

INTRODUCING C

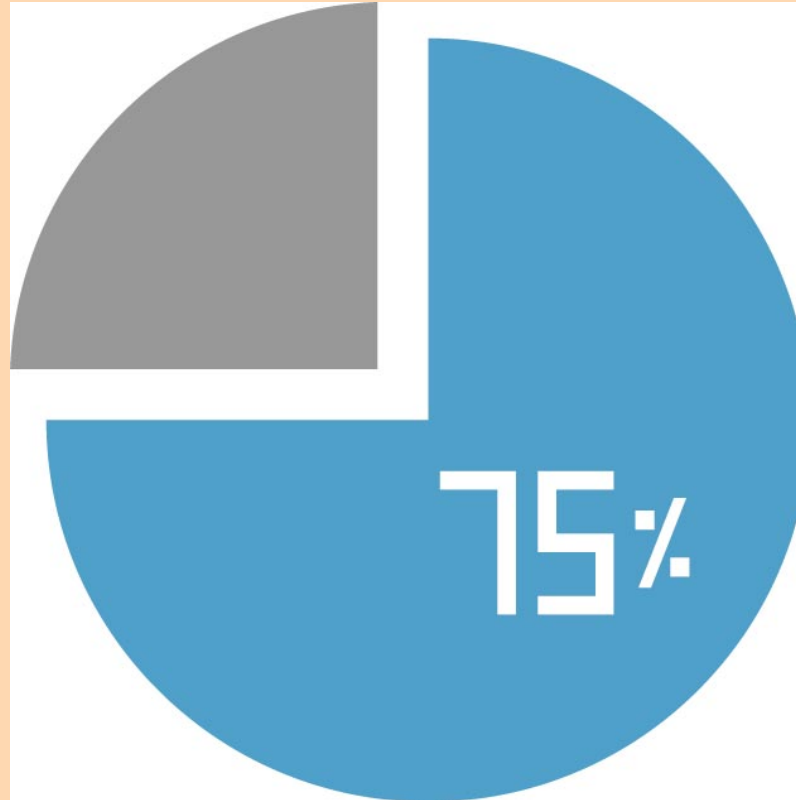
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Questionnaire



75% of students are new to programming.

To C Beginners

**DON'T
PANIC!**

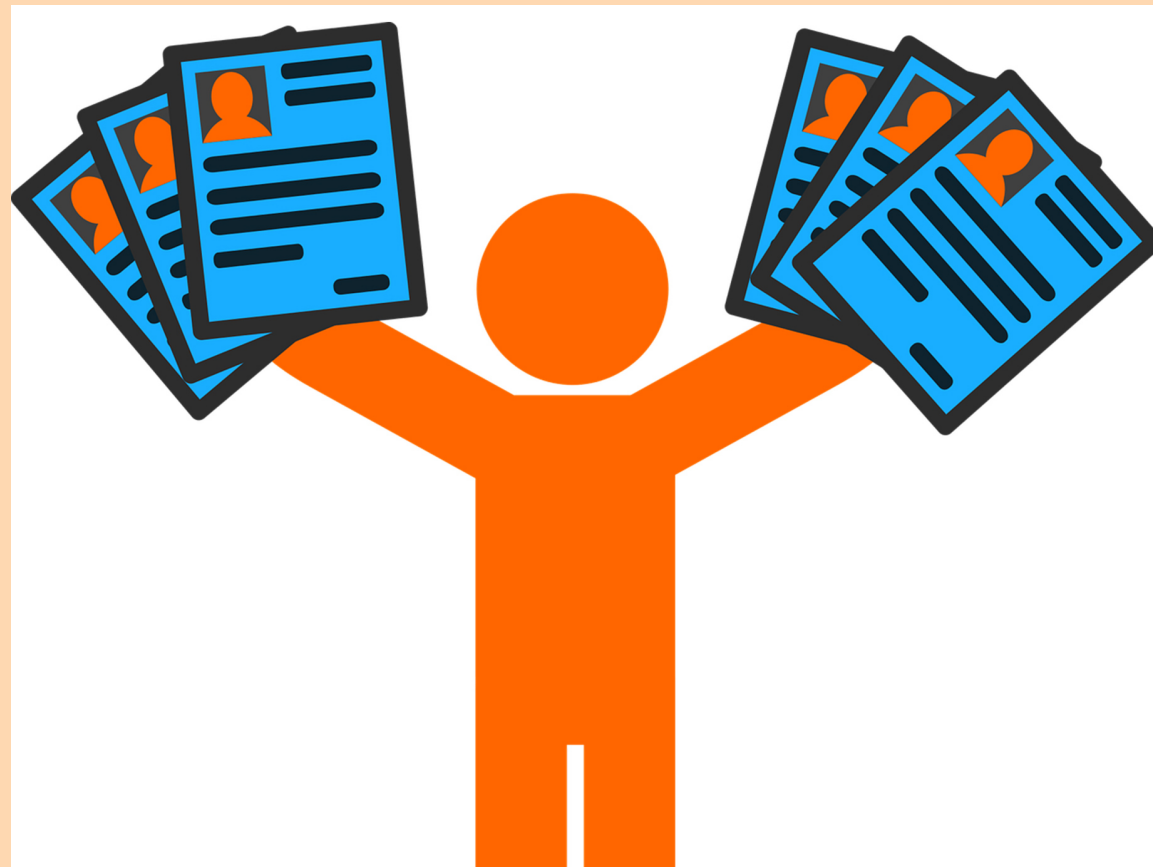
From Beginners to Masters

Programming

De-Programming

Scores

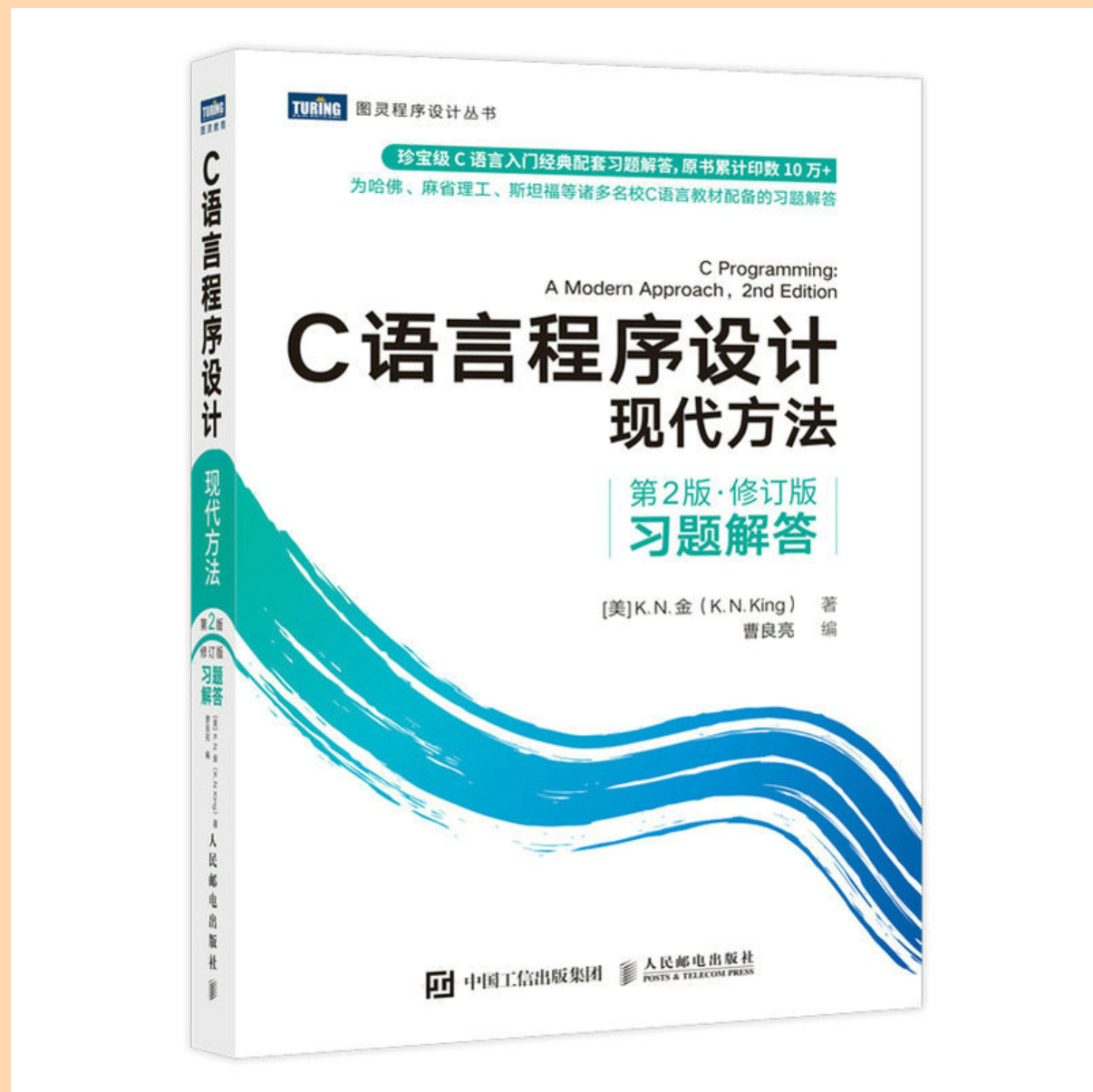
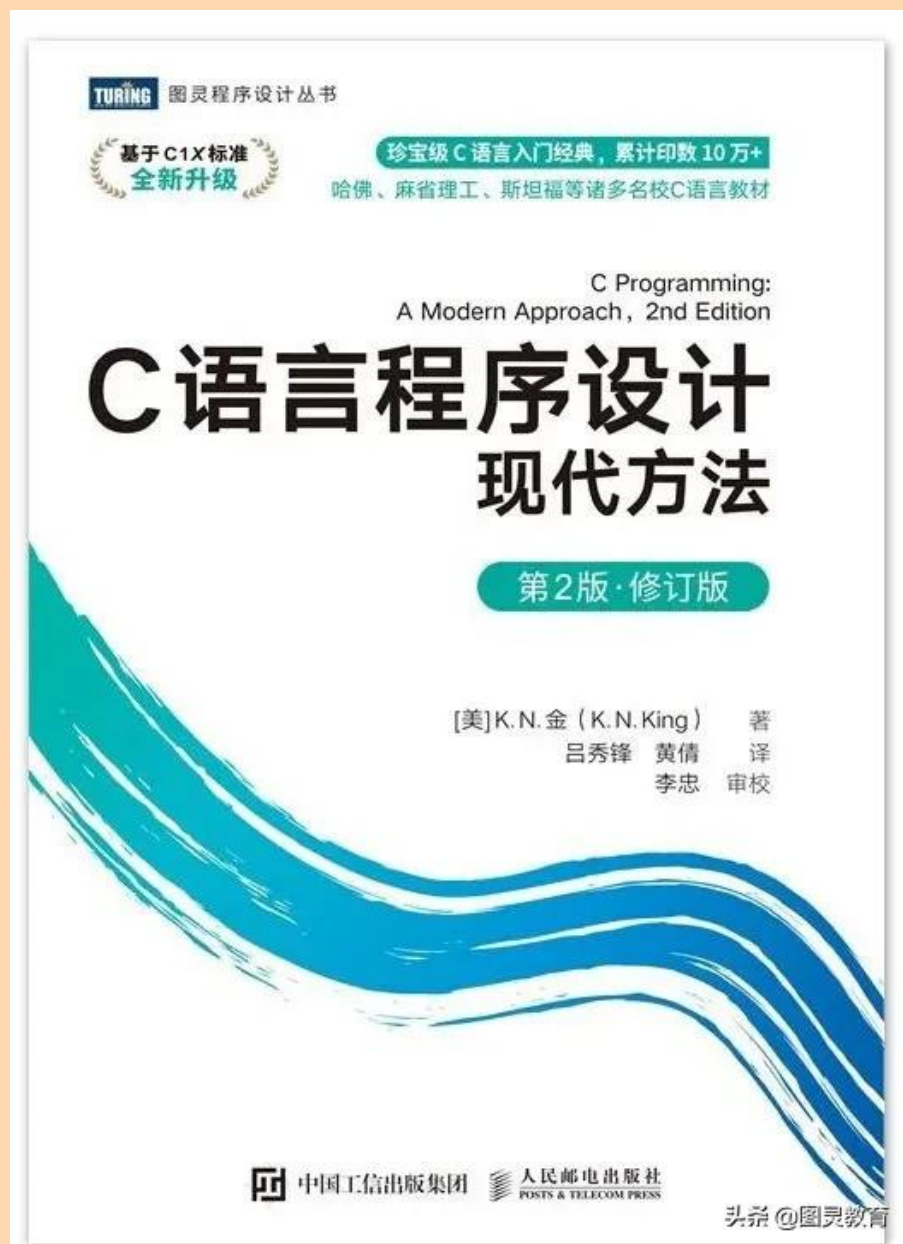
- 考勤
- 期中测试
- 期末笔试
- 编程练习 (40 分)
- 期中项目 (20 分)
- 期末项目 (10 分)
- 期末机试 (30 分)



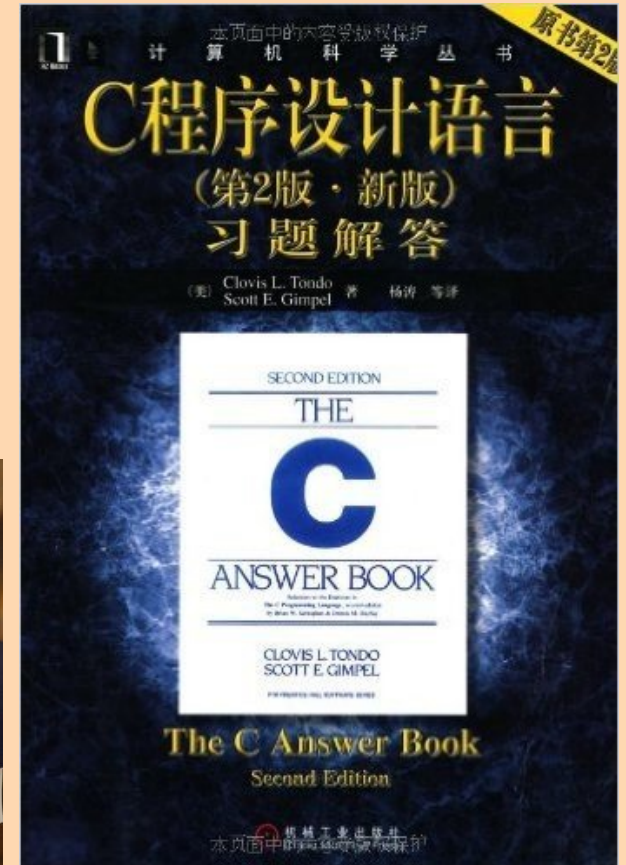
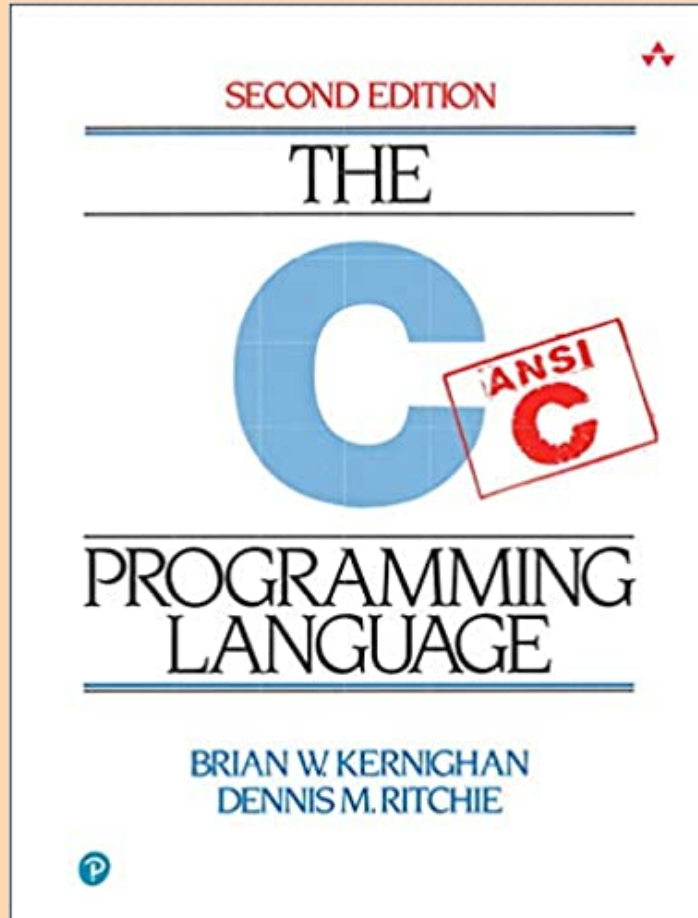
No Plagiarism!!!



前两次总评各扣 10 分, 第三次直接判为不及格

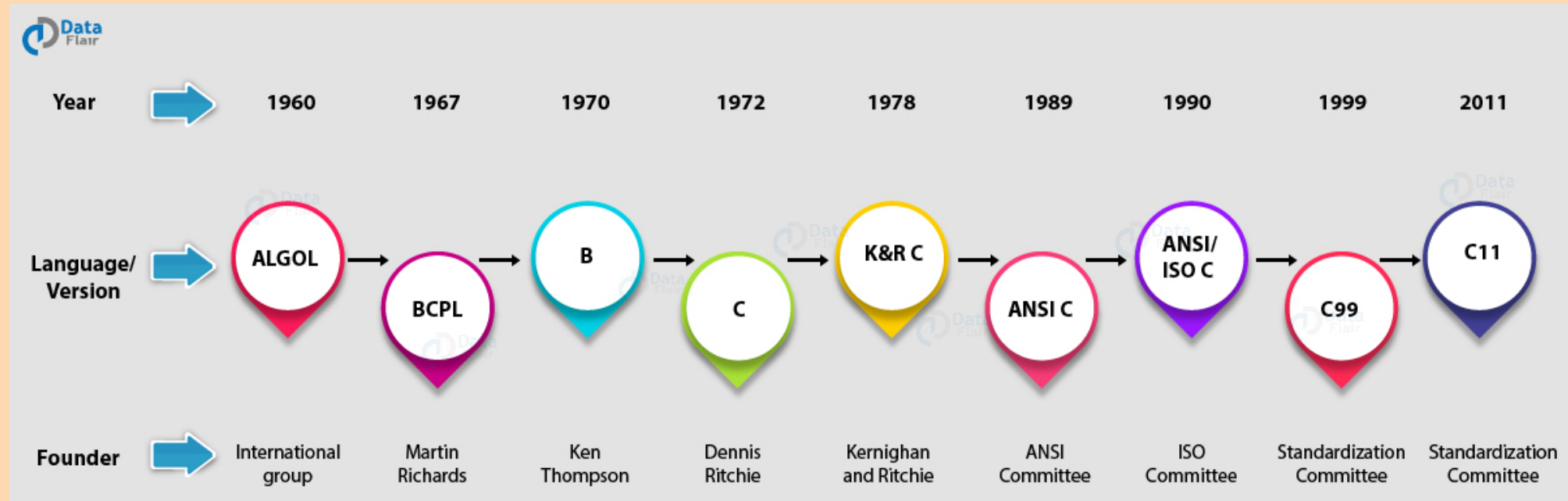


K&R C Bible (1978; 1988)



A Brief History of C

[History of C @ cppreference](#)



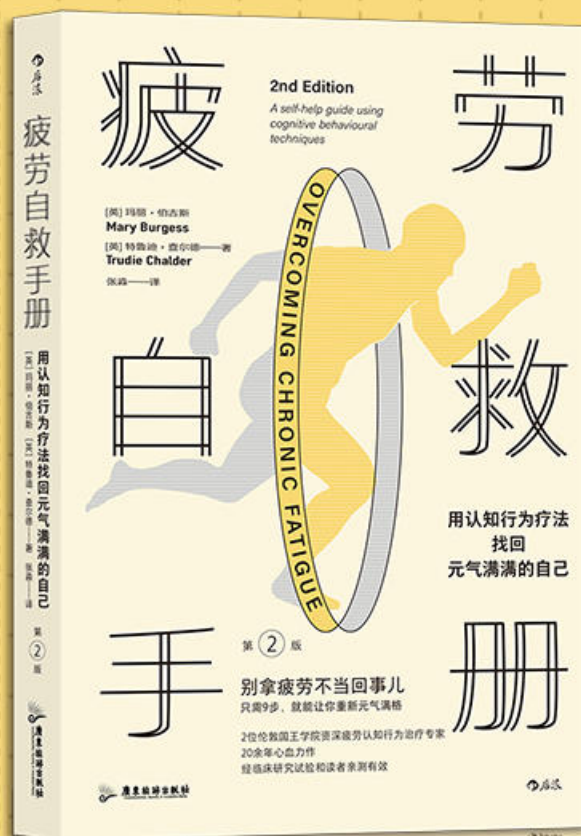
Do *NOT* become a **language lawyer**!



More Books in the Class . . .

别拿疲劳不当回事儿

9步让你重新元气满格



1. 观察你的活动与睡眠模式，了解疲劳是如何对你产生影响的
 2. 设定让自己生活更愉快、更平衡的目标
 3. 改善睡眠质量，稳定活动和休息模式
-

ASK ME ANYTHING

GREAT MINDS
DISCUSS IDEAS

**"TALK IS
CHEAP.
SHOW ME THE
CODE."
-LINUS TORVALDS**

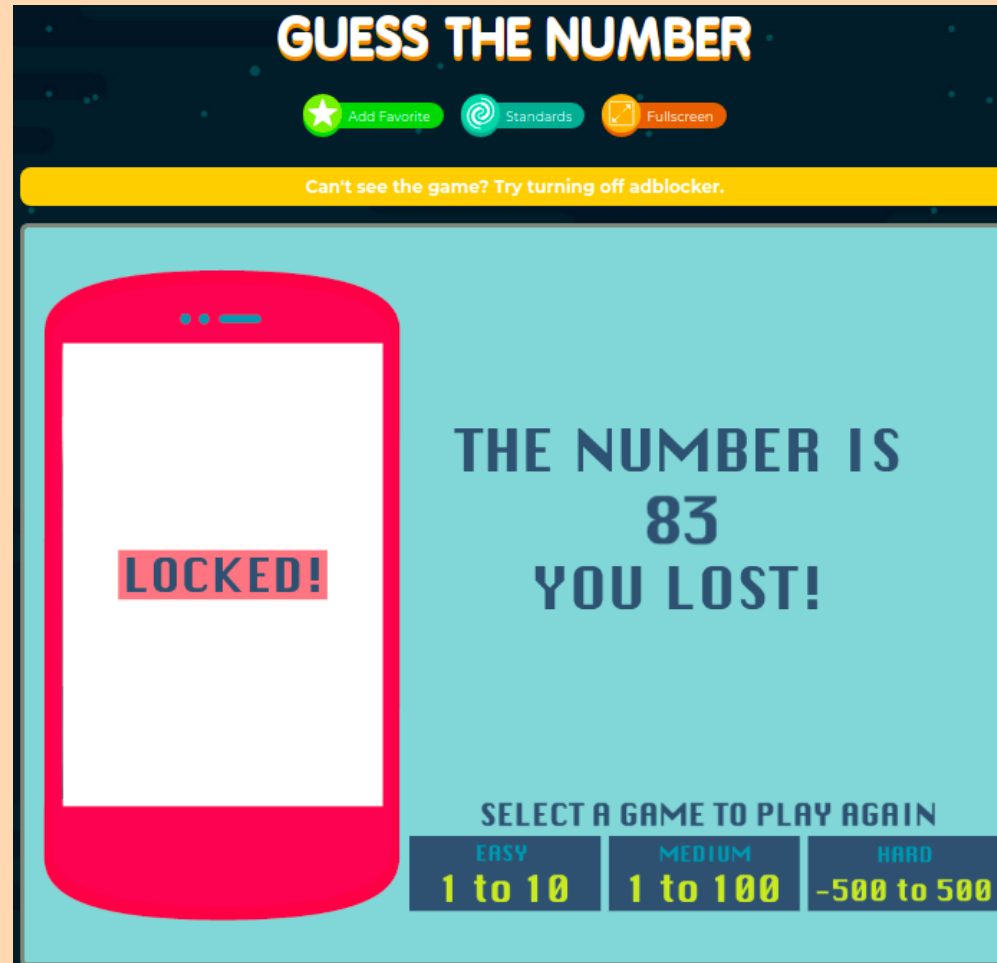

```
<Hello World/>
```



```
main()  
{  
    printf("hello, world\n");  
}
```

Brian Kern

Game: Guess the Number



Game: Guess the Number

Programming is *NOT* (only) about languages.

You learn C to express **YOUR IDEAS** with **COMPUTERS**.

Game: Guess the Number

Program = **Input** + **Data** + **Operations** + **Output**

c reference

C reference

C89, C95, C99, C11, C17, C23

Language

- Basic concepts
- Keywords
- Preprocessor
- Expressions
- Declaration
- Initialization
- Functions
- Statements

Headers

Type support

Program utilities

Variadic functions

Error handling

Dynamic memory management

Date and time utilities

Strings library

Null-terminated strings:
byte – multibyte – wide

Algorithms

Numerics

Common mathematical functions

Floating point environment (C99)

Pseudo-random number generation

Complex number arithmetic (C99)

Type-generic math (C99)

Input/output support

Localization support

Atomic operations library (C11)

Thread support library (C11)

Technical specifications

Dynamic memory extensions (dynamic memory TR)

Floating-point extensions, Part 1 (FP Ext 1 TS)

Floating-point extensions, Part 4 (FP Ext 4 TS)

Code Style



Watch the WAR between Tabs and Spaces

Code Style

styleguide

Google Style Guides

Every major open-source project has its own style guide: a set of conventions (sometimes arbitrary) about how to write code for that project. It is much easier to understand a large codebase when all the code in it is in a consistent style.

“Style” covers a lot of ground, from “use camelCase for variable names” to “never use global variables” to “never use exceptions.” This project ([google/styleguide](https://google.github.io/styleguide/)) links to the style guidelines we use for Google code. If you are modifying a project that originated at Google, you may be pointed to this page to see the style guides that apply to that project.

This project holds the [C++ Style Guide](#), [C# Style Guide](#), [Swift Style Guide](#), [Objective-C Style Guide](#), [Java Style Guide](#), [Python Style Guide](#), [R Style Guide](#), [Shell Style Guide](#), [HTML/CSS Style Guide](#), [JavaScript Style Guide](#), [TypeScript Style Guide](#), [AngularJS Style Guide](#), [Common Lisp Style Guide](#), and [Vimscript Style Guide](#). This project also contains [cpplint](#), a tool to assist with style guide compliance, and [google-c-style.el](#), an Emacs settings file for Google style.

C语言编程指南 V1.0



Code Style @ CLion

Code Style (More Importantly!)

G.OTH.03 禁用rand函数产生用于安全用途的伪随机数

【描述】

rand()函数生成的随机数是可以预测的，所以禁止使用rand()函数生成的随机数用于安全用途，必须使用安全的随机数生成方式，如：类Unix平台的/dev/random文件。

典型的安全用途场景包括（但不限于）以下几种：

- 会话标识SessionID的生成；
- 挑战算法中的随机数生成；
- 验证码的随机数生成；
- 用于密码算法用途（例如用于生成IV、盐值、密钥等）的随机数生成。

Writing Secure C Code