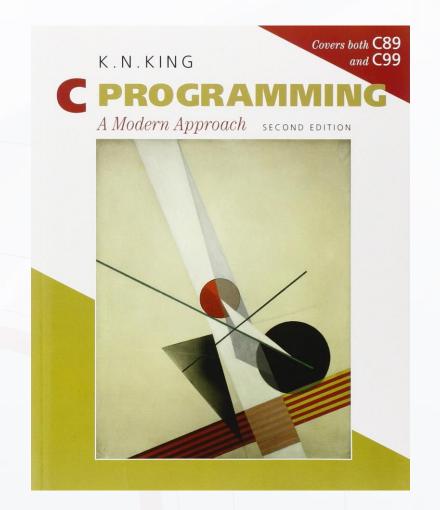
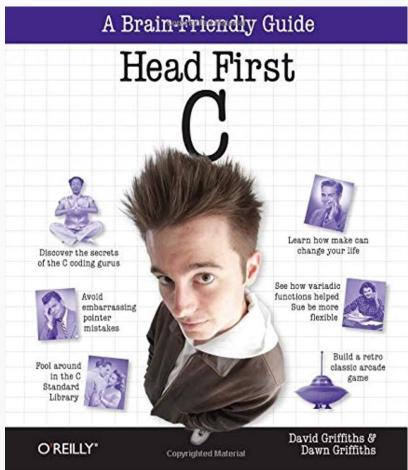
## CS 111 Introduction to C Programming

Instructor: Wei Hong (MAE)
Lab: Jiawei Huang (EE)

TA: TBD

#### About the course





#### Office Hours:

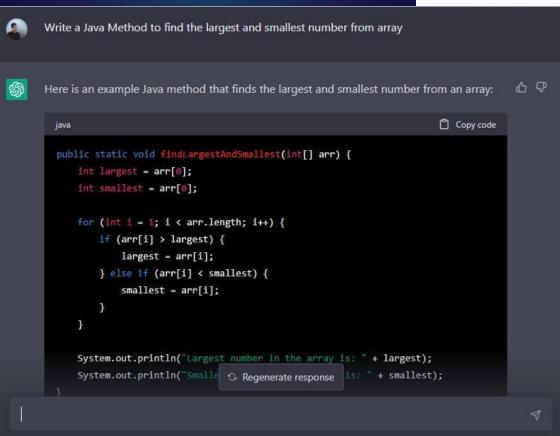
4:00-5:30 Tue 303 SUSTech Center (1008 N. Eng. Bldg.)

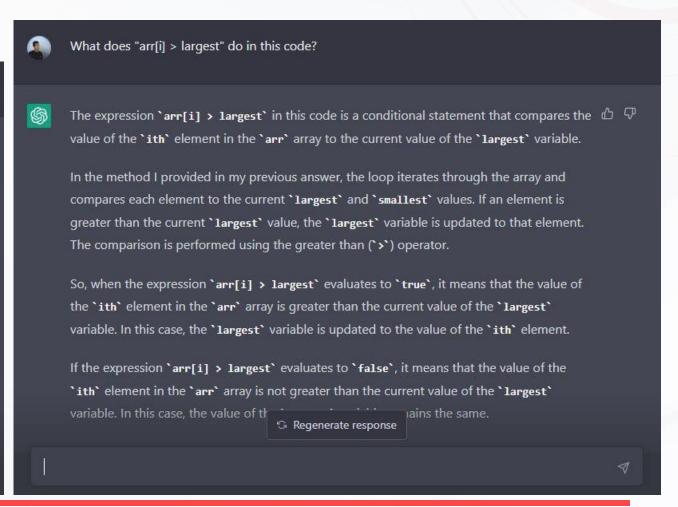
#### **Credit Distribution:**

- In-class performance /quizzes – 10%
- Homework/projects- 50%
- Final Exam 40%



#### **ChatGPT knows coding**

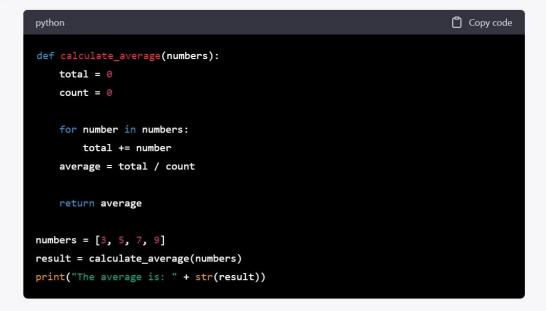




#### **ChatGPT can debug**



Sure, here's an example of buggy Python code with some flaws:



This code has a few flaws:

- The `count` variable is never incremented, so its value is always 0. As a result, the
   `average` variable will be assigned a value of `NaN` (Not a Number) because dividing by
   zero is not a valid operation.
- 2. The `print()` function call tries to concatenate a string and a number, which is not a valid operation. We need to convert the result to a string using the `str()` function before concatenating it with the rest of the string.
- 3. The `calculate\_average()` function does not handle the case where the `numbers` parameter is an empty list. In this case, dividing by zero will also result in a `NaN` value.

To fix these issues, we can modify the code as follows:

```
Copy code
python
def calculate_average(numbers):
   total = 0
   count = len(numbers)
   if count == 0:
       return None
   for number in numbers:
       total += number
   average = total / count
   return average
numbers = [3, 5, 7, 9]
result = calculate_average(numbers)
if result is not None:
   print("The average is: " + str(result))
   print("The list is empty.")
```

In this fixed version of the code, we:

- Initialize `count` to the length of the `numbers` list, so we can properly calculate the average.
- 2. Check if `count` is zero, and return Regenerate response forming the invalid division. This



6 P

# Then why do we have to learn programming?

#### **ChatGPT makes mistakes**

which are usually hard to tell



用Python写个解挠曲方程 (d4w/dx4=f(x), x∈(0, 1), 边界条件为w=d2w/dx2=0) 的有限差分程序



以下是使用有限差分的 Python 代码来解决挠曲方程:

```
Copy code
import numpy as np
def beam_bending(f, N):
   h = 1.0/(N+1) # grid size
   x = h*np.arange(1, N+1) # grid points
   # Stiffness matrix
   A = (2 + h^{**2})*np.eye(N) - np.eye(N, k=1) - np.eye(N, k=-1)
   # Right-hand side vector
   b = h^{**2*np.array}([f(xi) for xi in x])
   # Impose boundary conditions
   b[0] -= 0
   b[-1] -= 0
   A[-1,-2] = 0
   A[-1,-1] = 1
   # Solve linear system
   w = np.linalg.solve(A, b)
   return w
```

#### 使用方法:

```
python

def f(x):
    return np.sin(np.pi*x)

N = 10 # number of grid points
w = beam_bending(f, N) # solve the equation
```

## How to master programming?

Practice

#### Programing languages are also languages

Examples of grammatically correct but senseless sentences

Examples of syntactically correct but semantically undefined codes

Colorless green ideas sleep furiously.

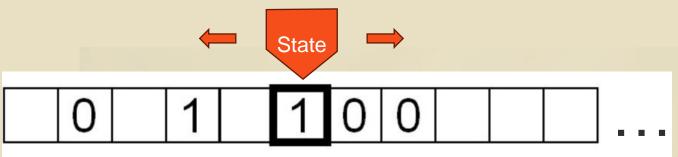
John is a married bachelor.

complex \*p = NULL;
complex abs\_p = sqrt(\*p >> 4 + p->im);

#### Syntax & Semantics

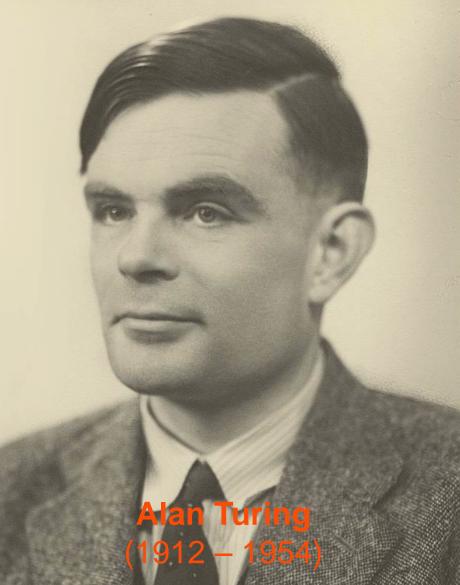
Chomsky, Noam (September 1956). "Three Models for the Description of Language". *IRE Transactions on Information Theory.* **2** (3): 113–124.

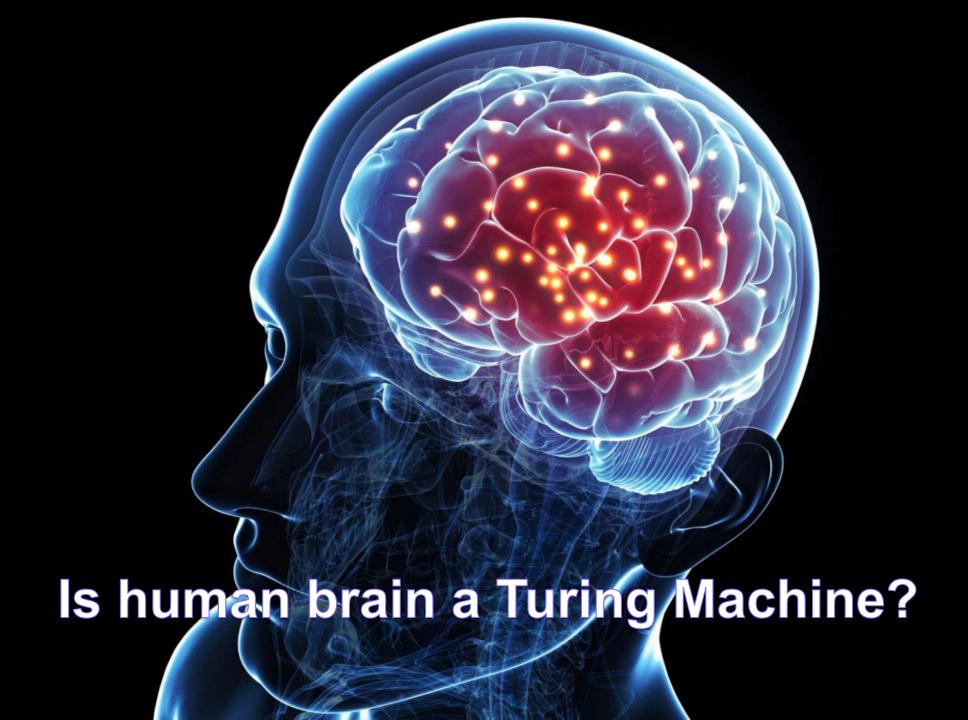
#### The Turing Machine



#### Example of a "program" for the Turing Machine

State	Symbol Read	Write Instruction	Move Instruction	Next State
State 0	Blank	Write 'Blank'	Move tape right	State 1
	0	Write '0'	Move tape left	State 0
	1	Write '1'	Move tape left	State 0
State 1	Blank	Write '1'	Move tape left	State 2
	0	Write '1'	Move tape right	State 2
	1	Write '0'	Move tape right	State 1
State 2	Blank	Write 'Blank'	Move tape right	Stop State
	0	Write '0'	Move tape left	State 2
	1	Write '1'	Move tape left	State 2

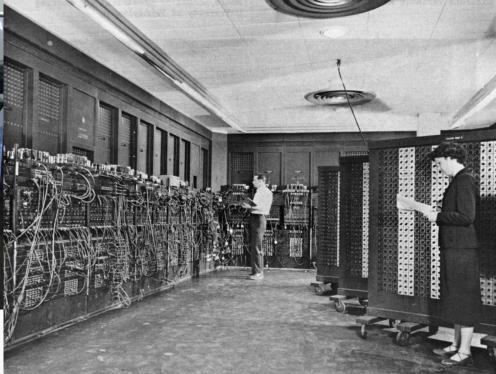




### ATANASOFF—BERRY COMPUTER The Atreas of Early Digital Computer Unity Jose Barr Princes and flowy Computer analysis of extraord flowy Compu



Atanasoff–Berry computer (ABC) the first automatic electronic digital computer, 1942 Non-programmable, non-Turing-complete



ENIAC (Electronic Numerical Integrator and Computer) the first programmable, electronic, general-purpose digital computer, completed in 1945.

Cost: \$487,000 (~\$6,600,000 in 2022)



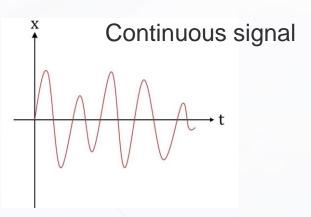
EDVAC (Electronic Discrete Variable Automatic Computer), 1949

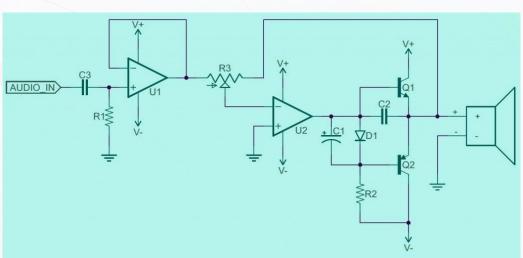
Binary, stored-program computer Cost: \$500,000

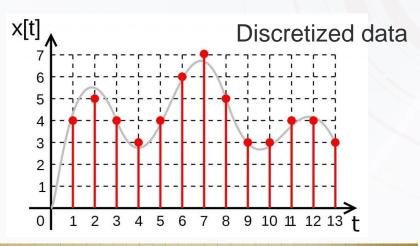
#### **Analog**

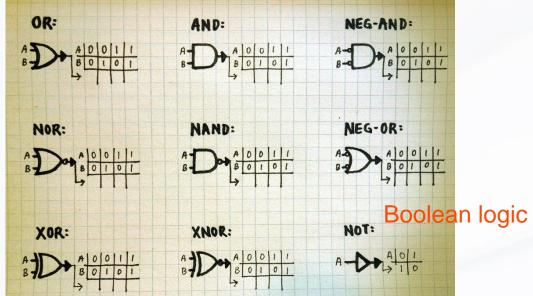
#### VS.

#### **Digital**









#### Digital computers use binary numbers

#### **Decimal Number System**

$$10^2 = 100 \quad 10^1 = 10 \quad 10^0 = 1$$

Five hundred seventy

eight

#### **Binary Number System**

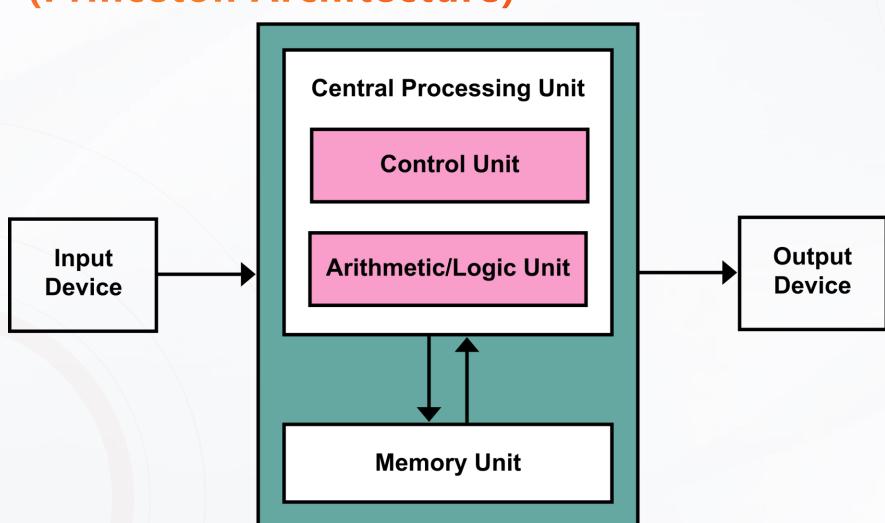
$$2^{3} = 8$$
  $2^{2} = 4$   $2^{1} = 2$   $2^{0} = 1$ 

$$2^{0} = 1$$

13

Hexadecimal: 0x0D

### Von Neumann Architecture (Princeton Architecture)

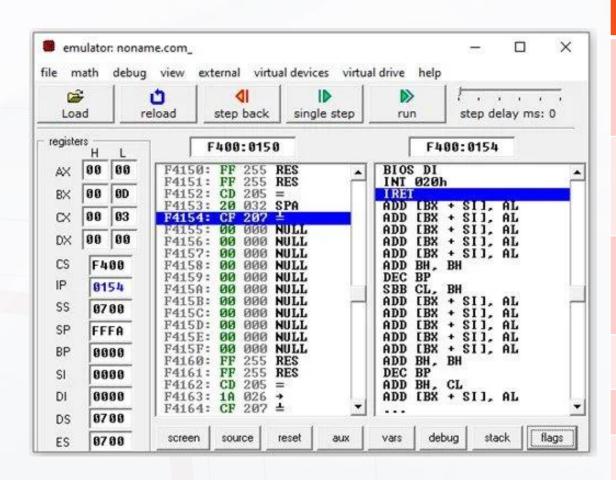




John von Neumann (1903-1957)

The First Draft of a Report on the EDVAC, John von Neumann (1945)

#### Machine code & Assembly language

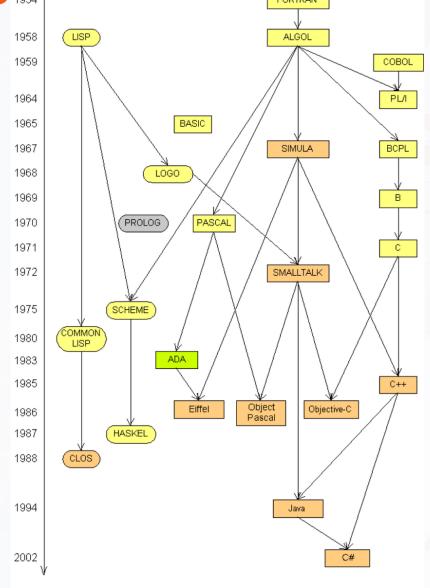


#### **8086/8088 instructions**

Instruction	Meaning	Opcode
ADD	Add	0x000x05, 0x80/00x81/0, 0x82/00x83/0 (since 80186)
ADC	Add with carry	0x100x15, 0x800x81/2, 0x820x83/2 (since 80186)
AND	Logical and	0x200x25, 0x800x81/4, 0x820x83/4 (since 80186)
JMP	Jump	0xE90xEB, 0xFF/4, 0xFF/5
MOV	Move	0xA00xA3
MUL	Unsigned multiply	0xF7/4, 0xF6/4
SUB	Subtraction	0x280x2D, 0x800x81/5, 0x820x83/5 (since 80186)

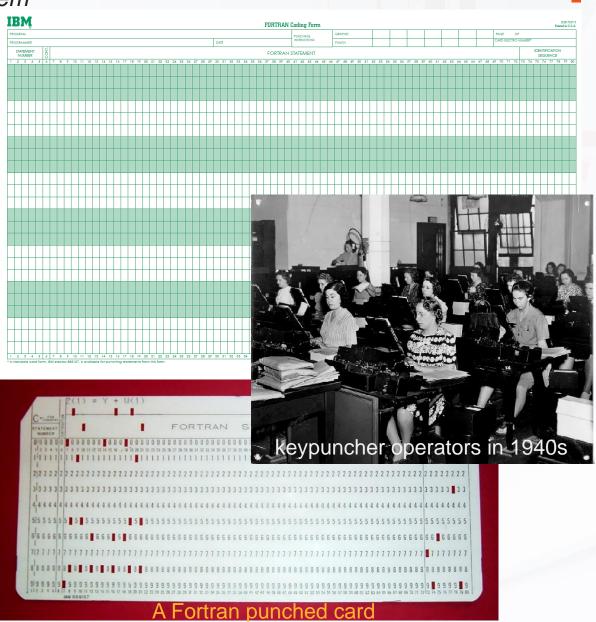
High level programming languages





#### FORTRAN FORmula TRANslating System

```
C AREA OF A TRIANGLE WITH A STANDARD SOUARE ROOT FUNCTION
C INPUT - TAPE READER UNIT 5, INTEGER INPUT
C OUTPUT - LINE PRINTER UNIT 6, REAL OUTPUT
C INPUT ERROR DISPLAY ERROR OUTPUT CODE 1 IN JOB CONTROL LISTING
      READ INPUT TAPE 5, 501, IA, IB, IC
 501 FORMAT (3I5)
C IA, IB, AND IC MAY NOT BE NEGATIVE OR ZERO
C FURTHERMORE, THE SUM OF TWO SIDES OF A TRIANGLE
C MUST BE GREATER THAN THE THIRD SIDE, SO WE CHECK FOR THAT, TOO
     IF (IA) 777, 777, 701
 701 IF (IB) 777, 777, 702
 702 IF (IC) 777, 777, 703
 703 IF (IA+IB-IC) 777, 777, 704
 704 IF (IA+IC-IB) 777, 777, 705
 705 IF (IB+IC-IA) 777, 777, 799
 777 STOP 1
C USING HERON'S FORMULA WE CALCULATE THE
C AREA OF THE TRIANGLE
 799 S = FLOATF (IA + IB + IC) / 2.0
      AREA = SQRTF( S * (S - FLOATF(IA)) * (S - FLOATF(IB)) *
          (S - FLOATF(IC)))
     WRITE OUTPUT TAPE 6, 601, IA, IB, IC, AREA
  601 FORMAT (4H A= ,I5,5H B= ,I5,5H C= ,I5,8H AREA= ,F10.2,
             13H SQUARE UNITS)
     +
      STOP
      END
```



#### The B (Bell Lab) language

```
/* The following program will calculate the constant e-2 to about
   4000 decimal digits, and print it 50 characters to the line in
   groups of 5 characters. The method is simple output conversion
   of the expansion
     1/2! + 1/3! + \dots = .111...
   where the bases of the digits are 2, 3, 4, . . . */
main() {
    extrn putchar, n, v;
    auto i, c, col, a;
    i = col = 0:
    while(i<n)
        v[i++] = 1;
    while(col<2*n) {</pre>
        a = n+1;
        c = i = 0;
        while (i<n) {
            c =+ v[i] *10;
            v[i++] = c%a;
            c =/ a--;
        putchar(c+'0');
        if(!(++col%5))
            putchar(col%50?' ': '*n');
    putchar('*n*n');
v[2000];
n 2000;
```

#### The C language

```
* This line basically imports the "stdio" header file, part of
     * the standard library. It provides input and output functionality
     * to the program.
   #include <stdio.h>
     * Function (method) declaration. This outputs "Hello, world\n" to
     * standard output when invoked.
11
12 void sayHello(void) {
        // printf() in C outputs the specified text (with optional
13
        // formatting options) when invoked.
14
        printf("Hello, world!\n");
15
17
    * This is a "main function". The compiled program will run the code
     * defined here.
20
21
22 int main(void)
24
        // Invoke the sayHello() function.
        sayHello();
25
        return 0;
```

"B and the old old C were very very similar languages except for all the types" - Ken Thompson in Users' reference to B

#### Standardization/development of C

- K&R C
  - Described in Kernighan and Ritchie, The C Programming Language (1978)
  - De facto standard
- C89/C90
  - ANSI standard X3.159-1989 (completed in 1988; formally approved in December 1989)
  - International standard ISO/IEC 9899:1990
- C99
  - International standard ISO/IEC 9899:1999
  - Incorporates changes from Amendment 1 (1995)
- C11
  - International standard ISO/IEC 9899:2011
  - Incorporates features already supported by common contemporary compilers, and includes a
    detailed memory model to better support multi-thread execution
- C17
  - International standard ISO/IEC 9899:2018
  - Fixes numerous minor defects without introducing new features
- To be superseded by C23 (ISO/IEC 9899:2023) in 2024

The differences between the different versions aren't huge, and the compilers are usually backward compatible.

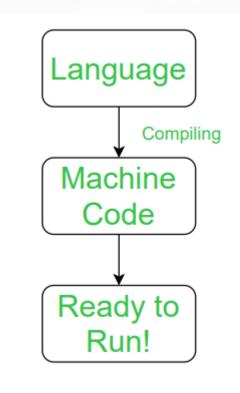
#### **Decedents of C**

- C++ includes all the features of C, but adds classes and other features to support object-oriented programming.
- Java is based on C++ and therefore inherits many C features.
- C# is a more recent language derived from C++ and Java.
- Perl has adopted many of the features of C.

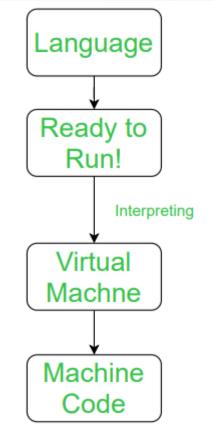
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#### **Compiled Language**

- Faster
- Closer to OS
- Platform dependent
- Steeper learning curves
- Difficult to debug / modify



**Interpreted Language** 



- Cross-platform
- Run directly
- Usually easier
- Run-time debugging
- Slower
- Source code visible to user

e.g. Fortran, C, C++, C#, COBOL, Rust...

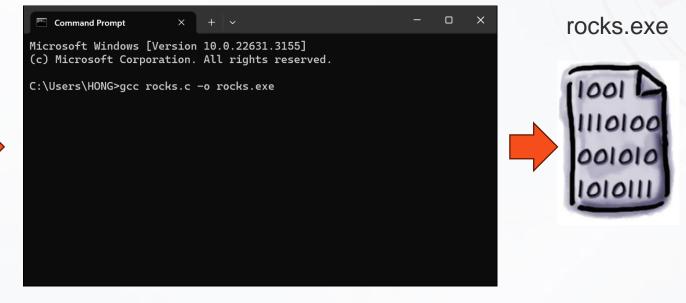
e.g. Python, matlab, Java script, PHP, BASIC...

VS.

#### The way C works

rocks.c

```
#include <stdio.h>
int main()
{
    puts("C Rocks!");
    return 0;
}
```



#### Source

Edit a source file (with a file name ending by .c)

Compile (& Link)

## Executable A file containing machine codes, ending by .exe in Windows.