

C Programming

What is C?

- ▶ a general purpose, compiled, procedural computer language
 - ▶ structured programming constructs
 - ▶ loops, conditional statements
 - ▶ static type system
 - ▶ variable types are known at compile time
 - ▶ recursion
- ▶ often referred to as a high level language that is as "close to the machine" as possible while still being architecture independent

A very brief history of C

- ▶ for the definitive history of C see
 - ▶ <https://www.bell-labs.com/usr/dmr/www/chist.html>

1968

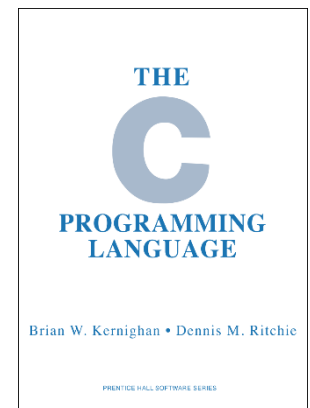
- ▶ "[Ken] Thompson wanted to create a comfortable computing environment constructed according to his own design, using whatever means were available."
- ▶ "Thompson was faced with a hardware environment cramped and spartan even for the time: the DEC PDP-7 on which he started in 1968 was a machine with 8K 18-bit words of memory and no software useful to him. While wanting to use a higher-level language, he wrote the original Unix system in PDP-7 assembler."

1968



1969-1978

- ▶ 1969 Thompson creates the B language; invents the ++ and -- operators
- ▶ 1972 Dennis Ritchie and Thompson write a Unix kernel in early C
- ▶ 1973 Ritchie and Thompson complete the essentials of modern C; preprocessor introduced
- ▶ 1978 Ritchie and Thompson publish *The C Programming Language*



1989-present

- ▶ 1989/90 C language standard adopted as ANSI C and ISO C
- ▶ 1999 C99
- ▶ 2011 C11
- ▶ 2017 C17: Corrections and clarifications of C11

Where is C used?

- ▶ most OS kernels
- ▶ embedded systems
- ▶ many interpreted languages are implemented in C
 - ▶ Python, Perl, Ruby, PHP
- ▶ many programming languages can call C functions
- ▶ computer graphics applications
- ▶ computationally intensive applications
- ▶ and many more
- ▶ ranked #1 or #2 on TIOBE index since 2001
 - ▶ <https://www.tiobe.com/tiobe-index/c/>

C development tools

- ▶ at a minimum, you need a C compiler
- ▶ Windows (WSL)
 - ▶ install gcc
 - ▶ <https://code.visualstudio.com/docs/cpp/config-wsl>
- ▶ Mac
 - ▶ install Command Line Tools for Xcode
 - ▶ **xcode-select --install**
 - ▶ or install Homebrew (which installs the above)
 - ▶ <https://brew.sh/>
 - ▶ or install Xcode from App store (~40GB of disk space)

C development tools

- ▶ you also will want a C-aware text editor
- ▶ Visual Studio Code is freely available on Windows, Mac, and Linux
 - ▶ <https://code.visualstudio.com/docs/cpp/config-clang-mac>
- ▶ so is eclipse
 - ▶ but not an option for WSL

Documentation

- ▶ <https://devdocs.io/>
- ▶ <https://en.cppreference.com/w/c/language>

Fun stuff

- ▶ <https://www.ioccc.org/>

Structure of a simple C program

- ▶ a simple C program is made up of:
 - ▶ one or more C source code files
 - ▶ plain text
 - ▶ extension **.c**
 - ▶ zero or more C header files
 - ▶ plain text
 - ▶ extension **.h**
- ▶ to run the program, a **main** function is required in one of the C source code files

One version of Hello, world!

```
#include <stdio.h>

/* hello1.c */

int main(void) {
    puts("Hello, world!");
    return 0;
}
```

Another version of Hello, world!

```
#include <stdio.h>

/* hello2.c */

int main(void) {
    printf("%s\n", "Hello, world!");
    return 0;
}
```

Compiling a C source code file

- ▶ compiling is the process of transforming code written in one language to another language
- ▶ when people talk about compiling C code, they usually mean transforming C code into a language that the computer can run directly (machine code)
- ▶ a compiler is a program that compiles

C compilers

- ▶ there are many C compilers to choose from but students in CISC220 will probably use one of:
 - ▶ gcc (Linux)
 - ▶ Clang/LLVM (Mac)

Compile our programs like so:

```
gcc hello1.c -o hello1  
gcc hello2.c -o hello2
```

Run our programs like so:

```
./hello1
```

```
./hello2
```

Preprocessor directive

- ▶ **#include <stdio.h>** is a preprocessor directive
 - ▶ the C preprocessor processes C source code files before the compiler transforms the code into machine code
 - ▶ the preprocessor can be a separate program from the compiler, or it can be part of the compiler itself
- ▶ an **include** directive tells the preprocessor to insert the contents of a file into the C source code file
 - ▶ we need to include **stdio.h** in our program because it contains the function declarations for **puts** and **printf**
 - ▶ you need to include the declarations for any library functions that you use in your program

Comments

- ▶ prior to C99, comments in C used `/*` and `*/` to delimit a comment
 - ▶ exactly the same as in Java
- ▶ from C99 onwards, line ending comments starting with `//` are also allowed

The **main** function

- ▶ every C program coded to run in a hosted execution environment contains the definition (not the prototype) of a function called **main**, which is the designated start of the program
- ▶ hosted execution environment means that the full C standard library is supported
- ▶ a freestanding implementation need only support a limited subset of the C standard library
 - ▶ typical examples are embedded systems

The **main** function

- ▶ **main** has two common allowable forms

```
int main(void) { body }
```

```
int main(int argc, char* argv[]) { body }
```

- ▶ C99 also allows implementation defined **main** functions
 - ▶ these are compiler dependent

One version of Hello, world!

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

```
/* hello1.c */
```

```
int main(void) {  
    puts("Hello, world!");  
    return 0;  
}
```



returns an int, has no parameters

One version of Hello, world!

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

```
/* hello1.c */
```

```
int main(void) {
```

```
    puts("Hello, world!");
```

```
    return 0;
```

```
}
```



Writes every character from a null-terminated string and one additional newline character '\n' to the output stream stdout

Another version of Hello, world!

```
#include <stdio.h>

/* hello2.c */

int main(void) {
    printf("%s\n", "Hello, world!");
    return 0;
}
```



Formatted print. Loads the data from the given locations, converts them to character string equivalents, and writes the result to stdout.

One version of Hello, world!

```
#include <stdio.h>

/* hello1.c */

int main(void) {
    puts("Hello, world!");
    return 0;
}
```



Returns 0. In a main method, the return value defines the exit status of the program.