

When static is just not good enough...

More Advanced C

Variable Argument Lists

Variable Argument Lists

- ❖ Variable argument lists are used to create functions that allow a variable number of parameters.
- ❖ `printf()` is the classic example:

```
printf ( “%d %s %d “, a, b, c );
```

Format statement

```
printf ( “%d %d “, a, c );
```

Format statement

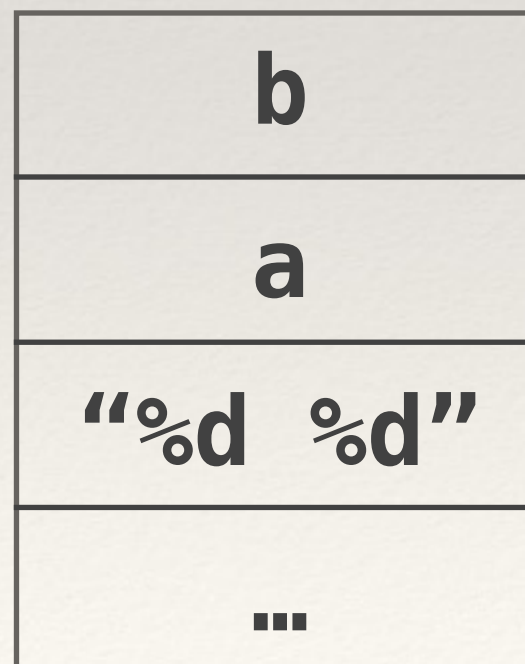
printf () 's Format Statement

- ❖ The format statement indicates how many and of what type of the parameters that follow.
- ❖ *E.g.* “%d %f” is an integer followed by a float
“%d %d %d” are three integers

The Stack

- ❖ Parameters to a function are stored on the stack when the function is called.
- ❖ The function call,

```
printf ( "%d %d", a, b );
```
- ❖ will create the stack



The Stack

- ❖ Inside the function call we can take the format string off the stack (“%d %d”).
- ❖ The format string parameter tells us that:
 - ❖ there are two more parameters on the stack
 - ❖ those parameters are both integers.

```
#include <stdarg.h>
```

```
void va_start ( va_list ap, last );
```

```
type va_arg ( va_list ap, type );
```

```
void va_end ( va_list ap );
```

A function may be called with a varying number of arguments of varying types.

The include file `<stdarg.h>` declares a type (`va_list`) and defines three macros for stepping through a list of arguments whose number and types are not known to the called function.

The called function must declare an object of type `va_list` which is used by the macros `va_start()`, `va_arg()`, and `va_end()`.


```
void va_start ( va_list ap, last );
```

The `va_start()` macro must be called first, and it initializes `ap`, which can be passed to `va_arg()` for each argument to be processed.

```
void va_end ( va_list ap );
```

Calling `va_end()` signals that there are no further arguments, and causes `ap` to be invalidated. Note that each call to `va_start()` must be matched by a call to `va_end()`, from within the same function.

The parameter `last` is the name of the last parameter before the variable argument list, *i.e.*, the last parameter of which the calling function knows the type.

```
type va_arg ( va_list ap, type );
```

The `va_arg()` macro expands to an expression that has the type and value of the next argument in the call. The parameter `ap` is the `va_list` `ap` initialized by `va_start()`. Each call to `va_arg()` modifies `ap` so that the next call returns the next argument.

The parameter `type` is a type name specified so that the type of a pointer to an object that has the specified type can be obtained simply by adding a `*` to `type`.

If there is no next argument, or if `type` is not compatible with the type of the actual next argument, random errors will occur.


```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdarg.h>
double add ( char *format, ... )
{
```

```
    va_list args;
```

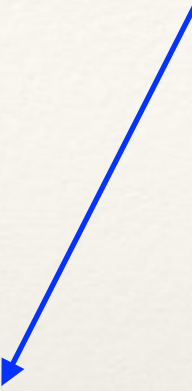
```
    int ia;
```

```
    double fa;
```

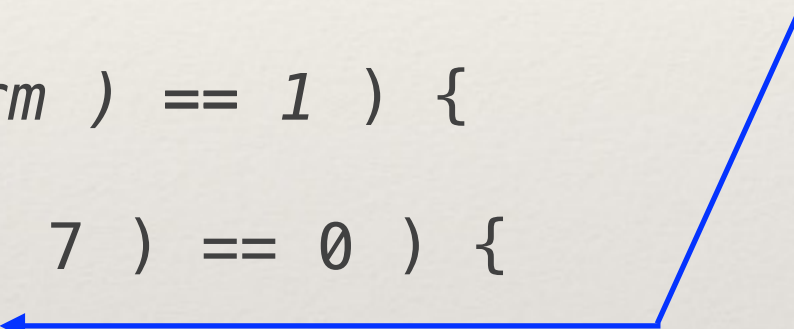
```
    double total = 0.0;
```

```
    char parm[10];
```

Initialize the va_list variable args



Take one parameter off the list and convert to the appropriate type



```
    va_start ( args, format );
```

```
    while ( sscanf ( format, "%s", parm ) == 1 ) {
```

```
        parm[strlen(parm)] = '\0';
```

```
        if ( strncmp ( parm, "integer", 7 ) == 0 ) {
```

```
            ia = va_arg ( args, int );
```

```
            total = total + (double)ia;
```

```
        } else if ( strncmp ( format, "float", 5 ) == 0 ) {
```

```
            fa = va_arg ( args, double );
```

```
            total = total + fa;
```

```
        }
```

```
        format = format + strlen(parm) + 1 ;
```

```
    }
```

```
    va_end ( args );
```

```
    return ( total );
```

```
}
```

Finished using the argument list



```
#include <stdio.h>
```

```
double add ( char *fmt, ... );
```

```
int main ( int argc, char *argv[] )  
{
```

```
    int ia, ib, isum;  
    float fa, fb, fc;  
    double dsum;
```

```
    ia = 3;
```

```
    ib = 5;
```

```
    printf ( "%d + %d = ", ia, ib );
```

```
    isum = (int) add ( "integer integer", ia, ib );
```

```
    printf ( "%d\n", isum );
```

```
    printf ( "%d + %d + %d + %d = %d\n", ia, ib, ia, ib,  
            (int)add("integer integer integer integer",  
                    ia,ib,ia,ib) );
```

```
fa = 1.2;
fb = 3.456;
fc = 4.544;
printf ( "%8.3f + %8.3f = ", fa, fb );
dsum = add ( "float float", fa, fb );
printf ( "%8.3f\n", dsum );

printf ( "%8.3f + %8.3f + %8d = %8.3f\n", fa, fb, ia,
        add ("float float integer", fa, fb, ia) );

printf ( "%8.3f + %8.3f + %8.3f = %8.3f\n", fa, fb, fc,
        add ("float float float", fa, fb, fc) );

return (0);

}
```


A (int) add ("integer integer", ia, ib);

B (int)add("integer integer integer integer", ia,ib,ia,ib)

C add ("float float", fa, fb);

D add ("float float integer",fa,fb,ia));

E add ("float float float",fa,fb,fc));

\$./vaLists

A $3 + 5 = 8$

B $3 + 5 + 3 + 5 = 16$

C $1.200 + 3.456 = 4.656$

D $1.200 + 3.456 + 3 = 7.656$

E $1.200 + 3.456 + 4.544 = 9.200$

```
#include <stdio.h>
#include <stdarg.h>

double average(int num,...) {
    va_list numList;
    double sum = 0.0;
    int i;

    va_start(numList, num);

    for (i = 0; i < num; i++) {
        sum += va_arg(numList, int);
    }

    va_end(numList);

    return ( sum / (double)num );
}
```

In this example, the first argument is an integer, not a string. It is very simple to read all of the arguments since we just have to make repeated calls to the macro `va_arg`.

```
double average ( int num, ... );
...
printf("Average of 25, 3, 54, 105 = %8.3f\n",
average(4, 25, 3, 54, 105));
```

Average of 25, 3, 54, 105 = 46.750

Command Line Arguments

- ❖ Command line arguments allow you to write code that does not need to hardcode values - you can change or supply values to variables via the command line.
- ❖ `main()` has two function arguments
 - ❖ `argc` - number of arguments passed
 - ❖ `argv[]` - pointer array that references each of the command line arguments


```
#include <stdio.h>

int main ( int argc, char *argv[] )
{
    int i;

    printf ( "argc = %d\n",argc );

    printf ( "The program name is %s\n", argv[0] );

    printf ( "This program has %d arguments\n",argc-1);

    printf ( "The arguments are: \n");
    for ( i=1; i<argc; i++ ) {
        printf ( "%s\n",argv[i] );
    }
}
```

```
$ ./command 1 5.25 this is a test "this is a test"
```

The program name is ./command

argc = 8

This program has 7 arguments

The arguments are:

1

5.25

this

is

a

test

this is a test