**INTRODUCTION – C STYLE GUIDE**

HEADER COMMENT

// Real name, Profile name, and Student Login.  
// Tutorial class and Tutor name  
// Date  
// What this file is for (one line summary).  
  
// Possible longer explanation

**Bits & Bytes**

Bits and Bytes

A byte is an area of memory that is addressable or referred to by name

* A byte contains 8 bits
* A bit / binary digit has only 2 values: 0 or 1.
* Each byte can contain a number between 0 and 255 (encoded in 8 binary digits i.e. 255 = 11111111)

Binary counting system

For a chip that has **4-bits** in each byte (e.g. 400x processors), there are 16 different combinations (16 permutations)

* There are ALSO 16 POSSIBLE NUMBERS in decimal notation (0-15 can all be constructed using 4 bits)
* Examples: 0000 (0 in decimal notation), 0001 (1), 0010 (2), 0011 (3), 0100 (4), 0101 (5), 0111 (7), 1111 (15)
* Incrementing the maximum value 1111(15) by 0001(1) would cause the stored value to wrap around to 0000(0)

For a chip that has **8-bits** in each byte, each byte has a much larger range of possible values that can be assigned into that memory location:

* Examples: 00000000 (0) all the way to 11111111 (255).

**C Program & Compiling**

Arguments

Things you pass into functions are called arguments.

* Some functions require multiple arguments, separated by commas. E.g. int main(int argc, char \*argv[])

Variables

A variable (a placeholder) stores a piece of information that we can manipulate.

* The computer assigns variables a specific amount of memory addresses inside the memory table, depending on the variable type.
* We can access VALUES STORED in variables by referring to the variable by NAME or ACCESSING ITS ADDRESS (pointers)

Constants and EXIT\_SUCCESS

Constants can be thought of as a storage of data, which are #define’d at the beginning of the file and don’t change throughout.

* Constants are written in uppercase letters separated by underscores e.g. EXIT\_SUCCESS

EXIT\_SUCCESS is a constant, with the value of 0, which is the integer value that tells the computer that the program ran successfully.

* What is the difference between **return 0** vs. return **EXIT\_SUCCESS**?
  + Main returning 0 simply tells the system that the program ran without errors
  + EXIT\_SUCCESS is defined in <stdlib.h> so the compiler will change EXIT\_SUCCESS to a zero wherever it occurs.
  + EXIT\_SUCCESS is better because if we were using a non-compliant standard machine which had a different return value to indicate that a program ran successfully, then the constant stored in EXIT\_SUCCESS can be changed such that the program still returns the correct value to say that the program ran with no errors.

Compiling

EXAMPLE: gcc –Wall –Werror –O –o hello HelloWorld.c

* **-Wall** = tell me all the warnings
* **-Werror**  = turn the warning into an error and abort compiling process (so we can fix the code)
* **-O**  = terminal optimiser (more warnings and errors)
* **-o** **hello**  = name the program (in this case the program’s name is “hello”)
* **HelloWorld.c** = name of the C source code to compile

**Variables – Declaration, Initialisation, Assignment**

Variables

A variable assigns a name (an **identifier**) to a specific memory location, allowing you to access / change data stored at that location by referring to the identifier, rather than the memory location manually.

* **DECLARATION**: States the TYPE of a variable, along with its NAME/ IDENTIFIER
* **INITIALISATION**: A special type of assignment, THE FIRST. Before initialisation, vars have a NULL value.
* **ASSIGNMENT**: Throwing away the old value of a variable and REPLACING WITH A NEW VALUE.

**Big Ideas**

Concurrency

The property of algorithms is to do many things at once, independent of each other, so they can be run across cores or even run across entire computers.

Preconditions & Asserts

**Preconditions** are conditions which an algorithm assumes to be true.

**Assert** is a very simple way to abort a program if a precondition is not upheld, which means the program will generate error while compiling, as the program is only guaranteed to be correct within an assertion that the programmer made.

* **#include <assert.h>** to have inserts in your program
* You should place asserts right after an input line (e.g. scanf) or at a location where the asserted condition is liable to change, to ensure that the preconditions are met. Placing an assert beforehand will not affect code that appears after.

Irrationality

Computers generally store numbers as fixed-width binary numbers, its often too computationally expensive to accurately represent **irrational numbers** (number that can’t be expressed as a fraction / ratio of integers), so instead, most software just uses a **floating point approximation** (approximation of a real number, to support a trade-off between range and precision).

* However, it is important to note that **rounding errors can add up** and impact results if a programmer isn’t careful.

**Functions**

Church Turing Hypothesis

A function is a **computable function** (ignoring time and resource constraints), if it is computable by a **Turing Machine**

* A Turing Machine is an abstract model of a computer, which can determine a result from a predefined set of rules + set of input variables.

Function structure

A function is structured as follows:

* functionType functionName( input1Type intput1Name, input2Type input2Name ) {

// function code  
return outputValue;  
}

**Bits, Binary and Hexadecimal**

Binary

We need 2 different digits for Binary (**Base 2**)

* 0 and 1

Hexadecimal

We need 16 different digits for Hexadecimal (**Base 16**)

* DECIMAL: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
* HEX: 0 1 2 3 4 5 6 7 8 9 A B C D E F

Converting FROM Base 10 (Decimal)

EXAMPLE: Convert the number 1337 from decimal to hexadecimal (base 16)

* The largest exponent of 16 that’s smaller than 1337: **162 = 256**
  + Divide 1337 by 256 = **5** remainder 57
  + Divide 57 by 16 = **3 r**emainder 9
  + Remainder **9**
* Therefore 1337 in HEXADECIMAL = **5 3 9**

Converting TO Base 10 (Decimal)

EXAMPLE: Convert 1010 from binary (base 2) to decimal

* Write up the powers from the original base:  
  23 = **8** 22 = **4** 21 = **2** 20 = **1**

**1 0 1 0**

* Multiply them with the corresponding ONE’s or ZERO’s then SUM EVERYTHING UP:

(8 x 1) + (4 x 0) + (2 x 1) + (1 x 0) = **10**

**Memories and Types**

Storing values in Microprocessors

* Each value is stored as a **binary number** **in a “byte”**
* The **40XX series has 4 bits** (binary digits) to a byte. So the byte can store numbers from **0-15**
* The **80XX series has 8 bits** to a byte. So the byte can store numbers from **0-255**
* The numbers do not always literally mean that number:
  + E.g. The number 1 could either be the number 1 OR an instruction to do something.

Data Types

An **INT** is an **integer number**

|  |  |
| --- | --- |
| **INT TYPE** | **PROPERTIES** |
| **INT** | * Generally 4 bytes * Range from ??? Or does it depend on unsigned / signed |
| **UNSIGNED INT** | * Range from **0 to 232 - 1** |
| **SIGNED INT** | * Range from **- 231 to 231 - 1** |
| **SHORT** | * Generally2 bytes * Range from **0 to 215 - 1** |
| **LONG** | * Generally same size as a standard int: 4 bytes |
| **LONG LONG** | * Generally 8 bytes * Range from **0 to 263 - 1** |

* The only guarantee with these is that *short ≤ int ≤ long ≤ long long*
* Generally ONLY USE INT unless one of the others is specifically needed
  + Microprocessors can generally only work with an int at a time so using another size results in either multiple operations needed or useless data being moved.

A **FLOAT** is any **real number**

* Float is short for floating-point, which is a number with a “floating point . “
  + The point “floats around”:
  + E.g. 1234 🡪 1.234 🡪 123.4
* A float is stored in **32 bits**
  + E.g. 1.234 = 1234 x 10-3
  + **8 bits** are used to store the EXPONENT (position of the decimal point)
  + **1 bit** is used to store the SIGN
  + The **leftover bits** are used to store the number

A **DOUBLE** uses double the number of bytes as a float.

* It is generally preferred to be used over a float, as precision is important.
* **PUT INFO ABOUT USING DOUBLE VS FLOAT**

Numbers can be SIGNED or UNSIGNED

* **Signed numbers** can use one bit for whether the number is negative or positive
  + Encoded using “2s complement”:
  + To get –x, take the binary version of x, invert all 0’s and 1’s then add 1.
* **Signed:** +ve or –ve **Unsigned:** only +ve
* Unsigned numbers use all of the bits for the number itself, so can store larger values than signed, but cannot store negative numbers.
* The default is SIGNED for most numbers, but you can add SIGNED or UNSIGNED before the normal type to force it to be signed or unsigned. This only applies to INTEGER TYPES, not floats and doubles.

A **CHAR** is an ASCII character (letter, number, punctuation etc.).

* It’s also defined to be **exactly one byte**, which has a **range from 0 to 255 values** on almost every computer.

**NO BOOLEAN TYPE** **(true/false)** in C.

* INT is used instead, where 0 = false, any other number = true.