

# Introduction to C and C++

CSC100 Introduction to programming in C/C++ Spring 2024

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## Contents

### 1 What will you learn?

- What is C?
- What is its origin?
- What is its importance?
- What's the difference to C++?
- Why are we not just learning C++?
- What are C's strengths and weaknesses?
- First 'literate' C program and Emacs + Org-mode

Source:

- Textbook King (2008) ch.1<sup>1</sup>
- See also slides (GDrive)

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<sup>1</sup>All sources are referenced at the end of the script, followed by the footnotes, which do unfortunately not render as links on GitHub. The book by King (2008) does not cover a few recent updates to the ANSI standard for C, like C11, and the current standard C17. The next major C standard revision (C23) is expected for 2023. Gustedt (2019) is a good (but quite difficult) book on "modern C".

## 2 What is C?

- C is a programming language created in the early 1970s.
- It grew out of the development of the UNIX operating system
- In turn, UNIX grew out of a space travel game (Brock, 2019).



Figure 1: Thompson & Ritchie & DEC PDP-11, 1970. (Brock, 2019)

## 3 How popular is C?

- C consistently ranks among the top 3 programming languages.
- TIOBE Language of the year 2008, 2017, 2019
- Highest position since 2001: #1 in Sep 2021
- Lowest position since 2001: #2 in Jan 2024

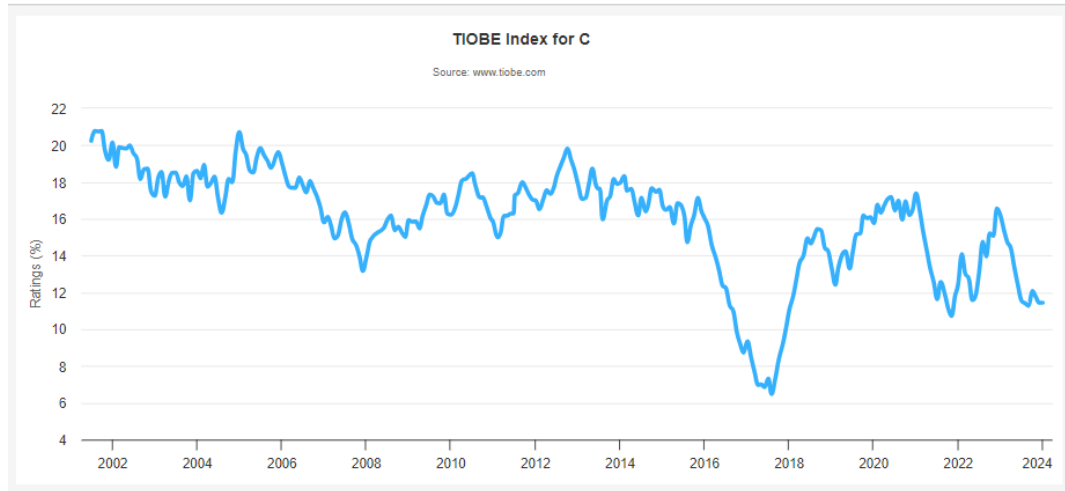


Figure 2: TIOBE Index for C, 2002-2023 (Source: TIOBE)

- Popularity contest: cp. TIOBE Index<sup>2</sup>

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- Of the top 10 languages, only SQL (databases), and Assembly (machine) language are not C-type languages!

"Python alone does not make a career. In our “Jobs” ranking, it is SQL that shines at No. 1. Ironically though, you’re very unlikely to get a job as a pure SQL programmer. Instead, employers love, love, love, seeing SQL skills in tandem with some other language such as Java or C++." (Cass, 2023)

## 4 How important is C?

Some well-known programs written in C:

- The Linux kernel (and therefore, Android - 40%)
- UNIX operating system (core of MacOS and iOS - 25%)

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<sup>2</sup>Since 2000, C is one of the top two languages in the TIOBE index (based on searches), and one of the top three of the (more relevant) IEEE ranking.










Jan 2024	Jan 2023	Change	Programming Language		Ratings	Change
1	1			Python	13.97%	-2.39%
2	2			C	11.44%	-4.81%
3	3			C++	9.96%	-2.95%
4	4			Java	7.87%	-4.34%
5	5			C#	7.16%	+1.43%
6	7	^		JavaScript	2.77%	-0.11%
7	10	^		PHP	1.79%	+0.40%
8	6	v		Visual Basic	1.60%	-3.04%
9	8	v		SQL	1.46%	-1.04%
10	20	^^		Scratch	1.44%	+0.86%

Figure 3: TIOBE Index ranking 1-10 (tiobe.com), January 2024

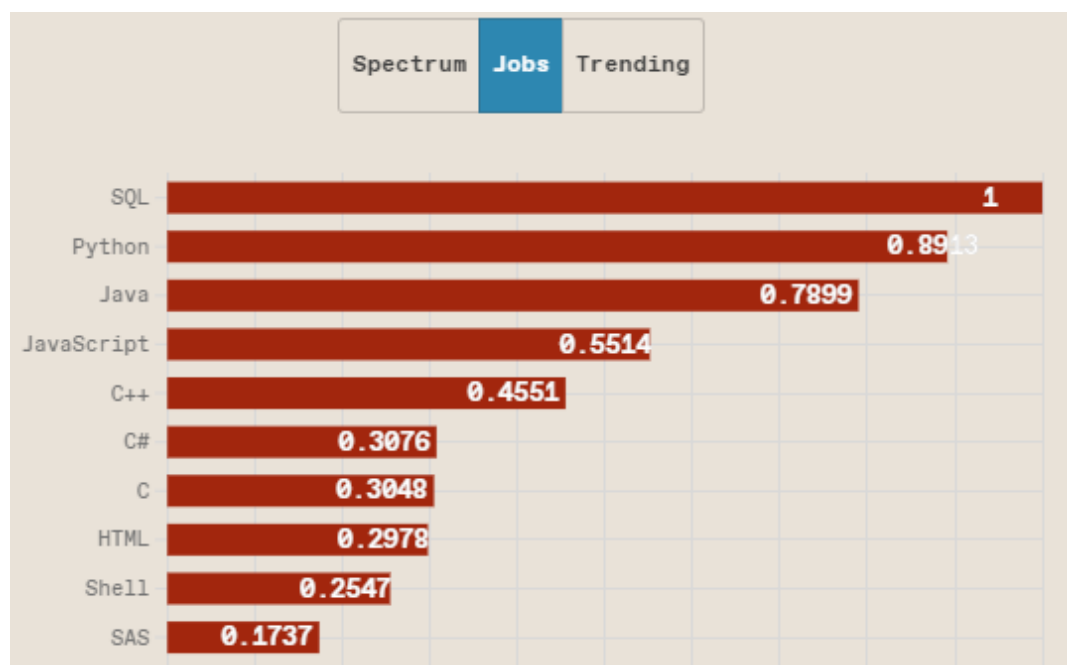
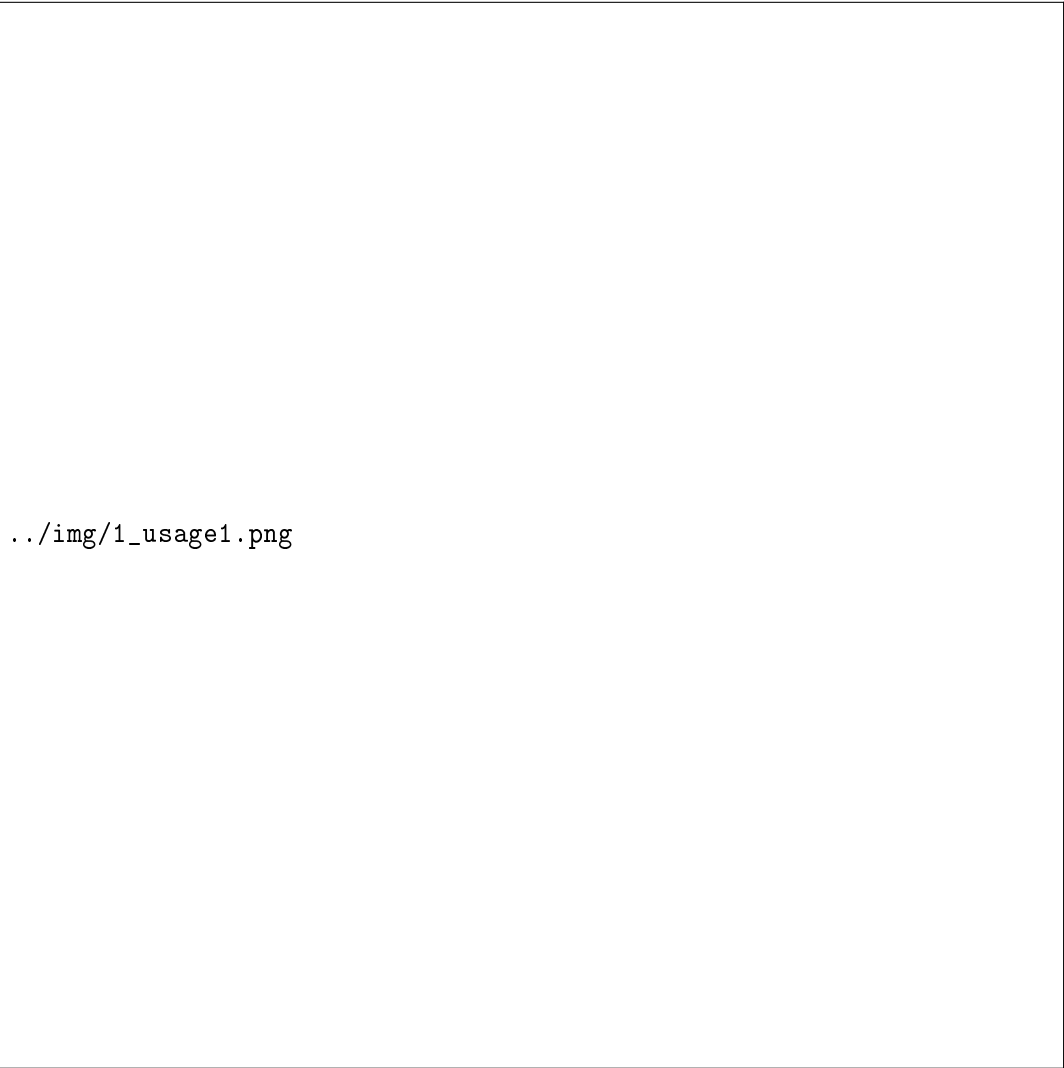


Figure 4: IEEE index - by (Source: Cass, 2023)



`../img/1_usage1.png`

Figure 5: Real world applications of C (Source: DataFlair)

- Windows operating system (core of most PCs - 30%)
- Doom (early video game) and Wolfenstein 3D
- Git version control system
- C compilers (Clang, GCC/MinGW)
- Interpreted languages like Python
- Any software that crosses platforms easily (portable)
- Software for the Curiosity Mars rover and most space apps

See also:

1. "Why C programming is awesome" (Hawkes, 2016). Video summary:
  - (a) Basis of most modern programming languages like Java, C#, C++, Python etc.
  - (b) Use in high performance embedded systems like the Curiosity Rover on Mars.
  - (c) Language for kernel development (manager for the operating system).
  - (d) Writing code in C requires you managing your own memory.
  - (e) In the process you find out how a computer really works.
  - (f) C is in high demand for jobs
  - (g) C is portable (runs everywhere) and efficient (runs fast)
2. "C Programming Language (Brian Kernighan)" (Lex Fridman, 2020)
  - (a) Why did C survive, and why did it have such a long-lasting impact?
    - Expressiveness (natural to use), efficiency (fast, small), environment (Unix)
  - (b) What did it take to write the definitive book on C? (Popular and standardizing)
    - In 1977 there were many Unix systems and no authoritative document
    - Book included a crystal-clear reference manual
    - Find examples that might hang together

- (c) What do you find powerful about examples?
- It'll tell you how to do something
  - It'll help you do something similar but perhaps more ambitious
  - Many examples were picked for Unix' text processing problems: "read input, write output"
  - Find things that are representative of what people want to do (in core form)

## 5 What is a programming language?

"A programming language is a *formal language* comprising of a set of *strings* that produce various kinds of *machine code* output. Programming languages are one kind of computer language, and are used in computer programming to implement algorithms."  
(Source: Wikipedia)

- **Formal** language?
- Set of **strings**?
- **Machine** code?
- **Algorithm**?

Fortunately, computer (and data) science isn't really a science at all!  
(It's more of a craft like mining, knitting, or pottering.)

In the xkcd cartoon, computer (and data) science do not even figure, because they're so interdisciplinary (the opposite of "pure"). Still, there is a lot of "pure" mathematics, physics and even biology that plays a role in computer science (and programming).

The most important parts of maths for computer science are...? That's a good question for our new mildly demented friend, ChatGPT (GPT-3.5):  
The most important parts of mathematics for computer science are...?

[AI]: The most important parts of mathematics for computer science include:

1. Discrete Mathematics: This branch of mathematics deals with objects that are finite or countable. It is essential for understanding logic, set theory, combinatorics, and graph theory, which form the foundation of computer science.



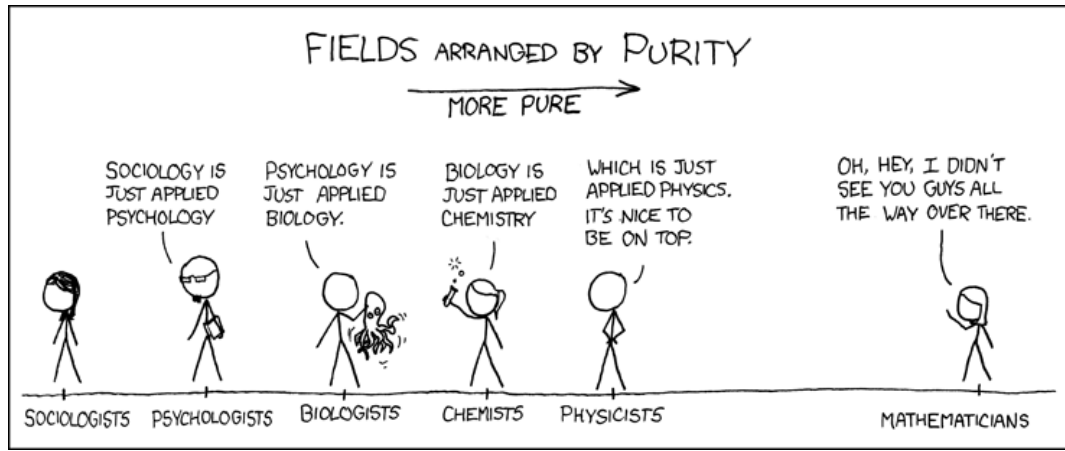


Figure 6: [Scientific] fields arranged by "purity" (xkcd)

2. **Logic**: Logic is crucial for reasoning and problem-solving in computer science. It covers topics such as propositional logic, predicate logic, and formal proof techniques.
3. **Probability and Statistics**: Probability theory plays a significant role in analyzing uncertainty and randomness in algorithms and data. Statistics is essential for understanding data analysis, machine learning, and data-driven decision-making.
4. **Calculus**: Calculus is important for analyzing the behavior of algorithms, optimizing functions, and solving problems involving continuous quantities.
5. **Linear Algebra**: Linear algebra is used extensively in computer graphics, machine learning, data analysis, and many other areas of computer science. It provides tools to understand and manipulate vectors, matrices, and linear transformations.
6. **Number Theory**: Number theory is foundational to cryptography and data encryption techniques used in computer security.

These areas of mathematics provide a solid foundation for understanding fundamental concepts and theoretical aspects of computer science and form the basis for many algorithms, data structures, and analysis techniques used in the field.

[ME]:

## 6 Where does C come from?

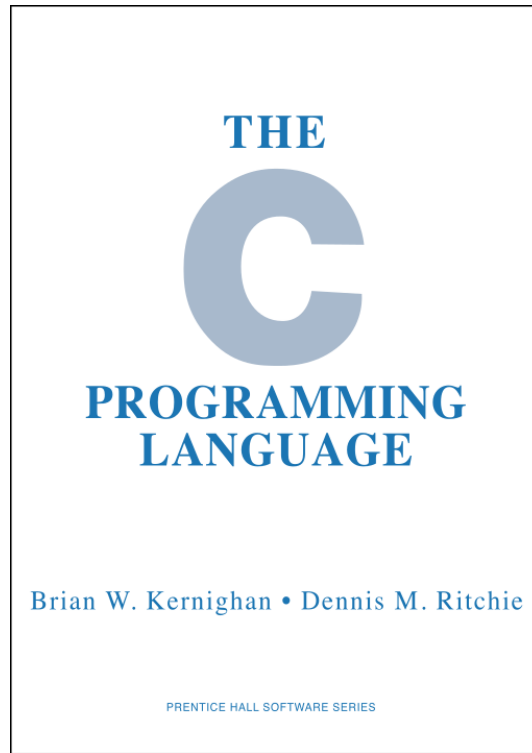


Figure 7: "K&R" (Kernighan/Ritchie, 1978)

- By-product of the UNIX operating system 1969 <sup>3</sup>
- Developed on DEC PDP-7 (computer with 8K words of main memory)
- Written originally in assembly language
- UNIX rewritten in C by 1973 for DEC PDP-11
- Standardization of C, 1973-2018

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<sup>3</sup>The motivation to create Unix, according to Wikipedia, was to port Thompson's space travel video game to the PDP-7 mainframe computer. So in a way we owe modern computing to gaming.

**Challenge:** what does "8K words of main memory" actually mean? <sup>4</sup>

See also: Podcast with Brian Kernighan & Lex Fridman:

- Text processing problems were inherited from Unix
- Examples should be realistic, useful and representative
- If you're the first in anything, everybody else has to follow

## 7 Standardization

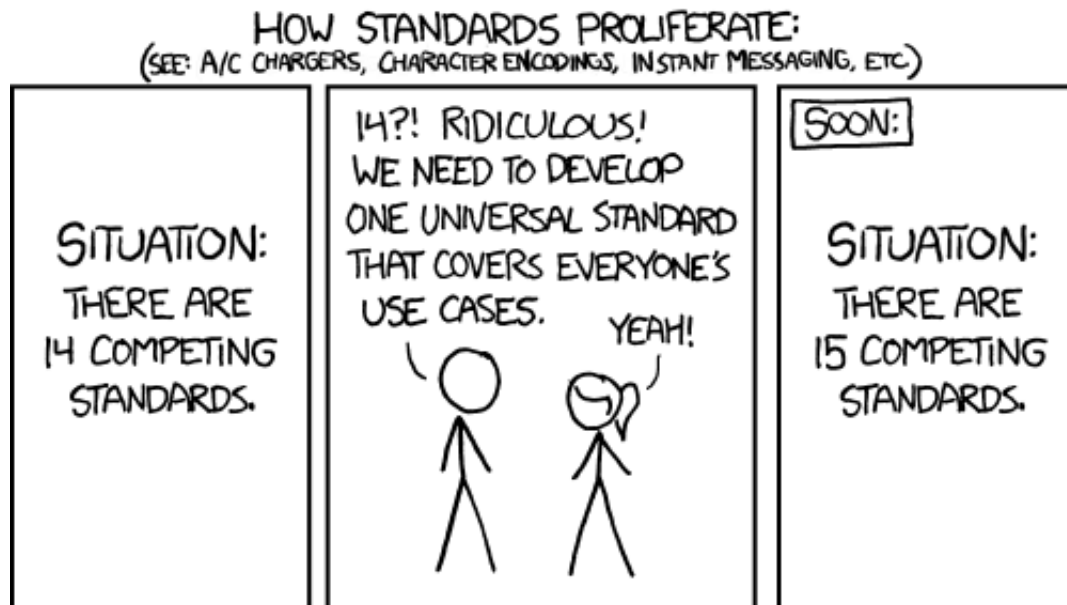


Figure 8: How standards proliferate (Source: xkcd)

<sup>4</sup>How many bits can be stored in memory of 8K words depends on the bit length of a word (or byte). One byte holds  $8 = 2^3$  bits (binary digits, or memory locations capable of storing 2 states). For example, the binary "1111111" represents the decimal number  $255 = 2^8 - 1$ . 8K byte correspond to  $8 * 2^{10} = 8 * 1,024 = 8,192$  bytes. By comparison, the main memory of my laptop has  $16\text{GB} = 16 * 2^{30} = 3.2\text{E}+31$  bits. It follows from these memory restrictions that UNIX (and C) had to be designed to be very small, or space effective.

Details: see ANSI (American National Standards Institute) Sometimes, standardization goes awry. For example, Python 3 was not "backwards compatible" with Python 2.7, R seems split in a "Tidyverse" and a "base R" community.

## 8 How computers work

Well, at least this is one way of looking at it.

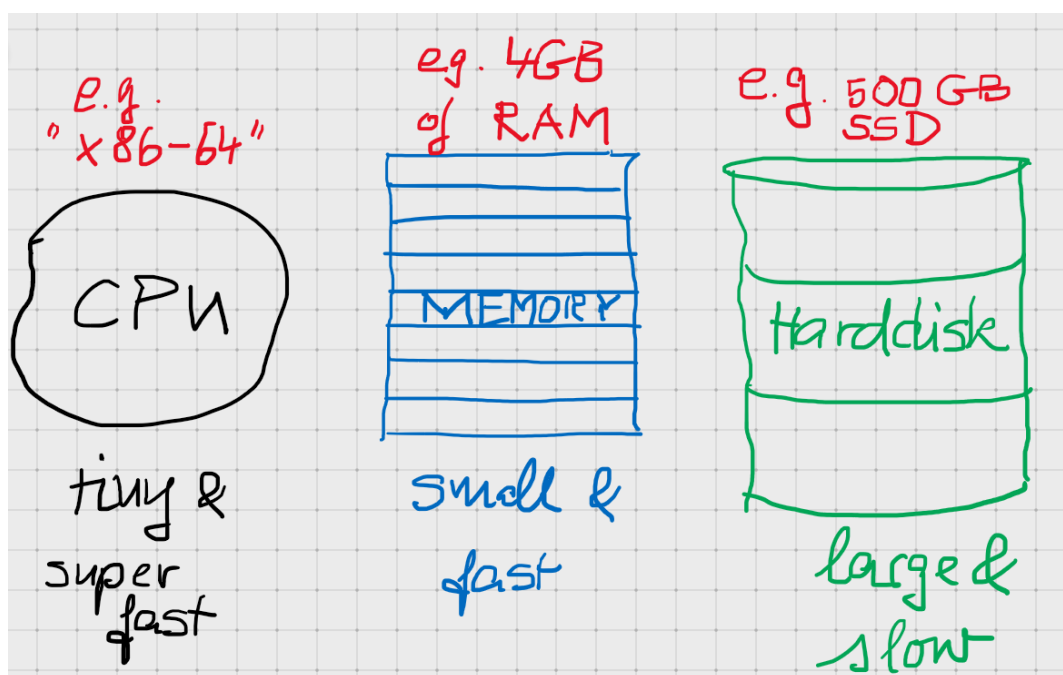


Figure 9: Computer architecture (simplified)

The "hard disk" can also be a Solid State Drive (SSD) or some other form of Non-Volatile Memory (NVM) - i.e. it doesn't disappear when the power goes out.

## 9 How programs are created and processed

### 9.1 Simplified process

1. **WRITE** source code in an editor (NVM = harddisk)

2. **COMPILE** source code to machine code (RAM = memory)
3. **RUN** program (CPU = Central Processing Unit)
4. **DISPLAY** results (RAM = Memory)
5. **SAVE** result (NVM = harddisk)

## 9.2 Complete process

Specifically for C and our compiler GCC, this process looks technically like this:

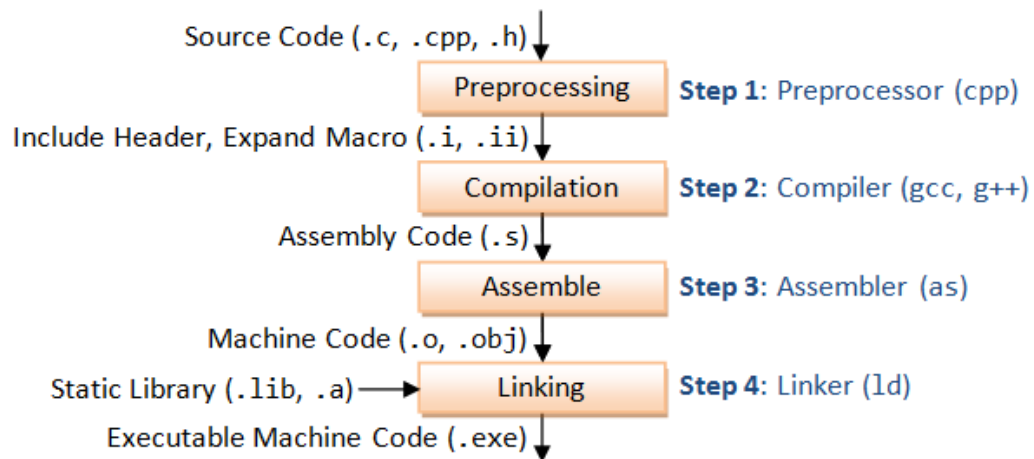


Figure 10: GCC compilation process (Source: Hock-Chuan, 2018).

## 10 Strengths and weaknesses of C

STRENGTH	WEAKNESS
Efficiency	Permissiveness (Error-prone)
Portability	Terseness and Understanding
Power	Large program maintenance
Flexibility	
Standard library	
Integration with UNIX	

- Efficiency: do a lot with little effort (small programs)

- Portability: it works everywhere, on anything
- "Power": you can do brain surgery with a pencil
- Flexibility: you can do the same thing in many different ways
- "Standard library": pre-defined functions/tasks; "stdio.h", a standard library for "I/O" (Input/output)
- Integration with UNIX (because UNIX is the motherlobe)

## 11 What is the difference between C and C++?

C++ is a superset of C.



Figure 11: C/C++ logos

WHAT	C	C++
TIME	Thompson/Ritchie 1970s	Stroustrup 1980s
TYPE	Imperative procedural	Object-oriented
GOOD	System programming	Games and graphics
USED	Internet of Things	Flight Software

Source: Lemonaki, 2021.

## 12 Why are we not just learning C++?

- Object-orientation is a difficult paradigm (C++)
- System programming is pure power (C)
- C is simpler, smaller, and faster
- C has 35 keywords, C++ has 95

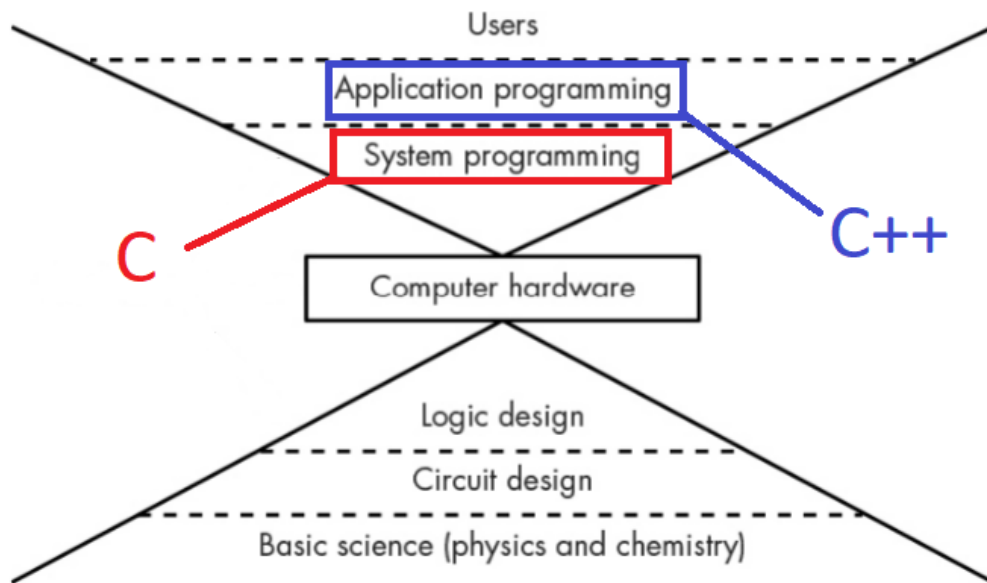


Figure 12: Computer Landscape. (Modified from: Steinhart, 2019)

- Bjarne Stroustrup (2011): "C is obsolete"<sup>5</sup>
- Linus Torvalds (2007): "C++ is a horrible language"<sup>6</sup>.

Also, there's this:

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<sup>5</sup>However, he is biased, since he is the creator of C++. The title of the video is misleading: Stroustrup believes that every C program should rather be a proper C++ program. However, he also concedes that C++ is still too complex for many ("We have to clean it up").

<sup>6</sup>Torvalds (who wrote the Linux kernel in C) argues here in favor of writing his hugely successful version control program `git` in C instead of C++. He highlights some of the strengths of C: efficient, system-level, portable code.

"Languages are tools. Memorizing them no more makes you a computer scientist than studying hammers makes you a carpenter." -Neilsen

- \* It's easy to pick up additional languages
- \* Data structures and algorithms are key to understanding
- \* First language could be anything<sup>7</sup>

## 13 Practice: 'Hello world' program in C++

To round this section off, let's repeat our last practice exercise with C++ instead of C, using `notepad` and the `g++` compiler:

1. Implement the following program (replace "your name" by your name:

```
// Hello world program in C++
// By [your name] (pledged)
#include <iostream>

/* print hello world message
   a first C++ program */
int main()
{
    std::cout << "Hello, world!" << std::endl;
    return 0;
}
```

2. Save the program with the file extension `.cpp`
3. Run the program on the command line using the `g++` compiler and the `-o` flag to rename the executable file to `hello++`.
4. Upload your file directly to Canvas.

What's different about this code compared to `hello.c`?

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<sup>7</sup>My first real programming language was FORTRAN (specialized on scientific computing), then C++. Recently, I picked up R (for data science). In between I've sampled (not mastered) many others, including: Python, Lisp, PROLOG, C, PHP, SQL, SQLite etc.



### 13.0.1 Solution:

Process:

1. Open the Windows command line
2. Enter `notepad hello.cpp`
3. Enter the program text as shown
4. Save the program in the editor
5. On the command line, enter `g++ hello.cpp -o hello++`
6. On the command line, enter `hello++` (may not work for g++ 13.2)
7. Open Canvas and upload the C++ file.

## 14 Practice: first "literate" C program!



Figure 13: Books aren't the only way to be "literate" in programming!

Here is a PDF of this exercise and a YouTube video (30 min).

Let's set Emacs up, write and run a first "literate" C program! it is very important that you enter everything **exactly as shown**. if you get something wrong just go back one step. Contact me if you need me after checking with your neighbor if he or she can help.

1. Open the command line terminal with `cmd` in the search field

2. At the prompt, type: `gcc --version`
3. At the prompt, type: `emacs --version`
4. If Emacs is available, enter: `emacs -q`
5. Enter: `ALT + x eww` to open a browser inside Emacs.
6. At the prompt, enter: `tinyurl.com/EmacsLyon`
7. Save the downloaded file with `CTRL + x CTRL + w` as `~/.emacs`
8. Kill the current `*EWW*` buffer with `C-x k`
9. Shut Emacs down with `C-x C-w`.
10. Restart Emacs. The file you just created, `.emacs`, is now loaded.
11. Create a new file: `C-x C-f` - at the prompt, enter `firstLit.org`.
12. Enter the following text (replace `yourname` with your own name):

```
#+title: First C program
#+author: Marcus Birkenkrahe (pledged)

* My first C program

This C program runs inside an Emacs Org-mode code block.

#+begin_src C :results output :tangle first.c

#include <stdio.h>

int main() {

    printf("Hello, world!\n");

    return 0;
}

#+end_src
```

13. 'Run' the program by putting the cursor anywhere on the code block and typing `CTRL-c CTRL-c`. You should see the result on the screen.
14. This is your first C program! Save the file with `CTRL + x CTRL + s` (in the minibuffer, you will see `C-x C-s`).
15. 'Tangle' the code with `CTRL + c CTRL + v t` (or, alternatively, with `ALT + x org-babel-tangle RET`): Emacs reports "Tangled 1 code block from first.org" in the minibuffer.
16. 'Weave' the document from the literate file with `C-c C-e` followed by `h o` to open the document as HTML in a browser.

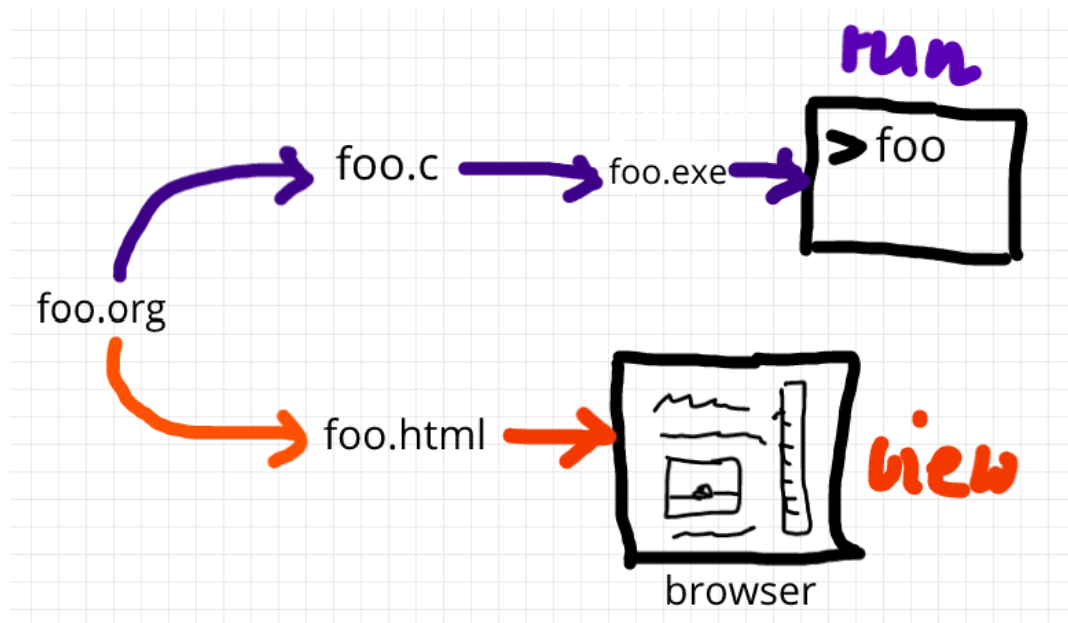


Figure 14: What happens when you tangle or weave a literate program

17. Open a shell inside Emacs by entering: `ALT-x eshell`
18. At the `$` prompt, enter `ls -l first*` - you should see `first.c` listed
19. Display `first.c` by entering `cat first.c`
20. Enter `gcc first.c -o hello` to compile the C program into an executable

21. Enter `hello` to run the executable. You should see the output.
22. Exit and close Emacs with `CTRL-x CTRL-c`
23. Exit and close the shell by entering `exit` after the prompt
24. Save your file to a directory on your GDrive (you can do this from GDrive in a browser, with File Explorer, or directly in Emacs with the following commands (you don't have to worry about spaces etc. because you can auto-complete using the `<TAB>` key):

```
C-x C-w                ;; write file
w:/My Drive/           ;; target directory
C-x d w:/My Drive/    ;; open target directory
s                      ;; sort to see recent files at top
```

You can also do it in the Emacs eshell that you used earlier to compile and run the file on the shell (auto-complete with `<TAB>`):

```
cp first.org w:/My\ Drive/      # copy file to target directory
cat w:/My\ Drive/first.org     # view copy of file at target location
```

25. Upload `first.org` as your first 'literate' in-class assignment:
  - (a) Open a browser to GDrive and upload the file
  - (b) Open the assignment in Canvas at [lyon.instructure.com](http://lyon.instructure.com)
  - (c) Upload the file from GDrive (click on "More")
  - (d) When you see it attached, click on **Submit Assignment**.

## 15 What did you just learn?

You learnt:

1. How to open and close the GNU Emacs editor.
2. How to create, save, and write an Emacs Org-mode file.
3. How to create, compile, and run a C program inside Emacs.
4. How to tangle a literate program into source code.
5. How to save a file on your GDrive in three ways.

6. How to submit a completed assignment to Canvas.

It would be worth repeating these steps on your own without peeking in your notes to make sure that you understood what you did and that you can do it again - we'll do this hundreds of times in class!

You can watch me complete this exercise in this video (30').

## **16 Summary**

1. The C programming language was created 50 years ago
2. C is small, simple, very fast, and close to the computer
3. Linux (and Android) are largely written in C
4. The object-oriented programming (OOP) language C++ contains C
5. System programming is a powerful skill set

## **17 Glossary**

CONCEPT/TOPIC	DEFINITION
DEC PDP-11	1970s mainframe computer
UNIX	Operating system (ca. 1969)
ANSI	American National Standard Institute
String	A data type representing text
Assembler	Machine code (hard to write/read)
Algorithm	Fixed process or set of rules
Linux	Operating system (ca. 1991)
C	Imperative, procedural programming language
compiler	Software to translate source into machine code
C++	Object-oriented (OO) superset of C
Clang	C/C++ compiler
gcc	GNU compiler bundle (incl. C/C++)
Java,C#	OO programming language
Perl	Scripting language
Git	Software version control system
GitHub	Developer's platform (owned by Microsoft)
Library	Bundle of useful functions and routines
Portability	Ability of software to run on different hardware
Efficiency	Software speed of execution and memory requirements
Permissiveness	Degree to which a language tolerates ambiguities
Object-orientation	Ability to define abstractions
System programming	Programming close to the machine
Application programming	Programming close to the user

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