

rescued from the crypt of Dracula himself
we present, at the height of its bloodlust, a vampiric
— *C* reference card —

Compilation

```
3c flags file.c
-c compile only, default output file.o
-o out output to out
-g enable debugging symbols for GDB
-Wall enable 'all' warnings
-Werror treat warnings as errors
-std=c99 enable ISO C99 compliance
```

Lexical Structure & Preprocessor

```
/* a comment, maybe over multiple lines */
// a comment to the end of the line
```

```
#include <system-header.h>
#include "user-header.h"
#define symbol replacement-text
#define symbol(args...) replacement-text
```

.h files: `#defines`, `typedefs`, function prototypes

.c files: `#defines`, `structs`, `statics`, function definitions;
optionally also `int main (int argc, char *argv[])`

Identifiers start with a letter, followed by letters, digits, or underscores. Identifiers starting with '_' are reserved for system use. The following words are also reserved:

```
auto break case char const continue default
do double else enum extern float for goto
if inline int long register restrict return
short signed sizeof static struct switch
typedef union unsigned void volatile while
_Bool _Complex _Imaginary
```

Type Qualifiers

extern accessible everywhere
static file-local; value saved across function calls
const can't/won't change **volatile** likely to change
restrict function will use this pointer-type argument
inline function should be inlined to calls

Statements

```
expression; { statements... }
if (condition) statement [else statement]
switch (condition) {
case constant: statements... break;
[default: statements...]
}
while (condition) statement
for (initialiser; condition; increment) statement
do statement while (condition);
break; terminate loop or switch
continue; resume next iteration of loop
return [value]; return (optional) value from function
goto label; transfer to label (EVIL)
```

Operators

decreasing precedence downwards left-to-right
operators are left-associative
except cast, ternary, assignment

()	brackets	[v]	vth index	.	struct field
->	struct*	's field	('arrow', 'stab')		
++	increment	--	decrement	-	negate
!	logical-NOT				
*	dereference	&	reference ('address-of')		
~	bitwise-NOT (1s-complement)	(typename)	type cast		
*	/ % + -	arithmetic	<< >>	left/right bitshift	
<	<= >	>=	relational operators	== !=	(in)equality
&	bitwise-AND		bitwise-OR	^	bitwise-XOR
&&	logical-AND		logical-OR	?:	ternary
=	+= -= *= /=	%=	(arithmetic on) assignment		
,	sequential comma				

Literals

integers (**int**): 123 -4 0xAf0C 057
reals (**float/double**): 3.14159265 1.29e-23
characters (**char**): 'x' 't' '\033'
strings (**char ***): "hello" "abc\n" ""

Declarations

```
int i, length;
char *str, buf[BUFSIZ], prev;
double x, values[MAX];
typedef enum { FALSE, TRUE } Bool;
typedef struct { char *key; int val; } keyval_t;
return_t (*fn_name)(arg_t,...);
```

Initialisation

```
int c = 0;
char prev = '\n';
char *msg = "hello";
int seq[MAX] = { 1, 2, 3 };
keyval_t keylist[] = {
    "NSW", 0, "Vic", 5, "Qld", -1 };
```

Character & String Escapes

\n	line feed ("newline")	carriage return	\r
\t	horizontal tab	escape	\e
\'	single quote	double quote	\"
\\	backslash	null character	\0
\ddd	octal ASCII value	hex ASCII value	\xdd

The C Standard Library

only a limited, 'interesting' subset is listed here.
type modifiers, notably **const**, have been omitted.
consult the relevant *man(1)* or *info(1)* pages.

```
// in stdlib.h
```

```
#define NULL ((void *)0)
void *malloc(size_t size);
void *calloc(size_t number, size_t size);
    allocate size or (number * size) bytes.
    calloc initialises allocated space to zero.
void free(void *obj);
    release allocated pointer obj, no-op if NULL.
void exit(int status);
    terminate the current program (ab)normally.
    returns status to the OS or sends SIGABRT.
```

```
long strtol(char *str, char **end, int base);
    converts string str to a long value of numeric base.
     $2 \leq \text{base} \leq 36$ .
    first invalid character address in end if non-NULL.
    replacement for old atoi
```

```
float strtof(char *str, char **end);
double strtod(char *str, char **end);
    converts string str to a float or double value.
    first invalid character address in end if non-NULL.
    replacement for old atof and atod
```

```
int abs(int x);                long labs(long x);
    returns  $|x|$ 
```

// in string.h

```
size_t strlen(char *str);
    the length of str without trailing NUL.
```

```
char *strcpy(char *dst, char *src);
size_t strncpy(char *dst, char *src, size_t sz);
char *strcat(char *dst, char *src);
size_t strlcat(char *dst, char *src, size_t sz);
    copy or concatenate src onto dst until NUL or sz
    returns dst, or the minimum of src's length and sz
    strl... will always NUL-terminate copied strings
    on Linux strl... needs <bsd/string.h> and -lbsd
```

```
int strcmp(char *s1, char *s2);
    return  $< 0, = 0, > 0$  if  $s1 <, =, > s2$ 
```

```
char *strchr(char *str, int c);
char *strrchr(char *str, int c);
    points to first/last instance of c in str, or NULL
```

```
char *strstr(char *haystack, char *needle);
    find first instance of string needle in haystack
```

```
char *strpbrk(char *str, char *any);
    find first of any of any in str.
```

```
size_t strspn(char *str, char *any);
size_t strcspn(char *str, char *any);
    length of prefix of any of any (not) in str
```

```
char *strsep(char **strp, char *sep);
    find first of any of sep in *strp, writes NUL
    returns original *strp, byte after sep in strp
    replaces old strtok
```

// in ctype.h

```
int toupper(int c);            int tolower(int c);
    make ASCII c uppercase or lowercase

int isupper(int c);            int islower(int c);
int isalpha(int c);            int isalnum(int c);
int isdigit(int c);            int isxdigit(int c);
int isspace(int c);            int isprint(int c);
    is ASCII c upper/lowercase, alphabetic, alphanumeric,
    a digit, a hex digit, whitespace, or printable?
```

// in math.h

// remember to compile and link -lm

```
double sin(double x);          double asin(double x);
double cos(double x);          double acos(double x);
double tan(double x);          double atan(double x);
    returns  $\sin, \sin^{-1}, \cos, \cos^{-1}, \tan, \tan^{-1}$  of x
```

```
double atan2(double y, double x);
    returns  $\tan^{-1} \frac{y}{x}$ 
```

```
double exp(double x);          double log(double x);
double log10(double x);
    returns  $\exp, \log_e, \log_{10}$  of x
```

```
double pow(double x, double y);
    returns  $x^y$ 
```

```
double sqrt(double x);
    returns  $\sqrt{x}$ 
```

```
double floor(double x);        double ceil(double x);
    returns  $\lfloor x \rfloor$  and  $\lceil x \rceil$ 
```

```
double fabs(double x);
    returns  $|x|$ 
```

```
double fmod(double x, double y);
    returns  $x \bmod y$ 
```

// in err.h

```
void err(int status, char *fmt, ...);
void errx(int status, char *fmt, ...);
    terminate the current program abnormally.
    formats string in fmt as per printf.
    prints (hopefully) informative error information, like
    ls: memes: No such file or directory
    errx doesn't append global error status, like
    memegen: couldn't malloc
```

// in stdio.h

```
#define EOF (-1)
    special "end-of-file" return value

FILE *stdin, *stdout, *stderr;
    standard input/output/error

FILE *fopen(char *filename, char *mode);
    open file; return new 'file handle'.

int fclose(FILE *fh);
    close a file; returns non-zero on error.

int fgetc(FILE *fh);           int getchar(void);
    return next character from fh, or EOF on EOF/error.
    getchar equivalent to fgetc(stdin)

char *fgets(char *s, int size, FILE *fh);
    read into s until EOF, newline, or size bytes.
    returns s, or NULL on error.

int fputc(int c, FILE *fh);    int putchar(int c);
    write c to fh; returns EOF on error.
    putchar(k) equivalent to fputc(k, stdout)

int fputs(char *str, FILE *fh);
int puts(char *str);
    write str to fh; returns EOF on error.
    puts(k) equivalent to fputs(k "\n", stdout)

int printf(char *fmt, ...);
int fprintf(FILE *fh, char *fmt, ...);
int sprintf(char *str, char *fmt, ...);
    print text per fmt to stdout, fh or str.
    formatting commands: "%m w. p c"
    field width in w;  $< 0$  left-justifies. float places in p.
    code in c: decimal, octal, hexadecimal, char, string,
    fixed-point, general, exp., pointer, literal %
    size in m: long [long]; short [short], size_t, ptrdiff_t.
    arguments with matching types follow fmt
    returns number of characters written, or EOF on error

int scanf(char *fmt, ...);
int fscanf(FILE *fh, char *fmt, ...);
int sscanf(char *str, char *fmt, ...);
    parse text from stdout, fh or str per fmt.
    fmt is not exactly the same as printf formats.
    pointer arguments with matching types follow fmt
    returns number of fields matched, or -1 on error
```