

Introduction to the C Language

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Outline

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- 3 Getting Started with C
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History

Creation of C

- Created by Dennis Ritchie in close collaboration with Ken Thompson at the Bell Labs in the early 1970s
- The first operating system written in C is Unix which ran on the 16bit PDP-11 computer

Evolution of C

- In 1978, Dennis Ritchie and Brian Kernighan released the book titled “The C Programming Language”
- C was standardized by ANSI (known as C89) in 1989, this was adopted by ISO later in 1990 (known as C90)
- The latest version of the standard is C23
- Since 2000, consistently ranked top four in the [TIOBE index](#)

Features of C

Basic Features

- High level (compared to assembly or machine code)
- Also provides low level access
 - Allows writing inline assembly code
 - Provides direct access to memory management
- Fewer keywords compared to other contemporary languages

Basic Features (cont.)

- Compiles to native machine code – runs very fast
- Statically typed, supports user defined data types
- Compound data types – structs and unions
- Standard library as well as third party libraries

Shortcomings

- Not object oriented
- Lacks exceptions
- No garbage collection
- Can be unsafe if not careful
 - No range-checking
 - Limited type checking at compile time
 - No type checking at runtime

Use Cases

- Operating systems, such as Linux
- Many software
 - Database: PostgreSQL, SQLite, MySQL
 - VLC Player
 - Apache web server, Nginx
- Embedded systems (microcontrollers)
- Other higher level programming languages
 - CPython
 - Ruby
 - PHP
 - JVM (Java, Kotlin etc.)

Getting Started with C

Ingredients

- C source file (plain text file with .c extension)
- Compiler (ideally, also a debugger)
- Text editor
- Terminal (aka Command Prompt on Windows)

Compilers and Debuggers

- Compiler turns the C code into machine code
- Debugger helps in debugging a compiled program
- Most popular C compilers include
 - GNU C Compiler and GNU Debugger (GCC and GDB)
 - Clang
 - Microsoft Visual C Compiler (MSVC)

Ingredients (cont.)

To make life easier, use an IDE (integrated development environment), it combines:

- Source editing
- Invoking compiler
- Debugging
- Version control system (VCM), for example git or subversion

Most modern IDEs also provide “intellisense” as well as perform static analysis on source codes.

Environment Setup on Windows

- Easiest option: download [CodeBlocks](#) with MinGW which includes GCC and GDB
- Microsoft Visual Studio with MSVC (much bigger download size)

Installing Only GCC on Windows

In order to use an IDE that does not bundle a compiler, one needs to install the compiler separately. Three options:

- Download [MinGW-W64](#) using [MSYS2](#)
- Download MinGW-W64 standalone from [WinLibs](#)
- Installing via [Cygwin](#)

Environment Setup on Linux

- Install the `gcc` package using the package manager
- Then install the `codeblocks` package or any other suitable IDE

Environment Setup on MacOS

- Install XCode, comes with the Clang compiler
- Can be installed from the App Store
- If only the compilers are wanted, then run the following in the terminal: `xcode-select --install`

Crossplatform IDEs and Code Editors

- Codeblocks
- Visual Studio Code (requires seperate extension for C/C++)
- Clion (free for non-commercial use only)
- Eclipse IDE

Our First C Program

Hello World in C

```
1  #include <stdio.h>
2
3  int main(){
4      printf("Hellow, world!");
5      return 0;
6  }
```

Thank you.
