
Introduction to C & IDEs

- See online notes on Visual Studio and Xcode

Hello, World!

- First intro program.
- The program will print the text “Hello, World!” onto the screen.
- That’s it.

hello_world.c

```
1 #include <stdio.h>
2
3 int main(void)
4 {
5     printf("Hello, World!\n");
6     return 0;
7 }
```

- Let’s break this down:

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

- This is a *preprocessor directive*. We’ll talk more about the preprocessor later.
- For now, think of this as a step that happens before *compilation*
 - Compilation is the process of converting your C program into machine code)
- Here, we are using the `#include` directive to tell the preprocessor to get the `stdio.h` file and include in our program
 - “Include” in this sense means bring the source code of `stdio.h` into this project
 - This prevents us from having to re-invent the wheel - we can easily bring in existing code into our projects and use it.
 - For this example, we only need to `printf` function from `stdio.h`
 - Files that end in `.h` are called *header files*. We’ll talk more about headers later.
- The `main` function is the entry point of all C programs. The computer needs to know where to start your program. `main` is the starting point.
- `printf("Hello, World!");` prints the string “Hello, World!” to the console
- `return 0;` terminates the program to let the operating system whether or not the program terminated successfully.
 - 0 indicates success in this case

Preliminaries

Comments

1. Single-line comments start with //

- Example:

```
1 // this is a single-line comment
```

2. Variable-line comments start with /* and end with */

- If you have a multi-line comment, each line begins with * after starting the comment

```
1 /*  
2  * This is a multi-line comment  
3  */
```

Block Structure, Statements, Whitespace, Scope

Statement

- A **statement** is a command given to the computer that instructs the computer to take a specific action
 - Think of statements as the most atomic unit of our programs.
 - A program is made up of some sequence of statements
 - Statements terminate with the the semicolon ; character
- An example statement: `int x = 1;`
 - This statement **declares** a **variable** named `x` and **initializes** `x` to have the value 1.
 - This value of 1 can be **accessed** or **modified** with the **identifier** `x`
- Understanding check:
 - What does it mean to declare a variable?
 - What does a variable store?
 - How can we access the value of a particular variable?

Blocks

- **Blocks** consists of a group of executable **statements**
- Blocks begin with { and end with }
- Example:

```
1 int main(void)  
2 {
```

```
3  /* this is a 'block' */
4  int i = 5;
5  {
6      /* this is also a 'block', nested inside the outer block */
7      int i = 6;
8  }
9  return 0;
10 }
```

Whitespace

- Whitespace in a C program refers to tabs, spaces, and newline characters that separate text in the source code.
- Whitespace is ignored in many instances in C programs.
- The following are equivalent to a C compiler

```
1 printf("Hello world"); return 0;
```

```
1 printf("Hello world");
2 return 0;
```

```
1 printf(
2 "Hello world");
3
4
5 return 0;
```

- When does the compiler not ignore whitespace?
 - Whitespace is important when using any **keyword** in C, such as **return**, **int** and others.

Scope

- Two types of scope: **global** and **local**
- Global indicates something can be seen or manipulated from anywhere in the program
- Local indicates something can be seen or manipulated from anywhere in the program
- Example:

```
1 int i = 5; /* this is a 'global' variable, it can be accessed from
   anywhere in the program */
2
```

```
3  /* this is a function, all variables inside of it are "local" to the
   function. */
4  int main(void)
5  {
6      int i = 6; /* 'i' now equals 6 */
7      printf("%d\n", i); /* prints a '6' to the screen, instead of the
   global variable of 'i', which is 5 */
8
9      return 0;
10 }
```

- What do we see from this example?
 - Local scope supersedes global
- A more complicated example:

```
1  /* the main function */
2  int main(void)
3  {
4      /* this is the beginning of a 'block', you read about those above
   */
5
6      int i = 6; /* this is the first variable of this 'block', 'i' */
7
8      {
9          /* this is a new 'block', and because it's a different block,
   it has its own scope */
10
11         /* this is also a variable called 'i', but in a different '
   block',
12         because it's in a different 'block' than the old 'i', it
   doesn't affect the old one! */
13         int i = 5;
14         printf("%d\n", i); /* prints a '5' onto the screen */
15     }
16     /* now we're back into the old block */
17
18     printf("%d\n", i); /* prints a '6' onto the screen */
19
20     return 0;
21 }
```

Basic Function Use

- We will take extensively about functions later in the course, but we need to have a basic introduction now - we need to know the basics to succeed in this course
- A **function** is a special kind of block that performs a well-defined task
- It enables programmers to perform a task without knowing how the function works
 - A form of *information hiding*
- When you **call** a function, you are telling the computer to execute the entire function code block in a single statement
 - The function invoking the function is called the **caller**
 - The function being called is called the **callee**
- Many functions require data as input
 - This data is passed to the function as **arguments**
- Many functions return a value to the caller
 - This is called a **return value**
- What you should know before calling a function:
 - What the function does
 - The data type of the arguments are and what they mean
 - The data type of the return value and what it means

The Standard Library

- A collection of standard functions provided to you as the programmer to make programming easier, more secure, more robust, and more standardized
- `#include <stdio.h>` includes the standard library file `stdio.h` which stands for *standard IO*
 - We used this header to bring in the `printf` function, which is a part of IO