



INTRODUCING C

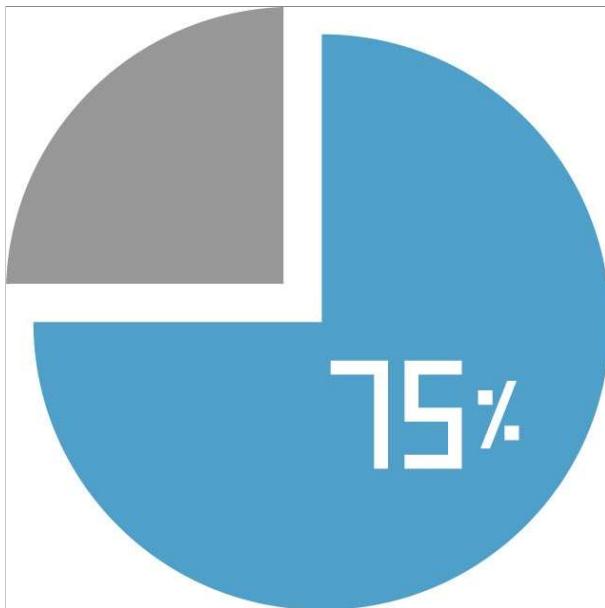
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Sep. 27, 2021

Questionnaire



75% of students are new to programming.

To C Beginners



From Beginners to Masters

PROGRAMMING

DE-PROGRAMMING

What is C?

C is a *computer* programming language (PL).

You communicate your ideas to computers via PLs.

What is C?

Programming is NOT (only) about languages.

Programming is not about C.

You learn C to express YOUR IDEAS.

How to Learn (1)?

www.ybrikman.com

**Don't learn to code.
Learn to think.**

How to Learn (2)?



"无他，但手熟尔"

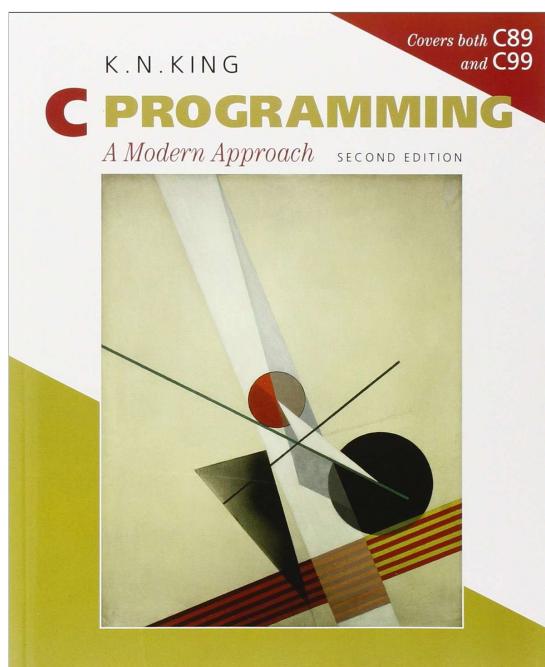
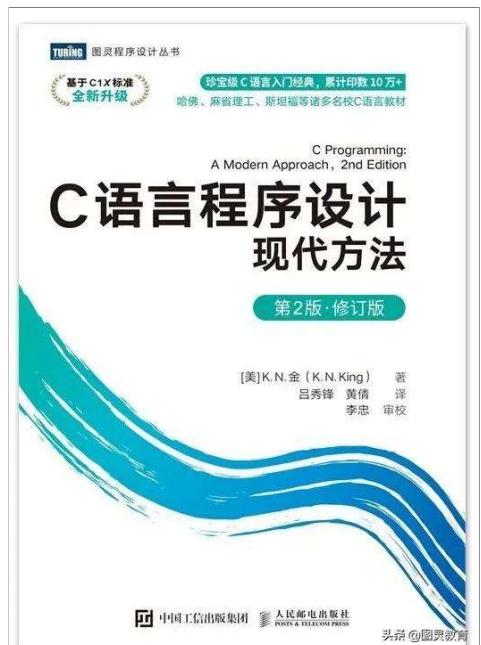
How to Learn (3)?



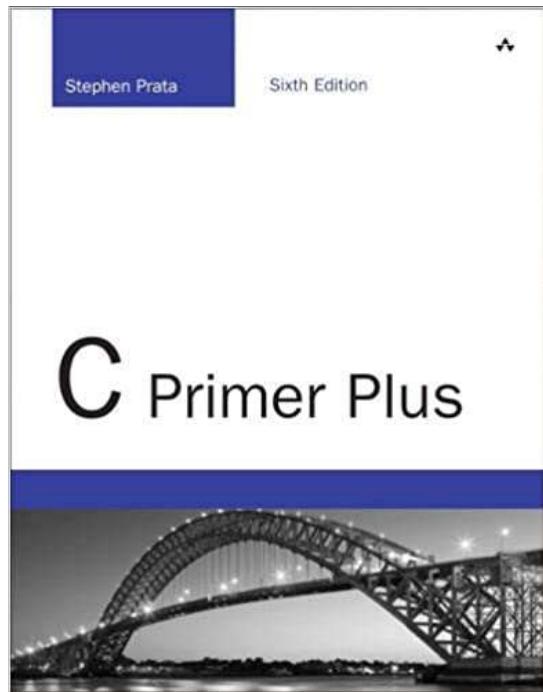
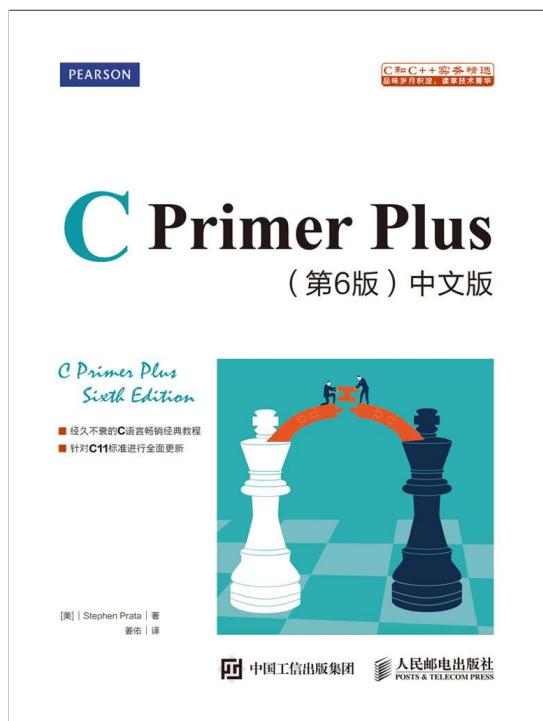
FAIL
EARLY
FAIL
OFTEN

How many *bugs* have you ever produced?

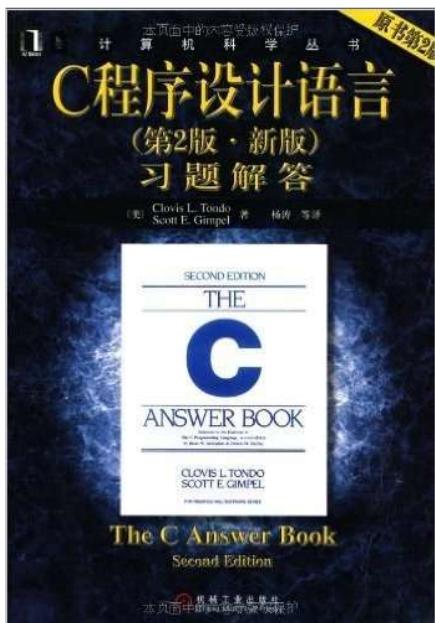
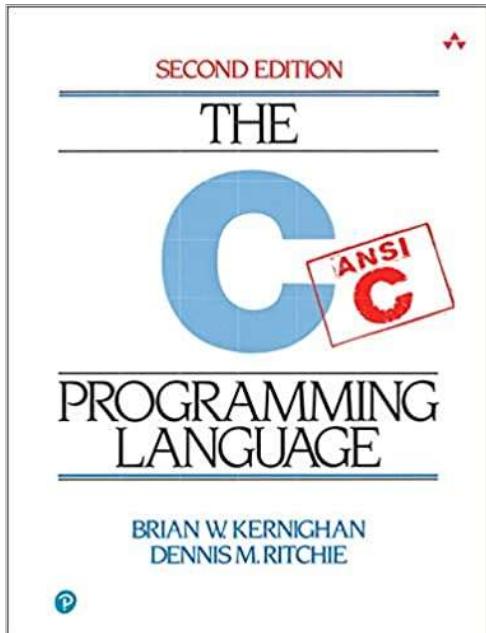
C Programming: A Modern Approach



C Primer Plus



K&R C Bible



K&R

Brian W. Kernighan (1942 ~)



Dennis M. Ritchie (1941 ~ 2011)

Examination and Scores

- 考勤
- 期中测试
- 期末笔试
- 期末机试 (30 分)
- 编程练习 (70 分)
- 奖励

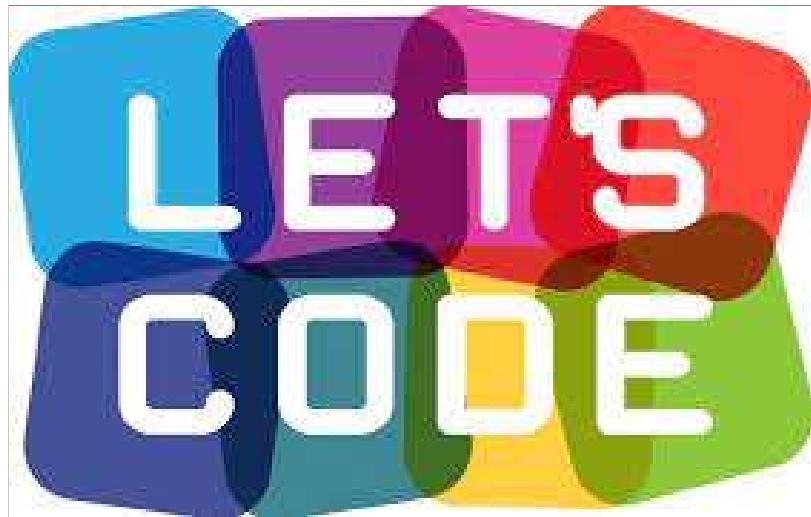
编程练习: 每周基础训练 (40 分) + 学期项目 (30 分; 2 个)

Q&A



**ASK ME
ANYTHING**

GREAT MINDS
DISCUSS IDEAS

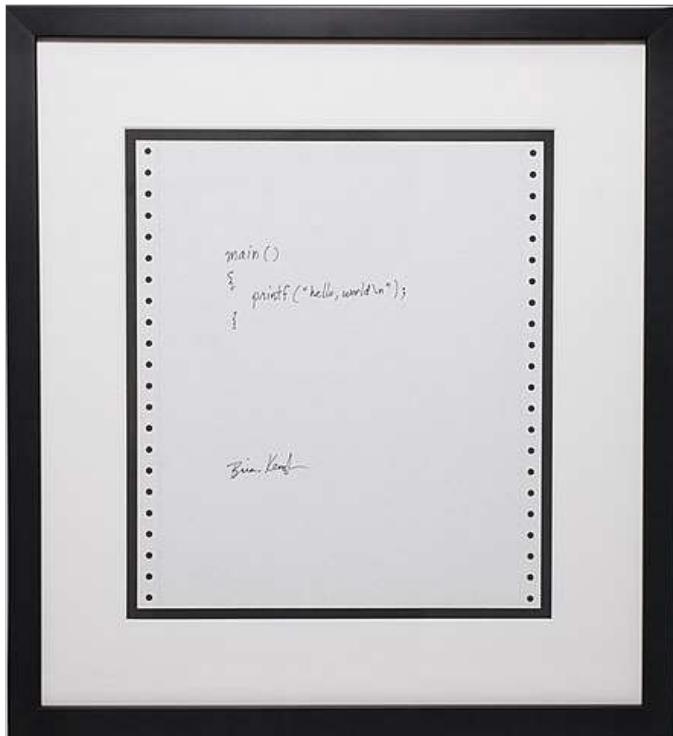


CLion



"你有你的选择, 而我选择 CLion"

Hello World (K&R C)

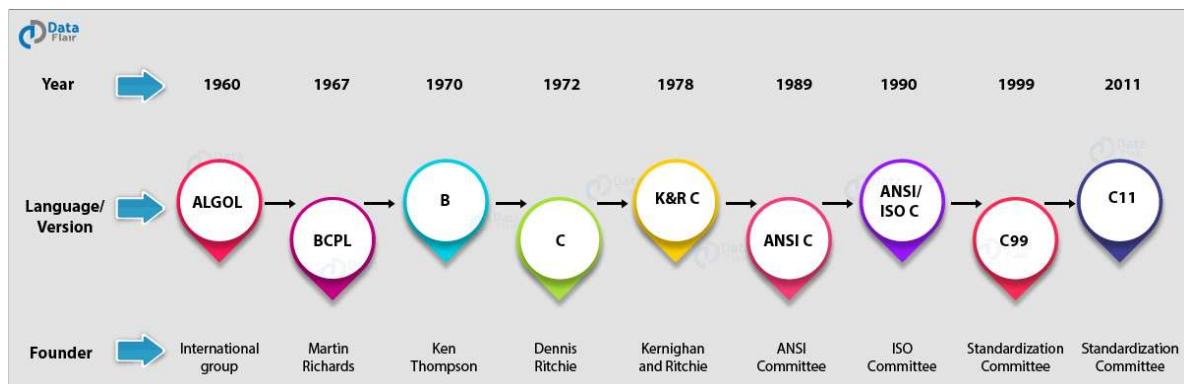


Hello World (Standard C)

```
#include <stdio.h>

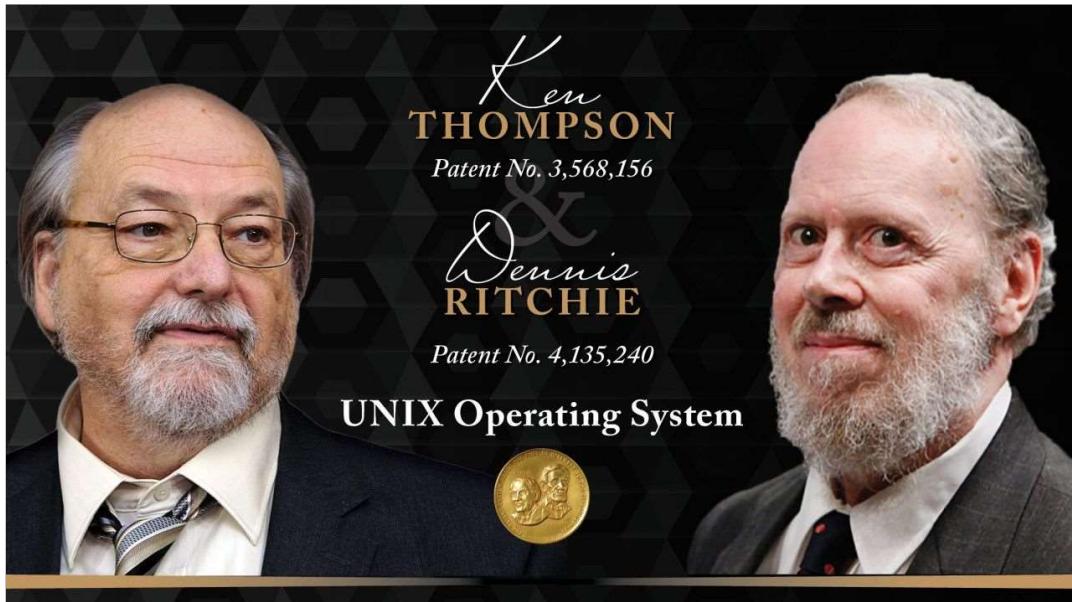
int main() {
    printf("Hello World\n");
    return 0;
}
```

Brief History of C



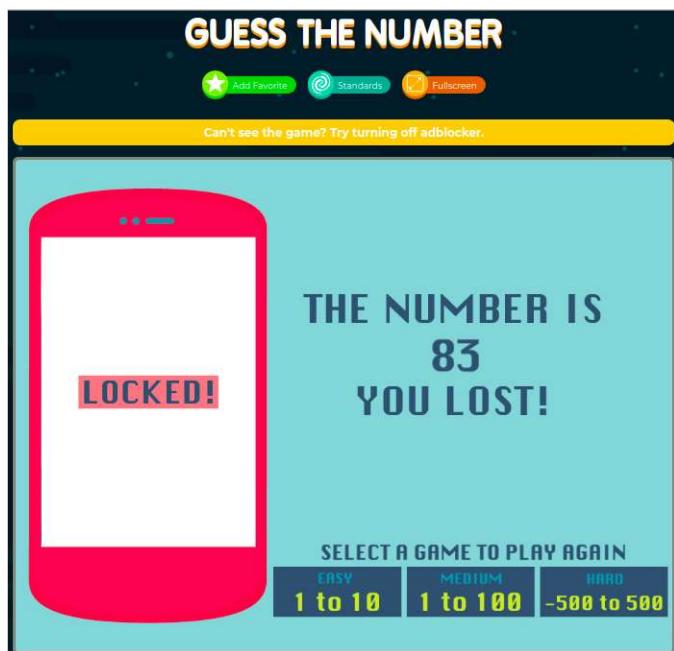
You do *not* have to become a *language lawyer*.

Brief History of C



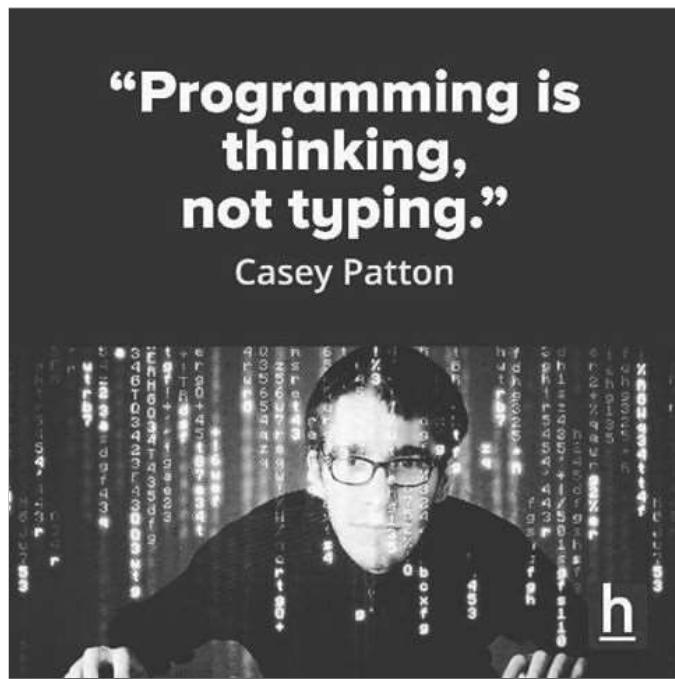
Turing Award (1983)

Game: Guess the Number



[Guess the Number](#)

Game: Guess the Number



**“Programming is
thinking,
not typing.”**

Casey Patton

You think. I will type it for you.

How to Obtain a Random Number?

Generate a random
number in given range

- Code Premix



How to Obtain a Random Number?

```
int getRandomNumber()
{
    return 4; // chosen by fair dice roll.
              // guaranteed to be random.
}
```

How to Obtain a Random Number?

s $f(s)$ $f(f(s))$...

pseudo-random number sequence

How to Obtain a Random Number?

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)

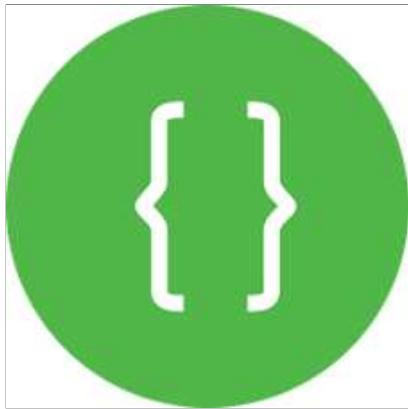
Technical specifications

Dynamic memory extensions (dynamic memory TR)
Floating-point extensions, Part 1 (FP Ext 1 TS)
Floating-point extensions, Part 4 (FP Ext 4 TS)

[External Links](#) – [Non-ANSI/ISO Libraries](#) – [Index](#) – [Symbol Index](#)

<https://en.cppreference.com/w/c>

Code Style



Braces



Tabs vs. Spaces
[Code Style in CLion](#)

Programming Style Guide

[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](#)) 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.

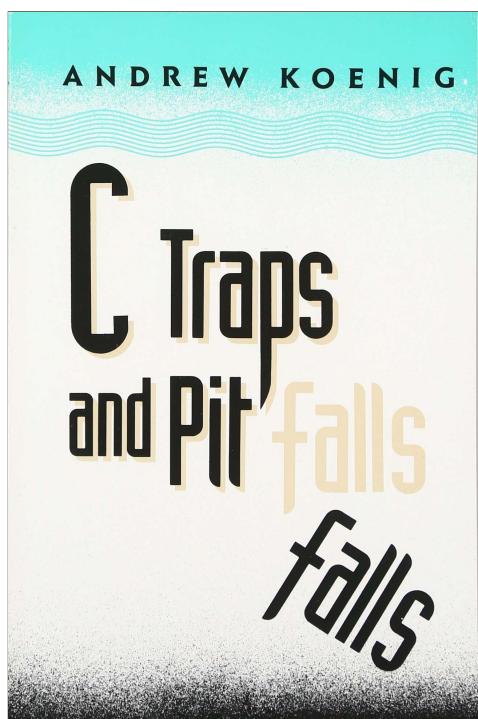
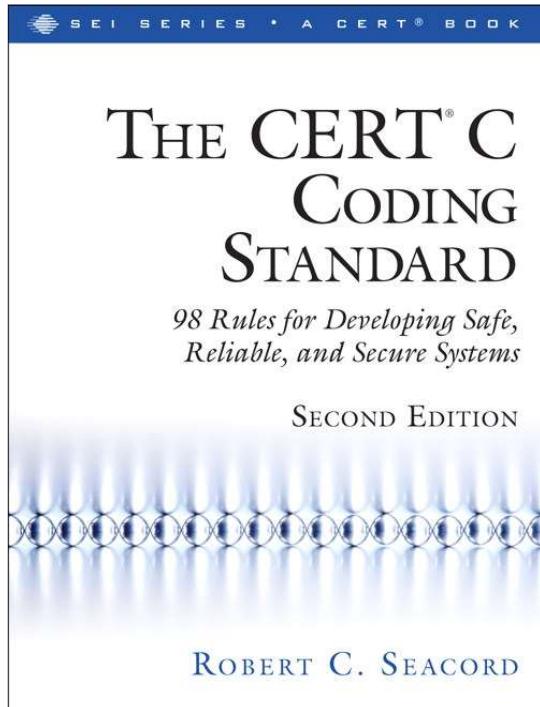
Google Style Guides

C语言编程指南 V1.0



华为C语言编程指南.pdf

Secure C



How to Obtain a Random Number (Revisited)?

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。

What is Next?

- Variables and Types (`int`, `double`)
 - Math: computer arithmetic
 - Input/Ouput (I/O)
-
- Branching: "if/else", "switch/case"
 - Looping: "while", "do/while", "for"
 - Jumps: "break", "continue", "goto"
-
- Functions & Libraries

Keeping Programming



[GitHub Classroom @ Bilibili](#)

No Plagiarism!!!



前两次各扣 10 分, 第三次总分降为 60 分 ($\times 60\%$)

Resources



6735 99232 2021-C-PL

Resources



发布课件、资料、调查问卷等

Resources

The screenshot shows the homepage of ProblemOverflow. At the top, there is a navigation bar with icons for All Activity, Q&A (selected), Questions, Hot!, Unanswered, Tags, Categories, Users, and Ask a Question. Below the navigation bar, a blue header bar says "Recent questions and answers". The main content area displays two recent posts:

- 如何使用编辑器？**
1 answer | 1 view
answered Feb 26, 2019 in meta by tangruize (35 points)
meta
- 如何提问以及如何回答问题？**
1 answer | 83 views
answered Feb 25, 2019 in meta by admin (34 points)
meta

At the bottom of the page, there is a blue footer bar with the text "Help get things started by asking a question."

problemoverflow.cn



VARIABLES, TYPES, IO

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Oct. 11, 2021

Overview

Variables (变量) **Constants (常量)**

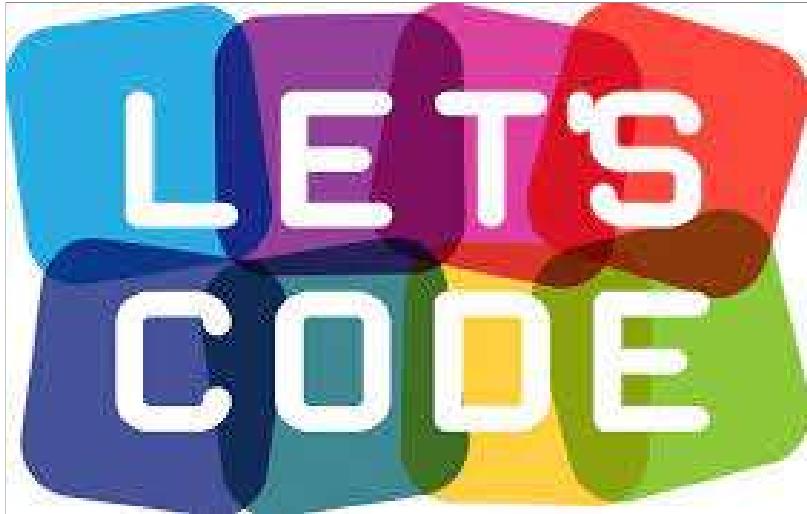
Data Types (数据类型)

Operators (运算符) **Expressions (表达式)**

Assignment Statements (赋值语句)

I/O (Input/Output; 输入输出)

"Talk is Cheap. Show me the Code."



circle.c sphere.c mol.c admin.c

Circle

Given a radius (10) of a circle,
to compute its circumference and area.

$$L = 2\pi r \quad S = \pi r^2$$

- 每个结果各占一行
- 小数点后保留两位

Declaration (声明)

```
int radius = 10;
```

- Introduce a *variable* called radius.
- You can use radius later.
- The type of radius is int (integer).
- radius is *initialized* (初始化) to 10.
- You can *assign* (赋值) other values to radius.
- radius refers to a *location* (&radius) in memory.

Definition (定义)

`int radius = 10;` is also a *definition*.

Any definitions are declarations.

~~All declarations are definitions~~ (at least for now).

Identifiers (标识符)

```
int radius = 10;
```

The name `radius` is an *identifier*.

- made up of letters, numbers, and underscores
- do *not* start with a number

Identifiers

- Use meaningful identifiers
- surface_area **vs.** surfaceArea

Operators and Expressions

```
double circumference = 2 * PI * radius;
```

Assignment Statements

```
double circumference = 0;
```

```
circumference = 2 * PI * radius;
```

Sphere

Given a radius (100) of a sphere,
to compute its surface area and volume.

$$A = 4\pi r^2 \quad V = \frac{4}{3}\pi r^3$$

- 每个结果各占一行
- 小数点后保留四位
- 每个结果至少占15字符, 左对齐
 - _____ : surface_area
 - _____ : volume

mol

6 克氧气的物质的量是多少?

$$Q = 6/32 \times 6.02 \times 10^{23}$$

两种格式输出, 结果均使用科学计数法表示

- 第一行结果, 小数点后保留三位
- 第二行结果, 保留五位有效数字

Data Types

- int ($\approx \mathbb{Z}$)
- double ($\approx \mathbb{R}$)
- char (**Character**; 字符)
- C string (**char array**; 字符数组)

$\text{int} \approx \mathbb{Z}$

INT_MIN INT_MAX

```
printf("INT_MIN = %d \t INT_MAX = %d\n", INT_MIN, INT_MAX);
```

A (Naive) Administration System

- Name (EN)
- Gender (F/M)
- Birthday (mm-dd-yyyy)
- Weekday (Xyz.)
- C
- Music
- Medicine
- Mean (.d)
- Standard Deviation (.dd)
- Ranking (%)

A (Naive) Administration System

- 每组信息占一行
- 各项信息使用 "TAB" 间隔
- 各项信息要遵循特定格式要求

罗大佑



Data Types: char

	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>	<u>F</u>
<u>0_0</u>	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
<u>1_16</u>	0000	0001	0002	0003	0004	0005	0006	0007	0008	0009	000A	000B	000C	000D	000E	000F
<u>2_32</u>	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
<u>3_48</u>	SP	!	"	#	\$	%	&	'	()	*	+	,	-	.	/
<u>4_64</u>	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
<u>5_80</u>	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
<u>6_96</u>	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
<u>7_112</u>	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL
	0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	007A	007B	007C	007D	007E	007F

- isdigit isalpha isalnum
- islower isupper tolower toupper
- isspace (including, \n, \t)

Data Types: C string

```
char first_name[] = "Tayu";  
A C string is an array of characters.  
\0: terminating null character  
'T', 'a', 'y', 'u', '\0'  
char first_name[5] = "Tayu";  
char first_name[10] = "Tayu";  
char first_name[2] = "Tayu";
```

printf

int printf(const char *format, ...);

- format: **format string** (格式串)
- ...: **variable argument list** (可变长参数列表)

printf

```
int printf(const char *format, ...);
```

The **format string** consists of

- ordinary characters (not %)
- conversion specifications (转换说明)
 - each of which is introduced by %

printf

int printf(const char *format, ...);

Escape sequence (转义序列)

- \n: Newline
- \t: Horizontal Tab
- \" : Double quotation mark
- \' : Single quotation mark
- \\: Backslash
- \b: Backspace

printf

int printf(const char *format, . . .);

%specifier Argument Output

%d (%i)	int	decimal ([-]dddd)
%f	double	decimal ([-]ddd.ddd)
%e (%E)	double	decimal ([-]d.ddde[+-]dd)
%g (%G)	double	%f or %e

printf

int printf(const char *format, ...);

%specifier	Argument	Output
%c	int	character
%s	pointer to a char array	string
%%		%

`printf`

"It is up to you to ensure that
the type of the actual argument
matches the type expected by conversion specifiers."

printf

```
%[flags][width][.precision]specifier  
int printf(const char *format, ...);
```

- flags
 - -: left-justified (otherwise, right-justified)
 - +: always begin with a plus or minus *sign*

printf

```
%[flags][width][.precision]specifier  
int printf(const char *format, ...);
```

- width
 - *minimum field width*
 - padded with spaces if it has fewer characters

printf

%[flags][width][.precision]specifier
int printf(const char *format, ...);

- %d, %i: *minimum number of digits*
 - expanded with leading zeros when needed
- %f, %e, %E: *number of digits after '.'*
 - default is 6
- %g, %G: *maximum number of significant digits*
- %s: *maximum number of characters*

scanf

```
int scanf(const char *format, ...);
```

- format: **format string** (格式串)
- ...: **variable argument list** (可变长参数列表)

scanf

```
int scanf(const char *format, ...);
```

The **format string** consists of

- white-space characters
- ordinary characters
 - neither % nor white-spaces
- conversion specifications
 - each of which is introduced by %

scanf

```
int scanf(const char *format, ...);
```

- Scan the input stream from left to right
- Identify expected items as long as possible

scanf

```
int scanf(const char *format, ...);
```

%specifier	Matched Item	Argument
<code>%d</code>	skip white-spaces; matches an int	pointer to int
<code>%le, %lf, %lg</code>	skip white-spaces; matches a double	pointer to double
<code>%e, %f, %g</code>	skip white-spaces; matches a float	pointer to float

scanf

%specifier	Matched Item	Argument
<code>%c</code>	a character	pointer to a <code>char</code>
<code>%s</code>	a sequence of non-white-spaces	pointer to a <code>char</code> array
<code>%[abc]</code>	scanlist	pointer to a <code>char</code> array
<code>%[^abc]</code>	not in scanlist	pointer to a <code>char</code> array
<code>%%</code>	<code>%</code>	

scanf

%[★][width]specifier

int scanf(const char *format, ...);

- ★: assignment-suppressing
- width: *maximum field width*

scanf

"It is up to you to ensure that
the type of each actual argument pointer
matches the type expected by conversion specifiers."

References

printf @ cppreference

scanf @ cppreference

References

Do not use `scanf`. Use . . . instead.

IF, FOR, ARRAY

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Oct. 18, 2021

Review

Variables Constants Data Types

Operators Expressions Assignment Statements

I/O (Input/Output)

Constants

- int: 42
- double: 3.14
- char: 'c'
- string: "Hello World"

Literal constants (字面常量)

```
const double PI = 3.14159;  
PI is still a variable.
```

Overview

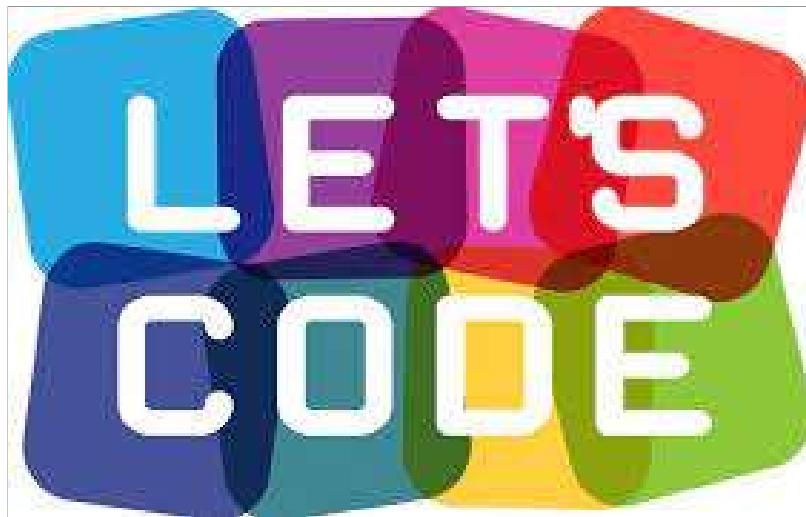
If Statement (If 语句)

For Statement (For 语句)

Logical Expressions (逻辑表达式)

Array (数组)

"TALK IS CHEAP. SHOW ME THE CODE."



min leap
sum.c min.c

Min



minimum

Min of Two

Given two integers a and b ,
to compute their minimum.

$$\min = \min\{a, b\}$$

if

```
int min;  
if (a >= b) {  
    min = b;  
} else {  
    min = a;  
}
```

The `else` part is *optional*.

if

Multiple declarations and statements surrounded by {}

```
int min;  
if (a >= b) {  
    min = b;  
} else {  
    min = a;  
}
```

```
int min;  
if (a >= b)  
    min = b;  
else  
    min = a;
```

Always Use {}!

Relational Operators (关系运算符)

```
int min;
if (a >= b) {
    min = b;
} else {
    min = a;
}
```

- `>=`
- `<=`
- `>`
- `<`
- `==` (equal to)
- `!=` (not equal to)

Relational Expressions (关系表达式)

```
int min;
if (a >= b) {
    min = b;
} else {
    min = a;
}
```

Relational expressions have values 0 (false) or 1 (true).
In C, non-zero numbers are treated as 1 (true).

?:

```
min = a >= b ? b : a;
```

Conditional Expression (条件表达式)
Ternary Operator (三目运算符)

Do Not Use it Too Much!

Min of Three

Given three integers a , b , and c ,
to compute their minimum.

$$\min = \min\{a, b, c\}$$

Nested if

```
int min;
if (a > b) {
    if (b > c) {
        min = c;
    } else {
        min = b;
    }
} else {
    if (a > c) {
        min = c;
    } else {
        min = a;
    }
}
```

Min of a Set of Numbers

Given a set A of integers,
to compute their minimum.

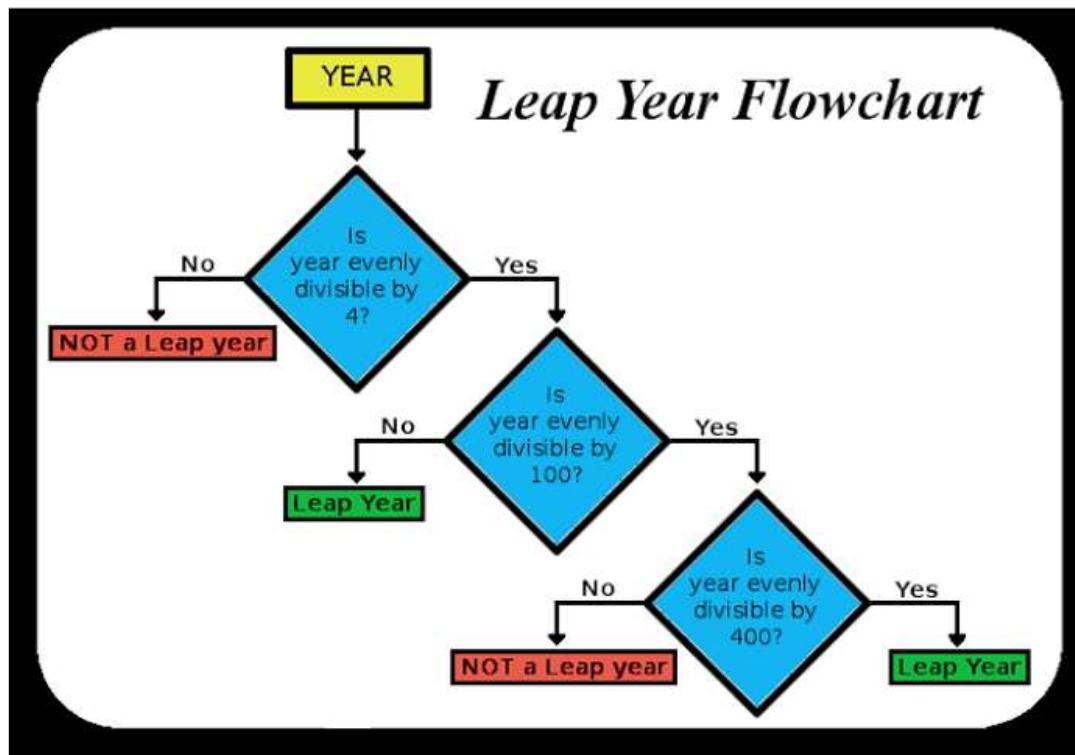
$$\min = \min A$$



Leap Year



Leap Year (1): Nested if



Leap Year (2): Nested if

```
if (year is not divisible by 4) then (it is a common year)
else if (year is not divisible by 100) then (it is a leap year)
else if (year is not divisible by 400) then (it is a common year)
else (it is a leap year)
```

Leap Year (3): else-if

```
if (year % 4 != 0) {
    printf(format: "The year %d is a common year.\n", year);
} else if (year % 100 != 0) {
    printf(format: "The year %d is a leap year.\n", year);
} else if (year % 400 != 0) {
    printf(format: "The year %d is a common year.\n", year);
} else {
    printf(format: "The year %d is a leap year.\n", year);
}
```

Leap Year (4): The Ultimate Version

A year is a leap year *if*

- it is divisible by 4 but not by 100,
- except that years divisible by 400 are leap years.

Logical Operators (逻辑运算符)

```
if ((year % 4 == 0 && year % 100 != 0) || year % 400 == 0) {  
    printf(format: "The year %d is a leap year.\n", year);  
} else {  
    printf(format: "The year %d is not a leap year.\n", year);  
}
```

NOT(!)
AND(&&)
OR(||)

Logical Expressions (逻辑表达式)

```
if ((year % 4 == 0 && year % 100 != 0) || year % 400 == 0) {  
    printf(format: "The year %d is a leap year.\n", year);  
} else {  
    printf(format: "The year %d is not a leap year.\n", year);  
}
```

Logical expressions have values 0 (false) or 1 (true).

Short-circuit Evaluation

```
if ((year % 4 == 0 && year % 100 != 0) || year % 400 == 0) {  
    printf(format: "The year %d is a leap year.\n", year);  
} else {  
    printf(format: "The year %d is not a leap year.\n", year);  
}
```

- year = 25
- year = 80

Sum

Given an integer $n \geq 0$, to compute $\sum_{i=1}^n i$.

Increment/Decrement Operators (++, --)

- $i++$
 - increment i *after* its value has been used
- $++i$
 - increment i *before* its value is used

Increment/Decrement Operators (++, --)

```
i = 2;  
j = i * i++;
```

Undefined Behavior (未定义行为)

For Statement

```
for ( <expression> ; <expression> ; <expression> )  
    <statement>
```

```
for (initialization; condition; increment/decrement)  
    statement
```

```
int sum = 0;  
for (int i = 1; i <= n; i++) {  
    sum += i;  
}
```

Min of a Set of Numbers

Given a set A of integers,
to compute their minimum.

$$\min = \min A$$

```
#define NUM 5
```

Symbolic Constants (符号常量)

#define **is a *pre-processing directive*** (预处理指令).

int numbers[NUM] = {0}; has a **constant size**.

- NUM **is known at compiler time**.

Array Initializer

- ```
int numbers[NUM] = {0};
```
- ```
int numbers[NUM] = {1};
```

 - {1, 0, 0, 0, 0}
 - ```
int numbers[] = {0};
```

    - {0}
  - ```
int numbers[NUM] = {[2] = 1};
```

 - {0, 0, 1, 0, 0}
 - See Section 8.1.3

Array Initializer

```
int numbers[NUM] = {0};
```

- ~~int numbers[NUM] = {};~~
 - Forbidden in C99 (Unfortunately)
 - Allowed by GCC by default (Unfortunately)
- ~~int numbers[NUM];~~
 - May contain garbage values
- ~~int numbers[];~~
 - You must specify the size so that the compiler can allocate memory for it.

Array Members

```
int min = numbers[0];
for (int i = 1; i < NUM; i++) {
    if (numbers[i] < min) {
        min = numbers[i];
    }
}
```

[]: *subscript operator* (下标运算符)

FOR A WHILE

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Oct. 25, 2021

Review

If Statement

For Statement

Logical Expressions

Array

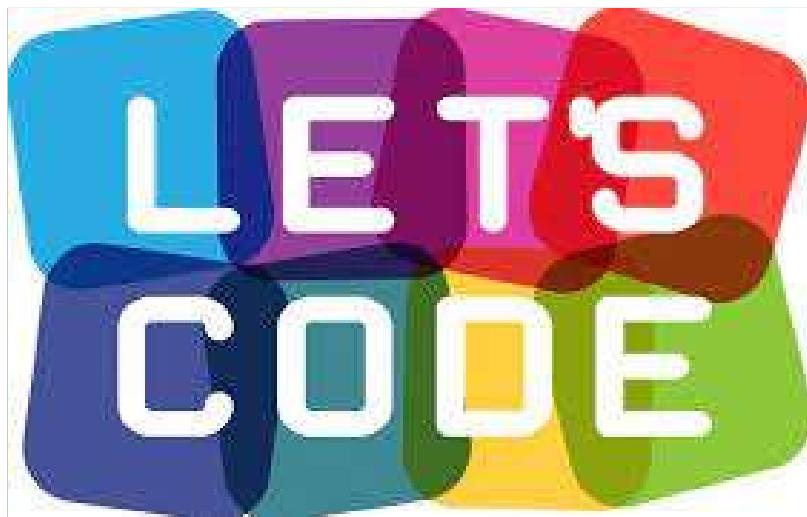
Overview

For Statement (More Examples)

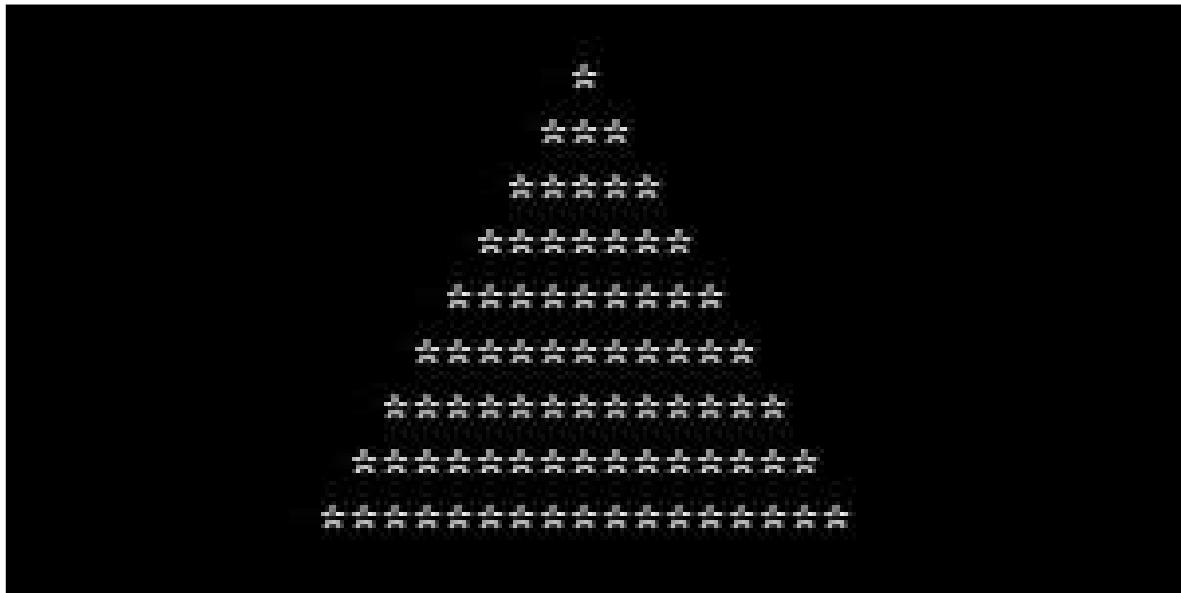
While (Do-While) Statement

break **Statement**

"TALK IS CHEAP. SHOW ME THE CODE."

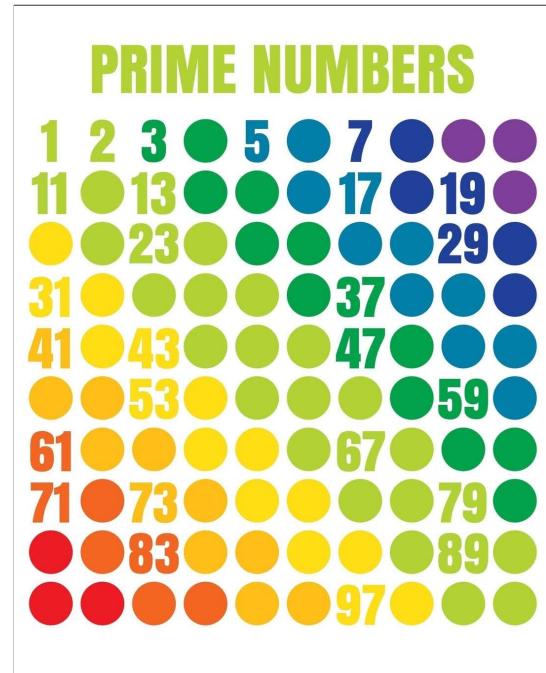


Stars Pyramid



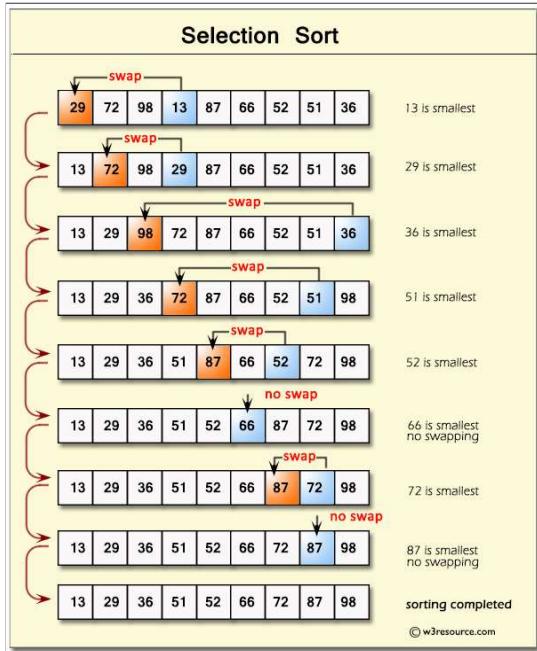
stars.c

Prime Numbers



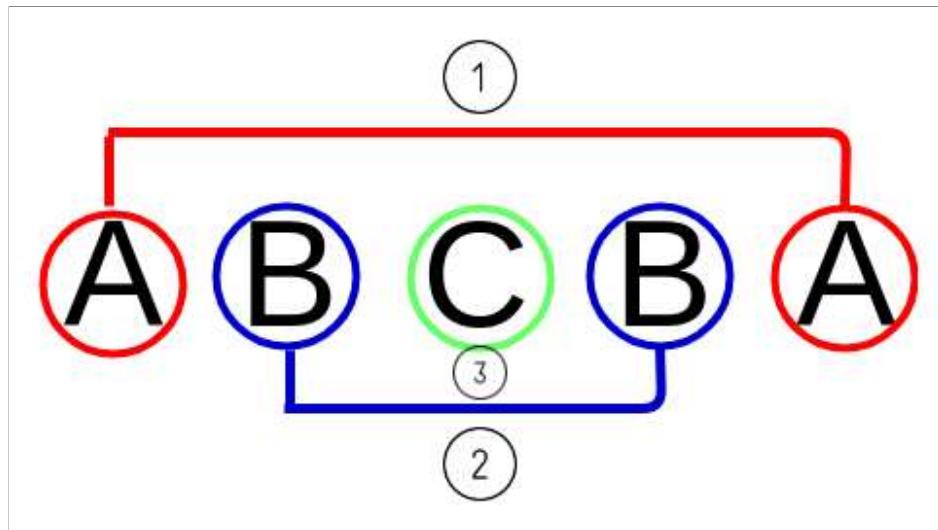
prime.c primes.c

Selection Sort



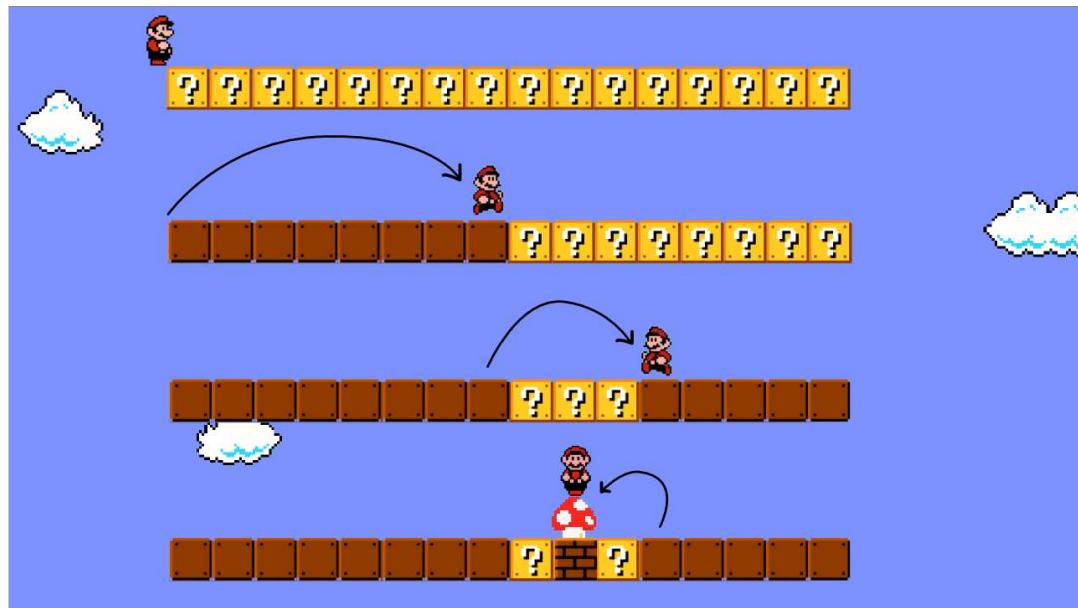
selection-sort.c

Palindrome



palindrome.c

Binary Search

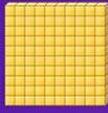


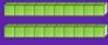
binary-search.c

Number of Digits

 LESSON

Identify the Place & Value
of Digits in a
Three-Digit Number


1 Hundred


2 Tens


7 Ones

educer NUMBER & OPERATIONS IN BASE TEN **2**

digits-while.c digits-do-while.c

Counting



Counting

counting-if.c counting-switch.c

LOOPS

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Nov. 01, 2021

No Plagiarism!!!



No Plagiarism!!!

第一次作业抄袭现象触目惊心

助教们敦促蚂老师召开了紧急磋商会议

会上大家对作业进行了反思，并制定了严厉的抄袭处罚措施

No Plagiarism!!!

- 当次作业计 0 分
- 前两次抄袭总评各扣 10 分
- 第三次抄袭总评直接判为不及格 ($\times 60\%$)

No Plagiarism!!!

助教与第一次作业(疑似)抄袭的同学进行了亲切友好的交谈

口头警告, 算作一次抄袭记录, 不作总评扣分处理

Review

For Statement (More Examples)

While (Do-While) Statement

break

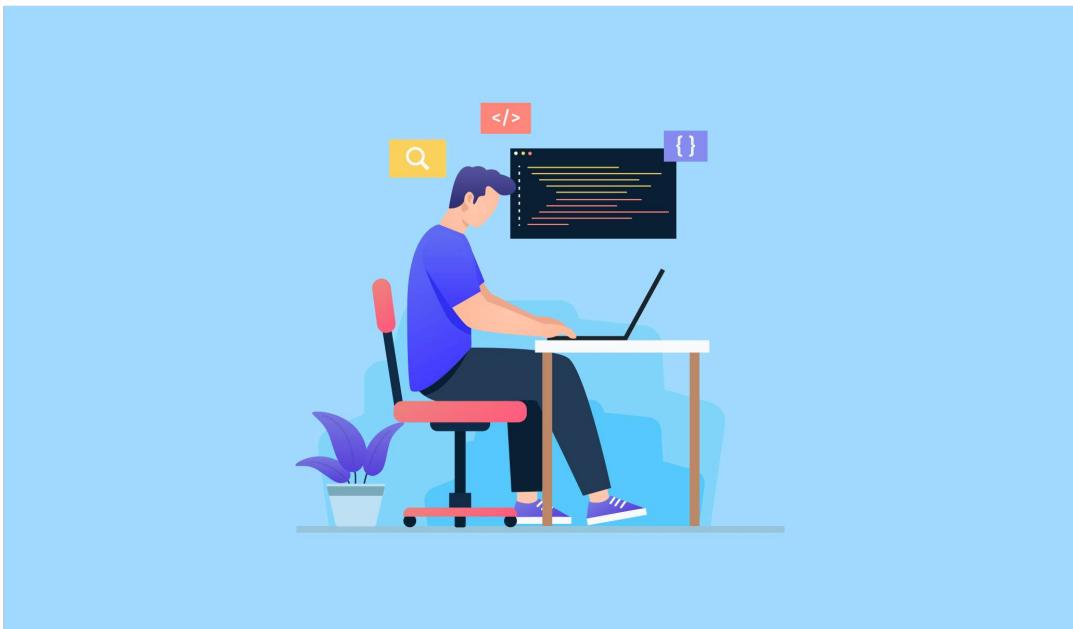
Overview

Loops (More Examples)

Multidimensional Arrays (多维数组)

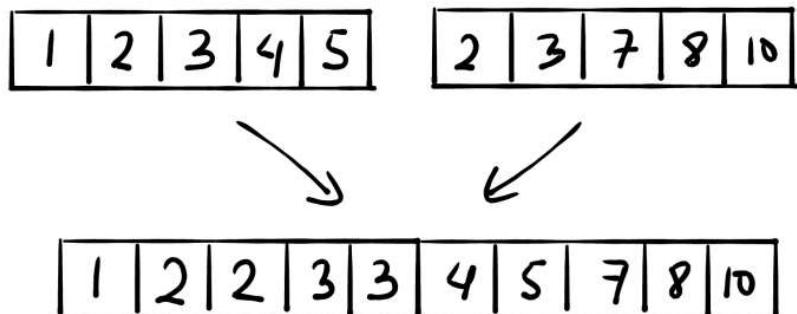
continue, goto

"TALK IS CHEAP. SHOW ME THE CODE."



Merge

Merge Two Sorted Arrays



merge. c

Bubble Sort

```
6 5 3 1 8 7 2 4
```

bubble-sort.c

Conway's Game of Life

John Horton Conway (1937 ~ 2020)



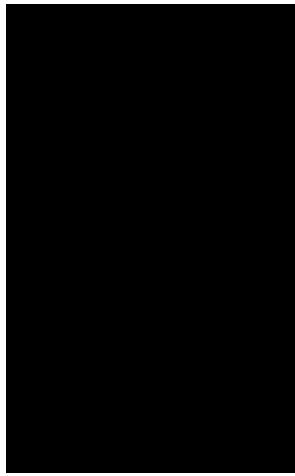
playgameoflife.com

Conway's Game of Life

- Any live cell with two or three live neighbours survives.
 - All other live cells die in the next generation.
-
- Any dead cell with three live neighbours becomes a live cell.
 - All other dead cells stay dead.

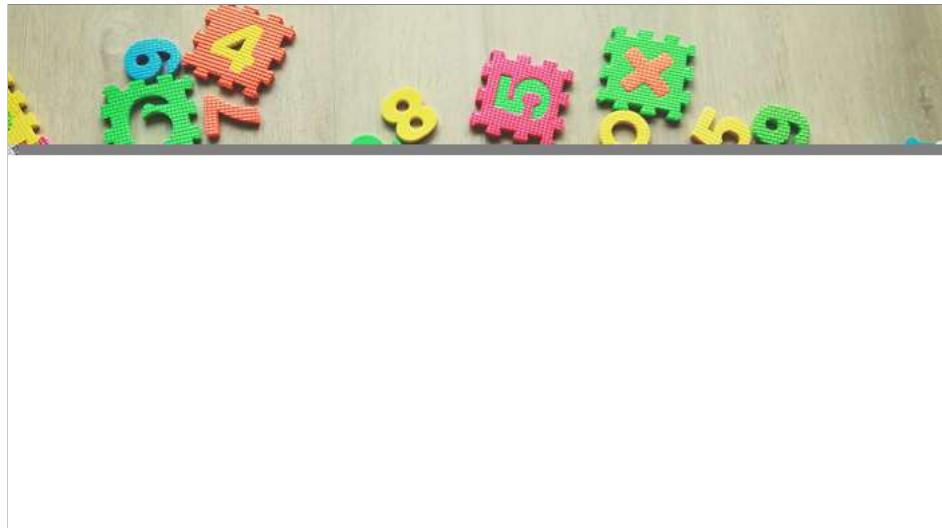
[Conway's Game of Life @ wiki](#)

Conway's Game of Life



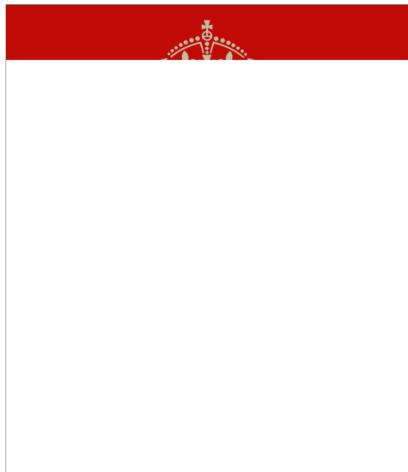
game-of-life.c

Counting



counting-if.c counting-switch.c

Jump Statements



break continue goto
common.c continue.c

FUNCTION

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Nov. 08, 2021

Review

Loops (More Examples)

Multidimensional Arrays

Overview

Functions

"TALK IS CHEAP. SHOW ME THE CODE."

RE-WRITING PROGRAMS USING FUNCTIONS

RECURSION

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Nov. 15, 2021

Review

Functions

- Function Declaration
- Function Definition
- Arrays as Parameters
- Pass by Value

Overview

Recursive Functions (Recursion)

A function that calls (调用) itself.

Recursion

THINKING RECURSIVELY

It is a looooooog way to go to master recursion!!!

Recursion: Systems Implementation

- Programs run in memory (内存; 記憶體).
- Memory = Stack (栈区) + Heap (堆区) + ⋯
- Each function call has its own stack frame (栈帧).
- Stack grows/shrinks with function calls and returns.

Recursion: Systems Implementation

[Visualization of Function Calls @ C Tutor](#)

Recursion: Mathematical Induction

- Base Case (基础情况)
- Inductive Step (归纳步骤)

"TALK IS CHEAP. SHOW ME THE CODE."

Min

min-re.c

Sum

sum-re.c

Fibonacci Sequence

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, ...

- $F_0 = 0$
- $F_1 = 1$
- $F_n = F(n - 1) + F(n - 2)$ ($n > 1$)

`fib-re.c` `fib-array.c` `fib-iter.c`

Greatest Common Divisor

- $a > b \implies \gcd(a, b) = \gcd(a - b, b)$
 - $a < b \implies \gcd(a, b) = \gcd(a, b - a)$
-

gcd-euclid-re.c gcd-euclid-iter.c

Greatest Common Divisor

$$\text{gcd}(a, b) = \text{gcd}(b, a \% b)$$

gcd-euclidean-re.c gcd-euclidean-iter.c

Binary Search

bsearch-re. c

RECURSION; DATA TYPES

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Nov. 22, 2021

Review

Recursion

A function that calls itself.

Recursion

THINKING RECURSIVELY

Overview

Recursion (More Examples)

Data Types

static

"TALK IS CHEAP. SHOW ME THE CODE."

Binary Search

bsearch-re. c

Merge Sort

merge-sort.c

Data Types

The type of a variable determines

- the set of *values* it may take on and
- what *operations* can be performed on them.

int double char

Integral Types

Signed (有符号数)

- short int
- int
- long

- long long

Unsigned (无符号数)

- bool (stdbool.h)
- unsigned short int
- unsigned int
- unsigned long
- unsigned long long

char (unsigned/signed)

Overflow (溢出)

- 在有符号整数运算中发生溢出，程序的行为是未定义的。
- 在无符号整数运算中发生溢出，程序的行为是有定义的。

Integral Promotion (整型提升)

- 定义初始化
- 赋值操作
- 参数传递
- 函数返回值

Integral Promotion (整型提升)

"Arithmetic operators do not accept types smaller than `int` as arguments, and integral promotions are automatically applied."

Floating-point Numbers

- float y = 5.0F
 - %f
 - %f
- double x = 5.0
 - %lf
 - %f
- long double z = 5.0L
 - %Lf
 - %Lf

Floating-point Numbers

Floating-point Arithmetic

"FLOATING-POINT ARITHMETIC IS HARD."

Floating-point Arithmetic

float.h (Section 23.1)

Floating-point Arithmetic

- Overflow (上溢)
- Underflow (下溢)
- Significance Loss (精度丢失)
 - significance. c

Floating-point Arithmetic

"Many applications don't need floating-point arithmetic at all."

Use `math.h` (Section 23.3) whenever possible.

C 语言安全编码标准

整型数安全编码标准 (**INT**)

- 使用正确的整数类型
- 确保无符号整数运算不产生回绕
- 确保有符号整数运算不造成溢出
- 确保除法与余数运算不造成除0错误
- 确保整数转换不会造成数据丢失或者错误解释

浮点数安全编码标准 (**FLP**)

- 不要使用浮点数变量作为循环计数器
- 避免或者检测数学函数中的定义域与值域错误
- 确保浮点数转换在新类型的范围中

References

POINTERS

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Nov. 29, 2021

Overview

Pointers and Arrays Pointers and C Strings

Overview

Pointers

"A pointer is a *variable* that contains the *address* of a variable."

"TALK IS CHEAP. SHOW ME THE CODE."

Variables Revisited

```
int radius = 10;
```

- radius refers to a *location* (`&radius`) in memory.

`&`: Address-of Operator ("取地址"运算符)

```
printf("%p\n", &radius);
```

Pointers

```
int *ptr_radius = &radius;
```

- The type of `ptr_radius` is "pointer to int".

Variables Revisited

```
double circumference = 2 * 3.14 * radius;
```

```
radius = 20;
```

A variable behaves as an *lvalue* or a *rvalue*.

左值 右值

Pointers

```
int *ptr_radius = &radius;
```

- `*ptr_radius` behaves just like `radius` does.
 - `*`: Indirection/Dereferencing ("间接寻址/解引用"运算符)

```
double circumference = 2 * 3.14 * (*ptr_radius);  
*ptr_radius = 20;
```

Pointers

```
int *ptr_radius = &radius;
```

- **ptr_radius is also a variable.**

Swap Numbers

selection-sort.c

Min and Max

Compute both the min and the max
of an array of integers.

min-max.c

scanf.c

Dynamic Memory Management

```
int *numbers = malloc(len * sizeof *numbers);
```

```
void *malloc(size_t size);
```

```
void free(void *ptr);
```

selection-sort.c

Dynamic Memory Management

stdlib.h ~~malloc.h~~

Pointers and Arrays

- The name of an array is a synonym for the address of its first element.
- $\text{numbers}[i]$ $*(\text{numbers} + i)$ ~~$i[\text{numbers}]$~~
- $\&\text{numbers}[i]$ $\text{numbers} + i$
- But an array name is not a variable.
 - ~~$\text{numbers}++$~~

Pointers and C Strings

```
char msg[20] = "Hello World!";  
char *msg = "Hello World!";
```

strlen.c

strlen strlen s

Pointers and C Strings

strcmp.c

strcmp

strncmp

Pointers and C Strings

strcpy.c

strcpy strcpy_s

strncpy strncpy_s

Return Pointers from Functions

Do not return pointers to

local variables in functions!!!

References

Chapter 14: string.h

Pointer Arrays

selection-sort-strings.c

POINTERS (MORE)

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Dec. 06, 2021

Review

Pointers and Arrays Pointers and C Strings

Overview

string.h

Pointer Arrays Pointers and 2D Arrays

Function Pointers

"TALK IS CHEAP. SHOW ME THE CODE."

POINTERS; STRUCTURES

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Review

string.h

Pointer Arrays Pointers and 2D Arrays

Overview

Program Arguments Function Pointer

struct union enum

"TALK IS CHEAP. SHOW ME THE CODE."

LINKED LISTS

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Dec. 20, 2021

Review and Overview

Program Arguments Function Pointer

struct union enum

Overview: Linked Lists

"TALK IS CHEAP. SHOW ME THE CODE."

struct

musician.c

Linked Lists

Singly Linked List

Doubly Linked List

Linked Lists

Circular Linked List

Josephus Problem

终结章

