

Programming in C

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About the Course

These course notes were originally based on:

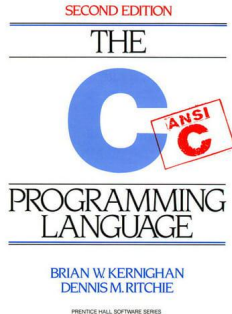
C By Dissection (3rd edition)

Al Kelley and Ira Pohl

because I liked arrays being taught late(r). I've since changed my mind a little & have re-jigged the notes quite heavily for this year.

Resources

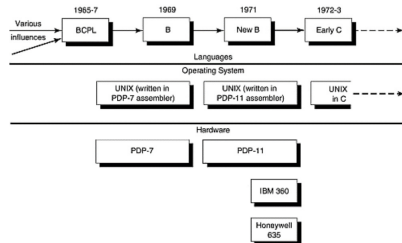
- ▶ Free : https://en.wikibooks.org/wiki/C_Programming
- ▶ A list of more : <https://www.linuxlinks.com/excellent-free-books-learn-c/>
- ▶ Whatever you use, make sure it's **ANSI C** or **C99** that's being taught, not something else e.g. C11 or C++.
- ▶ If you fall in love with C and know you're going to use it for the rest of your life, the reference 'bible' is K&R 2nd edition. It's not a textbook for those new to programming, though.



Computer Science Ethos

- ▶ Talk to your friends, ask for help, work together.
- ▶ Never pass off another persons work as your own.
- ▶ Do not pass work to others - either on paper or electronically - even after the submission deadline.
- ▶ If someone takes your code and submits it, we need to investigate where it originated - all students involved will be part of this.
- ▶ Don't place your code on publicly accessible sites e.g. github - other students may have extensions etc.

History of C



From **Deep C Secrets** by Peter Van Der Linden

- ▶ BCPL - Martin Richards
- ▶ B - Ken Thomson 1970
- ▶ Both of above are *typeless*.
- ▶ C - Dennis Ritchie 1972 designed for (& implemented on) a UNIX system.
- ▶ K&R C (Kernighan and Ritchie) 1978
- ▶ ANSI C
- ▶ C99 (COMSM1201)
- ▶ C++ - Object Oriented Programming (OOP)
- ▶ Java (Subset of C++, WWW enabled).

Why C ?

- ▶ One of the most commonly used programming languages according to <https://www.tiobe.com/tiobe-index/> - usually in 1st or 2nd place.
- ▶ Low-level (c.f. Java)
- ▶ Doesn't hide nitty-gritty
- ▶ Fast ?
- ▶ Large parts common to Java

Programming and Software Engineering

- ▶ Was traditionally Lectured 2(or 3) hours a week for weeks 1-12
- ▶ With COVID-19 I'll post the equivalent online, broken into manageable chunks
- ▶ Programming (C), data structures, algorithms - searching, sorting, string processing, trees etc.

Assessment

- ▶ Weekly (unmarked) exercises that, if completed, should ensure you are able to pass the unit.
- ▶ Approximately three/four assignments and one lab test.
- ▶ One major project due in early TB2 (35%).
- ▶ Hard to gauge timings, so don't make any plans in advance - I'll change it if we're going too fast.

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