/* Sample program in C */

/* Sample run of this code gives:

Sample C program. Please enter a float (e.g. 3.14): 3.54
That number is 3.5
That number is now 4.54
*/

#include <stdio.h>

#define true 1 // We need this since true and false are not defined in C
// We don't use it in the program below, but one could use it in a loop such as: while( true ) ...

="/ Add one to the reference parameter. In C for reference parameters we must:
  / 1. Pass with an ampersand
  / 2. Catch with an asterisk
  / 3. Use with an asterisk
// Changes to a reference parameter are reflected back in the calling code
void addOne( float *theNumber ) // Here we are catching with an asterisk
{
  *theNumber = *theNumber + 1.0; // Using with an asterisk
}//end addOne()

int main()
{
  float inputNumber;
  printf("Sample C program. Please enter a float (e.g. 3.14): ");
  scanf("%f", &inputNumber); // don't forget the & when using scanf
  // Other formats are %d for int, %s for string,
  // %c for char
  // Display float number in field of width 2 with 1 decimal
  printf("That number is %.1f \n", inputNumber);

  // Add one to that number, using a C reference parameter so that the change
  // to the parameter is reflected back to the code here
  addOne( inputNumber );
  printf("That number is now %.2f \n", inputNumber);

  system("pause"); // for DevC++
}//end main()