601.220 Intermediate Programming

Hello world program in C

Outline

• Compiling and running a simple C program

Having technical issues? Feeling stuck?

- Consult posted slides and tutorials for reference
- Don't be afraid to ask for help

Where to ask

- Ask questions on Piazza
- Instructor office hours will be announced soon
- Course assistants (CAs) will set office hours soon

```
// hello world.c:
#include <stdio.h>
// Print "Hello, world!" followed by newline and exit
int main(void) {
    printf("Hello, world!\n");
    return 0;
}
$ gcc hello_world.c -std=c99 -pedantic -Wall -Wextra
$ ./a.out
Hello, world!
```

Basic C/C++ programming workflow

- Edit file (using emacs or vim) hello_world.c
- Compile using GNU C compiler (gcc) to compile, link, and create executable
 - If compile-time errors reported, edit .c file and re-compile
- Run the executable file
 - If run-time errors reported/detected, go back to edit step

Inside the compiler

- Step 1: preprocessor
 - Bring together all the code that belongs together
 - Process the directives that start with #, such as #include
 - We'll soon also see #define
- Step 2: compiler
 - Turn human-readable source code into object code
 - Might yield warnings & errors if your code has mistakes that are "visible" to compiler
- Step 3: linker
 - Bring together all the relevant object code into a single executable file
 - Might yield warnings & errors if relevant code is missing, there's a naming conflict, etc

```
// hello_world.c:
#include <stdio.h>

// Print "Hello, world!" followed by newline and exit
int main(void) {
    printf("Hello, world!\n");
    return 0;
}
```

- #include is a preprocessor directive, similar to Java import
- main is a function, every program has exactly one main
- int is its return type
- main(void) says that main takes no parameters

```
// hello_world.c:
#include <stdio.h>

// Print "Hello, world!" followed by newline and exit
int main(void) {
    printf("Hello, world!\n");
    return 0;
}
```

- printf prints a string to "standard out" (terminal)
- \n denotes the newline character
- return 0 means "program completed with no errors"
- Explanatory comment before function is good practice
 - // Print ...

Basic C/C++ programming workflow

- To compile hello_world.c and link to give executable file:
 - gcc -std=c99 -Wall -Wextra -pedantic hello_world.c
- To run executable file named a.out:
 - ./a.out

What if we omit #include <stdio.h>?: // hello world err.c: // Print "Hello, world!" followed by newline and exit int main(void) { printf("Hello, world!\n"); return 0: \$ gcc hello world err.c -std=c99 -pedantic -Wall -Wextra hello_world_err.c:4:5: error: implicitly declaring library function 'pr printf("Hello, world!\n"); hello_world_err.c:4:5: note: include the header <stdio.h> or explicitly 1 error generated.

Multiple copies of code

 Imagine if every time you wanted to snapshot (or "branch" or share) your project, you made a copy

```
$ ls cs220-eg/
hello_world.c Makefile README

$ cp -r cs220-eg cs220-eg-2020-09-02
$ ls cs220-eg cs220-eg-2020-09-02
cs220-eg:
hello_world.c Makefile README

cs220-eg-2020-09-02:
hello world.c Makefile README
```

Multiple copies of code

- Suppose you "snapshot' or share your code frequently, and at different times on different machines
 - Up to you to remember "meanings" and relationships of copies
 - Lots of copies = lots of space; waste, redundancy
 - Difficult for team members to track where the latest version of each file lives

Git to the rescue

- A repository ("repo") stores all versions of all project files, and their entire histories back to the beginning of the project
 - Repos eliminate disadvantages of the "lots of copies" method, while still facilitating snapshotting, branching, sharing
 - Cleverly organized to avoid storing redundant data
 - Repo (master/origin) can be local (on your computer) or remote (e.g., on bitbucket.org or github.com)