



# CS 50 : C Programming

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# Topics

- Welcome to class
- Computer languages
- The compilation process
- The history of C
- Developing programs with C
- Helloworld.Cpp

# Welcome to Class

- Each unit contains a slides file, reading materials, an assignment or a quiz, and Discussions
- The slides are your starting point of the learning process
- Check the due dates of the assignments, quizzes and or Discussion using our course site
- Ask questions in the Discussion if you have them; you may also answer others' questions – The Discussion is our “meeting” place. Check it daily

# Programming: Why do it?

- Processor based devices such as desktops/ laptops, “smart” phones, electronic pads, even some cars, TV’s, etc execute instructions, called machine language software.
- Instructions are written in a programming language of your choice. This is called Source Code.
- Another software, called Compiler, changes the source code into Assembly/Machine Code.

# Computer languages

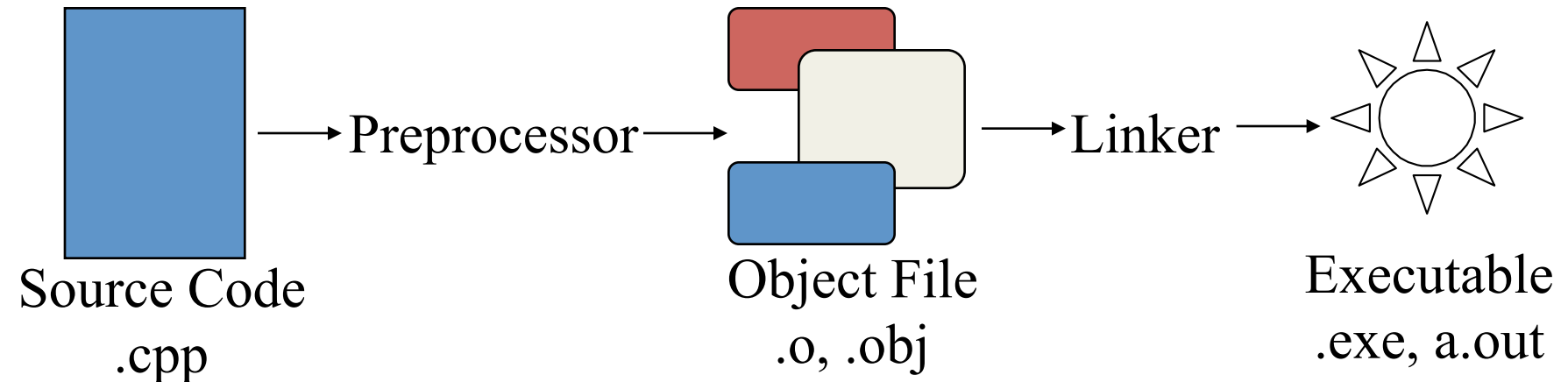
- Computer languages have evolved over time
- Initially, programmers coded in machine language : 01010110 0001000
- Eventually, assemblers were made to hide machine language behind mnemonic instruction: ADD R1, 8

# High-Level Languages

- C offers convenient “high-level” language features with access to low-level hardware primitives
- Languages are interpreted or compiled
- C is a compiled language

# Compiled Languages

- Compiled languages must be turned into executable computer instructions



- Errors can occur at each step!
  - Compile-time, linkage, run-time

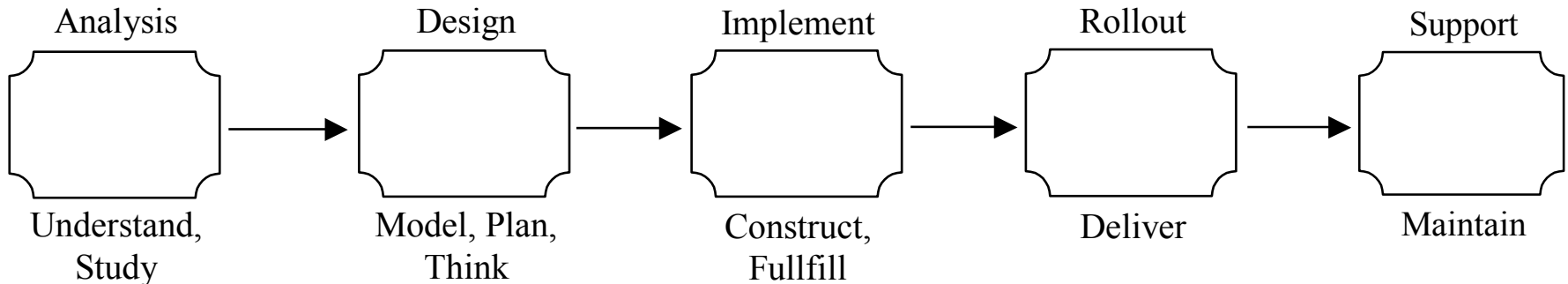
# The History of C

- Authored by Dennis Ritchie, AT&T bell labs
- Originally, C was a programming tool to help in creating the UNIX operating system for the DEC PDP-11 computer
- Language is now an international standard



# Developing Programs With C

- Program Development Methodology



- Our initial programs won't require much analysis or design

# Visual Studio .NET

- We will use the Visual Studio compiler
- Visual Studio .NET, let's call it VS contains several compilers, including C++.
- C++ is a language that supersedes C. We can use it to write and compile C code.
- If you have not done so already, follow the "Setup Slides" to install VS on your machine. Other compiler versions are NOT accepted.

# Purpose of Software

- Most of the software/programs we will learn and write will follow the same pattern:
  - Get input
  - Process the input to product some result
  - Show output – usually the result produced in the previous step

# Learning Programming

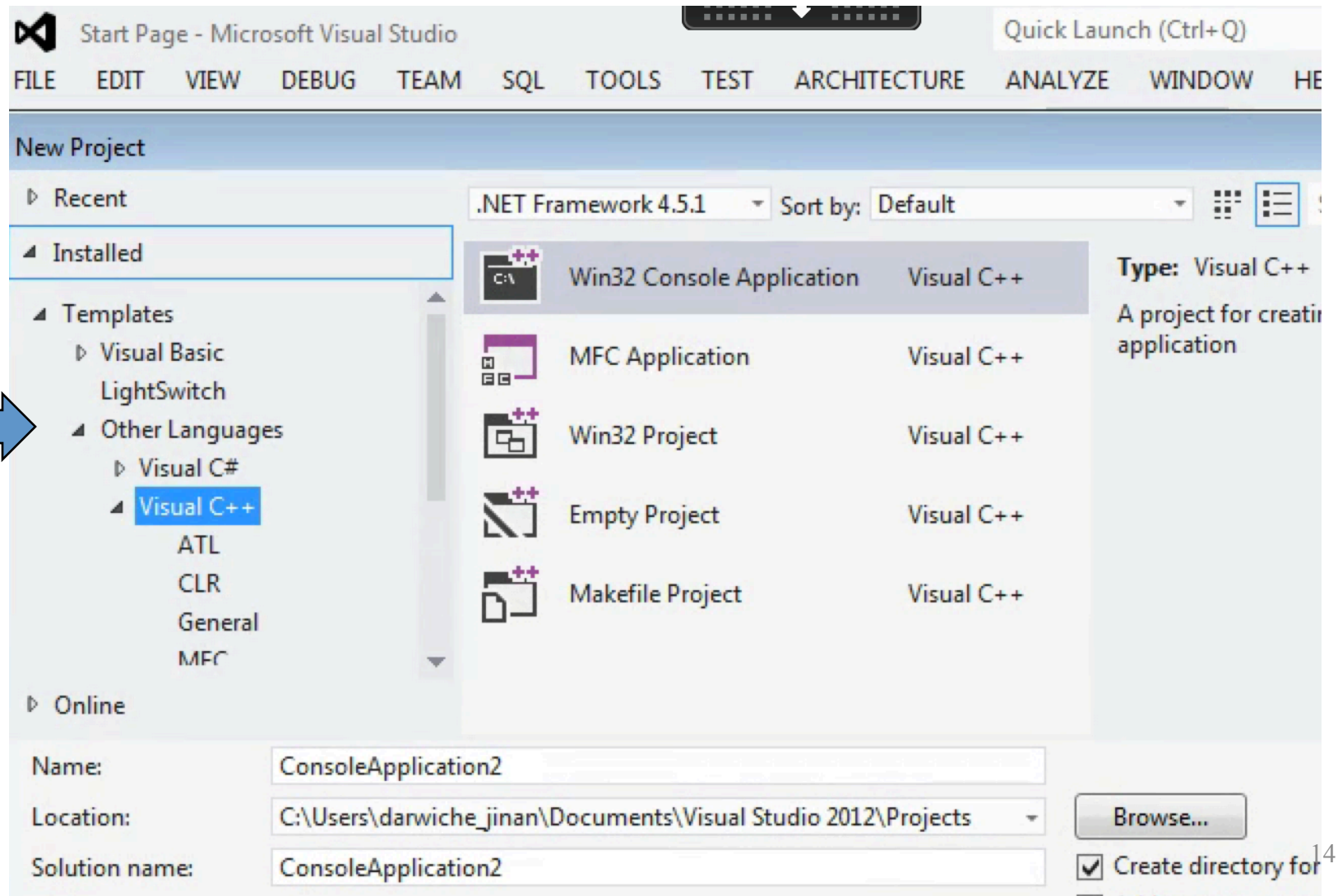
- Analyzing existing code helps in understanding how to write code
- In the early stages, you may not understand every line – focus on the main concepts
- Syntax errors are very common – be patient

# To Learn Programming You Learn

- The **syntax**: What words and how to put them together to form sentences
  - Words are referred to as **keywords**, and sentences are referred to as **statements**
  - **Each Programming language has its own syntax**
- The **semantics**: How to form statements to solve a particular problem.
  - Semantics are universal – not language dependent

# Time For Our First Demo: Hello World

- Start VS then click New Project. You will get:



# First time you get the setup wizard

## - Choose Console Application



### Application Settings

Overview

Application Settings

Application type:

- ☐ Windows application
- ☒ Console application
- ☐ DLL
- ☐ Static library

Additional options:

- ☐ Empy project
- ☐ Export symbols
- ☒ Precompiled header
- ☒ Security Development Lifecycle (SDL) checks

Add common header files for:

- ☐ ATL
- ☐ MFC

# Click Finish






You will get a “Blank Application”

Minimize the existing code

Click -

```
[-] // helloWorld.cpp : Defines the entry point for the application.  
//
```

```
#include "stdafx.h"
```



```
[-] int _tmain(int argc, _TCHAR* argv[])  
    {  
        return 0;  
    }
```

# What is Hello World

- A starting point to learn how to show output.
- Code is typically made of one statement to show the words “hello world” as output.

# Write the Code

`#include "stdafx.h"` ← this line already exists

**`#include "stdio.h"`**

**`int main(void)`**

**`{`**

**`printf("Hello World!");`**

**`return 0;`**

**`}`**

# Understanding the Code

`#include "stdafx.h"` ← this line already exists

**`#include "stdio.h"` ← this line is needed so we can show output and get input - Lines with # go together at the top**

**← You can leave blank lines to make the code more readable. This is called white space**

**`int main(void)` ← this is the starting point of executing the code**

**{ ← after main, you must enclose your code inside curled brackets. This is called code block**

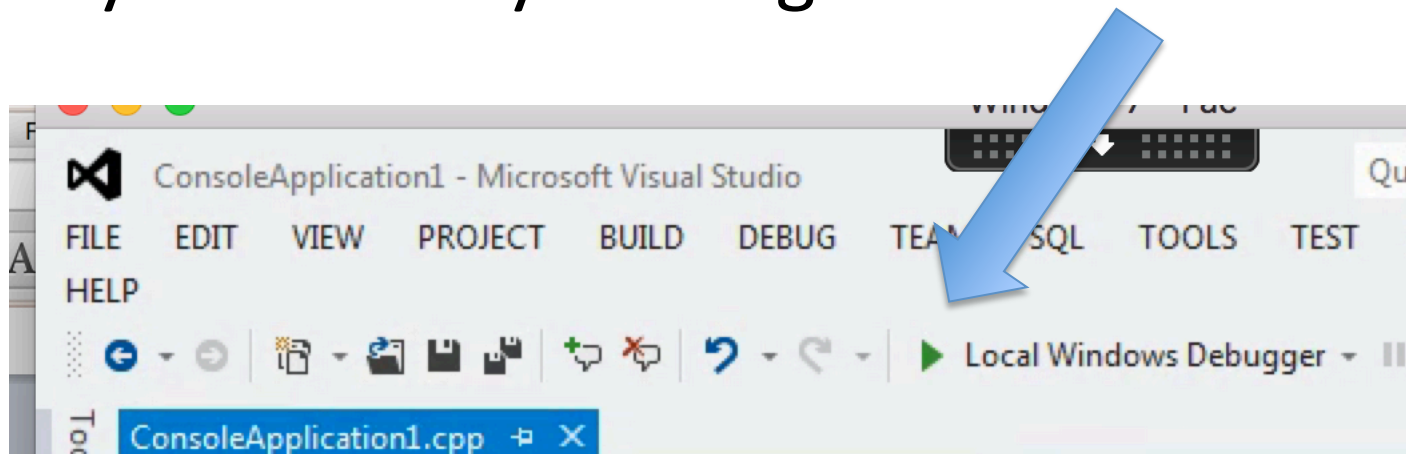
**printf("Hello World!"); ← this is a statement – every statement must end with a semi-colon**

**return 0; ← every function must “return” a value. We will discuss this in more details**

**} ← every opened curled bracket must be closed with a closing curled bracket.**

# After you type the code

- Click the Debug button (green play icon)
- You must always test if your code is syntax error free and executes without errors.
- If you get an error, you must fix it
- Run your code by clicking:



# When you run....

- The code we covered for Hello World, runs, but you don't get to "see" it
- The runtime Console screen appears then quickly disappears
- To make the Console stay, we need an input statement
- After the printf line, add:  
`scanf_s("press any key");`

# C Code components

- Include statements
- main function
- Statements inside functions
- Comments: are lines that explain the code but the compiler does not translate to machine language.
- Comments can be single-line: `//` or extend over multiple lines using `/* */`
- Comments help programmers understand the code later when they read it



# Output in C

- C output statement: `printf( "Hello World\n" );`
  - sends information from program to terminal screen - this is what VS refers to as the Console(standard output)
  - double quotes "..." delimit a string
  - `\n` sends a new-line-character – this is optional

# Overview of C and Programming

- Most programs get input from the user
- Input in code is saved into Variables
- Input is processed to produce some result
- Results are also saved in variables
- A variable is a location in RAM, marked by its name, and what type of information it can contain.

# Next Module

- We learn how to get input, process it then show output
- This requires the use of variables, input and output statements
- Review the slides after reading the book
- Post questions in the Discussion
- Complete the quiz/assignment