CS211: Programing For Operating Systems

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Contents

1 Intro to C

C is a compiled language, not an interpretive language. Meaning we need a program called a compiler to convert the code into machine code. The compiler is called **gcc** It is a very small language and relies heavily on libraries The compiler must be told in advance how these functions should be used. So before the compilation process, the **preprocessor** is run to include the function prototypes The compiler then compiles the code into an object file.

1.1 Hello World

Listing 1: Hello World in C

```c
#include <stdio.h>
int main(){
    printf("Hello World\n");
    return 0;
}

```

- **Line 1** : #include <stdio.h> is a preprocessor directive that tells the compiler to include the standard input/output library. This library contains the printf function.
- In C almost every line it either preprocessor directive, variable declaration, or a function call.
- C uses curly braces to delimit blocks of code and semicolons to terminate statements.
- **Line 4**: In our case, we assume main is called by the Operating System, so return 0 is used to indicate that the program has run successfully.

1.2 Variables

In C all variables must be declared before they are used. The declaration should have a type; telling the compiler what sort of data the variable will hold. The types of variables are:

- **int** : Integer (1, 2, 3, 4, 5, ...)
- **float** : Floating-point number (7 decimal digits)
- **double** : Double-precision floating-point number (15 decimal digits)
- **char** : Character (a, b, c, ...)
- **void** : No type (used for functions that do not return a value)

We can Also declare arrays as follows:

Listing 2: Declaring Arrays

```c
int arr[5]; // Array of 5 integers
char name[10]; // Array of 10 characters
```

To access the first element of arr we can do arr[0]

1.3 An Example

Listing 3: Example of Variables

```c
int d=-101;
float f=1.23456;
char c='a';
printf("Values of d, f, c are: %d, %f, %c\n", d, f ,c );
```

Explanation: In this case, %d is a placeholder for an integer, %f is a placeholder for a float, and %c is a placeholder for a character.

1.4 Operators

Operator	Description	Example
+	Addition	`a + b`
-	Subtraction	`a - b`
*	Multiplication	`a * b`
/	Division	`a / b`
%	Modulus	`a % b`

Table 1: Arithmetic Operators

Operator	Description	Example
=	Assignment	`a = b`
+=	Add and assign	`a += b`
-=	Subtract and assign	`a -= b`
*=	Multiply and assign	`a *= b`
/=	Divide and assign	`a /= b`
%=	Modulus and assign	`a %= b`
++	Increment	`a++`
−	Decrement	`a-`

Table 2: Assignment and Arithmetic Assignment Operators

Operator	Description	Example
==	Equal	`a == b`
!=	Not Equal	`a != b`
>	Greater	`a > b`
<	Less	`a < b`
>=	Greater or Equal	`a >= b`
<=	Less or Equal	`a <= b`

Table 3: Relational Operators

Operator	Description	Example
&&	Logical AND	`a && b`
||	Logical OR	`a || b`
!	Logical NOT	`!a`

Table 4: Logical Operators

1.5 If Else

Listing 4: If-Else

```
int a = 10;
if(a > 10){
        printf("a is greater than 10\n");
    }else if(a == 10){
        printf("a is equal to 10\n");
    }else{
printf("a is less than 10\n");
}
```

Logical opeators, `&&` and `||` can be used to make more complex conditions.

Listing 5: Complex If-Else

```
if(a > 10 && a < 20){
    printf("a is between 10 and 20\n");
}
```

1.6 Loops

1.6.1 For loop

`for(initial val; continuation condition; increment/decrement){...}`

Listing 6: Print numbers from 0 to 9

```
for(int i = 0; i < 10; i++){
    printf("i is %d\n", i);
}
```

1.6.2 While loop

`while(expression){...}`

```c
int i = 0;
while(i < 10){
    printf("i is %d\n", i);
    i++;
}
```

1.6.3 Do While loop

`do{...}while(expression);`

Listing 8: Print numbers from 0 to 9

```c
int i = 0;
do{
    printf("i is %d\n", i);
    i++;
}while(i < 10);
```

1.7 Output

`printf()` is used to print formatted output to the screen. It is a variadic function, meaning it can take any number of arguments. The first argument is a format string, followed by the values to be printed.

The format string may contain a number of escape characters, represented by a backslash. Some of the most common escape characters are:

Sequence	Description
\a	Produces a beep or flash
\b	Moves cursor to last column of previous line
\f	Moves cursor to start of next page
\n	New line
\r	Carriage return
\t	Tab
\v	Vertical tab
\\	Prints a backslash
\'	Prints a single quote

A conversion character is a letter that follows a `%` and tells `printf()` to display the value stored in the corresponding variable. Some of the most common conversion characters are:

Specifier	Description
%c	Single character (char)
%d or %i	Decimal integer (int)
%e or %E	Floating-point (scientific notation)
%f	Floating-point value (float)
%g or %G	Same as %e/%E or %f, whichever is shorter
%s	String (char array)
%u	Unsigned int
%x	Hexadecimal integer
%p	Pointer (memory address)
%%	Prints the % character

1.8 Input

`scanf()` reads input from standat input, format it, as directed by a conversion character and store the address of a specified variable.

Listing 9: Reading an integer

```
1   int number;
2   char letter;
3   printf("Enter a number and a char: ");
4   scanf("%d %c", &number, &letter);
5
6   printf("You entered: %d and %c\n", number, letter);
```

- The scan `scanf()` returns an integer equal to the number of successfull conversions made.
- There is related function `fscanf()` that reads from a file. `scanf()` is really just a wrapper for `fscanf()` that treats the keyboard as a file.
- There are other useful functions for readint the standard input stream: `getchar()` and `gets()`.

Listing 10: Check for no input

```
1   int number;
2   printf("Enter a number between 1 and 30: ");
3   scanf("%d", &number);
4
5   while ((number<1) || (number>30))
6   {
7       printf("Invalid number. Please enter a number between 1 and 30: ");
8       scanf("%d", &number);
9   }
```

2 Functions

Many important functions return more than one value, or modify one of its own arguments. In these cases we need to know how to use pointers.

Every C program has at least one function called `main()`. This is the entry point of the program.

2.1 Prototype and Definition

Each function consists of two parts:

- **Prototype:** The Function gives the functions return value data type, or void if there is none, and parameter list data types; or void if there are none. The parameter list can, optionally, include variable names, but these are treated like comments, and ignored
- **Definition:** The function definition contains the code that is executed when the function is called. It begins with the function name, followed by the parameter list, and the body of the function.

Listing 11: Calculate Mean

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

float mean(float, float); // Prototype

int main(void)
{
    float a, b, average;
    printf("Enter (floating-point) numbers a and b: ");
    scanf("%f", &a);
    scanf("%f", &b);
    average = mean(a, b);
    printf("mean(a, b) = %f\n", average);
    return 0;
}

float mean(float x, float y)
{
    return (x + y) / 2.0;
}
```

Listing 12: Factorial of positive int

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

int factorial(int n); // Prototype

int main(void)
{
    int x;
    printf("Enter a positive integer: ");
    scanf("%d", &x); // Warning: should do input check
    printf("factorial(%d)=%d\n", x, factorial(x));
    return 0;
}

int factorial(int n) /* Definition */
{
    int i, fac = 1;
    for (i = 1; i <= n; i++)
        fac *= i;
    return fac;
}
```

Listing 13: Greatest Common Divisor

```c
/* 02gcd.c: compute the gcd of two ints */
#include <stdio.h>
#include <stdlib.h>

int gcd(int n1, int n2)
{
    int x = n1, y = n2, r;
    while (y != 0) {
        r = x % y;
        x = y;
        y = r;
    }
    return x;
}

int main(void)
{
    int a, b;
    printf("Enter a: ");
    scanf("%d", &a);
    printf("Enter b: ");
    scanf("%d", &b);
    printf("gcd(a,b)=%d\n", gcd(a, b));
    return EXIT_SUCCESS;
}
```

2.2 Call-by-value and Pointers

In C is it important to distuinguish between a variable and the value stored in it.

Pointers
A variable has a location in memory. The value of the variable is stored in that location. For example:

```c
int i = 10;
```

tells the system to allocate a location in memory to store the value 10. The variable i is a pointer to that location in memory. One of the distuinguihing features of C is it we can manipulate the memory address of the variable almost as easily as we can manipulate the value stored in it.

Pointers:

- if i is a variable, then &i is a pointer to the location in memory where the value of i is stored.
- The declaration int *p; creates a variable p that can store the memory address of an integer. The * indicates that p is a pointer to an integer.
- If a memory address is stored in the variable p, then *p is the value stored at that address.

Example:

Listing 14: Swap two integers

```c
void swap(int *p, int *q)
{
    int temp;
    temp = *p; // Dereference a
    *p = *q;   // Dereference b
    *q = temp; // Dereference temp
}
```

- *p means "the value at the address stored in p
- *p = *q means "store the value at the address stored in q in the location pointed to by p"
- *q = temp means "store the value of temp in the location pointed to by q"

In essence, we are swapping the values of the two variables a and b by swapping the values stored in the memory locations pointed to by p and q.

2.3 Characters

In C, a character is just an unsigned integer. Each character is represented by an integer between 0 and 127.

Listing 15: Generate ASCII Characters

```c
int main(void)
{
    int i, start, step = 16;

    for (start = 32; start < 127; start += step)
    {
        printf("\n%12s", "Code:");
        for (i = start; i < start + step; i++)
            printf("%4i", i);

        printf("\n%12s", "Character:");
        for (i = start; i < start + step; i++)
            printf("%4c", i);

        printf("\n");
    }

    printf("\n");
    return 0;
}
```

2.3.1 Reading and writing characters

Printing characters:

- printf("&c", c)
- putchar(c)

Reading characters:

- scanf("&c", c)
- c = getchar()

Listing 16: Conver lowercase to uppercase

```c
#include <stdio.h>    // Standard input/output library

char uppity(char);   // Function prototype

int main(void)
{
    char letter;

    // Loop: read each character from standard input until newline
    while((letter = getchar()) != '\n')
        // Print original letter and its uppercase transform
        printf("uppitty( %c ) = %c\n", letter, uppity(letter));

    return 0;
}

// Convert a lowercase letter to uppercase; otherwise return original
char uppity(char ch)
{
    if ((ch >= 'a') && (ch <= 'z')) // Check if ch is lowercase
        return (ch - 'a' + 'A');    // Convert ch to uppercase
    return ch;                      // Return ch if not lowercase
}
```

2.4 Strings

C does not have a string data type. Instead it uses arrays of type char to represent strings. For example if we make a declaration: `char greeting[20]="Hello.  How are you?";` the system stores each character as an element of the array greeting.

2.4.1 String functions

Useful functions defined in `string.h`:

srncpy()
`char *strncp(char *dest, char *src, int n)`
Copies at most **n** characters from **src** to **dest**. The advantage of this is that we don't copy more chatavyers to **dest** than it can hold (prevents buffer overflow). **strncpy()** does not append a null character to the end of the string, so we need to do that manually.

strcat()
`char *strcat(char *dest, char *src)`
Concatenates the string **src** to the end of the string **dest**. The destination string must be large enough to hold the concatenated result. **strcat()** appends a null character to the end of the string.

strcmp()
`int strcmp(char *str1, char *str2)`
Compares two strings annd returns an intger:

- 0 if the strings are equal
- A negative integer if **str1** comes first alphabetically
- A negative integer if **str2** comes first alphabetically

strstr()
`char *strstr(char *haystack, char *needle)`

Searches for the first occurrence of the string `needle` in the string `haystack`. If found, it returns a pointer to the first occurrence of `needle` in `haystack`. If not found, it returns NULL.

strlen()
`int strlen(char *str)`
Returns the length of the string `str` (not including the null character).

2.4.2 String Output

We know how to use `printf()` to print strings:

- `printf("%s%s\n, "Good Morning ", name);`
- `printf("%s%8s\n", "Good Morning ", name);`

The second example, the field width specifier is given. This causes the string to be padded so it takes up a total of 8 spaces. If the string is shorter than 8 characters, it is padded with spaces on the left. If the string is longer than 8 characters, it is printed as is.

String Input
Input is a more complicated issue, there are three basis methods:

- `scanf("%s", name);` reads the next "word" from th input stream and stores it in the array `name`. A "word" is defined as a sequence of characters separated without a space, tab, or newline. The string is terminated with a null character.
- `getchar(name);` to get more control of the input in a loop
- `gets(string);` reads a line input and stores it all except the newline character. The string is terminated with a null character. `gets()` is not safe to use because it does not check the length of the input string. If the input string is longer than the array, it will cause a buffer overflow and overwrite other data in memory.
- `fgets(string, n, stdin);` reads in a line of text from the keyboard (standard input stream) and stores at most `n` characters in the array `string`. The string is terminated with a null character. If the input string is longer than `n`, it will be truncated and the rest will be discarded. `fgets()` is safer to use than `gets()` because it checks the length of the input string.

3   Arrays

To declare a 3×4 matrix of floats, we write `float a[3][4];`. So:

$$\begin{bmatrix} a[0][0] & a[0][1] & a[0][2] & a[0][3] \\ a[1][0] & a[1][1] & a[1][2] & a[1][3] \\ a[2][0] & a[2][1] & a[2][2] & a[2][3] \end{bmatrix}$$

In general, an $n \times m$ array is declared as `float a[n][m];`. The first index is the row number and the second index is the column number. The first element of the array is `a[0][0]` and the last element is `a[n-1][m-1]`.

If a has the line `int [a][4];` then the system creats three arrays, each of length four. More precisely, it:

- declares 3 pointers to type `int`: `a[0]`, `a[1]`, and `a[2]`
- space for storing an integer is allocated to each of addresses `a[0]`, `a[0]+1`, `a[0]+2`, `a[0]+3`, `a[1]`, `a[1]+1`, ..., `a[2]+3`

This mean is if `a[][]` is declared as a two-dimensional 3×4 array, then the following are equivalent:

- `a[1][2]`
- `*(a[1]+2)`
- `*(*(a+1)+2)`
- `*(&a[0][0]+4+2)`

Explanation of Array Element Access in C

`a[1][2]`

This is the standard way to access a two-dimensional array element. It directly fetches the element in the second row (index 1) and the third column (index 2).

`*(a[1]+2)`

- `a[1]` yields the second row, which decays to a pointer to its first element (i.e., equivalent to `&a[1][0]`).
- Adding 2 moves the pointer two elements forward in that row.
- The dereference operator `*` then accesses the element at that position, which is `a[1][2]`.

`*(*(a+1)+2)`

- `a+1` moves the pointer from the first row to the second row.
- `*(a+1)` dereferences that pointer to yield the address of the first element of the second row (again, equivalent to `a[1]`).
- Adding 2 moves to the third element in that row, and the outer `*` fetches its value—again, `a[1][2]`.

`*(&a[0][0]+4+2)`

- `&a[0][0]` gets the address of the very first element of the array.
- Since the array is stored in contiguous memory, pointer arithmetic treats it as a flat sequence. Adding `4+2` (i.e., 6) moves the pointer to the 7th element in that sequence.
- If the layout of the array is such that the element `a[1][2]` is the 7th element (this is true, for example, if the row length is at least 3), then dereferencing this pointer retrieves `a[1][2]`.

4   Files

Taking an input from a file is not much different than taking input from a keyboard. All we do is:

- Declare an identifier of type `FILE` to hold the file pointer.
- Open the file (`fopen()`)
- Read the file
- Close the file (`fclose()`)

Declaring a file indentifier:

$$\text{FILE *datafile;}$$

The datafile is now a pointer we can associate with a file. The `FILE` type is defined in the `stdio.h` library.

Opening a file:

$$\text{fileptr = fopen(char *filename, char *mode);}$$

The `fopen()` is a function that is use for file opening. It takes two arguments: the name of a file and the mode it will operrate in. A file pointer is returned. The mode can be:

- `r` : read (open an existing file for reading)
- `w` : write (overrwite the file or create a new one)
- `a` : append (add to the end of the file)

5   Algorithms

> **Definition : Algorithm**
>
> An algorithm is a finite set of precise intructions for performing a computation or solving a problem.

Algorithm 1 Linear Search

$m \leftarrow a_1$
for $k \leftarrow 2$ to n **do**
    if $m < a_k$ **then**
        $m \leftarrow a_k$
    end if
end for
return m

Example Write a short C program that creates an array of 8 random integers between 0 and 20 and find the largest

We should:

- Maike an array of random numbers using the `rand()` function from the `stdlib.h` library.
- `rand()` generates a random number between 0 and 2147483647. To get a number between 0 and 20 we can use the modulo operator.
- Use a for loop to implement linear search.

Listing 17: Finding the largest element in an array

```c
#include <stdio.h>
#include <stdlib.h> // Header file for rand function

int main(void)
{
    int a[8];
    printf("\nThe list is: ");

    for (int k = 0; k < 8; k++)
    {
        a[k] = rand() % 21;
        printf("\t%d", a[k]);
    }

    int m = a[0];

    for (int k = 1; k < 8; k++)
    {
        if (m < a[k])
        {
            m = a[k];
        }
    }

    printf("\nThe largest element is: %d\n", m);
    return 0;
}
```