

# CS100 Lecture 10

## C Summary

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# C Summary

# Types

Types are fundamental to any program: They tell us what our data mean and what operations we can perform on those data.

C is a **statically-typed** language: The type of every expression (except those involving VLAs) is known at **compile-time**.

# Arithmetic types

signed  
char

unsigned  
char

char

bool

(signed)  
short (int)

unsigned  
short (int)

char8\_t

float

signed / int /  
signed int

unsigned (int)

char16\_t

double

(signed) long (int)

unsigned long (int)

char32\_t

long double

(signed) long long (int)

unsigned long long (int)

wchar\_t

# Arithmetic types

- `1 == sizeof(char) <= sizeof(short) <= sizeof(int) <= sizeof(long) <= sizeof(long long)`
- `sizeof(signed T) == sizeof(unsigned T)` for every `T ∈ { char, short, int, long, long long }`
- `short` and `int` are at least 16 bits. `long` is at least 32 bits. `long long` is at least 64 bits.
- Range of signed types:  $[-2^N, 2^N - 1]$ . Range of unsigned types:  $[0, 2^N - 1]$ .
- Whether `char` is signed or not is **implementation-defined**.
- Signed integer overflow is **undefined behavior**.
- Unsigned arithmetic **never overflows**: It is performed modulo  $2^N$ , where  $N$  is the number of bits of that type.

# Pointer types

PointeeType \*

- For  $T \neq U$ ,  $T *$  and  $U *$  are **different types**.
- The value of a pointer of type  $T *$  is **the address of** an object of type  $T$ .
- **Null pointer**: The pointer holding the **null pointer value**, which is a special value indicating that the pointer is "pointing nowhere".
  - A null pointer can be obtained from `NULL`.
- `&var` returns the address of `var`. The return type is pointer to the type of `var`.
- Only when a pointer is actually pointing to an object is it **dereferenceable**.
- `*ptr`, where `ptr` is not dereferenceable, is **undefined behavior**.

# Array types

`ElemType [N]`

- `T [N]`, `U [N]` and `T [M]` are **different types** for `T`  $\neq$  `U` and `N`  $\neq$  `M`.
- `N` should be compile-time constant. Otherwise it is a VLA.
- Valid index range:  $[0, N)$ . Subscript out of range is **undefined behavior**.
- Decay: `a`  $\rightarrow$  `&a[0]`, `T [N]`  $\rightarrow$  `T *`.

Pointer to array: `T (*)[N]`. Array of pointers: `T *[N]`.



## struct types

A special data type consisting of a sequence of **members**.

- The type name is `struct StructName` .
- $\text{sizeof}(\text{struct } X) \geq \sum_{\text{member} \in X} \text{sizeof}(\text{member})$

# Variables

Declare a variable: `Type varName`

- `ElemType varName[N]` for array type `ElemType[N]` .
- `T (*varName)[N]` for pointer to array type `T (*)[N]` .

Initialize a variable: `= initializer`

- Brace-enclosed list initializer for arrays and `struct s: = { ... } .`
- Designators for arrays: `= {[3] = 5, [7] = 4}`
- Designators for `struct s: = {.mem1 = x, .mem2 = y} .`

# Initialization

If a variable is declared without explicit initializer:

- For global or local `static` variables, they are **empty-initialized**:
  - `0` for integer types,
  - `+0.0` for floating-point types,
  - null pointer value for pointer types.
- For local non-`static` variables, they are **uninitialized**, holding indeterminate values.

These rules apply recursively to the elements of arrays and the members of `struct` s.

Any use of the value of an uninitialized variable is **undefined behavior**.

# Scopes and name lookup

```
int add(int x, int y) {  
    return x + y;  
}
```

```
int square(int x) {  
    return x * x;  
}
```

```
int main(void) {  
    int x; scanf("%d", &x);  
    printf("%d\n", square(x));  
    if (x == 42) {  
        int x = 35;  
        printf("%d\n", square(square(x)));  
    }  
    for (int x = 1; x <= 10; ++x)  
        printf("%d\n", square(x + 1));  
    return 0;  
}
```

# Expressions

Expressions = operators + operands.

- Operator precedence, associativity, and evaluation order of operands
  - `f() + g() * h()`, `f() - g() + h()`
- The only four operators whose operands have deterministic evaluation order:
  - `&&` and `||` : short-circuit evaluation
  - `?:`
  - `,` (not in a function call or in an initializer list)

# Expressions

- If the evaluation order of **A** and **B** is unspecified, and if
  - both **A** and **B** contain a write to an object, or
  - one of them contains a write to an object, and the other one contains a read to that object

then the behavior is undefined.

# Arithmetic operators

`+`, `-`, `*`, `/`, `%`

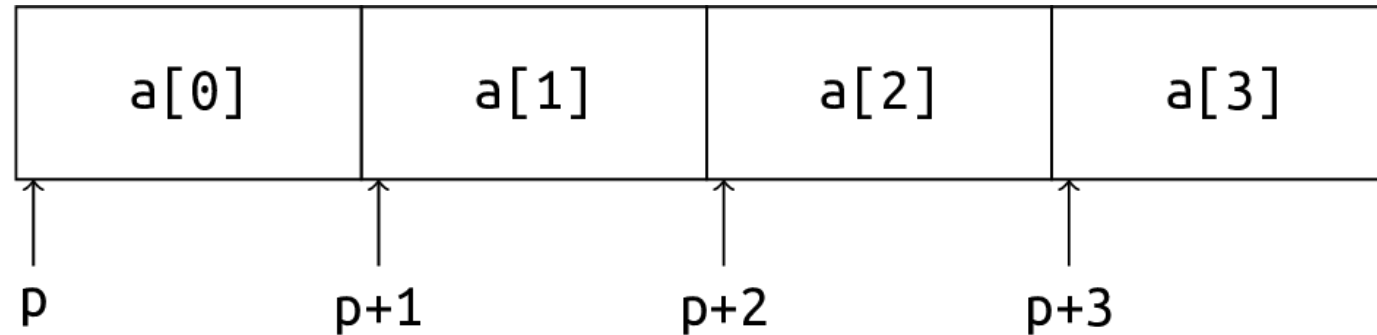
- Division: truncated towards zero.
- Remainder: `(a / b) * b + (a % b) == a` always holds.
- For `+`, `-`, `*` and `/`, the operands undergo a series of type conversions to a common type.

Bitwise operators: `~`, `&`, `|`, `^`, `<<`, `>>`

Compound assignment operators: `a op= b` is equivalent to `a = a op b`.

**Be careful with signed overflows.**

# Pointer arithmetic



- Pointer arithmetic: `p++`, `++p`, `p--`, `--p`, `p + i`, `i + p`, `p - i`, `p += i`, `p -= i`, `p1 - p2`.
- Pointer arithmetic uses the units of the pointed-to type.
  - `p + i == (char *)p + i * sizeof(*p)`
- Pointer arithmetic must be performed within an array (including its past-the-end position), otherwise **the behavior is undefined**.



# Operators

`++`, `--`

- `++a` and `--a` returns the value of `a` after incrementation/decrementation.
- `a++` and `a--` returns the original value of `a`.

`<`, `<=`, `>`, `>=`, `==`, `!=`

- The operands undergo a series of type conversions to a common type before comparison.

# Operators

Member access: `obj.member` .

Member access through pointer: `ptr->member` , which is equivalent to `(*ptr).member` .

- `.` has higher precedence than `*` , so the parentheses around `*ptr` are necessary.

# Control flow

- `if (cond) stmt`
- `if (cond) stmt1 else stmt2`
- `for (init_expr; cond; inc_expr) stmt`
- `while (cond) stmt`
- `do stmt while (cond);`
- `switch (integral_expr) { ... }`
- `break` and `continue`

# Functions

Function declaration: `RetType funcName(Parameters);`

- Parameter names are not necessary, but types are required.
- A function can be declared multiple times.

Function definition: `RetType funcName(Parameters) { functionBody }`

- A function can be defined only once.

# Functions

- Argument passing:
  - Use the argument to initialize the parameter.
  - The semantic is **copy**.
  - **Decay** always happens: One can never declare an array parameter.

# The `main` function

Entry point of the program (after initialization of all global and local `static` variables).

One of the following signatures:

- `int main(void) { ... }`
- `int main(int argc, char **argv) { ... }`, for passing command-line arguments.
- `/* another implementation-defined signature */`

Return value: `0` to indicate that the program exits successfully.

# Standard library

- IO library `<stdio.h>`: `scanf`, `printf`, `fgets`, `puts`, `putchar`, `getchar`, ...
- String library `<string.h>`: `strlen`, `strcpy`, `strcmp`, `strchr`, ...
- Character classification `<ctype.h>`: `isdigit`, `isalpha`, `tolower`, ...
- `<stdlib.h>`: Several general-purpose functions: `malloc` / `free`, `rand`, ...
- `<limits.h>`: Defines macros like `INT_MAX` that describe the limits of built-in types.
- `<math.h>`: Mathematical functions like `sqrt`, `sin`, `acos`, `exp`, ...

## Example: Vector

A "vector" in linear algebra:

$$\mathbf{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}.$$

It consists of two things: A sequence of  $n$  numbers, and its dimension  $n$ .



## Example: **Vector**

```
struct Vector {  
    double *entries;  
    size_t dimension;  
};
```

Do not name them with **x** and **n** !

**[Best practice]** Use meaningful names in programs.

# Creation and destruction

```
struct Vector create_vector(size_t n) {  
    return (struct Vector){.entries = calloc(n, sizeof(double)),  
                           .dimension = n};  
}  
void destroy_vector(struct Vector *vec) {  
    free(vec->entries);  
    // Do we need to free(vec)?  
}
```

Usage:

```
struct Vector v = create_vector(10);  
// some operations ...  
destroy_vector(&v);
```

## "Deep copy" of `Vector`

The default copy semantics of `Vector` is not satisfactory:

```
struct Vector v = something();  
struct Vector u = v;
```

Now `u->entries` and `v->entries` point to the same memory block!

```
destroy_vector(&u);  
destroy_vector(&v); // undefined behavior: double free!
```

## "Deep copy" of Vector

```
void vector_assign(struct Vector *to, const struct Vector *from) {  
    to->entries = malloc(from->dimension * sizeof(double));  
    memcpy(to->entries, from->entries, from->dimension * sizeof(double));  
    to->dimension = from->dimension;  
}
```

Is this correct?

## "Deep copy" of Vector

free the memory block that is not used anymore!

```
void vector_assign(struct Vector *to, const struct Vector *from) {  
    free(to->entries); // Don't forget this!!  
    to->entries = malloc(from->dimension * sizeof(double));  
    memcpy(to->entries, from->entries, from->dimension * sizeof(double));  
    to->dimension = from->dimension;  
}
```

Is this correct?

## "Deep copy" of Vector

```
void vector_assign(struct Vector *to, const struct Vector *from) {  
    free(to->entries); // Don't forget this!!  
    to->entries = malloc(from->dimension * sizeof(double));  
    memcpy(to->entries, from->entries, from->dimension * sizeof(double));  
    to->dimension = from->dimension;  
}
```

What happens if `to == from`?

- This is not impossible. Consider `vector_assign(&x[i], &x[j])` where `i` and `j` have a chance to be equal.

## "Deep copy" of Vector

```
void vector_assign(struct Vector *to, const struct Vector *from) {  
    free(to->entries); // Don't forget this!!  
    to->entries = malloc(from->dimension * sizeof(double));  
    memcpy(to->entries, from->entries, from->dimension * sizeof(double));  
    to->dimension = from->dimension;  
}
```

What happens if `to == from`?

- This is not impossible. Consider `vector_assign(&x[i], &x[j])` where `i` and `j` have a chance to be equal.
- The memory block is freed, and the data are gone.

## "Deep copy" of Vector

```
void vector_assign(struct Vector *to, const struct Vector *from) {  
    if (to == from)  
        return;  
    free(to->entries); // Don't forget this!!  
    to->entries = malloc(from->dimension * sizeof(double));  
    memcpy(to->entries, from->entries, from->dimension * sizeof(double));  
    to->dimension = from->dimension;  
}
```

Why do we declare the parameters as pointers?



## "Deep copy" of Vector

```
void vector_assign(struct Vector *to, const struct Vector *from) {  
    if (to == from)  
        return;  
    free(to->entries); // Don't forget this!!  
    to->entries = malloc(from->dimension * sizeof(double));  
    memcpy(to->entries, from->entries, from->dimension * sizeof(double));  
    to->dimension = from->dimension;  
}
```

Why do we declare the parameters as pointers?

- For `to`, we need to modify it.
- For `from`, this is a read-only operation. Pass the address to avoid copies.

## Equality comparison

```
bool vector_equal(const struct Vector *lhs, const struct Vector *rhs) {  
    if (lhs->dimension != rhs->dimension)  
        return false;  
    for (size_t i = 0; i != lhs->dimension; ++i)  
        if (lhs->entries[i] != rhs->entries[i])  
            return false;  
    return true;  
}
```

Here we use `!=` to compare two `double` s directly. It's better to use  $|a - b| > \epsilon$ , considering the floating-point errors.

`lhs` and `rhs` are pointers, to avoid unnecessary copies.

# Basic operations on Vector

```
struct Vector vector_add(const struct Vector *lhs, const struct Vector *rhs) {
    assert(lhs->dimension == rhs->dimension);
    struct Vector result = create_vector(lhs->dimension);
    for (size_t i = 0; i != lhs->dimension; ++i)
        result.entries[i] = lhs->entries[i] + rhs->entries[i];
    return result;
}

struct Vector vector_scale(const struct Vector *lhs, double scale) {
    struct Vector result = create_vector(lhs->dimension);
    for (size_t i = 0; i != lhs->dimension; ++i)
        result.entries[i] = lhs->entries[i] * scale;
    return result;
}
```

For `vector_add`, our design is to claim that "the behavior is undefined if the vectors have different dimensions".

## Dot product, norm and distance ( $\ell_2$ )

```
double vector_dot_product(const struct Vector *lhs, const struct Vector *rhs) {
    assert(lhs->dimension == rhs->dimension);
    double result = 0;
    for (size_t i = 0; i != lhs->dimension; ++i)
        result += lhs->entries[i] * rhs->entries[i];
    return result;
}

double vector_norm(const struct Vector *vec) {
    return sqrt(vector_dot_product(vec, vec));
}

double vector_distance(const struct Vector *lhs, const struct Vector *rhs) {
    struct Vector diff = vector_minus(lhs, rhs); // Define this on your own.
    return vector_norm(&diff);
}
```

For `vector_dot_product`, our design is to claim that "the behavior is undefined if the vectors have different dimensions".

## Print a Vector

```
void print_vector(const struct Vector *vec) {  
    putchar('(');  
    if (vec->dimension > 0) {  
        printf("%lf", vec->entries[0]);  
        for (size_t i = 1; i != vec->dimension; ++i)  
            printf(", %lf", vec->entries[i]);  
    }  
    putchar(')');  
}
```

## Exercise

What if we want to increase the dimension of a `Vector`? Implement the related functionality that reallocates a larger block of memory when needed.

```
void vector_push_back(struct Vector *vec, double x) {  
    if (/* reallocation is needed */)   
        vector_grow(vec); // Implement this function  
    vec->entries[vec->dimension++] = x;  
}
```

You may need to add members to `struct Vector`.

# What we have done

```
struct Vector {
    double *entries;
    size_t dimension;
};
struct Vector create_vector(size_t n);
void destroy_vector(struct Vector *vec);
void vector_assign(struct Vector *to, const struct Vector *from);
bool vector_equal(const struct Vector *lhs, const struct Vector *rhs);
struct Vector vector_add(const struct Vector *lhs, const struct Vector *rhs);
struct Vector vector_minus(const struct Vector *lhs, const struct Vector *rhs);
struct Vector vector_scale(const struct Vector *lhs, double scale);
double vector_dot_product(const struct Vector *lhs, const struct Vector *rhs);
double vector_norm(const struct Vector *vec);
double vector_distance(const struct Vector *lhs, const struct Vector *rhs);
void print_vector(const struct Vector *vec);
```

# Problems of the current implementation

1. The call to `create_vector` is not mandatory. One can easily create a `Vector` with some garbage values.
2. `destroy_vector` is not called automatically. If we forget to call it manually, memory leak happens.
3. We always need to pass the address of `Vector`s to these functions. The extra `&` and `*` are annoying.
4. The "deep copy" is implemented by a function, but the default copy semantics are still there. If we forget to call `vector_assign` when copying a `Vector`, disaster will happen.
5. No prevention from modifying a `Vector`: Disaster is caused easily by a simple `free(vec->entries);`.



## Problems of the current implementation

6. The named functions are inconvenient: To compute  $\mathbf{u}(\mathbf{v} + 2\mathbf{w})^T$ , we need to write

```
struct Vector scaled = vector_scale(&w, 2);  
struct Vector added = vector_add(&v, &scaled);  
return vector_dot_product(&u, &added);
```

Can we express it directly by `return u * (v + 2 * w);` ?

7. ....

We will see the solutions to these problems in C++, by data abstraction, and by OOP (object-oriented programming).

# Enter the world of C++ ...

From *The Design and Evolution of C++*, by Bjarne Stroustrup who invented C++:

C++ is a general-purpose programming language that

- is a better C, and
- supports data abstraction, and
- supports object-oriented programming.

```
#include <iostream>

int main() {
    std::cout << "Hello world\n";
    return 0;
}
```