

# **FEEG 6002**

Advanced Computational Methods I

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# 1. Lecture 1

START OF WEEK 1

## 1.1. Hello World in C using Quincy

The code required to create an executable file which prints hello world to the console is shown in **Figure 1**.

```
1 #include <stdio.h>
2
3 int main()
4 {
5     printf("Hello World \n");
6     return 0;
7 }
```

Figure 1: C code which prints hello world to terminal

- **Line 1:** Imports the header file called the **standard input output library** which contains the **printf** function that is utilized later in the code. This line is ran before the code is compiled and pastes in all of the functions within the header file.
- **Line 3:** Defines the **main** function which is always where execution starts for a C program. The function is defined as an integer using **int** and returns 0 to the OS upon successful execution.
- **Line 5** Utilizes the **printf** function to print “hello world” to the terminal. This function requires **\n** at the end to start a new line and each line of a C program requires a semi-colon to signify the end of a line of code.

If this code is created as a C source file in Quincy it can be **saved** using **ctrl + s**, **compiled** using **F5** and than **executed** using **F9**. This will print the hello world text in the Quincy terminal as shown in **Figure 2**.

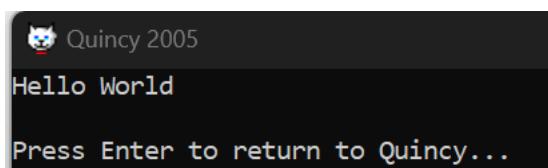


Figure 2: **Figure 1** executable file output

When pressing **F5** Quincy sends a command to the C compiler which contains the following key flags:

- **-ansi:** Ensures compatibility with C90 standard.
- **-Wall:** Enables all warnings.
- **-pedantic:** Issues all warnings ISO C requires (C90 when using -ansi).

## 1.2. Using the Command Line

The command line is a **non-graphical way of working with a computer, via screen and keyboard**. There exist many different terminals, some common window terminal commands are shown below:

- `dir` : Display all files in the current folder.
- `cd \` : Navigate to root folder.
- `cd \<dirname>` : Navigate to the specified folder.
- `cd ..` : Move up one folder.
- `mkdir <newdir>` : Make a new folder.
- `rmdir <rmdir>` : Remove a folder.
- `rename <old> <new>` : Rename a file or folder.
- `move <file1> <file2>` : Move file1 to file2.
- `del <file>` : Delete file.
- `cls` : Clear screen.
- `help` : Shows all commands.
- `copy <src> <dest>`: “Copy a file from src to dest.”,
- `type <file>`: “Print the contents of a file.”,
- `echo <text>`: “Print text to the console.”,
- `exit`: “Close the command prompt.”,
- `path`: “Show system PATH variable.”,
- `ipconfig`: “Display network configuration.”,
- `ping <host>`: “Send ICMP packets to a host.”,
- `tasklist`: “List running processes.”,
- `taskkill /IM <process> /F`: “Kill a running process.”,
- `systeminfo`: “Display detailed system information.”

## 2. Lecture 2

### 2.1. Command Line

It was previously stated that a command line is a non-graphical way of interacting with the computer using the screen and a keyboard. The command line like many other programming languages is a **R**EPL type of program, which stands for:

- **R**ead: read user input.
- **E**valuate: run the command.
- **P**rint: show the output.
- **L**oop: wait for the next command.

The command line can be used to manually perform many OS tasks (moving, renaming, deleting files and folders etc.). Alternatively a bash file (**.bat**) can be used to chain together commands and automate scripts.

GUIs are not easy to program, often add unnecessary complexity to the program and are difficult to automate. The command line is therefore an attractive alternative for user interaction. The shell allows for interaction with the command line and also allows for many different programs to interact with one another. To allow for interactivity, Shell's use the **Unix philosophy** which states:

- Write programs that do one thing and do it well.
- Write programs to work together.
- Write programs to handle text streams (universal interface).

### 2.2. Input Output (I/O) Streams

The input and output of programs is done via a stream. There exists three standard streams for OSs which are shown in **Table 1**.

Standard Stream	Abbreviation	File Descriptor	Connected to
Input	<b>stdin</b>	0	Keyboard
Output	<b>stdout</b>	1	Screen
Error	<b>stderr</b>	2	Screen

Table 1: Standard streams

### 2.3. Program I/O in C

The built in C library **stdio** defines these streams. As well as some functions which make use of these streams, as shown below:

- **printf()** → Utilizes the **stdout** to print to the terminal.
- **fprintf()** → Takes an argument (either **stdout** or **stderr**) to either print out to standard out or standard error.
- **getchar()** → Get one character from **stdin** (note that this saves as the ASCII value of the character).
- **putchar()** → Send one character to **stdout** (note that this takes the ASCII number and outputs the corresponding character).

One common tool to stop an infinitely looping code is to use the **EOF** (end of file) character, which can be inputted in a windows shell by doing **ctrl + Z** and then pressing **Enter**.

Note that for **fprintf()** if **stdout** is passed then it behaves the same as **printf**. If **stderr** is instead passed than an **unbuffered, undirectable** output is printed to the shell.

Applying these functions in one program, a parrot code can be created as shown in **Figure 3** which returns the inputted text from the terminal.

```
1 #include <stdio.h>
2 int main()
3 {
4     int c;
5     fprintf(stderr, "Enter some characters (Ctrl-D quits)\n");
6     while ((c = getchar()) != EOF) {
7         putchar(c);
8     }
9     fprintf(stderr, "Goodbye\n");
10    return 0;
11 }
```

Figure 3: C code which parrots the input and prints it back out to the terminal.

## 2.4. Program I/O in Terminal

The **echo** command can be used to print things within the terminal (**stdout**), the standard output can be redirected and written to a file using **>** this is shown in **Figure 4**

The screenshot shows a Windows Command Prompt window titled 'C:\WINDOWS\system32\cmd'. The terminal output is as follows:

```
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>dir
Volume in drive C is Local Disk
Volume Serial Number is 066C-500E

Directory of C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code

30/12/2025 21:22    <DIR>        .
29/12/2025 20:38    <DIR>        ..
30/12/2025 21:20            216 parrot.c
30/12/2025 21:20            19,233 parrot.exe
30/12/2025 21:20            2,698 parrot.o
3 File(s)           22,147 bytes
2 Dir(s)          8,385,740,800 bytes free

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>echo 1 2 3 4
1 2 3 4

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>echo 1 2 3 4 > foo.txt
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>dir
Volume in drive C is Local Disk
Volume Serial Number is 066C-500E

Directory of C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code

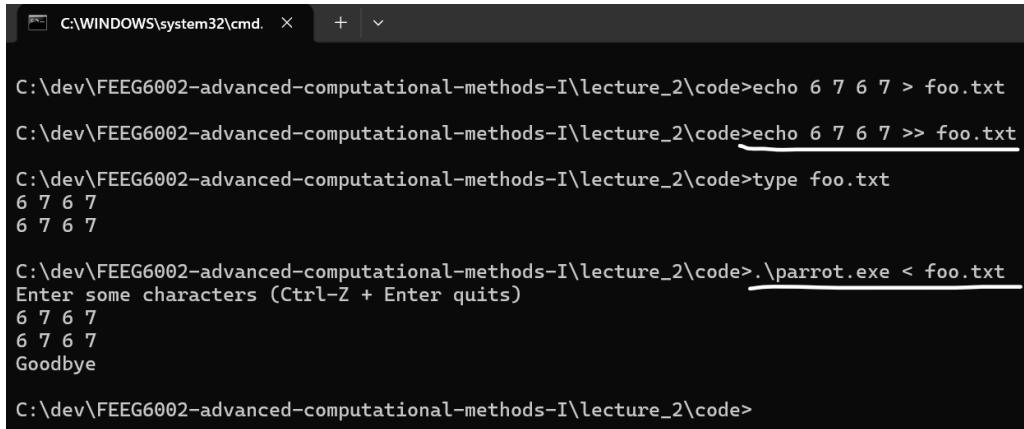
30/12/2025 21:25    <DIR>        .
29/12/2025 20:38    <DIR>        ..
30/12/2025 21:25            10 foo.txt
30/12/2025 21:20            216 parrot.c
30/12/2025 21:20            19,233 parrot.exe
30/12/2025 21:20            2,698 parrot.o
4 File(s)           22,157 bytes
2 Dir(s)          8,385,699,840 bytes free

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>
```

A red circle highlights the file 'foo.txt' in the second 'dir' command's output. A red arrow points from this circle to the '> foo.txt' part of the previous command, indicating the redirection of standard output to a file.

Figure 4: Redirecting terminal **stdout**.

To append to a text file **>>** can be used instead. The **stdin** can also be redirected using the **<** operator, this is shown in **Figure 5**.



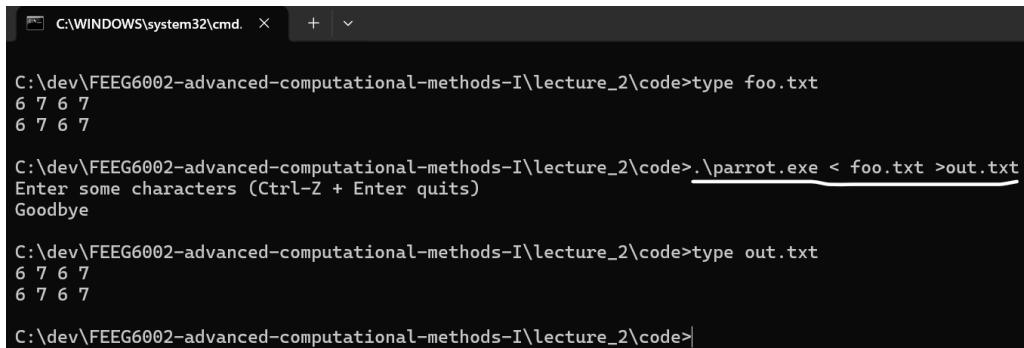
```
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>echo 6 7 6 7 > foo.txt
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>echo 6 7 6 7 >> foo.txt
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>type foo.txt
6 7 6 7
6 7 6 7

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>.\parrot.exe < foo.txt
Enter some characters (Ctrl-Z + Enter quits)
6 7 6 7
6 7 6 7
Goodbye

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>
```

Figure 5: Redirecting terminal **stdin** into a executable file.

The output of the **parrot.exe** can itself be redirected into another text file by utilizing both the **>** command, as shown in **Figure 6**.



```
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>type foo.txt
6 7 6 7
6 7 6 7

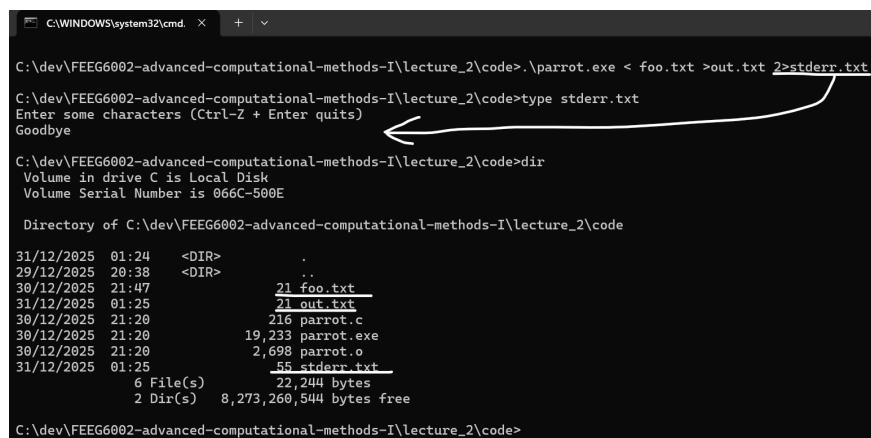
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>.\parrot.exe < foo.txt >out.txt
Enter some characters (Ctrl-Z + Enter quits)
Goodbye

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>type out.txt
6 7 6 7
6 7 6 7

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>
```

Figure 6: Redirecting program **stdout** into a text file.

Note that the **stderr** from the program is still outputted to the shell, this can also be redirected using the **2** file descriptor, this is shown in **Figure 7**.



```
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>.\parrot.exe < foo.txt >out.txt 2>stderr.txt
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>type stderr.txt
Enter some characters (Ctrl-Z + Enter quits)
Goodbye

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>dir
Volume in drive C is Local Disk
Volume Serial Number is 066C-500E

Directory of C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code

31/12/2025 01:24 <DIR> .
29/12/2025 20:38 <DIR> ..
30/12/2025 21:47 21 foo.txt
31/12/2025 01:25 21 out.txt
30/12/2025 21:20 216 parrot.c
30/12/2025 21:20 19,233 parrot.exe
30/12/2025 21:20 2,698 parrot.o
31/12/2025 01:25 55 stderr.txt
               6 File(s)    22,244 bytes
               2 Dir(s)   8,273,260,544 bytes free

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>
```

Figure 7: Redirecting program **stdout** and **stderr** into a text file.

Note that if anything is ever re-routed to **dev\null** then this output is quietly destroyed. Pipes can be used to chain together commands, effectively chaining the **stdout** of one command to the **stdin** of the second command. An example of using pipes to chain together commands is shown in **Figure 8**.

```
C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>dir
Volume in drive C is Local Disk
Volume Serial Number is 066C-500E

Directory of C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code

31/12/2025  01:24    <DIR>        .
29/12/2025  20:38    <DIR>        ..
30/12/2025  21:47            21 foo.txt
31/12/2025  01:25            21 out.txt
30/12/2025  21:20            216 parrot.c
30/12/2025  21:20            19,233 parrot.exe
30/12/2025  21:20            2,698 parrot.o
31/12/2025  01:25            55 stderr.txt
                           6 File(s)   22,244 bytes
                           2 Dir(s)  8,079,667,200 bytes free

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>del foo.txt | del out.txt | del stderr.txt

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>dir
Volume in drive C is Local Disk
Volume Serial Number is 066C-500E

Directory of C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code

31/12/2025  01:34    <DIR>        .
29/12/2025  20:38    <DIR>        ..
30/12/2025  21:20            216 parrot.c
30/12/2025  21:20            19,233 parrot.exe
30/12/2025  21:20            2,698 parrot.o
                           3 File(s)   22,147 bytes
                           2 Dir(s)  8,079,659,008 bytes free

C:\dev\FEEG6002-advanced-computational-methods-I\lecture_2\code>
```

Figure 8: Utilizing pipes in the terminal to chain commands.

## 3. Lecture 3

## 4. Lecture 4

### 4.1. Basic Data Types

There exists 4 key datatypes within C, these are:

- **int** → Integer or a whole number. Uses 4 bytes (32 bits) of memory with 1 sign bit and 31 magnitude bits. Can store numbers in the range of  $-2,147,483,648$  to  $+2,147,483,647$
- **char** → Stores a single character using 1 byte (4 bits). Stores the character as an ASCII code in memory.
- **float** → Stores a decimal number in 4 bytes (32 bits). Called single precision, this allows for 6 - 7 decimal digits and has a range from  $1.175 \times 10^{-38}$  to  $3.402 \times 10^{38}$ .
- **double** → Stores a decimal number in 8 bytes (64 bits). Called double precision, this allows for 15 - 16 decimal digits and has a range from  $2.225 \times 10^{-308}$  to  $1.798 \times 10^{308}$ .
- **bool** → Can be True or False (1 or 0).

### 4.2. Signed, Unsigned, Short and Long Datatypes

**int** and **char** datatypes can be signed or unsigned, by default they are both signed. Declaring an integer as unsigned means it can **only store non-negative values**. This means instead of the range being centered at zero, all bits are used to store the number. For a 32 bit integer, this means the range for this variable is 0 to 4,294,967,295.

An integer can also be defined as **short**, **long** and **long long**, which specify how many bits are used to store the number. The number of bits for each type as well as their maximum ranges are show in **Table 2**.

Keyword	Windows Size	Linux/macOS Size	Signed	Unsigned Range
short	16-bit	16-bit	$\pm 32k$	0 - 65k
int	32-bit	32-bit	$\pm 2.1B$	0 - 4.2B
long	32-bit	64-bit	varies	varies
long long	64-bit	64-bit	$\pm 9e18$	0 - 1.8e19

Table 2: Integer type sizes and ranges

### 4.3. Using `printf` to Print Variables

The `printf` command can be used to print out all of the variable types perviously mentioned. On top of this, formatting can also be used to print specific outputs. An example code which shows this is shown in **Figure 9**.

```

1 # include <stdio.h>
2
3 int main(void) {
4     int var1 = -42;
5     unsigned int var2 = 142;
6     float var3 = 3.14;
7     double var4 = 3.1428;
8     char var5[] = "Hello World";
9
10    printf("Printing int var1=%d\n", var1);
11    printf("Printing unsigned int var2=%u\n", var2);
12    printf("Printing float var3=%f\n", var3);
13    printf("Printing double var4=%f\n", var4);
14    printf("Printing double in scientific notation
15        var4=%e\n", var4);
16    printf("Printing char[] var5=%s\n", var5);
17    return 0;
18 }
```

C C:\>.\printing\_data\_types.exe

1 Printing int var1=-42  
2 Printing unsigned int var2=142  
3 Printing float var3=3.140000  
4 Printing double var4=3.142800  
5 Printing double in scientific notation var4=3.142800e+000  
6 Printing char[] var5>Hello World

Figure 9: C code which assigns each variable type and prints it.

Further formatting can be achieved by using specific formatters, this is shown in **Figure 10**.

```

1 #include <stdio.h>
2
3 int main(void) {
4
5     double pi = 3.1415926535897931;
6
7     printf("As a standard float representation:
8         pi=%f\n", pi);
9     printf("In exponential notation: pi=%e\n", pi);
10    printf("Whichever of the above two is shorter:
11        pi=%g\n", pi);
12    printf("Request 10 digits overall: pi=%10f\n", pi);
13    printf("With 3 postdecimal digits: pi=%10.3f\n",
14        pi);
15    printf("12 postdecimal digits: pi=%12.12f\n", pi);
16
17    return 0;
18 }
```

C C:\>.\printing\_data\_types.exe

1 As a standard float representation:  
pi=3.141593  
2 In exponential notation:  
pi=3.141593e+000  
3 Whichever of the above two is shorter:  
pi=3.14159  
4 Request 10 digits overall: pi= 3.141593  
5 With 3 postdecimal digits: pi= 3.142  
6 12 postdecimal digits: pi=3.141592653590

Figure 10: C code which customizes the output of **printf** using formatting flags.

A summary of which formatters are used with specific datatype is shown below:

- **%d & %i** → Signed **int**, **short**, **char**s.
- **%ld & %li** → Signed **long** integers.
- **%f** → Floating point representation of **double** or **float**.
- **%e** → Exponential notation of **double** or **float**.
- **%g** → **f** or **e** depending on which is shorter.
- **%s** → Arrays of characters (**char**, **char[1]**).
- **%u** → Unsigned integers (unsigned **int**, **short**, **char**).
- **%<n1>.<n2>f** → **n1** overall digits and **n2** decimal digits (This can result in whitespace).

#### 4.4. Using **scanf**

The **scanf** command is useful for allowing the user to input a value which can then be saved as a variable, an example program which takes a character and integer input is shown in **Figure 11**.

The figure shows a terminal window with two panes. The left pane contains the C code for a program that reads an integer and a character from standard input. The right pane shows the terminal session where the user runs the program, inputs the values, and sees the output.

Line	Content
1	#include <stdio.h>
2	
3	int main(void)
4	{
5	int inputted_num;
6	char inputted_char;
7	
8	printf("Enter an integer.\n");
9	scanf("%d", &inputted_num);
10	printf("Inputted number = %d\n", inputted_num);
11	
12	printf("Enter a character.\n");
13	scanf(" %c", &inputted_char);
14	printf("Inputted character = %c\n", inputted_char);
15	
16	return 0;
17	}

Terminal Session:

```
C:\> \scanf_example.exe
1 Enter an integer.
2 67
3 Inputted number = 67
4 Enter a character.
5 B
6 Inputted character =
7 B
```

Figure 11: C code which uses **scanf** to take in a user input.

Note that for this code to run a space is required in line 13 before **%c** as the **\n** from the previous line effects it. Furthermore, the **&** refers to the memory address of the variable, not its value.

#### 4.5. Conditional Statements in C

**if-else** and **if-else if-else** statements can be used to run a specific block of code when a condition is met. There are two types of conditions that can be specified within a conditional, these are **relational operators** and **logical operators**. These can be combined together to form composite statements, all of these operators are shown below:

- **Relational operators:**
- **a==b** → a equal to b
- **a!=b** → a not equal to b
- **a>b** → a greater than b
- **a<b** → a less than b
- **a>=b** → a greater than or equal to b
- **a<=b** → a less than or equal to b

- **Logical operators:**
- **&&** → logical AND
- **||** → logical OR
- **!** → logical NOT

An example code that uses composite statements using multiple operators is shown in **Figure 12**.



```

1 #include <stdio.h>
2
3 int main(void)
4 {
5     int user_input;
6
7     printf("Enter an integer.\n");
8     scanf(" %d", &user_input);
9
10    if (user_input > -10 && user_input < 0) {
11        printf("Input is between -10 and
12            0\n");
13    } else if (user_input == 5) {
14        printf("Input is 5\n");
15    } else {
16        printf("The input is: %d\n",
17               user_input);
18    }
19 }
```

C:\>. \conditional\_statements.exe  
1 Enter an integer.  
2 5  
3 5  
4 Input is 5  
C:\>. \conditional\_statements.exe  
5 Enter an integer.  
6 -7  
7 -7  
8 Input is between -10 and 0  
C:\>. \conditional\_statements.exe  
9 Enter an integer.  
10 52  
11 52  
12 The input is: 52

Figure 12: C code which uses conditional statements.

## 5. Lecture 5

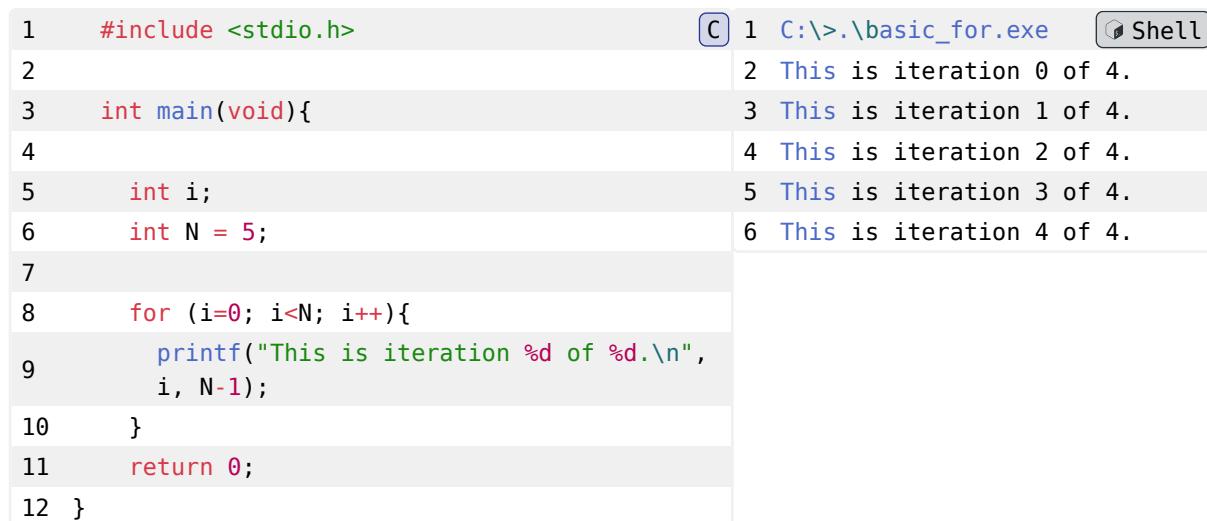
START OF WEEK 3

### 5.1. For Loop

A for loop in C requires three input conditions, these are:

- **Initialization** → An expression that is executed once at the start of the loop, often used to initialize a counter variable.
- **Condition** → An expression that is checked before every iteration. If the condition is true, the loop executes, if false, then the loop stops.
- **Update** → An expression applied after each iteration of the loop. It typically increments or updates the loop variable.

Some basic code which utilizes a for loop is shown in **Figure 13**. Note that **i++** is equivalent to **i = i + 1**.



```

1 #include <stdio.h>
2
3 int main(void){
4
5     int i;
6     int N = 5;
7
8     for (i=0; i<N; i++){
9         printf("This is iteration %d of %d.\n",
10            i, N-1);
11    }
12    return 0;
13 }
```

C 1 C:\>.\basic\_for.exe Shell

2	This is iteration 0 of 4.
3	This is iteration 1 of 4.
4	This is iteration 2 of 4.
5	This is iteration 3 of 4.
6	This is iteration 4 of 4.

Figure 13: C code which uses a for loop.

Note that using **++i** ≠ **i++**. Consider the code shown in **Figure 14**.



```

1 #include <stdio.h>
2
3 int main(void) {
4     int a = 5;
5     int b = 5;
6
7     printf("++a (pre-increment): value = %d\n", ++a);
8     printf("b++ (post-increment): value = %d\n", b++);
9     printf("b after post-increment = %d\n", b);
10    return 0;
11 }
```

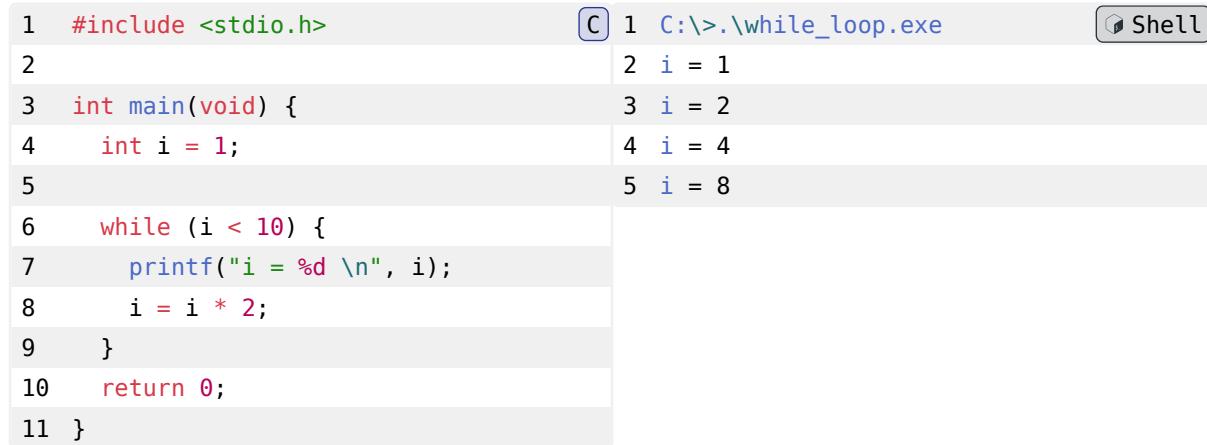
C 1 C:\>.\pre\_post\_increment Shell

2	++a (pre-increment): value = 6
3	b++ (post-increment): value = 5
4	b after post-increment = 6

Figure 14: C code which uses a for loop.

## 5.2. While Loop

A while loop will iterate as long as a defined condition is not met. Note that there is a risk of infinite looping if the condition is never met. An example of a while loop in C is shown in **Figure 15**.



The figure shows a terminal window with the following content:

```
1 #include <stdio.h>
2
3 int main(void) {
4     int i = 1;
5
6     while (i < 10) {
7         printf("i = %d \n", i);
8         i = i * 2;
9     }
10    return 0;
11 }
```

Output:

```
1 C:\>.\while_loop.exe
2 i = 1
3 i = 2
4 i = 4
5 i = 8
```

Figure 15: C code which uses a while loop.

Typically a **for loop** is used when the **number of iterations is known**. On the other hand, a **while loop** when the number of iterations is unknown but there is some sort of **criteria or tolerance** that can be built into a condition.

## 5.3. Buffering

The standard output **stdout** is often buffered, meaning it stores the output data in a buffer and writes it out all at once. The standard error **stderr** is typically unbuffered, which means error messages appear immediately.

## 6. Lecture 6

### 6.1. How Computers Store numbers

A computer stores numbers or data in bits, which can either be 1 or 0. A bit is the smallest unit of data, chaining multiple bits together yields the following:

- **1 bit**
- **1 byte** = 8 bits
- **1 kilobyte** =  $10^3$  bytes (kb)
- **1 megabyte** =  $10^6$  bytes (Mb)
- **1 gigabyte** =  $10^9$  bytes (Gb)

Integer numbers can be converted to bits (binary) by expanding power of 2 using **Eq. 1**.

$$D = \sum_{i=0}^{8-1} b_i 2^i \quad (1)$$

Where  $b_i$  is either 0 or 1 and  $i$  is the number of bits. For example if  $D = 13$  then the 8 bit binary representation of this number is  $00001101_2$ . Negative numbers can be represented by using a **sign bit**, which is where the most significant bit represents the sign of the number.

An **unsigned 8 bit integer** can range from 0 ( $00000000_2$ ) to 255 ( $11111111_2$ ). A **signed 8 bit integer** can range from  $-128$  ( $10000000_2$ ) to 127 ( $11111111_2$ ).

### 6.2. Data Type Limits

As was stated in **Table 2**, there are limits for the size of each data type. These can be calculated using **Eq. 1** but can also be displayed by C itself, as shown in **Figure 16**.

```

1 #include <limits.h> /* limits for integers */
2 #include <float.h> /* limits for floats */
3 #include <stdio.h>
4
5 int main(void) {
6     printf("    CHAR_MIN = %12d\n", CHAR_MIN);
7     printf("    CHAR_MAX = %12d\n", CHAR_MAX);
8     printf("    SHRT_MIN = %12d\n", SHRT_MIN);
9     printf("    SHRT_MAX = %12d\n", SHRT_MAX);
10    printf("    INT_MIN = %12d\n", INT_MIN);
11    printf("    INT_MAX = %12d\n", INT_MAX);
12    printf("    LONG_MIN = %12ld\n", LONG_MIN);
13    printf("    LONG_MAX = %12ld\n", LONG_MAX);
14    printf("    FLT_MIN = %12e\n", FLT_MIN);
15    printf("    FLT_MAX = %12e\n", FLT_MAX);
16    printf("    DBL_MIN = %12e\n", DBL_MIN);
17    printf("    DBL_MAX = %12e\n", DBL_MAX);
18    return 0;
19 }
```

Figure 16: C code which displays the maximum value limits of datatypes.

### 6.3. Floating Point numbers

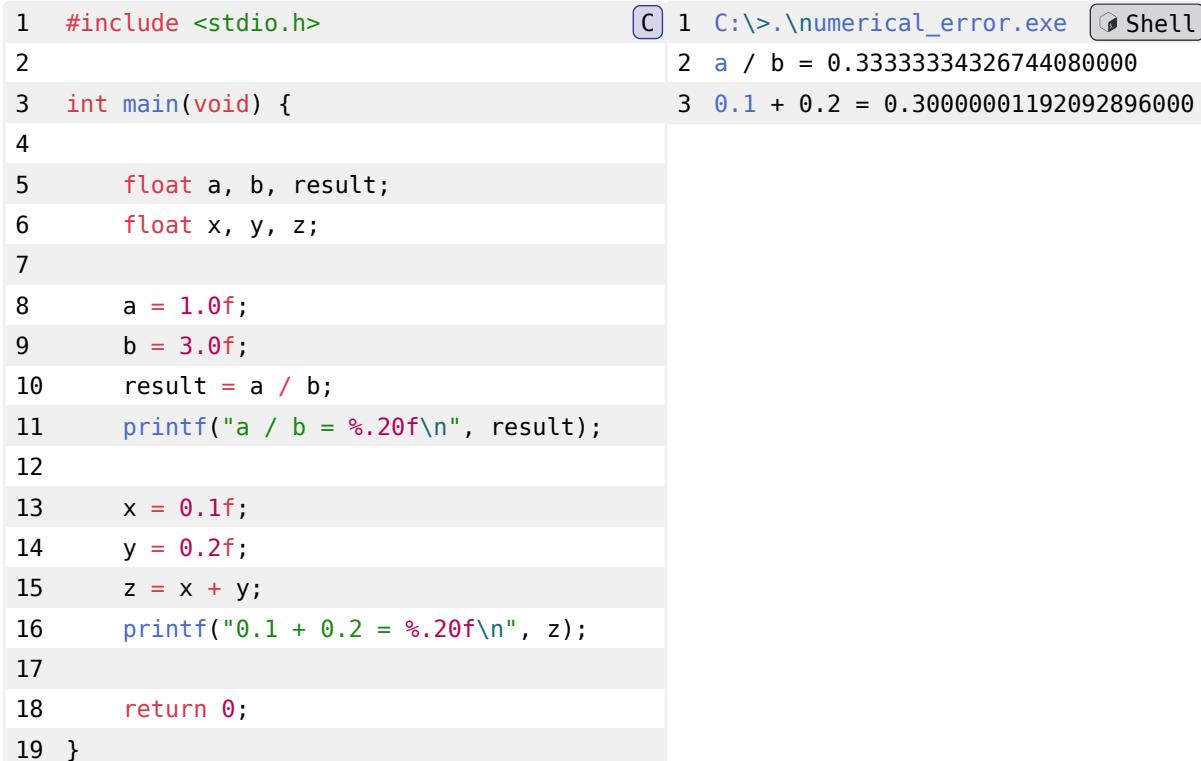
Computers can store decimal numbers using floating point representation, the general form of a floating point number is shown in **Eq. 2**.

$$x = a \cdot 10^b \quad (2)$$

Where **a** → mantissa and **b** → exponent. Assuming 32bit precision, and adhering to the IEEE 754 standard, the bits are assigned as follows:

- **1 sign bit.**
- **8 bits for the exponent** representing the powers of 2, with a bias of 127.
- **23 bits for the mantissa** representing the significant digits of the number.

The issue with representing numbers in this way is that **real numbers can only be represented with finite precision**. Often simple division will leave a very small error which can accumulate in a iterative program, **Figure 17** depicts this.



The figure shows a terminal window with the following content:

```
1 #include <stdio.h>
2
3 int main(void) {
4
5     float a, b, result;
6     float x, y, z;
7
8     a = 1.0f;
9     b = 3.0f;
10    result = a / b;
11    printf("a / b = %.20f\n", result);
12
13    x = 0.1f;
14    y = 0.2f;
15    z = x + y;
16    printf("0.1 + 0.2 = %.20f\n", z);
17
18    return 0;
19 }
```

Output:

```
C 1 C:\>.\numerical_error.exe Shell
2 a / b = 0.33333334326744080000
3 0.1 + 0.2 = 0.30000001192092896000
```

Figure 17: C code which depicts the numerical instability with floating point numbers.

### 6.4. Integer Division

Often integer division in C will truncate decimal places, to combat this the variables must be cast as a float or double either before or during the division, this is shown in **Figure 18**.

```

1 #include <stdio.h>
2
3 int main(void) {
4
5     int a=10; int b=3; double c;
6
7     c = (double) b/a; /*HERE*/
8     printf("a=%d, b=%d, c=%f\n", a, b, c);
9
10    return 0;
11 }

```

C C:\>. \integer\_division.exe Shell  
2 a=10.000000, b=3.000000, c=0.30000

Figure 18: C code which depicts correct integer division.

## 6.5. Functions in C

Instead of writing sections of code again and again, functions can be used to compartmentalize the code and then these functions can be easily called over and over again. There are four main parts of a function, these are:

- **return type** → Specifies what kind of value the function returns. It can be any valid C data type like **int**, **float**, **char**, etc. If a function does not return anything, its return type is **void**.
- **function name** → This is the identifier for the function. The name is used to call the function later in the program.
- **parameters** → Functions can take inputs, known as parameters or arguments, which are passed to the function when it is called. These parameters are declared inside parentheses () .
- **function body** → the code inside the function that performs the task is written within curly braces {}.
- **return** → if the function has a return type other than **void**, it must return a value using the return statement.

An example of a function is shown in **Figure 19**

```

1 #include <stdio.h>
2
3 int power(int base, int n) {
4     /* power: raise base to the n-th
5        power; n >= 0 */
6     int i, p;
7
8     p = 1;
9     for (i = 1; i <= n; ++i) {
10         p = p * base;

```

C C:\>. \function\_example.exe Shell  
2 0 1 1  
3 1 2 -3  
4 2 4 9  
5 3 8 -27  
6 4 16 81  
7 5 32 -24

```

11     }
12
13     return p;
14 }
15
16 int main(void) {
17
18     int i;
19
20     for (i = 0; i < 6; ++i) {
21         printf("%2d %6d %6d\n", i,
22                power(2, i), power(-3, i));
23     }
24
25     return 0;
}

```

Figure 19: C code which depicts an example of a function.

Instead of the structure shown in **Figure 19**, a function can instead be initialized before its call, this is called a **functions prototype**, the prototype for the function in **Figure 19** is `int power(int base, int n);`. Prototypes are what is used by header files.

Whenever a variable is passed into a function, a copy of that variables contents are used, not the variable itself.

## 6.6. Symbolic Constants and Types

Symbolic constants and types can be defined at the top of C code and allow for creation of constants which are the same throughout the code. This is achieved by using `#` which in C signifies a process the pre-processor must do. An example of these are shown in **Figure 20**.

<pre> 1 #include &lt;stdio.h&gt; 2 #include &lt;math.h&gt; /* include math-header 3          for sqrt-function */ 4 5 #define N 10    /* total number of lines 6          in table */ 7 8 #define a 1.0   /* starting with x=a */ 9 10 MYINT main(void) { 11     /* print table of N square roots 12        sqrt(x) for x in [a,b] */ 13 14     double x; /* being used in for-loop 15      */ </pre>	<span style="font-size: 2em;">C</span> 1 C:\>. <span style="font-size: 1.5em;">\symbolic_things.exe</span> Shell 2 sqrt(1.000000) = 1.000000 3 sqrt(2.000000) = 1.414214 4 sqrt(3.000000) = 1.732051 5 sqrt(4.000000) = 2.000000 6 sqrt(5.000000) = 2.236068 7 sqrt(6.000000) = 2.449490 8 sqrt(7.000000) = 2.645751 9 sqrt(8.000000) = 2.828427 10 sqrt(9.000000) = 3.000000 11 sqrt(10.000000) = 3.16227
---	---

```
14     MYINT i;      /* iteration counter for
15     for-loop */
16     for (i = 0; i < N; i++) {
17         x = a + i * (b - a) / (N - 1); /* *
18         compute x */
19         /* compute sqrt(x) and print
20         result */
20         printf(" sqrt(%f) = %f\n", x,
21             sqrt(x));
21     }
22
23     return 0;
24 }
```

Figure 20: C code which depicts use of symbolic constants.

## 7. Lecture 7

START OF WEEK 4

### 7.1. Arrays

Arrays allow for storing multiple values within one organized structure. An example of some code which utilizes an array is shown in **Figure 21**.

```

1 #include <stdio.h>
2
3 #define N 5
4
5 int main(void) {
6
7     int numbers[N]; /* Declare an array
8     of size 5 */
9     int i, n;
10    int sum = 0;
11    float average;
12
13    /* Prompt the user to input values
14     into the array */
15    printf("Enter %d numbers:\n", N);
16    for (i = 0; i < N; i++) {
17        printf("Number %d: ", i + 1);
18        scanf("%d", &n);
19        numbers[i] = n;
20
21        for (i = 0; i < N; i++) { /* sum of
22         the array elements */
23            sum += numbers[i];
24
25            average = (double) sum / N; /* */
26            printf("Sum of the array elements:
27             %d\n", sum);
28            printf("Average of the array
29             elements: %.2f\n", average);
30    }

```

C 1 C:\>.\arrays\_example Shell

2 Enter 5 numbers:  
3 Number 1: 1  
4 Number 2: 2  
5 Number 3: 3  
6 Number 4: 4  
7 Number 5: 5  
8 Sum of the array elements: 15  
9 Average of the array elements: 3.0

Figure 21: C code which depicts use of arrays.

When arrays are initialized with the syntax shown in **Figure 21**, this is referred to as the **static definition** of the array. The length of the array is immutable and the memory allocated for the array is fixed.

## 7.2. Strings

Strings are essentially just an array of characters. There are two ways to define a string, the first is to define an empty character array and then populate it as shown in **Figure 22**. Note that `\0` is appended at the end, this signifies to C that this is a string and not just an array of characters, allowing it to be printed.



```

1 #include <stdio.h>
2
3 /* demonstrate string termination */
4 int main(void) {
5     char a[10];
6
7     a[0] = 'h';
8     a[1] = 'e';
9     a[2] = 'l';
10    a[3] = 'l';
11    a[4] = 'o';
12    a[5] = '\n';
13    a[6] = '\0';
14
15    printf("%s", a);
16
17    return 0;
18 }
```

Figure 22: C code which manually constructs a string.

Another way of creating a string is by defining it at creation of the variable. In this way the length of the string does not need to be explicitly defined as it is implied by the length of the text. Furthermore the `\0` is also not needed, an example of this is shown in **Figure 23**.



```

1 #include <stdio.h>
2
3 /* demonstrate string termination I */
4 int main(void) {
5     char s[] = "hello\n";
6     int i;
7
8     printf("%s", s);
9     for (i = 0; i < 7; i++)
10         printf("s[%d]='%c'=%d\n", i,
11               s[i], s[i]);
12 }
```

```
12     return 0;  
13 }
```

Figure 23: C code which ‘automatically’ creates a string.

Note that in the output of **Figure 23**, the new line character which is the 5th character in the string is printed and the output is put onto a new line.

### 7.3. String Manipulation

There is a standard library in C that can be used to do string manipulation, this is called **<string.h>**. It has within it the following functions:

- **strlen()** → Get the length of the string (excluding the null character).
- **strcpy()** → Copy one string to another.
- **strcat()** → Concatenate (append) two strings.
- **strcmp()** → Compare two strings.

An example C code which utilizes these functions is shown in **Figure 24**.

1 #include <stdio.h>	C	1 .\string_manip.exe
2 #include <string.h>		2 Length of s1 = 5
3		3 Length of s2 = 5
4 int main(void) {		4 After strcpy, copy = hello
5		5 After strcat, s1 = hello world
6     char s1[50] = "hello";		6 s1 comes BEFORE s2 in dictionary
7     char s2[50] = "world";		order
8     char copy[50];		
9     int cmp;		
10		
11     /* strlen */		
12     printf("Length of s1 = %lu\n",		
13         (unsigned long) strlen(s1));		
14		
15     /* strcpy */		
16     strcpy(copy, s1);		
17     printf("After strcpy, copy = %s\n",		
18         copy);		
19		
20     /* strcat */		
21     strcat(s1, " ");    /* add a space */		
22     strcat(s1, s2);    /* append "world"		
23		
24     /* strcmp */		

```
25     cmp = strcmp(s1, s2);
26     if (cmp == 0) {
27         printf("s1 and s2 are equal\n");
28     } else if (cmp < 0) {
29         printf("s1 comes BEFORE s2 in
30             dictionary order\n");
31     } else {
32         printf("s1 comes AFTER s2 in
33             dictionary order\n");
34     }
35 }
```

Figure 24: C code which uses functions from the **string.h** library to manipulate strings.

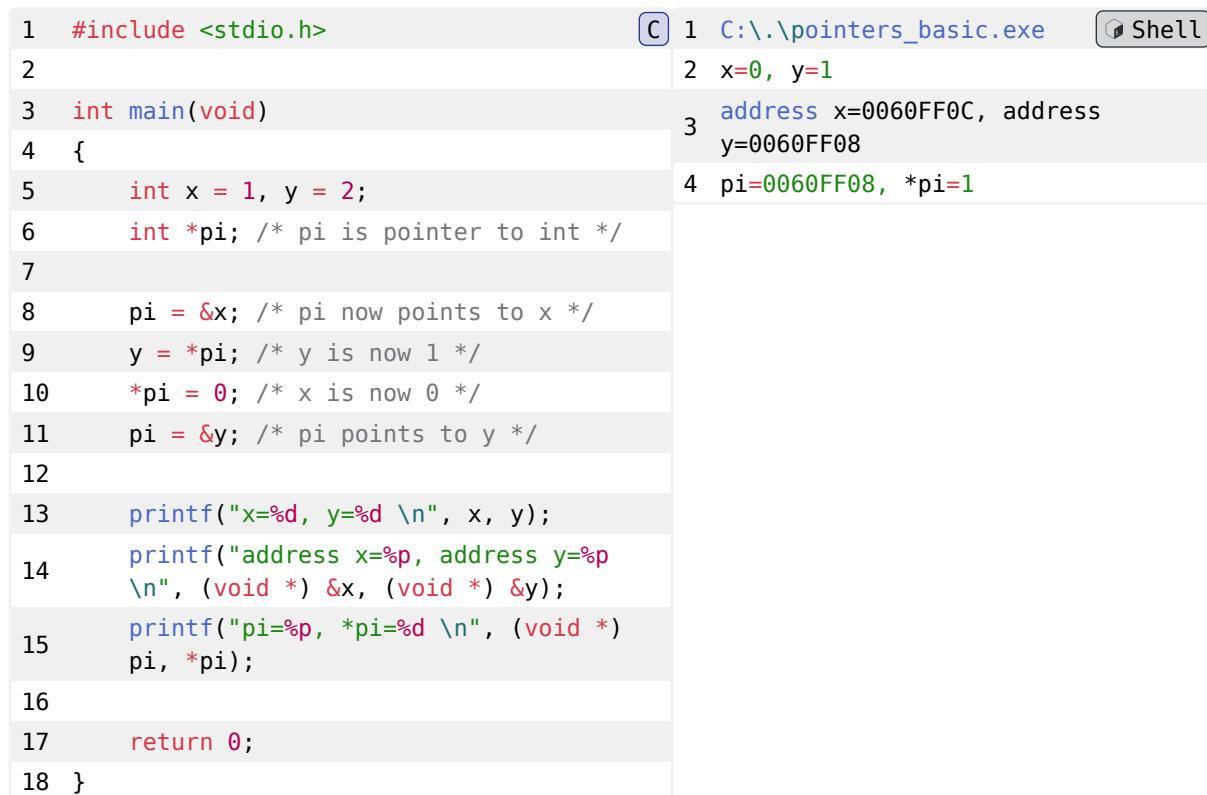
## 8. Lecture 8

### 8.1. Pointers

Pointers are one of the most powerful concepts within C. The following syntax can be used for pointers:

- **int \*p;** → Initialize the pointer.
- **p = &c** → The pointer now holds the memory address of of **c**. We say **p points to c**.
- **y = \*p** → The variable **y** now contains the value of the address that the pointer was pointing to (effectively **y = c**).
- **\*p = 0** → The variable linked to the memory address of the pointer is now set to 0.

An example showing how pointers work is shown in **Figure 25**.



```

1  #include <stdio.h>
2
3  int main(void)
4  {
5      int x = 1, y = 2;
6      int *pi; /* pi is pointer to int */
7
8      pi = &x; /* pi now points to x */
9      y = *pi; /* y is now 1 */
10     *pi = 0; /* x is now 0 */
11     pi = &y; /* pi points to y */
12
13     printf("x=%d, y=%d \n", x, y);
14     printf("address x=%p, address y=%p
15 \n", (void *) &x, (void *) &y);
16     printf("pi=%p, *pi=%d \n", (void *)
17 pi, *pi);
18 }
```

<pre> 1  #include &lt;stdio.h&gt; 2 3  int main(void) 4  { 5      int x = 1, y = 2; 6      int *pi; /* pi is pointer to int */ 7 8      pi = &amp;x; /* pi now points to x */ 9      y = *pi; /* y is now 1 */ 10     *pi = 0; /* x is now 0 */ 11     pi = &amp;y; /* pi points to y */ 12 13     printf("x=%d, y=%d \n", x, y); 14     printf("address x=%p, address y=%p 15 \n", (void *) &amp;x, (void *) &amp;y); 16     printf("pi=%p, *pi=%d \n", (void *) 17 pi, *pi); 18 }</pre>	<pre> C 1 C:\.\pointers_basic.exe Shell 2 x=0, y=1 3 address x=0060FF0C, address y=0060FF08 4 pi=0060FF08, *pi=1</pre>
---	--

Figure 25: C code which illustrates the basic principles of pointers.

Note that in **Figure 25**, the **printf** statements use a unique syntax. The **%p** formatter is used to print memory addresses, however **(void \*)** is required as **%p** expects a generic pointer type. **void** is essentially stripping the type of the pointer to make it generic.

### 8.2. Swapping Variables

Suppose that we wanted to create a function to swap the value of two variables. An initial attempt at this function is shown in **Figure 26** which does not use pointers.

```

1 #include <stdio.h>
2
3 void swap(int x, int y) {
4     int tmp;
5
6     tmp = x;
7     x = y;
8     y = tmp;
9 }
10
11 int main(void) {
12     int a = 1, b = 2;
13
14     printf("Before swap a=%d, b=%d\n", a, b);
15     swap(a, b);
16     printf("After swap a=%d, b=%d\n", a, b);
17
18     return 0;
19 }
```

C:\.\incorrect\_swap.exe  
 2 Before swap a=1, b=2  
 3 After swap a=1, b=2

Figure 26: C code which incorrectly attempts to swap the value of two variables.

Because the variables are passed by value, swapping their copies over does not change over the original values. Instead pointers can be used to correctly switch over the two variables within the function using their memory addresses. This is shown in **Figure 27**.

```

1 #include <stdio.h>
2
3 void swap(int *px, int *py) {
4     int tmp;
5
6     tmp = *px;
7     *px = *py;
8     *py = tmp;
9 }
10
11 int main(void) {
12     int a = 1, b = 2;
13
14     printf("Before swap a=%d, b=%d\n", a, b);
15     swap(&a, &b);
16     printf("After swap a=%d, b=%d\n", a, b);
17
18     return 0;
19 }
```

C:\.\incorrect\_swap.exe  
 2 Before swap a=1, b=2  
 3 After swap a=2, b=1

Figure 27: C code which correctly swaps the value of two variables.

## 9. Lecture 9

START OF WEEK 5

### 9.1. Pointers and Arrays

Pointers and arrays are strongly linked together. Consider an array of 10 elements called **a** (`int a[10]`). If an integer pointer is defined `int *pa` and then told to point to the memory address of the first element in the array `pa = &a[0]` (equivalent to `pa = a` as `a` is a pointer to the first object anyways) then adding 1 to `pa` will move to the next element in the array. This happens regardless to the datatype used, that many bits of memory area always moved when adding an integer.

Whenever an array is passed into a function , a copy of the array is not sent to the function. Instead a pointer to the first element of the array is passed, meaning the following two lines are equivalent.

- `void print_array(int a[], int n);`
- `void print_array(int *a, int n);`

### 9.2. SizEOF Function

The **sizeof** operator is used to return the length of a datatype in bytes. This function is included in the standard input output library and is crucial for structs and dynamic memory allocation. An example usecase for this variable is shown in **Figure 28**.

datatype	sizeof value
<code>sizeof(char)</code>	1
<code>sizeof(short)</code>	2
<code>sizeof(int)</code>	4
<code>sizeof(long)</code>	4
<code>sizeof(float)</code>	4
<code>sizeof(double)</code>	8
<code>sizeof(double *)</code>	4
<code>sizeof(char*)</code>	4
<code>sizeof(FILE*)</code>	4

```

1 #include <stdio.h>
2
3 int main(void) {
4
5     printf("sizeof(char) = %d\n", (int) sizeof(char));
6     printf("sizeof(short) = %d\n", (int) sizeof(short
7         int));
8     printf("sizeof(int) = %d\n", (int) sizeof(int));
9     printf("sizeof(long) = %d\n", (int) sizeof(long
10        int));
11    printf("sizeof(float) = %d\n", (int)
12        sizeof(float));
13    printf("sizeof(double) = %d\n", (int)
14        sizeof(double));
15    printf("sizeof(double *) = %d\n", (int)
16        sizeof(double *));
17    printf("sizeof(char*) = %d\n", (int) sizeof(char
18        *));
19    printf("sizeof(FILE*) = %d\n", (int) sizeof(FILE
20        *));
21
22    return 0;
23 }
```

Figure 28: C code which utilizes the **sizeof** operator to display the length of the datatypes.

### 9.3. Dynamic Memory

So far the memory allocation that has been used is static, meaning that once it has been allocated it cannot be changed. However there also exists dynamic memory, some of the key differences between the two memory allocations are shown in **Table 3**.

Feature	Static	Dynamic
Allocation	Automatic	Manual ( <code>malloc</code> )
Speed	Very fast	Slower
Size	Small	Large
Lifetime	Function scope	Until <code>free()</code>
Control	Compiler	Programmer

Table 3: Static vs Dynamic memory allocation.

As shown in **Table 3**, dynamic memory must be manually allocated and freed by the programmer within the code. Not doing this will result in memory leaks, if this is forgotten in a loop, then all of the memory of the heap can be allocated. Whenever dynamic memory allocation is used, a conditional is required to assess if there is any space left on the heap before allocation. Some example code using dynamic memory allocation is shown below **Figure 29**.



```

1 #include <stdio.h>
2 #include <stdlib.h> /* provides malloc */
3
4 int main(void) {
5     int *pi;
6
7     pi = (int *)malloc(sizeof(int));
8     if (pi == NULL) {
9         printf("ERROR: Out of memory\n");
10    return 1;
11 }
12
13 *pi = 5;
14 printf("%d\n", *pi);
15
16 free((void *)pi);
17
18 return 0;
19 }
```

Figure 29: C code which utilizes dynamic memory allocation.

Note that on line 7 of **Figure 29**, the type of pointer for the `malloc` command must be casted, that is because `malloc` on its own returns a void pointer type.

## 10. Lecture 10

### 10.1. Intro to Structs

Often there is a need to group pieces of data together which may not have the same datatype. In this case a struct can be used to group variables together, a basic example of a struct is shown in **Figure 30**.

```
1 #include <stdio.h>
2
3 struct person {
4     int age;
5     double height;
6     double weight;
7 };
8
9 int main(void) {
10     struct person BillyBob = {34, 1.93, 85.0};
11     return 0;
12 }
```

C

Figure 30: C code which depicts a basic struct.

### 10.2. Optimizing Struct Memory Usage

Struct memory usage can be optimized by ordering the variables in increasing levels of alignment. On a 64bit system, 8 bytes are used per memory address. This means depending on the ordering of the struct, the total memory used can be different. Take the following example struct shown in **Figure 31**.

```
1 struct bad {
2     char c;      /* 1 byte */
3     double d;    /* 8 byte */
4     int i;       /* 4 byte*/
5 };             /* Total struct size: 24 byte */
```

C

Figure 31: C code which depicts a bad struct.

Because **char** is at the top of the struct it is assigned first. **double** is assigned next but, because it is bigger than the remaining bytes on that line it is assigned on a new line of memory. **int** is then next assigned on another new line, meaning three total lines of memory are used, adding up to 24 bytes. An optimized struct is shown in **Figure 32**.

```
1 struct good {
2     double d;    /* 8 byte */
3     int i;       /* 4 byte*/
4     char c;      /* 1 byte */
5 };             /* Total struct size: 16 byte */
```

C

Figure 32: C code which depicts a good struct.

In **Figure 32**, the variables are ordered from most to least alignment, meaning that the **char** and **int** can be on the same line of memory, meaning this struct takes up 8 less bytes of memory.

### 10.3. Passing Structs into Functions and Accessing Members

Specific variables of a struct can be accessed using **.<member-name>** after the name of the struct. Note that if this is then printed, the **correct formatter** must also be used. An example of this is shown in **Figure 33**.

```
1 #include <stdio.h>
2
3 struct person {
4     int age;
5     double height;
6     double weight;
7     char name[10];
8 }
9
10 void printDetails(struct person A) {
11     printf("The age is %d.\n", A.age);
12     printf("The height is %.1f.\n", A.height);
13     printf("The weight is %.1f.\n", A.weight);
14     printf("The name is %s.\n", A.name);
15 }
16
17 int main(void) {
18     struct person BillyBob = {34, 1.93, 85.0,
19     "BillyBob"};
20     struct person Lollipop = {10, 1.5, 40, "Lollipop"};
21     printDetails(BillyBob);
22     printf("\n");
23     printDetails(Lollipop);
24
25     return 0;
26 }
```

C	Shell
1	C:\.\pass_struct_function
2	The age is 34.
3	The height is 1.9.
4	The weight is 85.0.
5	The name is BillyBob.
6	
7	The age is 10.
8	The height is 1.5.
9	The weight is 40.0.
10	The name is Lollipop

Figure 33: C code which passes a struct into a function and access its members.

### 10.4. Custom Struct Functions

It is possible to define complex behavior for structs via object-level programming. An example where a struct is defined for a complex number and then a custom add function is then defined is shown in **Figure 34**.

```

1 #include <stdio.h>
2
3 /* structure declaration */
4 struct complex {
5     double re;
6     double im;
7 };
8
9 /* definition of function add */
10 struct complex add(struct complex a, struct complex b)
11 {
12     struct complex c;
13
14     c.re = a.re + b.re;
15     c.im = a.im + b.im;
16
17     return c;
18 }
19 int main(void) {
20     struct complex v = {1.0, 0.0}; /* initialise
21     structures by providing */
22     struct complex u = {0.0, 1.0}; /* a list of
23     initialisers */
24     struct complex w;
25
26     w = add(v, u); /* sum v and u, return the sum as w
27 */
28
29     printf("%f + %fj\n", w.re, w.im);
30
31     return 0;
32 }
```

Figure 34: C code which defines a custom struct function

### 10.5. Using **typedef**

The custom struct function defined in **Figure 34**, the syntax is a bit cumbersome to use. To combat this, the **typedef** function can be used instead, the same struct and function that were in **Figure 34** are defined using **typedef** in **Figure 35**.

```

1 #include <stdio.h>
2
3 /* structure declaration using typedef */
4 typedef struct {
5     double re;
6     double im;
```

```
7 } complex;
8
9 /* definition of function add */
10 complex add(complex a, complex b) {
11     complex c;
12     c.re = a.re + b.re;
13     c.im = a.im + b.im;
14
15     return c;
16 }
17
18 int main(void) {
19
20     complex v = {1.0, 0.0}; /* initialise structures
by providing */
21     complex u = {0.0, 1.0}; /* a list of initialisers
*/
22     complex w;
23
24     w = add(v, u); /* sum v and u and return as w */
25
26     printf("%f + %fj\n", w.re, w.im);
27
28     return 0;
29 }
```

Figure 35: C code which defines a custom struct function using **typedef**.

