

C programming language

College of Saint Benedict & Saint John's University

- Dennis Ritchie and Brian Kernighan creators of C circa 1972
- TODO: more thorough history



Dennis Ritchie in 2011 / CC BY 2.0



Brian Kernighan in 2012 / CC BY 2.0

hello, world

```
1 /* file: helloworld.c */
2
3 #include <stdio.h>
4
5 int main() {
6     printf("hello, world\n");
7     return 0;
8 }
```

```
$ gcc -o helloworld helloworld.c
$ ./helloworld
hello, world
```

- Remind students that not everyone has same background in C — those with experience can help those without
- The tradition of using the phrase "Hello, world!" as a test message was influenced by an example program in the seminal book *The C Programming Language*
- Every statement in C exists in a function, starting with `main`
- Refresh students memory on the *traditional* compilation process

global variables

```
1 // file: figure2-4.c
2 // Stan Warford
3 // A nonsense program to illustrate global variables
4
5 #include <stdio.h>
6
7 char ch;
8 int j;
9
10 int main() {
11     scanf("%c %d", &ch, &j);
12     j += 5;
13     ch++;
14     printf("%c\n%d\n", ch, j);
15     return 0;
16 }
```

```
$ gcc -o figure2-4 figure2-4.c
$ ./figure2-4
M 419
N
424
```

- Every C variable has three attributes:
 - name** an identifier determined arbitrarily by the programmer
 - type** specifies the kind of values it can have
 - value**
- In C, variable declaration only reserves storage for the value; nothing can be assumed about the initial value
- What would you expect for input 'Z -3'?
- What would you expect for input '9 a'?
- What would you expect for input '~ 2147483643'?

program breakdown

```
5  #include <stdio.h>
6
7  char ch;
8  int j;
9
10 int main() { <-----
11     scanf("%c %d", &ch, &j);
12     j += 5;
13     ch++;
14     printf("%c\n%d\n", ch, j);
15     return 0; <-----
16 }
```

C programs ALWAYS
start execution with
the `main` function

returning from `main`
ends the program

program breakdown

global variables are
declared here —
outside of any function

characters in C are
treated internally
like signed integers

```
5  #include <stdio.h>
6
7  { char ch;
8    int j;
9
10 int main() {
11     scanf("%c %d", &ch, &j);
12     j += 5;
13     ch++;
14     printf("%c\n%d\n", ch, j);
15     return 0;
16 }
```

program breakdown

```
5  #include <stdio.h>
6
7  char ch;
8  int j;
9
10 int main() {
11     scanf("%c %d", &ch, &j);
12     j += 5;
13     ch++;
14     printf("%c\n%d\n", ch, j);
15     return 0;
16 }
```

read data from
stdin (the terminal)

print data to **stdout**
(the terminal)

correct headers must
be included to access
library functions

scanf and **printf** are
both library functions
declared in **stdio.h**

- C has no “built-in” functions; however, it does have a standard library that includes many useful utility functions.

program breakdown

```
5  #include <stdio.h>
6
7  char ch;
8  int j;
9
10 int main() {
11     scanf("%c %d", &ch, &j); <---
12     j += 5;
13     ch++;
14     printf("%c\n%d\n", ch, j);
15     return 0;
16 }
```

& is the address of operator — `scanf` expects the address of the variables where the data will be stored

- address here means the location in memory

conditions

```
1 if (<cond>) {  
2     /* ... */  
3 }  
4 else (<cond>) {  
5     /* ... */  
6 }  
7 else {  
8     /* ... */  
9 }
```

- C only expects that the expression yield an integer value
- 0 is false, non-zero is true

conditions

```
1 if (x) {  
2     /* ??? */  
3 }  
4 if (x-y) {  
5     /* ??? */  
6 }  
7 if (x=y) {  
8     /* ??? */  
9 }
```

- under what conditions will each of the above be executed?

- $x \neq 0$
- $x \neq y$
- $y \neq 0$

switch

```
1 switch (<expr>) {  
2     case <const>:  
3         /* ... */  
4  
5     case <const>: /* fall-through */  
6         /* ... */  
7     break;  
8  
9     default:  
10        /* ... */  
11    break;  
12 }
```

loops

```
1  for (<init>; <cond>; <incr>) {  
2      /* ... */  
3  }  
4  
5  while (<cond>)  
6      /* ... */  
7  }  
8  
9  do {  
10     /* ... */  
11 } while (<cond>;
```

- **<init>** is for initializing variables once, before loop begins execution — normally the loop control variable
- Same rules apply for **<cond>**.
- **<incr>** is for assigning variables a value, happens once after the body of the loop has executed each iteration — again, normally the loop control variable

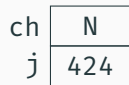
memory model — part i

global variables

declared outside of any function and remain in place throughout the execution of the entire program. they are stored at a fixed location in memory.

local variables

declared within a function and come into existence when the function is called and cease to exist when the function terminates. they are stored on the run-time stack.



(a) Fixed location.



(b) Run-time stack.

- I will be using graphical notation consistent with that of the book.
- In this case, (a) and (b) represent the state of relevant memory for the previous program just before it terminates, i.e., in the process of executing line 15.

run-time stack a.k.a. “the stack”

run-time stack

stores information about the active functions of a C program, including:

- return value,
- actual parameters,
- return address, and
- local variables

in that order.

- I will not distinguish between functions and procedures
 - functions that have no return value, i.e., return type `void`, just omit the first bullet point
- each program has one stack

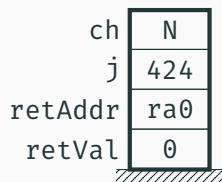
run-time stack a.k.a. “the stack”

run-time stack

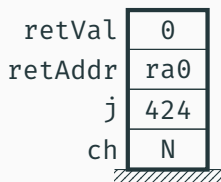
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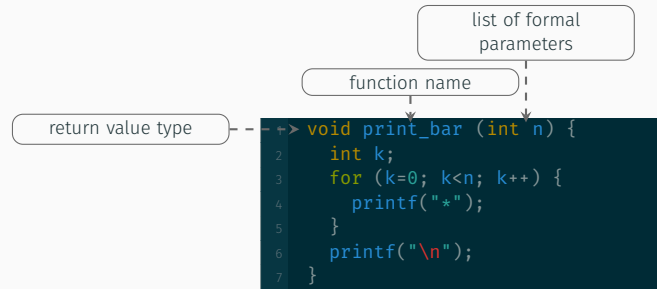
(a)



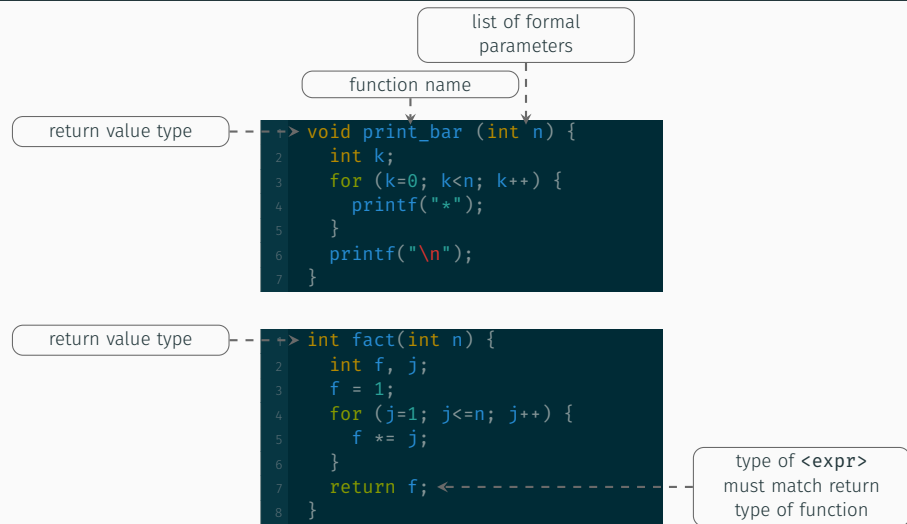
(b)

- I will not distinguish between functions and procedures
 - functions that have no return value, i.e., return type `void`, just omit the first bullet point
- each program has one stack
- which visualization is correct, had `ch` and `j` been declared as local variables instead of global?

functions

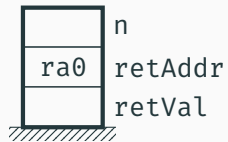


functions



functions — call-by-value

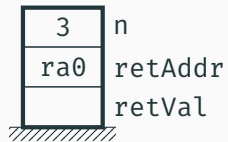
```
5 int fact(int n) {  
6     int f, j;  
7     f = 1;  
8     for (j=1; j<=n; j++) {  
9         f *= j;  
10    }  
11    return f;  
12 }  
13  
14 int main() {  
15     int n;  
16     scanf("%d", &n);  
17     printf("%d\n", fact(n)); // ra1  
18     return 0;  
19 }
```



- you will have to reconcile this example a little bit with the book, since the solution is written slightly different
- assume nothing about values that are blank — they are not 0

functions — call-by-value

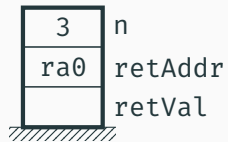
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5 int fact(int n) {  
6     int f, j;  
7     f = 1;  
8     for (j=1; j<=n; j++) {  
9         f *= j;  
10    }  
11    return f;  
12 }  
13  
14 int main() {  
15     int n;  
16     scanf("%d", &n);  
17     printf("%d\n", fact(n)); // ra1  
18     return 0;  
19 }
```



- assume the user inputs the number 3

functions — call-by-value

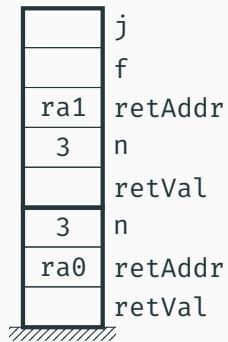
```
5 int fact(int n) {  
6     int f, j;  
7     f = 1;  
8     for (j=1; j<=n; j++) {  
9         f *= j;  
10    }  
11    return f;  
12 }  
13  
14 int main() {  
15     int n;  
16     scanf("%d", &n);  
17     printf("%d\n", fact(n)); // ra1  
18     return 0;  
19 }
```



- this statement requires that we evaluate the expression `fact(n)`

functions — call-by-value

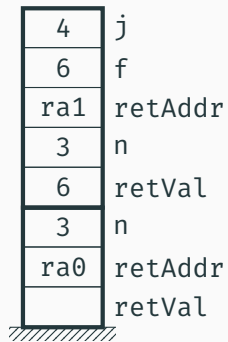
```
5 int fact(int n) {  
6     int f, j;  
7     f = 1;  
8     for (j=1; j<=n; j++) {  
9         f *= j;  
10    }  
11    return f;  
12 }  
13  
14 int main() {  
15     int n;  
16     scanf("%d", &n);  
17     printf("%d\n", fact(n)); // ra1  
18     return 0;  
19 }
```



- **fact(n)** is a function call, so a new stack frame is pushed on to the stack in the sequence described before:
 - return value
 - actual parameters
 - return address
 - local variables

functions — call-by-value

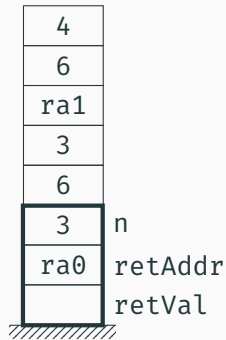
```
5 int fact(int n) {  
6     int f, j;  
7     f = 1;  
8     for (j=1; j<=n; j++) {  
9         f *= j;  
10    }  
11    return f;  
12 }  
13  
14 int main() {  
15     int n;  
16     scanf("%d", &n);  
17     printf("%d\n", fact(n)); // ra1  
18     return 0;  
19 }
```



- the state of the run-time stack after **fact** function has completed, but before returning

functions — call-by-value

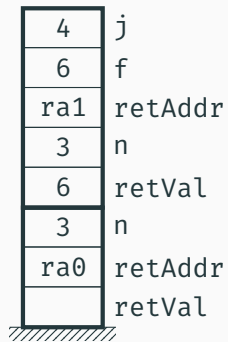
```
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6     int f, j;  
7     f = 1;  
8     for (j=1; j<=n; j++) {  
9         f *= j;  
10    }  
11    return f;  
12 }  
13  
14 int main() {  
15     int n;  
16     scanf("%d", &n);  
17     printf("%d\n", fact(n)); // ra1  
18     return 0;  
19 }
```



- after **fact** returns, its stack frame is deallocated, however, the values computed are still in memory — since return value is always first thing pushed on to stack, the main function knows exactly where to find the value returned by **fact(n)**

functions — call-by-value

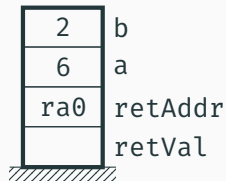
```
5 int fact(int n) {  
6     int f, j;  
7     // f = 1;  
8     for (j=1; j<=n; j++) {  
9         f *= j;  
10    }  
11    return f;  
12 }  
13  
14 int main() {  
15     int n;  
16     scanf("%d", &n);  
17     printf("%d\n", fact(n));  
18     scanf("%d", &n);  
19     printf("%d\n", fact(n)); // ra1  
20     return 0;  
21 }
```



- assume the the first call to **fact** got lucky and the value 1 happended to be in the memory cell designated to the variable **f**, so that the calculation worked out correctly
- this would be the state of the stack at the beginning of execution of the second call to **fact**

functions — call-by-“reference”

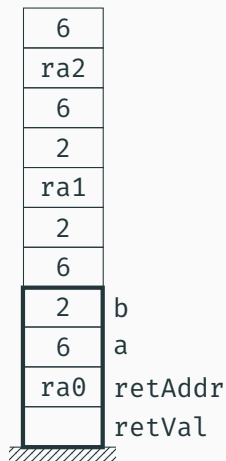
```
5 void swap(int r, int s) {  
6     int temp;  
7     temp = r;  
8     r = s;  
9     s = temp;  
10 }  
11  
12 void order(int x, int y) {  
13     if (x > y) {  
14         swap(x, y);  
15     } // ra2  
16 }  
17  
18 int main() {  
19     int a, b;  
20     scanf("%d %d", &a, &b);  
21     order(a, b);  
22     printf("d %d\n", a, b); // ra1  
23     return 0;  
24 }
```



- in C, parameters are ALWAYS call-by-value, if you want the behavior of call-by-reference, then you pass the address of the variable instead of its value
- but this is still call-by-value, its just that now, the value happens to represent an address of a value
- you will have to reconcile this example a little bit with the book, since the solution is written slightly different
- assume the user inputs the numbers 6 & 2
- what will the stack look like after the call to **order**, but before the call to **printf**?

functions — call-by-“reference”

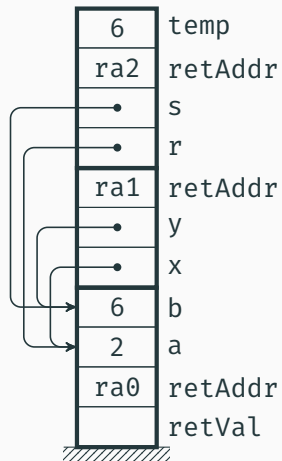
```
5 void swap(int r, int s) {
6     int temp;
7     temp = r;
8     r = s;
9     s = temp;
10 }
11
12 void order(int x, int y) {
13     if (x > y) {
14         swap(x, y);
15     } // ra2
16 }
17
18 int main() {
19     int a, b;
20     scanf("%d %d", &a, &b);
21     order(a, b);
22     printf("d %d\n", a, b); // ra1
23     return 0;
24 }
```



- in C, parameters are ALWAYS call-by-value, if you want the behavior of call-by-reference, then you pass the address of the variable instead of its value
- but this is still call-by-value, its just that now, the value happens to represent an address of a value
- you will have to reconcile this example a little bit with the book, since the solution is written slightly different
- assume the user inputs the numbers 6 & 2
- what will the stack look like after the call to **order**, but before the call to **printf**?

functions — call-by-“reference”

```
5 void swap(int *r, int *s) {
6     int temp;
7     temp = *r;
8     *r = *s;
9     *s = temp;
10 }
11
12 void order(int *x, int *y) {
13     if (*x > *y) {
14         swap(x, y);
15     } // ra2
16 }
17
18 int main() {
19     int a, b;
20     scanf("%d %d", &a, &b);
21     order(&a, &b);
22     printf("d %d\n", a, b); // ra1
23     return 0;
24 }
```



- this is what the stack will look like just before returning from the `swap` function
- now, instead of passing the values `a` and `b`, we will pass their addresses, so that we can update their values, i.e., pass them by “reference”

pointers

- a pointer is a variable whose value is a memory address

```
1 int i = 0x1A;  
2 int *ip = &i;
```

- `&i` evaluates to the address where the variable `i` is stored in memory
- `i` is an `int`, so `ip` is a *pointer* to an `int`

0x000012A0

00	00	00	1A
----	----	----	----

 } i

0x????????

00	00	12	A0
----	----	----	----

 } ip

pointers cont.

```
1 printf("0x%X\n", i);    /* 0x1A */
2 printf("0x%#X\n", &i);  /* 0x12A0 */
3 printf("0x%#X\n", ip);  /* 0x12A0 */
4 printf("0x%#X\n", &ip); /* 0x???????? */
```

- so how can we use the pointer, `ip`, to access the value of `i`?

pointer dereference

- `*ptr` will
 1. treat the value of `ptr` as a memory address
 2. get the bytes of data located at that memory address
 3. interpret those bytes according to the type of pointer that `ptr` is

```
1 printf("0x%X\n", *ip);    /* 0x1A */
```

- the C compiler is "smart enough" to "know" that `+ X` really means add `X * sizeof(*ip)` to `ip`

pointer dereference

- `*ptr` will
 1. treat the value of `ptr` as a memory address
 2. get the bytes of data located at that memory address
 3. interpret those bytes according to the type of pointer that `ptr` is

```
1 printf("0x%X\n", *ip); /* 0x1A */
```

- `ip[X] = *(ip + X)`

```
1 printf("0x%X\n", ip[0]); /* 0x1A */
```

- the C compiler is "smart enough" to "know" that `+ X` really means add `X * sizeof(*ip)` to `ip`

```
1 printf("0x%X\n", i);      /* 0x1A */
2 printf("0x%X\n", *ip);    /* 0x1A */
3 printf("0x%X\n", ip[0]);  /* 0x1A */
4 printf("0x%X\n", *(ip+0)); /* 0x1A */
5 printf("0x%X\n", &i);     /* 0x12A0 */
6 printf("0x%X\n", ip);     /* 0x12A0 */
7 printf("0x%X\n", &ip);    /* 0x??????? */
```


pointers cont.

- why not say `cp` is a *pointer* to a `char` array?

```
1 char *cp = "hello, world";
```

- `cp` is a *pointer* to a `char`

0x00004C80 | h | e | l | l | o | , | | w | o | r | l | d | \0 |

0x???????? | 00 | 00 | 4C | 80 |

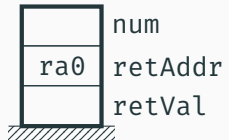
```
1 printf("%c\n", *cp);      /* h */
2 printf("%c\n", cp[0]);    /* h */
3 printf("%c\n", cp[4]);    /* o */
4 printf("%c\n", *(cp+4));  /* o */
5 printf("%s\n", cp);       /* hello, world */
6 printf("%s\n", cp+7);     /* world */
7 printf("0x%X\n", cp);     /* 0x4C80 */
8 printf("0x%X\n", &cp);   /* 0x???????? */
```

```
1  #include <stdio.h>
2
3  int fact(int n) {
4      if (n <= 1) {
5          return 1;
6      }
7      else {
8          return n * fact(n - 1); // ra1
9      }
10 }
11
12 int main() {
13     int num;
14     printf("Enter a small integer: ");
15     scanf("%d", &num);
16     printf("Its factorial is: ");
17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }
```

recursion

```
1 #include <stdio.h>
2
3 int fact(int n) {
4     if (n <= 1) {
5         return 1;
6     }
7     else {
8         return n * fact(n - 1); // ra2
9     }
10 }
11
12 int main() {
13     int num;
14     printf("Enter a small integer: ");
15     scanf("%d", &num);
16     printf("Its factorial is: ");
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```

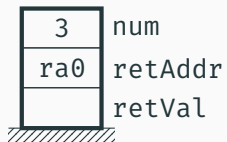
```
$ ./figure2-22
```



recursion

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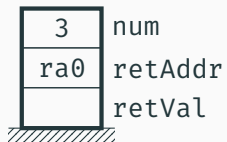
```
$ ./figure2-22
Enter a small integer: 3
```



recursion

```
1 #include <stdio.h>
2
3 int fact(int n) {
4     if (n <= 1) {
5         return 1;
6     }
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10 }
11
12 int main() {
13     int num;
14     printf("Enter a small integer: ");
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```

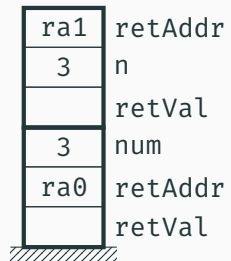
```
$ ./figure2-22
Enter a small integer: 3
```



recursion

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2
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6     }
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10 }
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12 int main() {
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14     printf("Enter a small integer: ");
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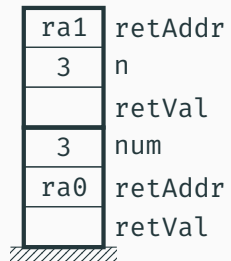
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Enter a small integer: 3
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recursion

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19 }
```

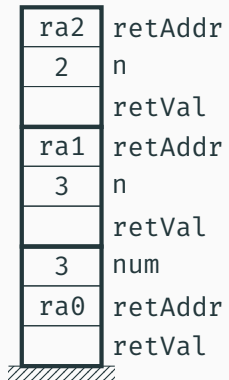
```
$ ./figure2-22
Enter a small integer: 3
```



recursion

```
1 #include <stdio.h>
2
3 int fact(int n) {
4     if (n <= 1) {
5         return 1;
6     }
7     else {
8         return n * fact(n - 1); // ra2
9     }
10 }
11
12 int main() {
13     int num;
14     printf("Enter a small integer: ");
15     scanf("%d", &num);
16     printf("Its factorial is: ");
17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }
```

```
$ ./figure2-22
Enter a small integer: 3
```




```

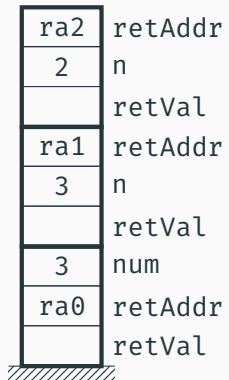
1  #include <stdio.h>
2
3  int fact(int n) {
4      if (n <= 1) {
5          return 1;
6      }
7      else {
8          return n * fact(n - 1); // ra2
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17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }

```

```

$ ./figure2-22
Enter a small integer: 3

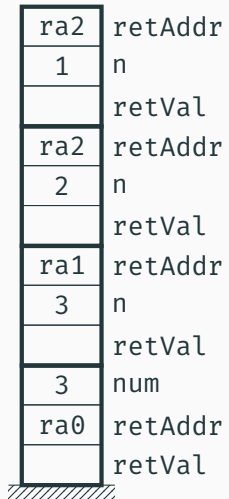
```



recursion

```
1 #include <stdio.h>
2
3 int fact(int n) {
4     if (n <= 1) {
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17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }
```

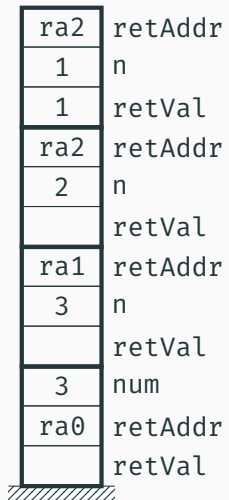
```
$ ./figure2-22
Enter a small integer: 3
```



recursion

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1 #include <stdio.h>
2
3 int fact(int n) {
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17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }
```

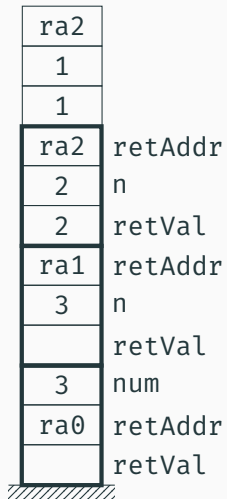
```
$ ./figure2-22
Enter a small integer: 3
```



recursion

```
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2
3 int fact(int n) {
4     if (n <= 1) {
5         return 1;
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13     int num;
14     printf("Enter a small integer: ");
15     scanf("%d", &num);
16     printf("Its factorial is: ");
17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }
```

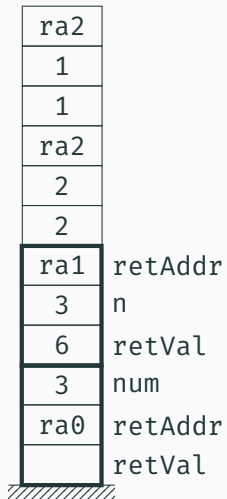
```
$ ./figure2-22
Enter a small integer: 3
```



recursion

```
1 #include <stdio.h>
2
3 int fact(int n) {
4     if (n <= 1) {
5         return 1;
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19 }
```

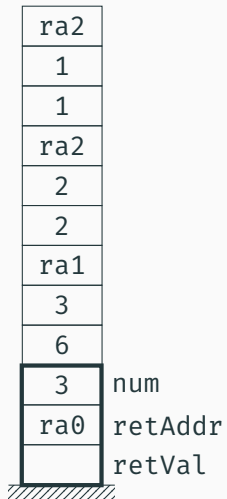
```
$ ./figure2-22
Enter a small integer: 3
```



recursion

```
1 #include <stdio.h>
2
3 int fact(int n) {
4     if (n <= 1) {
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12 int main() {
13     int num;
14     printf("Enter a small integer: ");
15     scanf("%d", &num);
16     printf("Its factorial is: ");
17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }
```

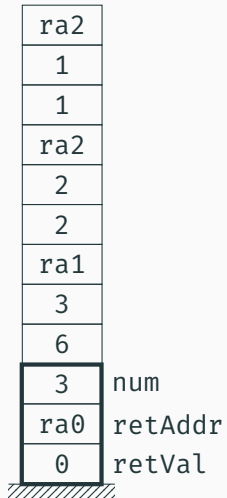
```
$ ./figure2-22
Enter a small integer: 3
Its factorial is: 6
```



recursion

```
1 #include <stdio.h>
2
3 int fact(int n) {
4     if (n <= 1) {
5         return 1;
6     }
7     else {
8         return n * fact(n - 1); // ra2
9     }
10 }
11
12 int main() {
13     int num;
14     printf("Enter a small integer: ");
15     scanf("%d", &num);
16     printf("Its factorial is: ");
17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }
```

```
$ ./figure2-22
Enter a small integer: 3
Its factorial is: 6
```



```
1 #include <stdio.h>
2
3 int fact(int n) {
4     if (n <= 1) {
5         return 1;
6     }
7     else {
8         return n * fact(n - 1); // ra2
9     }
10 }
11
12 int main() {
13     int num;
14     printf("Enter a small integer: ");
15     scanf("%d", &num);
16     printf("Its factorial is: ");
17     printf("%d\n", fact(num)); // ra1
18     return 0;
19 }
```

```
$ ./figure2-22
```

```
...
```

```
$
```


heap memory

- designate a block of memory to store value(s) of a particular data type

```
int * ip = malloc(100*sizeof(int));
```



0x000063DA	A7	38	DC	91	0F	F3	21	1E	76	4B	AA	01	...
------------	----	----	----	----	----	----	----	----	----	----	----	----	-----

0x????????	00	00	63	DA
------------	----	----	----	----

heap memory

- designate a block of memory to store value(s) of a particular data type

```
int * ip = malloc(100*sizeof(int));
```



0x000063DA | A7 | 38 | DC | 91 | 0F | F3 | 21 | 1E | 76 | 4B | AA | 01 | ...

0x???????? | 00 | 00 | 63 | DA |

- release a block of memory back to system to be used elsewhere

```
free(ip);
```

heap memory cont.

```
ip[0] = 0x7; /* *ip = 0x7; */
```

0x000063DA | 00 | 00 | 00 | 07 | 0F | F3 | 21 | 1E | 76 | 4B | AA | 01 | ...

0x???????? | 00 | 00 | 63 | DA |

heap memory cont.

```
ip[0] = 0x7; /* *ip = 0x7; */
```

0x000063DA | 00 | 00 | 00 | 07 | 0F | F3 | 21 | 1E | 76 | 4B | AA | 01 | ...

0x???????? | 00 | 00 | 63 | DA |

```
ip[1] = 0xA; /* *(ip + 1) = 0xA; */
```

0x000063DA | 00 | 00 | 00 | 07 | 00 | 00 | 00 | 0A | 76 | 4B | AA | 01 | ...

```
1  #include <stdio.h>
2
3  int main() {
4      struct {
5          char first;
6          char last;
7          int age;
8          char gender;
9      } bill;
10
11     scanf("%c%c%d%c", &bill.first, &bill.last, &bill.age,
12           &bill.gender);
13     printf("Initials: %c%c\n", bill.first, bill.last);
14     printf("Age: %d\n", bill.age);
15     printf("Gender: ");
16     if (bill.gender == 'f') {
17         printf("fe");
18     }
19     printf("male\n");
20     return 0;
21 }
```

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  struct { char *name; } bill;
5
6  char * find(char * str, char c) {
7      for (; *str != c; str++);
8      return str;
9  }
10
11 int main() {
12     char *first, *last;
13
14     bill.name = first = malloc(100);
15     scanf("%s", bill.name);
16     last = find(first, '-') + 1;
17     last[-1] = '\0';
18     printf("Initials: %c%c\n", first[0], *last);
19     free(bill.name);
20     bill.name = malloc(20);
21     printf("Full name: %s\n", bill.name);
22     free(bill.name);
23
24     return 0;
25 }
```

comparison

Java	C
object-oriented	procedural
interpreted	compiled
String	char array
condition (boolean)	condition (int)
garbage-collected	no memory management
references	pointers
exceptions	error codes

- in Java, everything is a method that is called on an object
- in C, everything is a function
- in Java, source code is compiled to byte code, which is then interpreted by Java VM
- in C, source code is compiled into binary machine code
- in Java, String is a class
- in C, a string is just an array of **char** values which ends with the **char** `'\0'`
- in Java, the Java VM takes care of deallocating memory used
- in C, any memory you allocate, you must also deallocate



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