



Programming in C

You will learn the details and practice in the labs (important)!
 We assume that you have at least 10hp in other programming courses.
 (Some of you know C well, some don't)

Jarmo Rantakokko

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Linux Environment

We will not use any IDE but work directly in a terminal window issuing commands to the operating system Linux. (Use VScode, Xcode on your comp).
 Linux: Open-source Unix-like operating system, first version 1991 by Linus Torvalds (Finnish-American software engineer)

Common Linux-commands:

pwd	- Show current directory name and path
cd	- change directory
mkdir	- make directory
ls	- list all files in directory
cat	- display file all at once
more	- display file filling one page
rm	- remove file
rmdir	- remove directory
cp	- copy file
mv	- move file
man	- show manual for a command
.... and many more commands	


Linux nerd joke:

Q: What do computers and air conditioners have in common?

A: They both become useless when you open Windows!

You can also run scripts issuing commands directly to the OS, e.g., shellscripts (Python-like language)
<https://www.shellscript.sh>
 Automatic checking of assignments will be done using shellscripts.

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Linux Environment

If you don't have Linux you can run on Mac OS, a variant of UNIX with the same or similar commands. You can also run remotely on our Linux servers using ssh: <http://www.it.uu.se/datordrift/maskinpark/linux/>

Especially (Scientific Linux with 16 cores):


- gullviva.it.uu.se
- tussilago.it.uu.se
- vitsippa.it.uu.se

Don't misuse the systems by running large parallel programs for a long time

```
jarmorantakokko@IT-ML-jra13969 ~ % ssh -Y jra13969@vitsippa.it.uu.se
jra13969@vitsippa.it.uu.se's password:
Warning: No xauth data; using fake authentication data for X11 forwarding.
Last login: Tue Nov 23 14:54:12 2021 from dhcp-17-113.it.uu.se
-bash-4.1$
```

In PC labs, start the *thinlinc client* (server thinlinc.student.it.uu.se) or a terminal and use ssh to linux-servers. See lab1 for further details.

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Why should we use C? #1 Reason Performance!

Sudoku solving (CPU sec)

Language	CPU sec	Type
Clang:C	1	Compiled
GCC:C	1	Compiled
ICC:C	1	Compiled
Mono:C#	3.8	Just-in-time
GDC:D	1.1	Compiled
LDC:D	1.1	Compiled
6g:Go	2.3	Compiled
Java:Java	1.7	Compiled
V8:JS	3.7	Compiled
JaegerMonkey:JS	18.1	Compiled
Lua:Lua	50.5	Compiled
Ilvm-lua:Lua	26.9	Compiled
LuaIT-JITon:Lua	6.8	Compiled
LuaIT-JIToff:Lua	16.2	Compiled
Perl:Perl	121.2	Compiled
CPython2:Python	113.9	Compiled
Cpython3:Python	119.9	Compiled
IronPython:Python	100.9	Compiled
Jython:Python	136.3	Compiled
PyPy:Python	19.5	Compiled
ShedSkin:Python	4.4	Compiled
R:R	>249	Compiled
Ruby:Ruby	98	Compiled
IronRuby:Ruby	71.1	Compiled
Jruby:Ruby	135.5	Compiled
Rubinius:Ruby	>249	Compiled

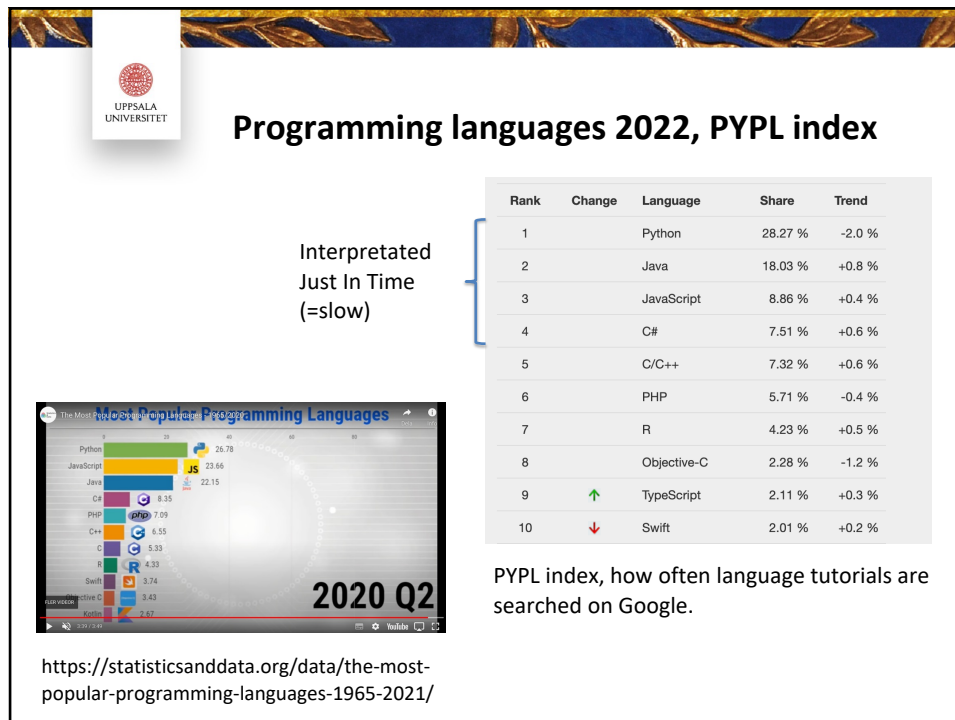
Matrix multiplication (CPU sec)

Language	CPU sec	Type
Clang:C	2.3	Compiled
GCC:C	2.3	Compiled
ICC:C	1.8	Compiled
Mono:C#	8.9	Just-in-time
GDC:D	3.3	Compiled
LDC:D	2.4	Compiled
6g:Go	3.1	Compiled
Java:Java	2.6	Compiled
V8:JS	2.6	Compiled
JaegerMonkey:JS	16.4	Compiled
Lua:Lua	68.3	Compiled
Ilvm-lua:Lua	31.1	Compiled
LuaIT-JITon:Lua	2.2	Compiled
LuaIT-JIToff:Lua	20.8	Compiled
Perl:Perl	230.3	Compiled
CPython2:Python	153.9	Compiled
Cpython3:Python	121.9	Compiled
IronPython:Python	202.7	Compiled
Jython:Python	731.4	Compiled
PyPy:Python	8.5	Compiled
ShedSkin:Python	3.7	Compiled
R:R	>1736	Compiled
Ruby:Ruby	628.4	Compiled
IronRuby:Ruby	510	Compiled
Jruby:Ruby	238.2	Compiled
Rubinius:Ruby	298.1	Compiled

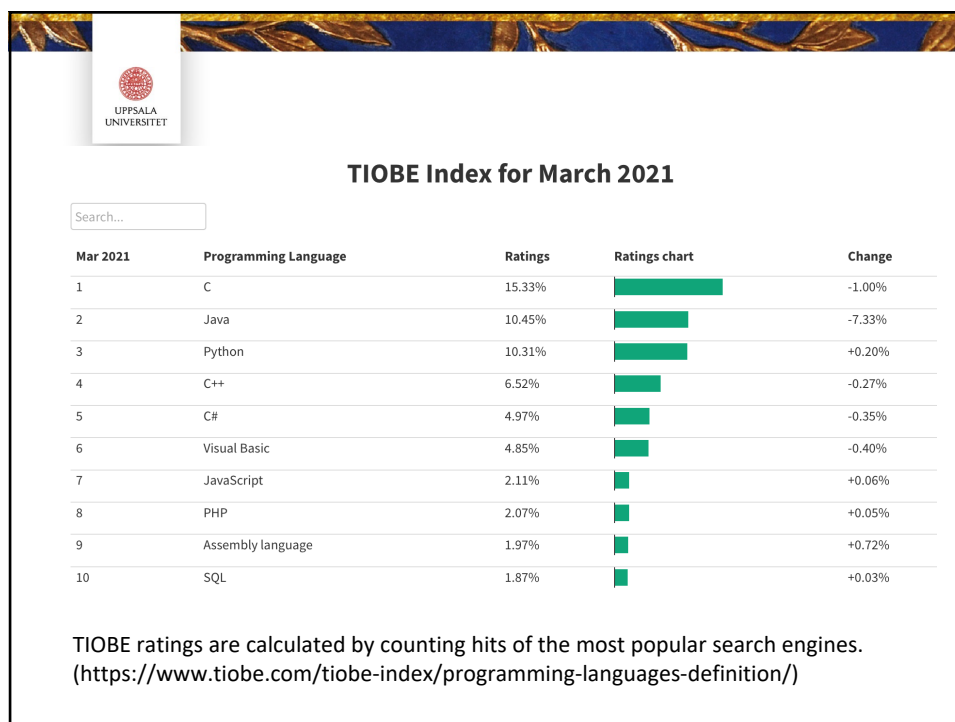
Also, compare case study on Prime numbers from L1

<http://attractivechaos.github.io/plb/>

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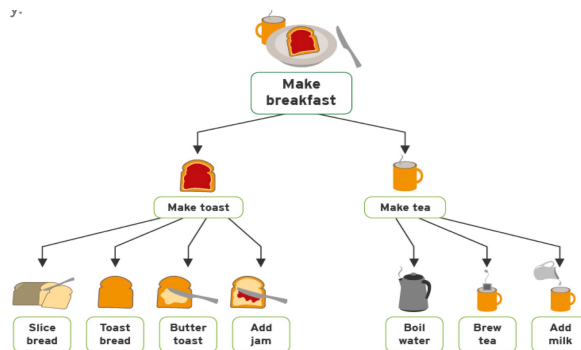


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Characteristics of C

Functional programming: Programming paradigm where you decompose your problem in to smaller building blocks and implement as functions. C is functional – low level, compact, efficient. Key concept is functions.



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Characteristics of C

- Interpreted v/s **compiled**
- Object oriented v/s **functional**.
- Dynamic typing v/s **static typing**.
- Garbage collected v/s **no garbage collection**.
- Ease of development v/s **execution speed**.

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Brief history

- Originally developed by Dennis Ritchie for OS implementations 1972.
- Standardized in 1989 (ANSI-C or C90).
- Revised in 1999 (C99).
- And again in 2011 (C11).
- And C17 exist, new version (C2x)

Supported
by most
compilers



Image credit: Dennis Ritchie

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A first example

You will need an editor to write code in: emacs, vi, gedit, ..., Xcode on Mac, VS on Windows.

```
C hello.c > ...
1  /* Prints 'Hello, world!' */
2  #include <stdio.h>
3
4  int main(){
5      printf("Hello, world!\n");
6      return 0; // exit status
7  }
```

Compile (in terminal window):
> gcc -o hello hello.c

Run:
> ./hello
Hello World!

Comments in C11:

- multi-line with `/* ... */`, single-line with `//`.

The `#include` pre-processor directive

- to include the input/output standard library of functions - `stdio.h`.

The function `main`:

- where code execution starts. Returns an integer exit status. Can include input arguments.
- Brackets `{ }` defines a code block with local variables – local scope

A statement `printf`:

- directs text to the standard output.
- Semi colon ends statements in C

A statement `return`:

- returns the 'normal' exit status 0 to the OS, return 0 – no errors!

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C-language

C is a small and compact language with a few built in concepts:

- Standard types: char, int, long, float, double,...
- Other types: arrays, pointers, struct, typedef, void
- Loops: for, while
- Conditional statements: if, else, switch
- Functions
- ...

Learning these will be enough for most applications and we will go deeper into different topics in this course. You will be skilled after doing all labs and assignments. Prepare for hard work!

Also, google is your friend but never copy code or sections of code without a reference. We will report plagiarism!

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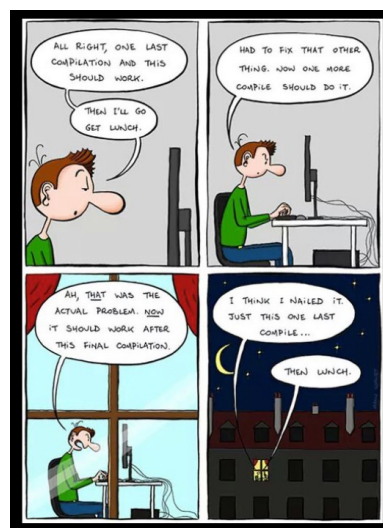
C-language

Just don't forget about your lunch...

This might also be true?



Student in HPP class



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Operators (basic)

- Binary arithmetic (two operands): `+` `-` `*` `/` `%`
- Unary arithmetic (single operand): `-` `++` `--` (prefix and postfix)
- Assignment: `=` `+=` `-=` `*=` `/=` `a+=1 <--> a=a+1`

`a++`

```
a=5; c=5;
b=++a; // b=6
d=c++; // d=5
```
- Relational: `<` `<=` `>` `>=` `!=` `==`
- Logical: `&&` `||` `!` (and, or, not)
- Mathematical functions in `math.h` (`#include <math.h>`)

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Constructs: the if statement

- Variants:
 - `if (c) s`
 - `if (c) s1 else s2`
 - `c` is any expression and `s`, `s1` and `s2` are statements.
- `c` is false if it evaluates to 0, 0.0 or NULL, otherwise true.
- Multiple statements can be organised together within curly brackets `{ }`.
- Indentation no meaning, except more readable code.

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Constructs: the if statement

Example Leap year: A year is a leap year if it is divisible with 4, a century is a leap year if it is divisible with 400.

```

1 #include <stdio.h>
2 int main() {
3     int year;
4     printf("Give a year: ");
5     scanf("%d",&year);
6     if (year%4==0)
7         if (year%100==0)
8             if (year%400==0)
9                 printf("Year %d is a leap year\n",year);
10            else
11                printf("Year %d is not a leap year\n",year);
12        else
13            printf("Year %d is a leap year\n",year);
14    else
15        printf("Year %d is not a leap year\n",year);
16    return 0;
17 }
```

Need to declare variables with type

scanf reads from standard input and needs the & to return a value

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Constructs: the if statement

Alternative short solution:

```

1 #include <stdio.h>
2 int main() {
3     int year;
4     printf("Give a year: ");
5     scanf("%d",&year);
6     if ((year%4==0) && ((year%100!=0) || (year%400==0)))
7         printf("Year %d is a leap year\n",year);
8     else
9     {
10        printf("Year %d is not a leap year\n",year);
11        printf("Why bother asking, you should know\n");
12    }
13    return 0;
14 }
```

Note: if year%4 not 0 the other statements will not be checked, think about the order for efficiency!

(Note the brackets on the else-statement – Indentation has no meaning in C.)

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