

# Lecture 1 - Introducing C

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# C

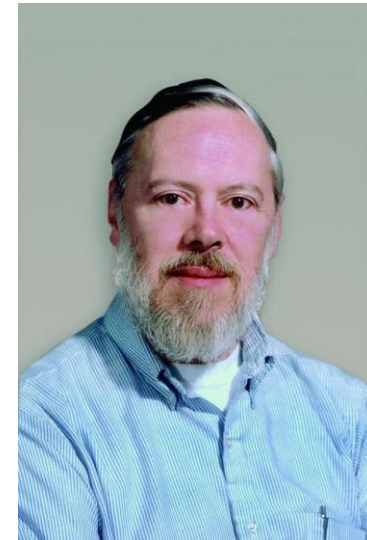


# Origins of C

- C is a **by-product of UNIX**, developed at Bell Laboratories by **Ken Thompson**, **Dennis Ritchie**, and others.
- Thompson designed a small language named **B**.
- B was based on **BCPL**, a systems programming language developed in the mid-1960s.



Ken Thompson  
(1943- )



Dennis Ritchie  
(1941-2011)

# Origins of C (cont.)

- By 1971, Ritchie began to develop an extended version of B.
- He called his language NB (“New B”) at first.
- As the language began to diverge more from B, he changed its name to C.
- The language was stable enough by 1973 that UNIX could be rewritten in C.



# Standardization 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)



Brian Kernighan  
(1942- )

# C-Based Languages

- **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.

# Properties of C

- Low-level
- Small
- Permissive

# Strengths of C

- Efficiency (low-level)
- Portability
  - C compilers are small and easily written.
- Power
  - C has large collection of data types and operators.
- Flexibility (small and permissive)
  - C imposes **very few restrictions** on the use of its features.
- Standard library
- Integration with UNIX



# Weaknesses of C

- Programs can be error-prone.
  - Programming mistakes that would be caught in many other languages cannot be detected by a C compiler.
- Programs can be difficult to understand.
  - Programmers who are too clever for their own good can make programs almost impossible to understand.
- Programs can be difficult to modify.
  - Large programs written in C can be hard to change if they haven't been designed with maintenance in mind.



# Effective Use of C

- Learn how to **avoid pitfalls**.
- **Use software tools** (`lint`, `debuggers`) to make programs more reliable.
- Take advantage of **existing code libraries**.
- Adopt a sensible set of **coding conventions**.
- **Avoid “tricks” and overly complex code**.
- Stick to the **standard**.

# If you are bored with learning basic C skills...

Take a look at the IOCCC website to see how obfuscating C can be!



## *The International Obfuscated C Code Contest*

[ [The judges](#) | [IOCCC home page](#) | [How to enter](#) | [FAQ](#) | [Mirrors](#) | [IOCCC news](#) | [People who have won](#) | [Winning entries](#) ]

The [source code](#) for the winners of the 26<sup>th</sup> IOCCC has been released.

Please see the following news items.

### Goals of the Contest

**Obfuscate:** tr.v. -cated, -cating, -cates.

1.
  - a. To render obscure.
  - b. To darken.
2. To confuse: his emotions obfuscated his judgment.  
[LLat. obfuscare, to darken : ob(intensive) + Lat. fuscare, to darken < fuscus, dark.] -obfuscation n. obfuscatory adj

**The IOCCC:**

- To write the most Obscure/Obfuscated C program within the rules.
- To show the importance of programming style, in an ironic way.
- To stress C compilers with unusual code.
- To illustrate some of the subtleties of the C language.
- To provide a safe forum for poor C code. :-)

# IOCCC 1986/holloway

It just prints “Hello, world!”

← → ↻ ⓘ 不安全 | ioccc.org/1986/holloway/holloway.c

```
#include "stdio.h"
#define e 3
#define g (e/e)
#define h ((g+e)/2)
#define f (e-g-h)
#define j (e*e-g)
#define k (j-h)
#define l(x) tab2[x]/h
#define m(n,a) ((n&(a))==a))

long tab1[]={ 989L,5L,26L,0L,88319L,123L,0L,9367L };
int tab2[]={ 4,6,10,14,22,26,34,38,46,58,62,74,82,86 };

main(m1,s) char *s; {
    int a,b,c,d,o[k],n=(int)s;
    if(m1==1){ char b[2*j+f-g]; main(l(h+e)+h+e,b); printf(b); }
    else switch(m1-=h){
        case f:
            a=(b=(c=(d=g)<<g)<<g)<<g;
            return(m(n,a|c)|m(n,b)|m(n,a|d)|m(n,c|d));
        case h:
            for(a=f;a<j;++a)if(tab1[a]&&!(tab1[a]%((long)l(n))))return(a);
        case g:
            if(n<h)return(g);
            if(n<j){n-=g;c='D';o[f]=h;o[g]=f;}
            else{c='\r'-' \b';n-=j-g;o[f]=o[g]=g;}
            if((b=n)>=e)for(b=g<<g;b<n;++b)o[b]=o[b-h]+o[b-g]+c;
            return(o[b-g]%n+k-h);
        default:
            if(m1-=e) main(m1-g+e+h,s+g); else *(s+g)=f;
            for(*s=a=f;a<e;) *s=(s<<e)|main(h+a++,(char *)m1);
    }
}
```

They both print out the  $\pi$  value.

[illegible]

Source: <http://www.ioccc.org/1988/westley.c>



```

char
_3141592654[3141
],__3141[3141];_314159[31415],_3141[31415];main(){register char*
_3_141,*_3_1415,*_3_1415;register int _314,_31415,_31415,*_31,
_3_14159,_3_1415;*_3141592654=_31415=2,_3141592654[0][_3141592654
-1]=1[_3141]=5;__3_1415=1;do{__3_14159=_314=0,__31415++;for(_3_1415
=0;_31415<(3,14-4)*__31415;_31415++)_31415[_3141]=_314159[_31415]= -
;_3141[*_314159=_3_14159]=_314;_3_141=_3141592654+_3_1415;_3_1415=
_3_1415+_3141;for(
_3_1415=_3141-
__3_1415;_31415--
_3_1415++){_314
+=_314<<2;_314<=&=1;_314+=
*_3_1415;_31
if(!(*_31+1)
__31415,_314
_31415;*(
_3_1415>=
_3_1415+=-
)++;_314=_314
_3_14159&&*
=1,__3_1415=
_314+(_31415
while(++*
)*_3_141--=0
);{char*
write((3,1),
),(_3_14159
3.1415926;}_
_31415<3141-
31415%314-(
_31415
]+
[3]+1)-_314;
,_3141592654))
(_31415=_3141-
_31415;_31415--
_3_1415++){_314
_314<=&=1;_314+=
=_314159+_314;
)*_31=_314/
[_3141]=_314%
_3_1415=_314/
*_31;while(*
31415/3141)*
10,(*--_3_1415
[_3141];if(!
_3_1415)_3_14159
3141-_31415;if(
>>1)>=_31415)
_3_141=_3141/314
};while(_3_14159
_3_14="3.1415";
(-*_3_14,_3_14
++,+_3_14159))+
for(_31415=1;
1;_31415++)write(
3,14),_3141592654[
"0123456789","314"
puts((*_3141592654=0
;_314=*_3_141592);}

```

Source: <http://www.ioccc.org/1989/roemer.c>

# IOCCC 1998/banks

It is a flight simulator in  
1536 bytes! (X11 needed)

Source: <http://www.ioccc.org/1998/banks.c>



```
< > ↺ ⓘ 不安全 | loccc.org/1998/banks.c

#include <math.h>
#include <sys/time.h>
#include <X11/Xlib.h>
#include <X11/keysym.h>
double L , o , P
, _dt, T, Z, D=1, d,
s[999], E, h= 8, I,
J, K, w[999], M, m, O
, n[999], j=33e-3, i=
1E3, r, t, u, v , W, S=
74.5, l=221, X=7.26,
a, B, A=32.2, c, F, H;
int N, q, C, y, p, U;
Window z; char f[52]
; GC k; main(){ Display*e=
XOpenDisplay( 0); z=RootWindow(e,0); for (XSetForeground(e,k=XCreateGC (e,z,0,0),BlackPixel(e,0))
; scanf("%lf%lf%lf",y +n,w+y, y+s)+1; y ++); XSelectInput(e,z= XCreateSimpleWindow(e,z,0,0,400,400,
0,0,WhitePixel(e,0) ),KeyPressMask); for(XMapWindow(e,z); ; T=sin(O)){ struct timeval G={ 0,dt*1e6}
; K= cos(j); N=1e4; M+= H*_; Z=D*K; F+=*_P; r=E*K; W=cos( 0); m=K*W; H=K*T; O+=D*_F/ K+d/K*E*_; B=
sin(j); a=B*T*D-E*W; XClearWindow(e,z); t=T*E+ D*B*W; j+=d*_D- *_F*E; P=W*E*B-T*D; for (o+=(I=D*W+E
*T*B,E*d/K *B+v+B/K*F*D)*_; p<y; ){ T=p[s]+i; E=c-p[w]; D=n[p]-L; K=D*m-B*T-H*E; if(p [n]+w[ p]+p[s
]= 0|K <fabs(W=T*r-I*E +D*P) |fabs(D=t *D+Z *T-a *E)> K)N=1e4; else{ q=W/K *4E2+2e2; C= 2E2+4e2/ K
*D; N=1E4&& XDrawLine(e ,z,k,N ,U,q,C); N=q; U=C; } ++p; } L+=_ (X*t +P*M+m*1); T=X*X+ 1*l+M *M;
XDrawString(e,z,k ,20,380,f,17); D=v/l*15; i+=(B *l-M*r -X*Z)*_; for(; XPending(e); u *=CS!=N){
XEvent z; XNextEvent(e ,&z);
++*((N=XLookupKeysym
(&z.xkey,0))-IT?
N-LT? UP-N?& E:&
J:& u: &h); --*(
DN -N? N-DT ?N==
RT?&u: & W:&h:&J
); } m=15*F/l;
c+=(I=M/ 1,l*H
+I*M+a*X)*_; H
=A*r+v*X-F*1+(
E=.1+X*4.9/l,t
=T*m/32-I*T/24
)/S; K=F*M+(
h* 1e4/l-(T+
E*5*T*E)/3e2
)/S-X*d-B*A;
a=2.63 /l*d;
X+=( d*1-T/S
*(.19*E +a
*.64+J/1e3
)-M* v +A*
Z)*_; l +=
K *_; W=d;
sprintf(f,
"%5d %3d"
"%7d",p =l
/1.7,(C=9E3+
O*57.3)%0550,(int)i); dt=T*(.45-14/l*
X-a*130-J* .14)*_/125e2+F*_v; P=(T*(47
*I-m* 52+E*94 *D-t*.38+u*.21*E) /1e2+W*
179*v)/2312; select(p=0,0,0,0,&G); v-=
(W*F-T*(.63*m-I*.086+m*E*19-D*25-.11*u
)/107e2)*_; D=cos(o); E=sin(o); } }
```

# Does it deserve to learn C?

johnntool.com/programming-language-rank/

index | TIOBE - The Software Quality Index

tiobe.com/tiobe-index/

Sep 2020	Sep 2019	Change	Programming Language	Ratings	Change
1	2	▲	C	15.95%	+0.74%
2	1	▼	Java	13.48%	-3.18%
3	3		Python	10.47%	+0.59%
4	4		C++	7.11%	+1.48%
5	5		C#	4.58%	+1.18%
6	6		Visual Basic	4.12%	+0.83%
7	7		JavaScript	2.54%	+0.41%
8	9	▲	PHP	2.49%	+0.62%
9	19	▲▲	R	2.37%	+1.33%
10	8	▼	SQL	1.76%	-0.19%
11	14	▲	Go	1.46%	+0.24%
12	16	▲▲	Swift	1.38%	+0.28%
13	20	▲▲	Perl	1.30%	+0.26%



# Does it deserve to learn C? (cont.)

## Very Long Term History

To see the bigger picture, please find below the positions of the top 10 programming languages of many years back. Please note that these are *average* positions for a period of 12 months.

Programming Language	2020	2015	2010	2005	2000	1995	1990	1985
Java	1	2	1	2	3	-	-	-
C	2	1	2	1	1	2	1	1
Python	3	7	6	6	20	20	-	-
C++	4	3	3	3	2	1	2	9
C#	5	5	5	7	9	-	-	-
JavaScript	6	8	8	10	6	-	-	-
PHP	7	6	4	5	19	-	-	-
SQL	8	-	-	-	-	-	-	-
Swift	9	16	-	-	-	-	-	-
R	10	12	52	-	-	-	-	-