

E301B C Programming

Session 1

Introduction to C Programming

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Objectives

- Compilation and execution of a program
 - Source code, machine code and intermediate files
 - Compilation chain, GCC and XC8 compilers and preprocessor
- Introduction to the basics of C programming
 - Variable, data type, literal forms and operators
 - Conditional and iterative control structures
 - Defining and calling procedures and functions



Compilation and Execution

Program

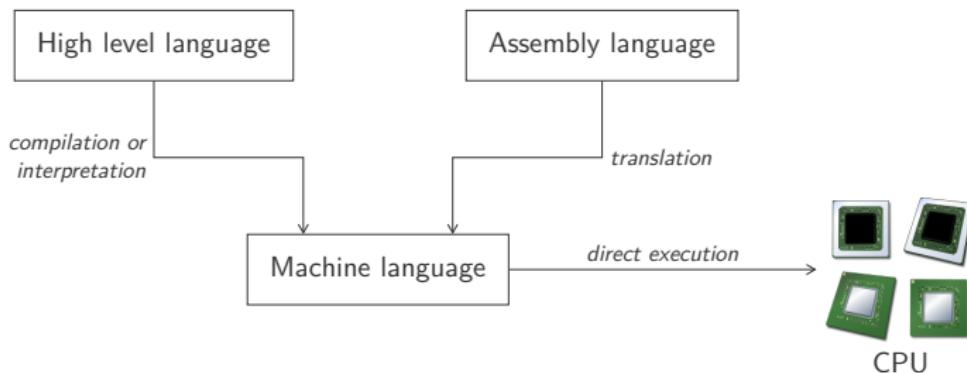
- A **program** is a sequence of statements
 - It receives data as input
 - It performs some computations
 - It produces a result as output
- Several ways to provide **inputs** and to produce **outputs**

Command line parameters, request to the user, file, etc.



Executable Program

- Transformation from programming language to a machine one
From a language with a more or less high abstraction level



Compilation Chain

- **Source code** is written in a programming language
Text file, readable and understandable by the human being
- A **compiler** transforms source code in machine code
Binary file, readable and executed by the computer



Hello World

- Hello World program written with C programming language
 - Including a library with `#include`
 - Entry point of the program is the `main` function
 - Displaying text on standard output with the `printf` function

```
1 #include <stdio.h>
2
3 int main()
4 {
5     printf("Hello World\n");    // Display "Hello World"
6
7     return 0;
8 }
```

GCC Compiler

- GCC, the GNU Compiler Collection, is a **compiler system**

Initial release on May 23, 1987, stable (9.2) on August 12, 2019

- Using **gcc command** to compile source code to machine code

From a .c text file to a .exe/.out binary file

```
$ ls  
helloworld.c  
$ gcc helloworld.c  
$ ls  
a.out  helloworld.c  
$ ./a.out  
Hello World
```

Executable File

- Executable file contains configuration and machine code

Precise format depend on the operating system

- Linux systems mainly uses the ELF file format

Executable and Linkable Format

```
$ file a.out
a.out: ELF 64-bit LSB shared object, x86-64, version 1 (SYSv),
dynamically linked, interpreter /lib64/ld-linux-x86-64.so.2, for
GNU/Linux 2.6.32, BuildID[sha1]=
cfcfe0a9c7e41bc708b7dc3292e697acfa92f5ff, not stripped
```

Hello Led

- Hello Led program written with C programming language
 - PORTD bit 7 to output (0) and bits 6:0 are inputs (1)
 - Set LAT register bit 7 to turn on LED
 - Wait indefinitely to keep the program running

```
1 #include <xc.h>
2
3 void main(void)
4 {
5     TRISD = 0b01111111;
6     LATDbits.LATD7 = 1;
7     while (1)
8     ;
9 }
```

MPLAB® XC8 Compiler

- Specific MPLAB® compiler for **PIC microcontrollers**

Last version 2.10 built on July 30, 2019

- Using **xc8 command** to compile source code to machine code

From a .c text file to a .hex memory image

```
$ xc8-cc -mcpu=18F46K20 hellooled.c

Memory Summary
  Program space      used 18h ( 24) of 10000h bytes ( 0.0%)
  Data space        used 0h ( 0) of   F60h bytes ( 0.0%)
 Configuration bits used 0h ( 0) of     7h words ( 0.0%)
 EEPROM space      used 0h ( 0) of   400h bytes ( 0.0%)
 ID Location space used 0h ( 0) of     8h bytes ( 0.0%)
 Data stack space  used 0h ( 0) of   F00h bytes ( 0.0%)

$ file hellooled.hex
hellooled.hex: ASCII text
```

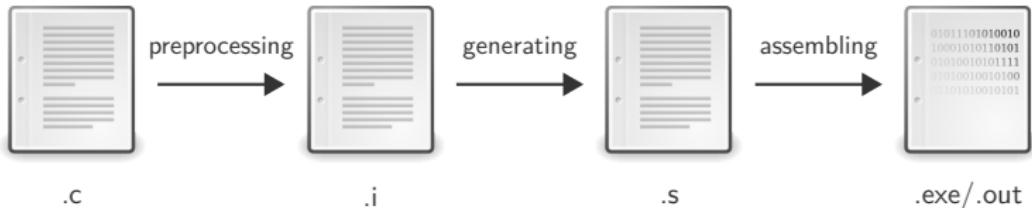
Intermediate File (1)

- A compiler creates **intermediate files** during compilation

Different representations of the same program

- **Several tools** are used during the compile process

Preprocessor, parser, code generator, assembler, linker, etc.



Preprocessor

- The **preprocessor** makes a first treatment on source code
Transformation from one source code to another source code
- Only executes some specific preprocessor **directives**
 - `#include <path>`: includes the content of a file
 - `#define TOKEN value`: replace a text by another one
 - `#pragma config`: provides information to the compiler
 - and many others: `#ifdef`, `#ifndef`, etc.

Defining Constant (1)

- A **constant** is a value that do not change during execution

Should be given a name to improve program readability

- Declaring a constant with the **#define directive**

#define CONSTANT_NAME value

```
1 #define TAX_RATE 0.21
2
3 int main()
4 {
5     float price = 12.5; // Price of the item
6     float total_price = price * (1 + TAX_RATE);
7
8     return 0;
9 }
```

Defining Constant (2)

- The **preprocessor** transforms the source code file
 - It removes all the comments from the file
 - It replaces TAX_RATE by 0.21 everywhere in the file
- **Transformed source code** file can be asked to GCC compiler

Use the -E option to get the intermediate .i source code file

```
1 #define TAX_RATE 0.21
2
3 int main()
4 {
5     float price = 12.5;
6     float total_price = price * (1 + 0.21);
7
8     return 0;
9 }
```

Intermediate File (2)

- Possible to save all the generated **intermediate files**
 - .i source code file obtained after preprocessing
 - .s assembly language source file after code generation
 - .o binary object file obtained after assembling
- Using the **-save-temp**s option of GCC compiler

```
$ gcc -f-save-temp preprocessor.c
$ ls
a.out          preprocessor.i  preprocessor.s
preprocessor.c  preprocessor.o
```



Data and Variable

Variable

- A **variable** is used to store and manipulate data
 - Created and then initialised with its initial value
 - Value of a variable can be modified at any time
- A variable must be **declared** before being used

Defining its name, its type and eventually an initial value

```
1 int a = 1;           // Declaration and initialisation
2
3 int b;              // Declaration
4 b = 3;              // Initialisation
5
6 a = 5;              // Modification
```

Data Type

- **Integer** number: short int, int, long int, long long

The number of inhabitants in a country, students in a class, etc.

- **Floating** number: float, double, long double

A price, the consumption of a car in liter, etc.

- **Character**: char

A letter, the gender of a person (M/F/I), etc.

int Type

- An int represents an **integer number**
Can hold positive and negative values by default
- Possibility to choose to have a **signed integer** or not
 - signed int to accept positive and negative values (default)
 - unsigned int to restrict to positive values

```
1 signed int a;           // a can hold any integer
2 a = -10;
3
4 unsigned int b = 20;    // b can only hold positive integers
5 a = a + b;
6
7 int c = -5;            // Same as signed int c
```

Literal Form of int

- Writing a constant integer number with its **literal form**

Just write its digits one after the other, with a possible sign

- Using a **suffix** to explicitly determine the type
 - By default, integer literal is a `signed int`
 - Adding `u` or `U` for `unsigned` and `l` or `L` for `long int`

```
1 int i = 42;
2 unsigned int ui = 42U;
3
4 long l = 42L;
5 unsigned long ul = 42UL;
```

float Type

- A float represents a **floating point number**

Number that contains a floating decimal point

- Not possible to represent all the **real numbers**

Computations with float are sometimes approximate

```
1  float d = 0.123;           // d can hold any floating point number
2  d = d + 2.001;
3
4  float e;                  // float variable can also hold integers
5  e = 5;
6  e = 4.0;
```

Literal Form of float

- Writing a constant floating point number with its **literal form**

Using the decimal point explicitly or using the scientific notation

- Using a **suffix** to explicitly determine the type
 - By default, floating point literal is a double
 - Adding f or F for float and l or L for long double

```
1 float f = 12.5F;  
2  
3 double d = 125e-1;  
4 long double ld = 125e-1L;
```

char Type

- A char represents a single **character**

Smallest storage unit occupying a single byte

- A character is nothing else than an **integer number**

Number \leftrightarrow character mapping with a table

```
1  char f = 'A';      // f holds the single character A (uppercase)
2
3  char g;           // g holds the character corresponding to number 65
4  g = 65;
```

Literal Form of char

- Writing a constant character with its **literal form**

Using single quotes around the character

- Using the **ASCII code** to identify the character
 - Octal representation (base 8) with three digits
 - Hexadecimal representation (base 16) with two digits

```
1 char c = 'M';
2 char o = '\115';
3 char h = '\x4D';
```

printf Function (1)

- Print text to the standard output with printf function

Often on the console from where the program was launched

- Can also be used for a formatted output

Replacing markers in a template string by values

```
1 printf("Hello\n");                                // "Hello"
2
3 int age = 26;
4 printf("I'm %d y.o.\n", age);                  // "I'm 26 y.o."
5
6 int year = 1993;
7 int month = 9;
8 int day = 6;
9 printf("Born on %d-%d-%d", year, month, day); // "Born on 6-9-1993"
```

printf Function (2)

- Possible to limit the **number of decimal** places for floats

The specifier %.5f shows five places

- Possible to prefix integer numbers with **0 or spaces**

The specifier %05d shows at least five digits, padding with 0

```
1 float f = 1.2345678;
2 printf("%.3f", f);           // Prints "1.234"
3
4 int a = 4;
5 printf("%3d", a);           // Prints " 4"
6 printf("%03d", a);          // Prints "004"
```

Occupied Memory Space (1)

- The **sizeof function** gives the memory space for a type

Total space allocated for one variable of a given type

- Result gives the allocated **memory space** in bytes

Result is a size_t value, a specific unsigned integer

```
1 size_t char_space = sizeof(char);           // Should be 1
2
3 size_t int_space = sizeof(int);             // Is typically 4 or 8
```

Occupied Memory Space (2)

- **Integer** number

- short int: 2 bytes
- int: 4 bytes
- long int: 8 bytes
- long long: 8 bytes

- **Floating point** number

- float: 4 bytes
- double: 8 bytes
- long double: 16 bytes

- **Character**

- char: 1 byte

Limits (1)

- Memory space for data types is highly **machine dependent**

Depends on the physical architecture of the machine

- The **limits.h file** contains information about data types

Number of occupied bits, minimal and maximal values, etc.

```
1 #include <stdio.h>
2 #include <limits.h>
3
4 int main()
5 {
6     printf("%d\n%d\n", INT_MIN, INT_MAX);
7
8     return 0;
9 }
```

```
-2147483648
2147483647
```

Limits (2)

■ Integer number

Type	Unsigned	Signed
short int	0 to 65 535	-32 768 to 32 767
int	0 to 4 294 967 295	-2 147 483 648 to 2 147 483 647
long int	0 to 18 446 744 073 709 551 616	-9 223 372 036 854 775 808 to 9 223 372 036 854 775 807

■ Floating point number

Type	Possible values
float	$3,4 \cdot 10^{-38}$ to $3,4 \cdot 10^{38}$
double	$1,7 \cdot 10^{-308}$ to $1,7 \cdot 10^{308}$



Operation

Arithmetic Operator

- Four basic **arithmetic operators** between numbers

Addition (+), subtraction (-), multiplication () and division (/)*

- Two specific **operators for integer** numbers

- Integer division (/) computes the quotient
- Modulo (%) computes the remainder of integer division

```
1 int a;
2 a = 2 + 3;           // a is 5
3
4 float b = 8.0 / a;    // b is 1.6
5
6 int c = a / 2;        // c is 2, quotient of 5 divided by 2
7 int d = a % b;        // d is 1, the remainder of 5 divided by 2
```

Modulo Operator

- The result of $a \% N$ is an integer in the interval $[0; N[$

Smallest positive integer r so that $a = qN + r$

- Several possible **applications** to the modulo operator
 - Testing the parity of a number with $a \% 2$
 - Testing the divisibility by N of a number with $a \% N$

```
1 int a = 4 % 2;      // a is 0 between 4 is even
2 int b = 3 % 2;      // b is 1 between 3 is odd
3
4 int c = 20 % 4;     // c is 0 because 20 is divisible by 4
5 int d = 21 % 4;     // c is not 0 because 20 is not divisible by 4
```

Pseudo-Random Number (1)

- Initialising PRN generator with a **seed** with `srand` function

The seed must be as random as possible

- Getting a **pseudo-random number** with the `rand` function

Can only be used after the initialisation of the PRNG

```
1 #include <stdlib.h>
2
3 int main()
4 {
5     srand(3);           // initialising generator with seed 3
6
7     int a = rand();     // a is a pseudo-random number
8     int b = rand();     // b is a pseudo-random number
9
10    return 0;
11 }
```

Pseudo-Random Number (2)

- Bring back integer number X in an interval $[min; max]$

Using the transformation $(X \% (max - min + 1)) + min$

- Width of the interval is given by $max - min + 1$

Number of integer numbers in the interval

```
1 srand(10);
2
3 int a = (rand() % 4) + 2;      // Intervalle [2; 5]
4
5 int b = (rand() % 7) + 3;      // Intervalle [3; 9]
6
7 int c = (rand() % 11) - 5;     // Intervalle [-5; 5]
```

Shortened Operator

- Compound operators to shorten variable update

$a = a * b$ is equivalent to $a *= b$, with $*$ any arithmetic operator

- Incrementation/decrementation operator to add/subtract 1

- Prefix notation $++i$ first update variable before using it
- Suffix notation $i++$ produces value before variable update

```
1 int i = 2;
2 int j = 2;
3
4 printf("%d\n", ++i);           // Prints 3
5 printf("%d\n", j++);          // Prints 2
6 printf("%d%d\n", i, j);       // Prints 33
```

Comparison Operator

- Comparison operators result in an integer value (0 or 1)

Depending on the success or failure of the comparison

- Six different comparison operators to compare values

- a > b, a < b: strictly smaller or larger than
- a >= b, a <= b: smaller or larger than
- a == b, a != b: equal or different

```
1 int a = (5 >= 2);           // a is 1
2
3 int b = (5 < 1);           // b is 0
4
5 int c = (a == b);          // c is 0
```

Logical Operator

- Three **logical operators** `&&` (AND), `||` (OR) and `!` (NOT)

Result of the operators can be described with a truth table

a	b	<code>!a</code>	<code>a && b</code>	<code>a b</code>
0	0	1	0	0
0	1		0	1
1	0	0	0	1
1	1		1	1

```
1 int a = 2 == 2 && 3 == 3;           // a is 1
2
3 int b = 2 == 3 || 3 == 3;          // b is 1
4
5 int c = !(2 == 3) && 3 == 3;      // c is 1
```

Simplification of Condition

- **Symmetry** of “opposing” operators to eliminate NOT
 - $!(x \neq b)$ is equivalent to $x == b$
 - $!(x > a)$ is equivalent to $x \leq a$
 - $!(x \geq a)$ is equivalent to $x < a$
- **Morgan's rule** to switch from AND to OR and inversely
 - $!(a \&& b)$ is equivalent to $!a \mid\mid !b$
 - $!(a \mid\mid b)$ is equivalent to $!a \&& !b$



Control Structure

if Statement

- Executing code depending on a **condition**
 - If the value is 0, the code is not executed
 - For all the other values, the code is executed
- Simple condition built with **comparison operators**

Possible to build complex conditions with logical operators

```
1 int distance = 10;  
2  
3 if (distance < 5)  
4     printf("The distance is strictly lower than 5");  
5  
6 printf("...continuation of the program...");
```

Multiple Alternative

- Code to execution if **condition not satisfied** with **else**

Used with if statement to define alternative code

- Possible to define several **execution alternative**

Adding as many else if clauses as possible

```
1 if (distance < 5)
2     printf("The distance is strictly lower than 5");
3 else if (distance <= 10)
4     printf("The distance is comprised between 5 and 10");
5 else
6     printf("The distance is strictly greater than 10");
7
8 printf("...continuation of the program...");
```

Code Block

- Put multiple statements as one **code block**

Statements delimited by braces

- Possible to execute **multiple statements** in a if, else, etc.

Required if more than one statement to execute

```
1 int distance = 10;  
2  
3 if (distance < 5) {  
4     printf("The distance is strictly lower than 5");  
5  
6     // ...other statements...  
7 }  
8  
9 printf("...continuation of the program...");
```

Ternary Operator

- Choosing between **two expressions** depending on a condition

Can be done with an if-else instruction

- Ternary operator** is a shorter notation to choose

condition ? if_true : if_false

```
1 int age = 21;  
2 float price = age < 18 ? 7.5 : 15;
```

switch Statement

- Choice between several constant values for a variable

Can replace several nested if statements

- Work following cascading principle between several cases

Need to exit the switch statement with break statement

```
1  switch (i) {  
2      case 1:  
3      case 3:  
4      case 5:  
5          printf("Odd");  
6          break;  
7  
8      case 2:  
9          printf("Even");  
10  
11     default:  
12         printf("I do not know")  
13 }
```

while Loop

- Repeat statements as long as a condition is satisfied

Condition is a boolean expression, as with if statement

- Beware of the possibility to have infinite loops

Happen when condition does not change in value, remains false

```
1 int i = 3;
2
3 while (i > 0) {
4     printf("%d\n", i);
5     i--;
6 }
7
8 printf("BOOM!");
```

do-while Loop

- The body of a while loop may **not be executed once**

If the condition of the loop is initially false

- The **do-while loop** is executed at least once

The condition is checked after the execution of the body

```
1 int i = 3;  
2  
3 do {  
4     printf("%d\n", i);  
5     i--;  
6 } while (i > 0);  
7  
8 printf("BOOM!");
```

for Loop

- Repeat statements a **certain number of times**
 - Is often more readable than `while` loop for this situation
 - Dedicated variable used to count the number of iterations
- The **for statement** is composed of three optional elements

The initialisation, the condition and the update statement

```
1 int i;  
2  
3 for (i = 3; i > 0; i--)  
4     printf ("%d", i);  
5  
6 printf("BOOM!");
```

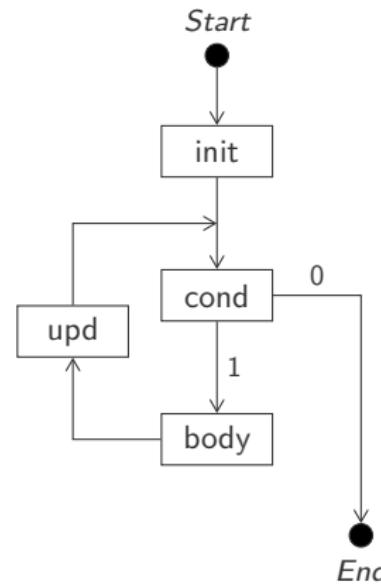
Loop Equivalence

- Similarity between while, do-while and for loops

Can always rewrite a loop with any of the three loop statements

```
for (init; cond; upd) {  
    body;  
}
```

```
init;  
while (cond) {  
    body;  
    upd;  
}
```



Procedure and Function



ATTENTION PILOTS: HAF NOISE ABATEMENT PROCEDURES

No turns until reaching 500' MSL.

Reduce power/RPM as soon as safe and practical.

Pattern work, especially touch-and-goes, is discouraged at night and on weekend and holiday mornings.

Fly Right Traffic for Runway 30, and Left Traffic for Runway 12.

Maintain pattern altitude (1000' MSL) until necessary to descend for landing.

Avoid flying over homes whenever possible.

SAFETY ALWAYS SUPERSEDES NOISE ABATEMENT PROCEDURES

For more information, please refer to the HAF Noise Abatement Handout.
Thank you for your help and cooperation.

Procedure and Function

- Block of code that can be **easily called** multiple times
 - Uniquely identified by a name
 - May receive one or several parameters as input
 - May produce a return value as output
- Distinction to be made between **procedure and function**

Depending on whether there is a return value or not

Procedure without Parameter

```
void procedure_name()
```

- Two elements in the signature of the **procedure**
 - **void** indicates that it is a procedure
 - Uniquely identified with its name, **procedure_name**
- A procedure defines an **action** to execute

The body of a procedure is composed of statements to execute

say_hello Procedure

- A **procedure** is simply called with its name

Followed by two parenthesis, without anything between

```
1 #include <stdio.h>
2
3 // Procedure that prints Hello!
4 void say_hello()
5 {
6     printf("Hello!\n");
7 }
8
9 // Main function
10 int main()
11 {
12     say_hello();
13
14     return 0;
15 }
```

Procedure with Parameter

```
void procedure_name(parameters_list)
```

- **Parameters** used to communicate information to the procedure

Transmitted in local variables in the called procedure

- A parameter is described with **two elements**

A type (`int`, `float`, `char`, etc.) and a name for the variable

- **Limited scope** for procedure parameters

They are local to the body of the procedure

count_to Procedure

- Must specify **effective parameters** when calling procedure

These values are copied into formal parameters of the procedure

```
1 #include <stdio.h>
2
3 // Procedure which counts from 1 to max
4 void countTo(int max)
5 {
6     int i;
7     for (i = 1; i <= max; i++)
8         printf("%d\n", i);
9 }
10
11 int main()
12 {
13     countTo(2);
14
15     return 0;
16 }
```

Prototype

- Procedure **must be defined** before being called

Because compiler reads the source code file incrementally

- Possibility to declare the **prototype** of the procedure

Makes it possible to call it before its definition

```
1 #include <stdio.h>
2
3 void countTo(int);
4
5 int main()
6 {
7     countTo(2);
8
9     return 0;
10}
11
12 void countTo(int max) { /* ... */ }
```

Function without Parameter

```
return_type function_name()
```

- Two elements in the signature of the **function**
 - Returns a value with the defined `return_type`
 - Uniquely identified with its name, `function_name`
- A function defines a **computation** to execute

The body of a function computes then return a value

random_die Function

- Function must **return a value** with the declared return type

The returned value can be retrieved at the function call

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 // Function which throws a die with six faces
5 int random_die()
6 {
7     int die_value = (rand() % 6) + 1;
8     return die_value;
9 }
10
11 int main()
12 {
13     srand(3);
14     int value = random_dice();
15     printf("The value of the die is: %d\n", value);
16
17     return 0;
18 }
```

return Statement

- The **return** statement defines the result of the function
 - Returns a value from the called function to the callee
 - This statement also directly quit the called function
- The **type** of the returned value must be the same as declared

Otherwise the compiler will issue a compile error
- A function call is therefore just an **expression**

Can be assigned to a variable, used to form a complex expression

Function with Parameter

```
return_type function_name(parameters_list)
```

- **Parameters** used to communicate information to the function

Transmitted in local variables in the called function

- A parameter is described with **two elements**

A type (`int`, `float`, `char`, etc.) and a name for the variable

- **Limited scope** for function parameters

They are local to the body of the function

get_sum Function

- The return statement can directly take an **expression**

The value of the expression is returned to the callee

```
1 #include <stdio.h>
2
3 // Function which computes the sum between a and b
4 int get_sum(int a, int b)
5 {
6     return a + b;
7 }
8
9 int main()
10 {
11     int sum = get_sum(2, 3);
12     printf("The sum of 2 and 3 is: %d.\n", sum);
13
14     return 0;
15 }
```

Macro (1)

- Possible to define **macros** handled by preprocessor

Parametrised text replacement similar to functions

- Very **strict syntax** to define a macro
 - No space between name and list of parameters parenthesis
 - More careful to parenthesise the parameters

```
1 #include <stdio.h>
2
3 #define MAX(A,B) ((A) > (B) ? (A) : (B))
4
5 int main()
6 {
7     int a = MAX(2,7);
8     printf("max(2,7,-3) = %d\n", MAX(a,-3));
9
10    return 0;
11 }
```

Macro (2)

- The `#define` directive is just a text replacement tool

It works the same way for constants and macros

- Used to simplify the code and make it **more readable**

Possible to define an exception mechanism with macros

```
1 // ... content of stdio.h ...
2
3 int main()
4 {
5     int a = ((2) > (7) ? (2) : (7));
6     printf("max(2,7,-3) = %d\n", ((a) > (-3) ? (a) : (-3)));
7
8     return 0;
9 }
```

References

- Richard M. Stallman and the GCC Developer Community, *Using the GNU Compiler Collection For GCC version 9.2.0*, 2019.
- Michael Boelen, *The 101 of ELF files on Linux: Understanding and Analysis*, May 15, 2019.
<https://www.linux-audit.com/elf-binaries-on-linux-understanding-and-analysis>
- Microchip, *MPLAB® XC8 C Compiler User's Guide for PIC® MCU*, 2018. (ISBN: 978-1-5224-2815-2)

Credits

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