State University

# Tutorial outline

- IDE functionality
  - Visual Studio
    - Solution/Project/File hierarchy
    - New project creation
      - New files xxx.c, xxx.h
      - Options setup
      - Include files
        - » stdio.h
        - » stdafx.h
  - Variable and types
    - int, char, long
  - Program structure
  - Declarations
  - Library functions

## Tutorial outline

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- Basics of C programming continued
  - User functions
  - Variable scoping
  - Conditional structure (if)
    - Computational logic
    - True and False
  - Repetition structures (while)
  - Arrays
  - Pointers
    - Basic referencing
    - Use of pointers in functions