# История и особенности языка С и его экосистемы

Луцив Дмитрий Вадимович Кафедра системного программирования СПбГУ



# Содержание

- Мотивация
- Early History
- With Unix
- Recent History

# Dennis Ritchie: The Development of the C Language

https://www.bell-labs.com/usr/dmr/www/chist.html

- Сеттинг
- Корни в других языках
- Использование сейчас

Мы периодически будем обращаться к этому тексту

# Мотивация

Мотивация 4/20

## Поколения ЭВМ

- 1940e–1950e. Электромагнитные реле и радиолампы:  $10^5$  вт, большие машинные залы; доступны военным и работающим на них физикам
- 1950е–1960е. Полупроводники (транзисторы, диоды): 10<sup>4</sup> вт, несколько стоек; доступны крупным учреждениям, банкам
- ullet 1960e–1970e. Интегральные схемы:  $10^2-10^3$  вт, одна или несколько стоек; доступны небольшим учреждениям и лабораториям
- 1970е–1980е–н.в. Микропроцессоры в одной интегральной схеме:  $10-10^2$  вт, небольшой корпус, доступны мелким организациям, позже физическим лицам

Мотивация 573

# Setting

### Common approach of 1960s

- Mainframes like IBM/360 or GE-645
- Programming languages like PL/I
- Operating systemc like OS/360 or Multics
- Batch control approach like JCL
- No powerful interactive shell

Everything is complicated and heavy-weight

Мотивация 6 / 20

# Setting

## Common approach of 1960s

- Mainframes like IBM/360 or GE-645
- Programming languages like PL/I
- Operating systemc like OS/360 or Multics
- Batch control approach like JCL
- No powerful interactive shell

Everything is complicated and heavy-weight

#### New approach of 1970s

- Simpler and cheaper mini-computers like DEC PDP-7
- More universal use of them
- Many computer families

Мотивация 6/20

#### Birth of Unix

#### Killer-features of Unix:

- Hierarchical file system with single tree of file names
- Agnostic approach to file data: before, data was usually stored in formatted files, which offered good throughput but were complicated for software developers
- Interactive powerful shell running in user space

Мотивация 7/20

#### Birth of Unix

#### Killer-features of Unix:

- Hierarchical file system with single tree of file names
- Agnostic approach to file data: before, data was usually stored in formatted files, which offered good throughput but were complicated for software developers
- Interactive powerful shell running in user space
- And one more feature that we will describe later...

Мотивация 7/20

## Before and After Unix

#### Note:

- Multics already offered many of above features, but still was too complicated; minimalist design was desired
- Above approaches were very good finding and they are still actual after 50 years: we see elements of such a
  design in such OSs as DOS and then Windows

See a pretty nice AT&T documentary on this:

https://youtu.be/tc4R0CJYbm0

Мотивация 8 / 20

# **Early History**

Early History 9/20

# Popular languages of 1960s and before

- Fortran: one of the first, high-level, computational
- COBOL: business-oriented language
- PL/I: general purpose complicated language, suited better for systems programming than above two

Assembly languages for many computer architectures, not portable

Early History 10 / 20

# Popular languages of 1960s and before

- Fortran: one of the first, high-level, computational
- COBOL: business-oriented language
- PL/I: general purpose complicated language, suited better for systems programming than above two
- Assembly languages for many computer architectures, not portable
- All above not only assembly were not very portable
- They were not structural languages, which lead to poor quality code which was difficult to maintain due to spaghetti-code

Early History 10 / 20

## Birth of C

- Compiled language
- Structural language
- Good for systems programming
- Simple enough and portable

Early History 11/20

# What is structural programming?

#### Program consists of:

- Sequential blocks of operators
- Loops
- Branching (if else ...)
- All above can be used withing each other

Early History 12 / 20

# What is structural programming?

#### Program consists of:

- Sequential blocks of operators
- Loops
- Branching (if else ...)
- All above can be used withing each other

Böhm-Jecopini theorem: above are enough to express any algorithm in sense of Turing-completeness

Early History 12 / 20

# What is structural programming?

#### Program consists of:

- Sequential blocks of operators
- Loops
- Branching (if else ...)
- All above can be used withing each other

Böhm-Jecopini theorem: above are enough to express any algorithm in sense of Turing-completeness Additionally:

- goto is available but not welcome
- Procedures!
- Clean variable scopes (not as in Basic or Python!)

Early History 12

#### More links to look at

- Notes on Structured Programming. By Prof. Dr. Edsger W. Dijkstra T. H. Report 70-WSK-03 Second Edition April 1970
- Dijkstra: EWD 215: A Case against the GO TO Statement (PDF).

Early History 13 / 20

## **C Predecessors**

- 1960: Algol-60 ♂
- 1963: CPL ♂
- 1967: BCPL 🗗
- 1969: B 🗗
- 1972: C 🖸

Early History 14/20

# With Unix

With Unix 15/20

# C and Unix evolved together

- C was portable (not referring any particular architecture properties)
- C was simple enough to create new compiler targets quickly
- C suited well for systems programming

With Unix 16 / 20

# C and Unix evolved together

- C was portable (not referring any particular architecture properties)
- C was simple enough to create new compiler targets quickly
- C suited well for systems programming

In beginning of 1970s the majority of Unix code was re-implemented in C, which was one of the reasons of its popularity till now. Now we have it in servers, networking hardware, PCs, mobiles etc.

With Unix 16 / 20

# **Recent History**

Recent History 17 / 20

# 1980s-1990s

- Cheap PCs
- Internet

Recent History 18 / 20

## 1990s-2000s-now

- Many mobile and embedded architectures
- Parallel architectures

Recent History 19 / 20

# Вопросы



EDU.DLUCIV.NAME ♂