

Building Blocks

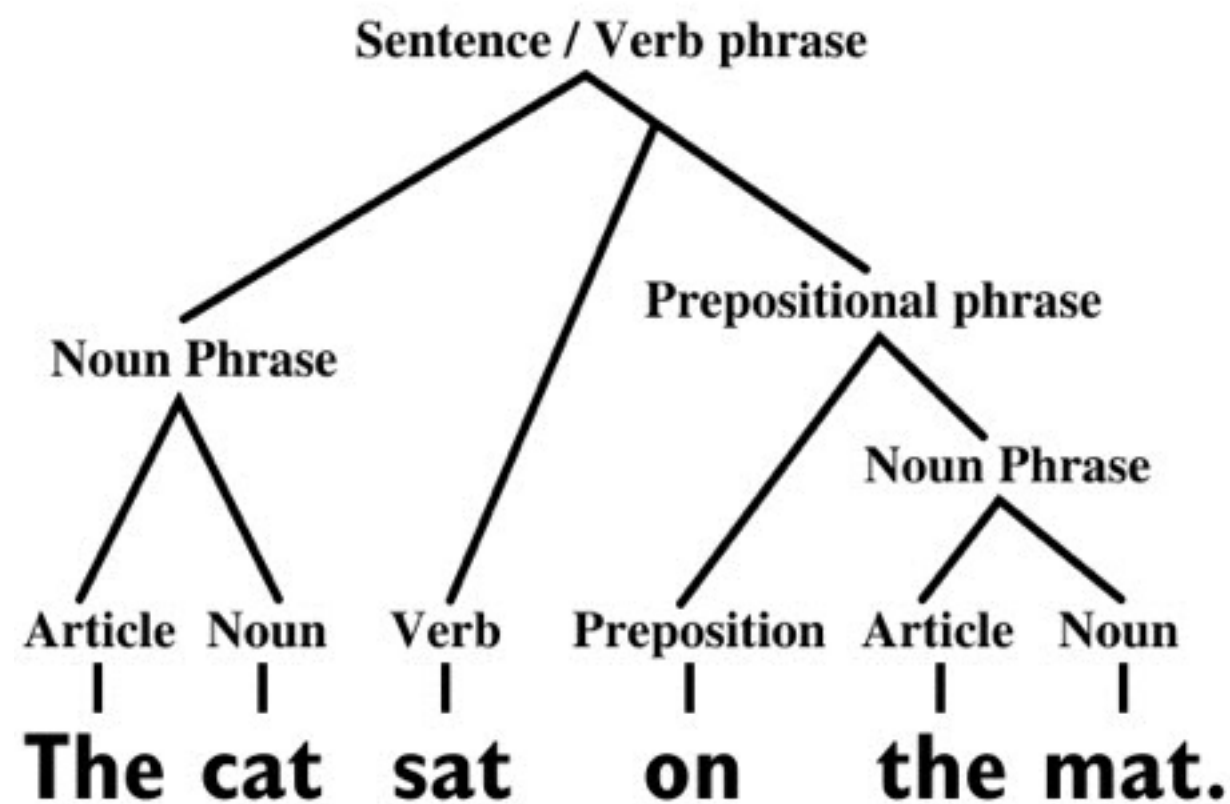
“to get a deeper understanding of the language”



Deep C - a 3 day course
Jon Jagger & Olve Maudal

To get a deep understanding of any language you need to be able to ‘break’ it down and analyse it. You need to recognize the words used when experts are discussing among themselves.

Basic constituent structure analysis of a sentence:



function prototype

pre-processor directive

linkage
specification

declaration without
initialization

function definition

comment

internal linkage

comment

external linkage

expression

storage class specifier

declaration with
initialization

assignment
expression

expression statement

keyword

type qualifier

statement

type specifier

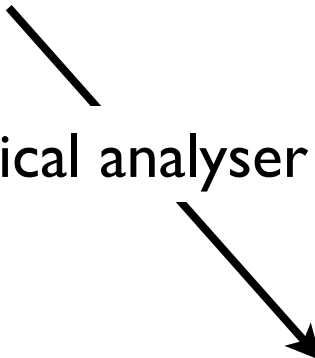
macro name

```
int printf(const char * restrict, ...);  
void exit(int);  
#define EXIT_FAILURE 1  
  
static void say_hello(const char * who)  
{  
    printf("Hello %s\n", who);  
}  
  
// compute the answer  
int the_answer()  
{  
    register int a;  
    int b = 6; /* mystic base value */  
    a = 0;  
    for (int i=0; i<7; i++)  
        a += b;  
    return a;  
}  
  
const int life_universe_everything = 42;  
  
int main(void)  
{  
    say_hello("everyone");  
    int a = the_answer();  
    if (a != life_universe_everything)  
        exit(EXIT_FAILURE);  
}
```

```
if (answer < 0)
    answer = 42;
```

this is what you see

lexical analyser



```
if
(
answer
<
0
)
answer
=
42
;
```

this is what the
compiler sees

```
if (answer < 0)
    answer = 42;
```

lexical analyser



```
if
(
answer
<
0
)
answer
=
42
;
```

```
keyword if
punctuator (
identifier answer
operator <
constant 0
punctuator )
identifier answer
operator =
constant 42
punctuator ;
```

There are 6 classes of tokens in a C program

keyword	<code>if struct restrict ...</code>
identifier	<code>the_answer main i</code>
constant	<code>9 6f 013 '9' 9.6</code>
string literal	<code>"Hello"</code>
operator	<code>+ - * / % = , () [] ...</code>
punctuator	<code>; = , { } () []</code>

token

examples

```
#include <stdio.h>

static int calc(int a, int b, int c)
{
    return a * b / c;
}

int universe = 7;
static int life(void) { return 6; }
int everything(void) { return 1; }

int main(void)
{
    int a = calc(universe, life(), everything());
    printf("The answer is %d\n", a);
}
```

```
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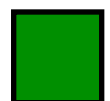
keywords

```
#include <stdio.h>

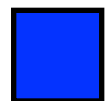
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keywords



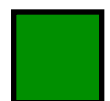
identifiers

```
#include <stdio.h>

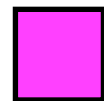
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{
    return a * b / c;
}

int universe = 7;
static int life(void) { return 6; }
int everything(void) { return 1; }

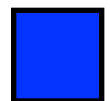
int main(void)
{
    int a = calc(universe, life(), everything());
    printf("The answer is %d\n", a);
}
```



keywords



constants



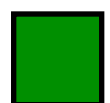
identifiers

```
#include <stdio.h>

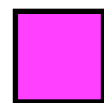
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{
    return a * b / c;
}

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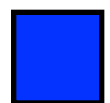
int main(void)
{
    int a = calc(universe, life(), everything());
    printf("The answer is %d\n", a);
}
```



keywords



constants



identifiers



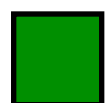
string literals

```
#include <stdio.h>

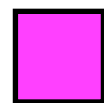
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int main(void)
{
    int a = calc(universe, life(), everything());
    printf("The answer is %d\n", a);
}
```



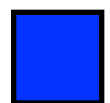
keywords



constants



punctuators



identifiers



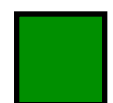
string literals

```
#include <stdio.h>

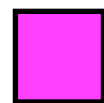
static int calc(int a, int b, int c)
{
    return a * b / c;
}

int universe = 7;
static int life(void) { return 6; }
int everything(void) { return 1; }

int main(void)
{
    int a = calc(universe, life(), everything());
    printf("The answer is %d\n", a);
}
```



keywords



constants



punctuators



identifiers



string literals



operators

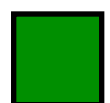
```
#include <stdio.h>
```

but what about
this one?

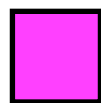
```
static int calc(int a,  
{  
    return a * b / c;  
}
```

this is a preprocessor directive, and is
not really part of the language. We will
deal with this later.

```
int universe = 7;  
static int life(void) { return 6; }  
int everything(void) { return 1; }  
  
int main(void)  
{  
    int a = calc(universe, life(), everything());  
    printf("The answer is %d\n", a);  
}
```



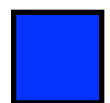
keywords



constants



punctuators



identifiers



string literals



operators

Keywords

auto	int
break	long
case	register
char	return
const	short
continue	signed
default	sizeof
do	static
double	struct
else	switch
enum	typedef
extern	union
float	unsigned
for	void
goto	volatile
if	while

C89

`_Bool`
`_Complex`
`_Imaginary`
`inline`
`restrict`

+C99

`_Alignas`
`_Alignof`
`_Atomic`
`_Generic`
`_Noreturn`
`_Static_assert`
`_Thread_local`

+C11

Identifiers

Rules

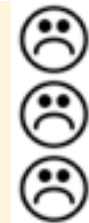
- made of letters, digits and underscores
- can't start with a digit
- case sensitive

```
variable1  
802id
```

Recommendations

- don't start with underscore (reserved)
- use case consistently
- avoid abbrs
- don't use clever spelling
- don't use hungarian

```
_variable  
vrbls  
iVariable
```



```
CamelCase  
snake_case  
mixedCase
```

```
int year = 1992;  
if (is_leap_year(year))  
    do_extra_maintainance();
```



```
int year = 1992;  
if (IsLeapYear(year))  
    DoExtraMaintainance();
```



```
int Year = 1992;  
if (IsLeapYear(Year))  
    do_extra_maintainance();
```



Follow the local de facto standards - but when in doubt, follow K&R

Identifiers

larger scope \leftrightarrow longer identifier
smaller scope \leftrightarrow shorter identifier

```
for (size_t loop_index = 0; loop_index < 42; loop_index++)  
{  
    widgetize(wibbles[loop_index]);  
}
```

```
for (size_t index = 0; index < 42; index++)  
{  
    widgetize(wibbles[index]);  
}
```

```
for (size_t at = 0; at < 42; at++)  
{  
    widgetize(wibbles[at]);  
}
```

better



better



Quick...What does the following code print?

```
#include <stdio.h>

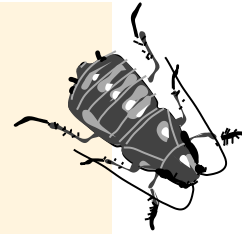
int main(void)
{
    int a = 44;
    a =- 2;
    printf("%d\n", a);
}
```



Quick...What does the following code print?

```
#include <stdio.h>

int main(void)
{
    int a = 44;
    a =- 2;
    printf("%d\n", a);
}
```



lexical analyser

this is what
the compiler
sees

-2

but you do get a warning from the
compiler?

...
a
=
-
2
;
...

identifier a
operator =
operator -
constant 2

```
$ gcc foo.c && ./a.out
-2
$ gcc -Wall -Wextra -pedantic foo.c && ./a.out
-2
```

Summary

- keywords
- identifiers
- constants
- string literals
- punctuators
- operators