

Worksheet 2: Environments

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The objectives of this practical are:

- to understand the compilation process;
- to understand and practice using C preprocessor directives; and
- to understand and practice Makefile construction.

Pre-lab Exercises

(Attempt these questions before coming to the practical.)

1. Preprocessor Directives

Explain the effect of the following:

(a) `#include <marvellous.h>`

(b) `#include "marvellous.h"`

(c) `#define LENGTH 100`

(d) `#define CUBE(x) ((x) * (x) * (x))`

(e) `#define CALC(x,y,z) ((x) + CUBE(y) + CUBE(CUBE(z)))`

(f) `#ifdef LENGTH`
 `printf("%d", LENGTH);`
`#endif`

(g) `#ifndef THEFILE`
 `#define THEFILE`
 `void f(void)`
 `{`
 `printf("Hello world\n");`
 `}`
`#endif`

2. Shell Commands

Construct `bash` commands to do the following:

- (a) List all files in the current directory whose name contains “Ralph”;

- (b) List all files in the “codes” directory whose name consists of two digits, then a dash, then any three characters;
- (c) List all files that end with a vowel in all subdirectories that *don't* end with a vowel;
- (d) Create an alias for listing all .c files;
- (e) Create an alias to turn the `-Wall -ansi -pedantic` switches on by default for gcc.

3. Global Variables and Static Functions

- (a) Why are global variables considered bad programming practice?
- (b) Why would you never declare a static function in a header file?

4. Compile Dependencies

Consider a program that consists of the following files:

<pre>/* main.c */ #include "database.h" int main(void) { ... }</pre>	<pre>/* database.c */ #include "database.h" ...</pre>	<pre>/* database.h */ #include "util.h" ...</pre>	
<pre>/* util.c */ #include "util.h" ...</pre>	<pre>/* util.h */ ...</pre>	<pre>/* interface.c */ #include "interface.h" #include "util.h" ...</pre>	<pre>/* interface.h */ ...</pre>

- (a) Which file(s) does main.c include?
- (b) Which file(s) include util.h?
- (c) What .o files would be created during compilation?
- (d) If database.h is modified, which .o file(s) would need to be recompiled?
- (e) If util.h is modified, which .o file(s) would need to be recompiled?
- (f) If util.c is modified, which .o file(s) would need to be recompiled?

Practical Exercises

1. Static local variables

Write a C function to calculate powers of 2. Your function should take *no* parameters. Each time it is called, the function should return the next power of two in sequence.

Called once, your function should return 2. Called a second time, your function should return 4, then 8, then 16, then 32, etc.

Note: Use *local* variables only, not global variables.

Once your function is finished, write a `main()` function to test it.

2. Macros

You have been asked to write the code for a progress bar for downloading a file. The progress bar will incorporate various statistics about download progress and display them.

You have access to the following information:

- the current time (measured in seconds elapsed since 1970);
- the download start time (also in seconds elapsed since 1970);
- the number of bytes downloaded; and
- the total file size in bytes.

Given this, write macro definitions for the following:

- (a) `ELAPSED_TIME(time, startTime)`
— the download time so far (in seconds).
- (b) `PERCENT_COMPLETE(bytes, totalBytes)`
— the percentage complete (0–100%).
- (c) `DOWNLOAD_SPEED(time, startTime, bytes)`
— the current download speed (in bytes per second).
- (d) `TOTAL_TIME(time, startTime, bytes, totalBytes)`
— the estimated total time (in seconds).
- (e) `REMAINING_TIME(time, startTime, bytes, totalBytes)`
— the estimated remaining time (in seconds).

Save these macros in a header file called `download.h`. Then, obtain a copy of `download.c`. Compile and run it — it will help test your macro definitions.

3. Header Files and Multiple .c Files

Translate the five macros into functions. These new functions will need their own .c and .h files: `download_stats.c` and `download_stats.h`.

Consider parameter and return types. These are not needed in macros, but are in functions.

Naming conventions: Macro names are usually in `ALL_CAPS`. Function names are usually either in `lower_case` or `camelCase`. Technically this is just a convention, not a C rule, but conventions are important for readability.

Alter `download.c` to use the new functions in `download_stats.c`, rather than the macros.

Compile your modified program as follows:

```
[user@pc]$ gcc -Wall -pedantic -ansi -c download.c
[user@pc]$ gcc -Wall -pedantic -ansi -c download_stats.c
[user@pc]$ gcc download.o download_stats.o -o download
```

4. Conditional Compilation

You have decided that some of the download statistics are a distraction. Using conditional compilation, make it possible to compile `download.c` *with or without* the first four statistics.

That is, the command “`gcc -c download.c`” should compile a concise version that only outputs the estimated remaining time.

By contrast, the command “`gcc -c download.c -DALL_STATS=1`” (which defines a constant called `ALL_STATS`) should compile another, verbose version that outputs all five download statistics.

5. Makefiles

Referring to the lecture notes, construct a Makefile for your code from the previous questions. You should make good use of Make variables and have a `clean` rule (being very careful with the `rm -f` command!)

To test it, manually remove any existing object/executable files and run:

```
[user@pc]$ make
[user@pc]$ ./download
```

Then, run “`make`” a second time; it should say that your program is “up to date”. Test the other rules individually, including the `clean` rule.

Finally, consider how you might extend the Makefile to allow it to build both versions of `download`, as described in the previous question. (Hint: you'd also need to compile two versions of the `download.o` object file.)

6. Processes

Here we'll investigate how to manage running programs — “processes” — from the command-line.

- (a) Run your `download` program from the previous exercise. *While* it runs, type Ctrl-C. What happens?

Note: Ctrl-C forcefully terminates (most) programs run from the command line. You can use it, for instance, if your program goes into an infinite loop.

- (b) Run your program again, this time typing Ctrl-Z instead of Ctrl-C. What happens?

Now type `fg`. What happens?

Note: Ctrl-Z “suspends” the current process, returning you to the prompt. However, the process is hasn't ended, and can be resumed in one of two ways: the `fg` and `bg` commands.

- (c) Run your `download` program asynchronously (i.e. in the “background”):

```
[user@pc]$ ./download &
```

Try Ctrl-C this time. What happens? Wait for the output to stop.

Notice the extra prompts that appear, intermixed with the output. It may not look like it, but you could have entered *another* command in the same terminal while `download` was running. Experiment with this — try running `ls` (or anything else) at the same time as `download`. It will be difficult to see what you're typing, because the input and output will be intermixed, but the shell will understand.

Note: The `bg` command mentioned above places an existing process into the background.

End of Worksheet