

# 0: INTRODUCING C

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[cpl-docs: docs.cpl.icu, http://47.122.3.40/](http://47.122.3.40/cpl-docs: docs.cpl.icu)



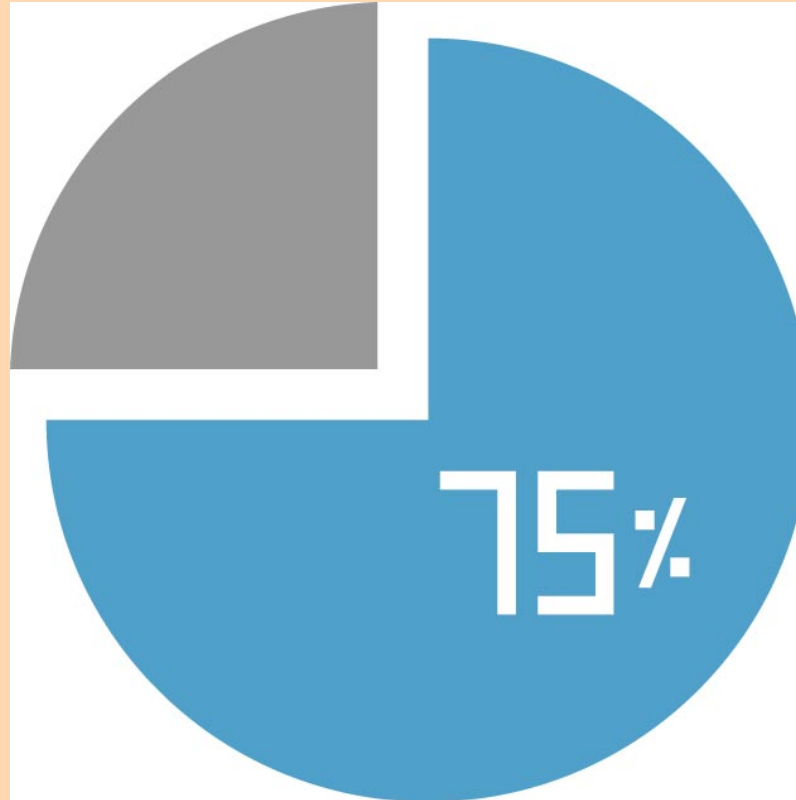
## C 语言程序设计基础

C Programming Language

🔍 搜索

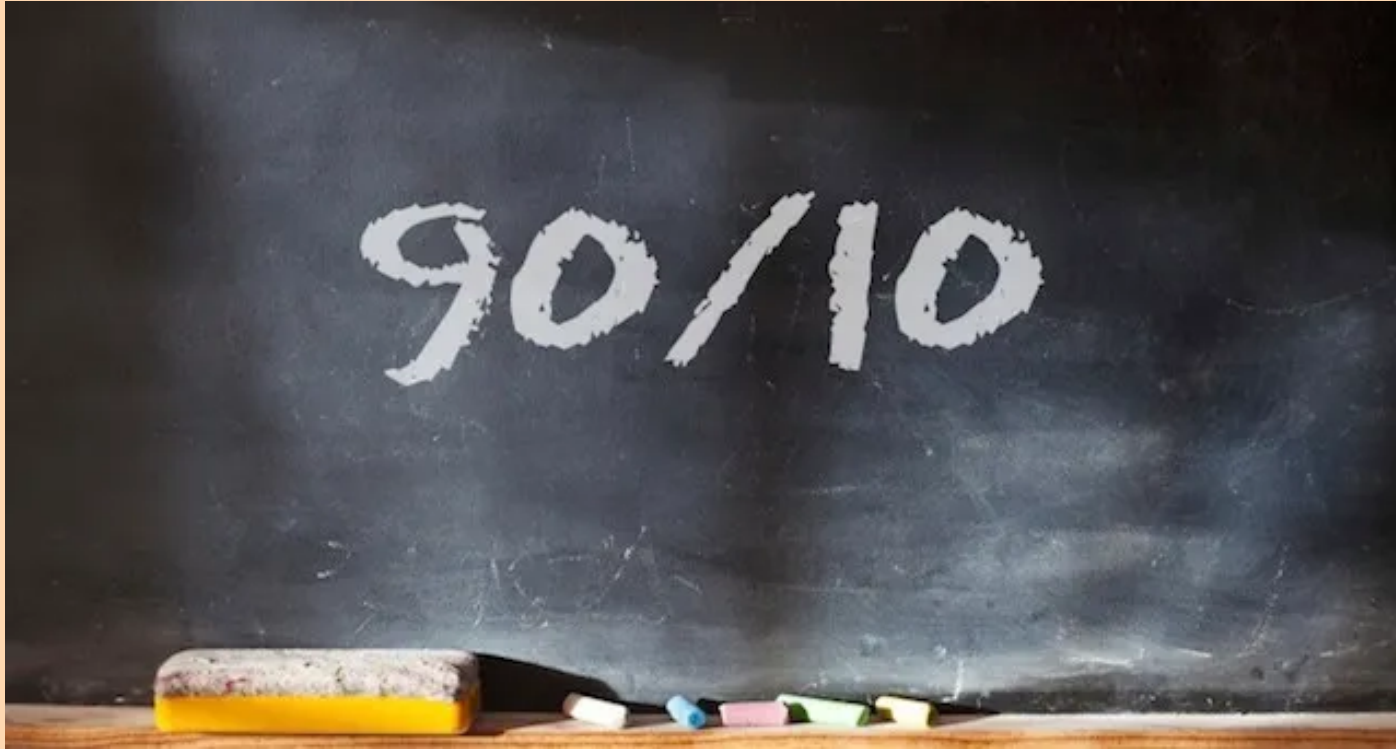
- › 课程简介
- › 课程评价指标
- › 编程练习与项目
- › 抄袭与惩罚
- › 助教与答疑
- › C 语言开发环境
- › 课程资源

# Questionnaire (1)



75% of students are new to programming.

# Questionnaire (2)



10% of students attended in some programming contests.

# To C Beginners

**DON'T  
PANIC!**

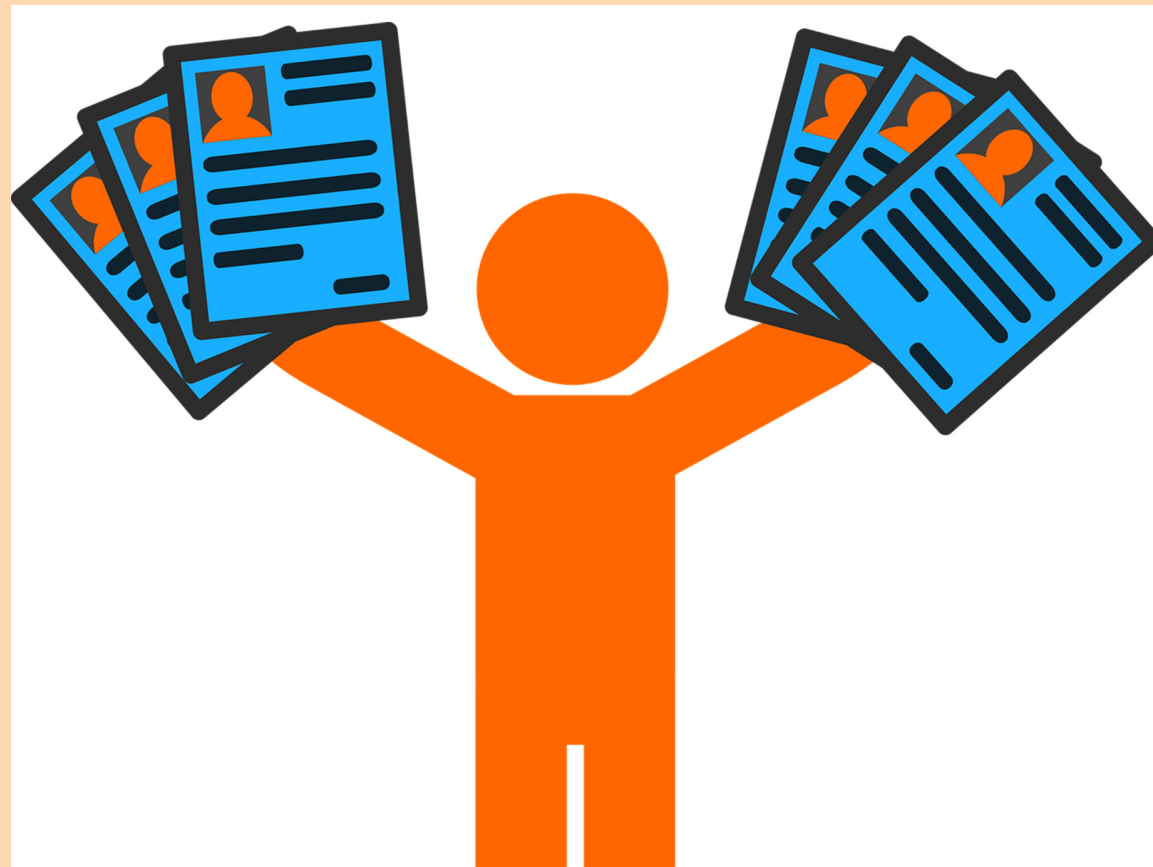
# **From Beginners to Masters**

**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)

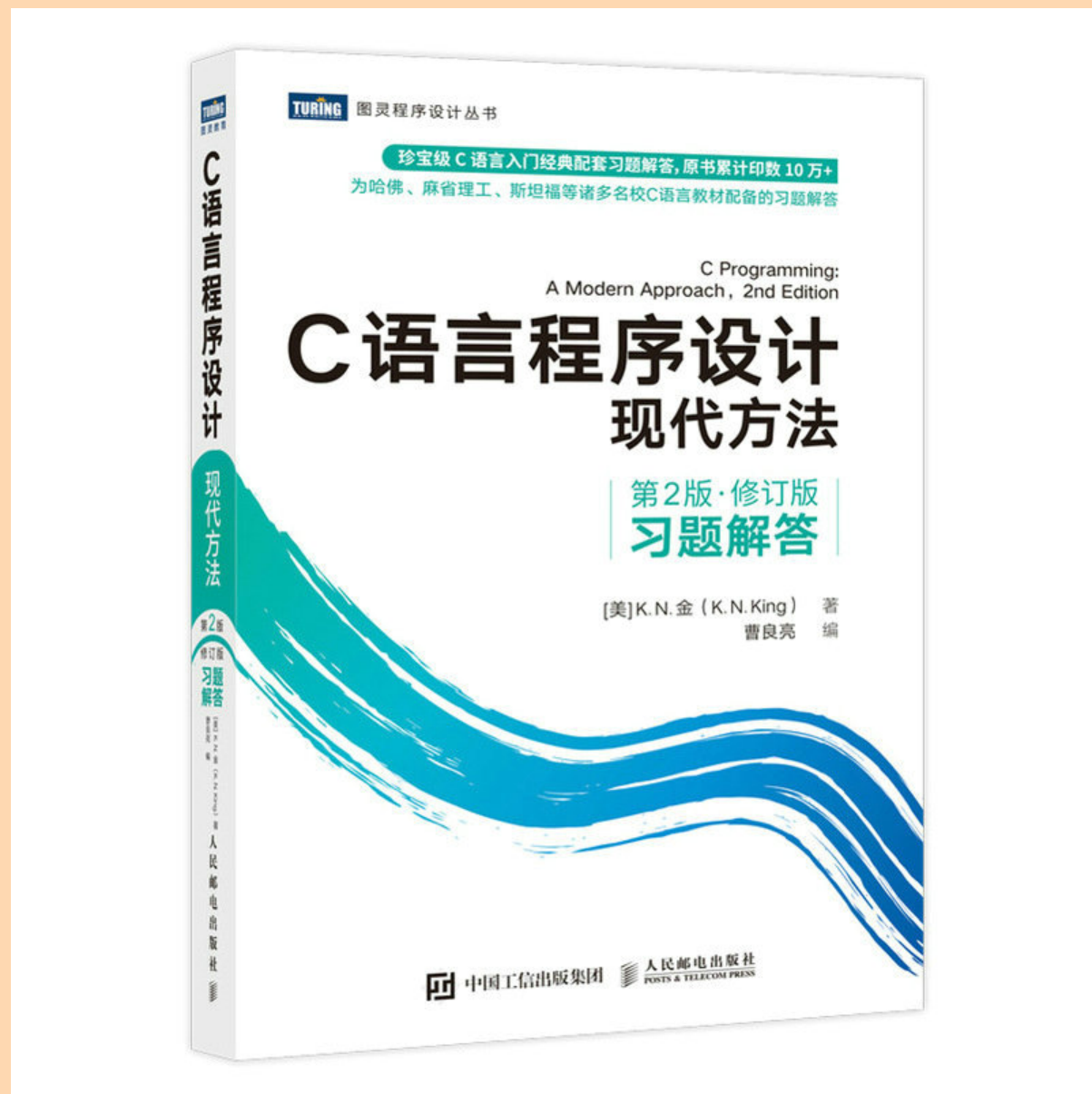
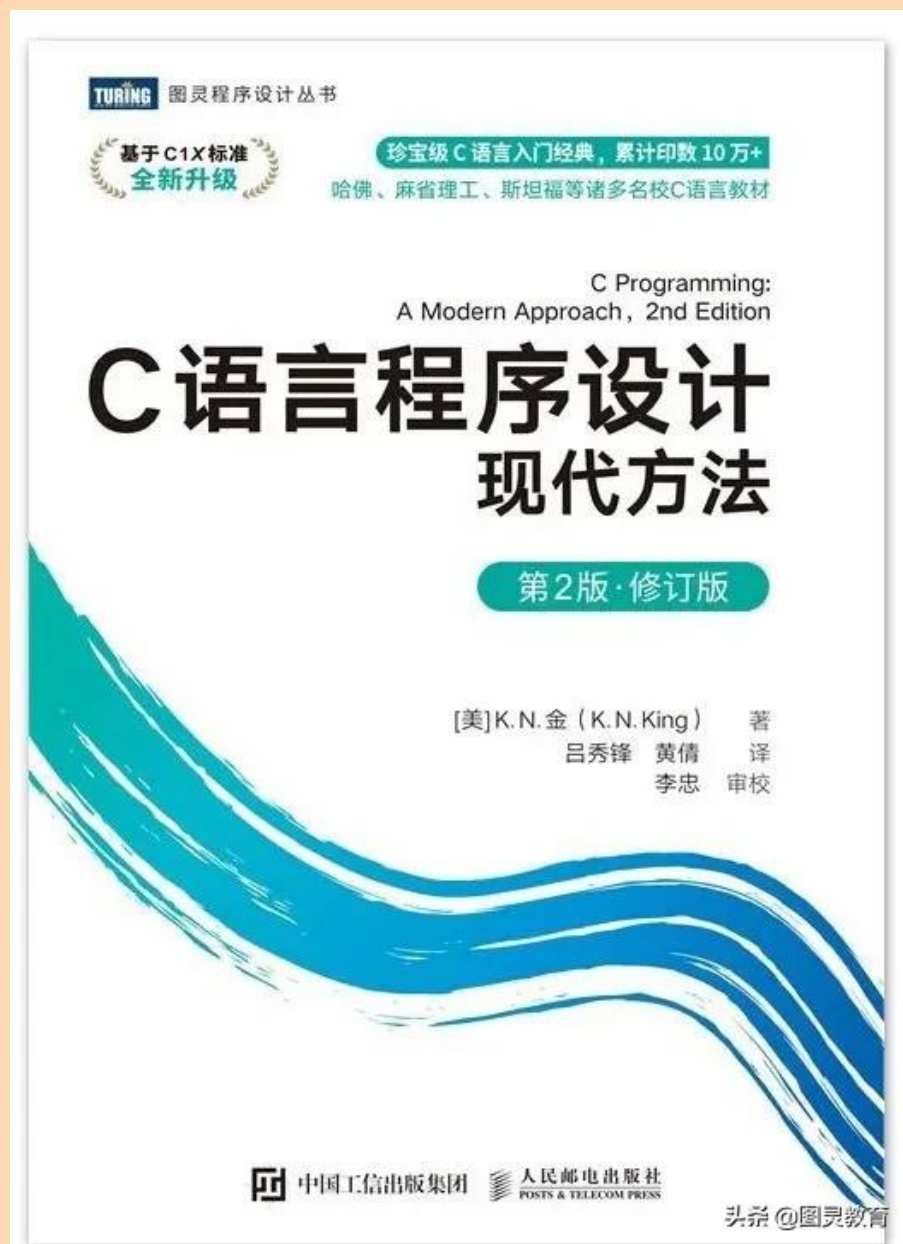




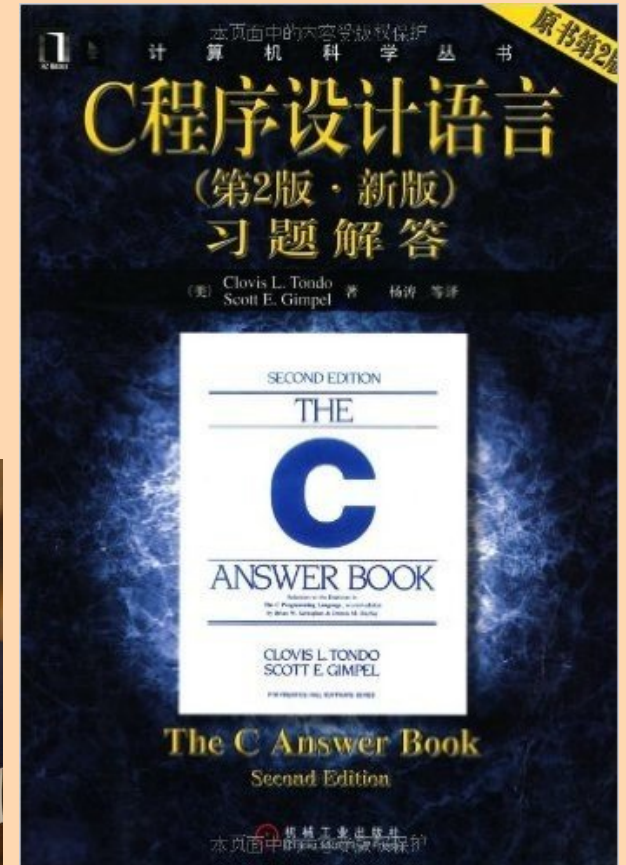
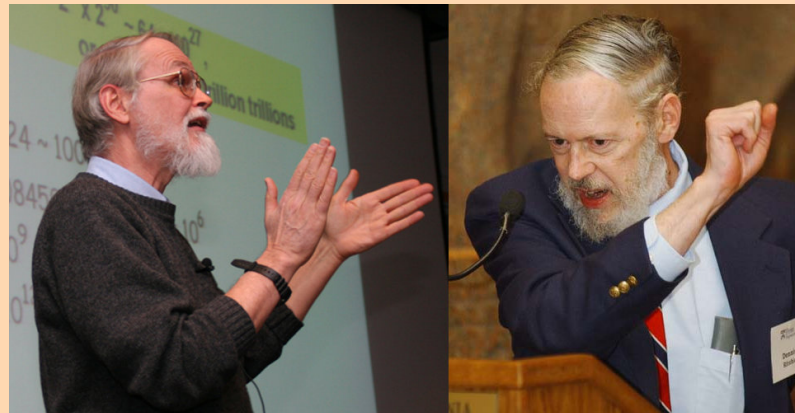
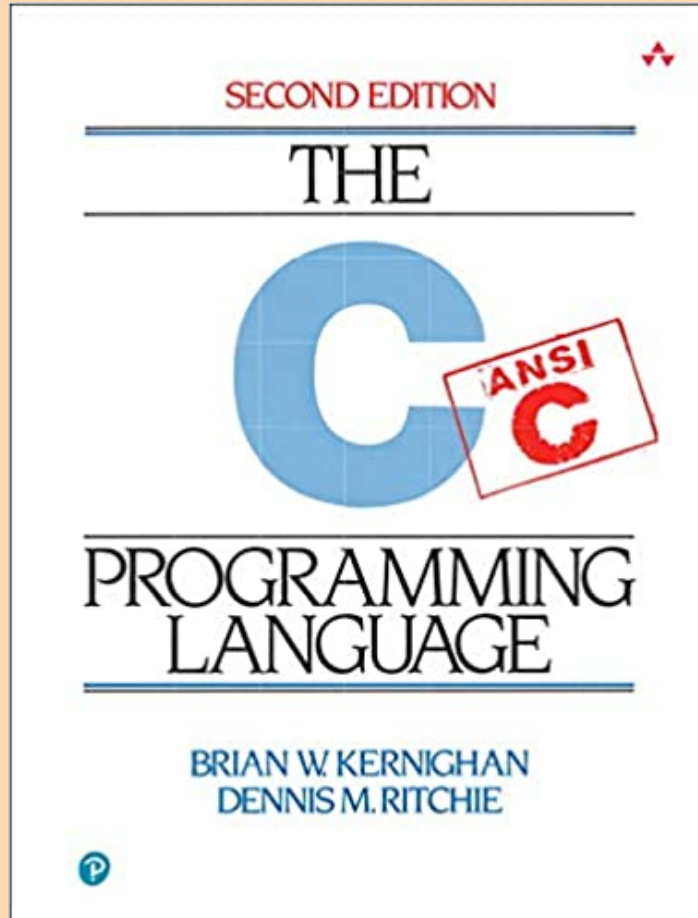
# No Plagiarism!!!



前两次总评各扣 10 分, 第三次直接判为不及格



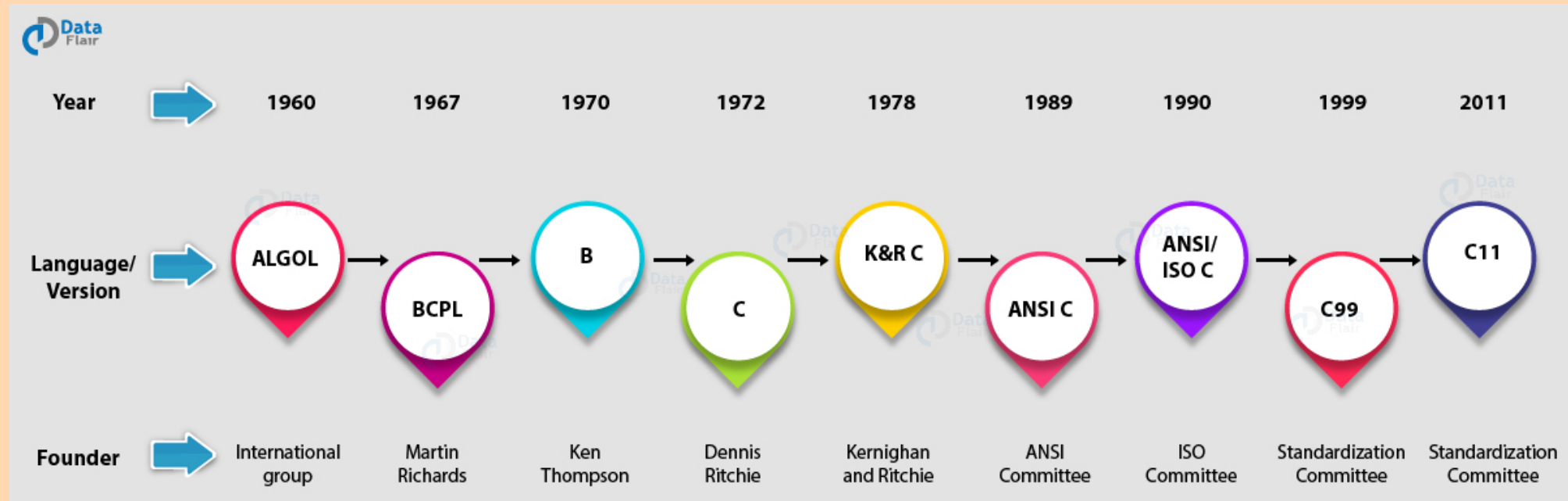
# K&R C Bible (1978; 1988)





# A Brief History of C

[History of C @ cppreference](#)



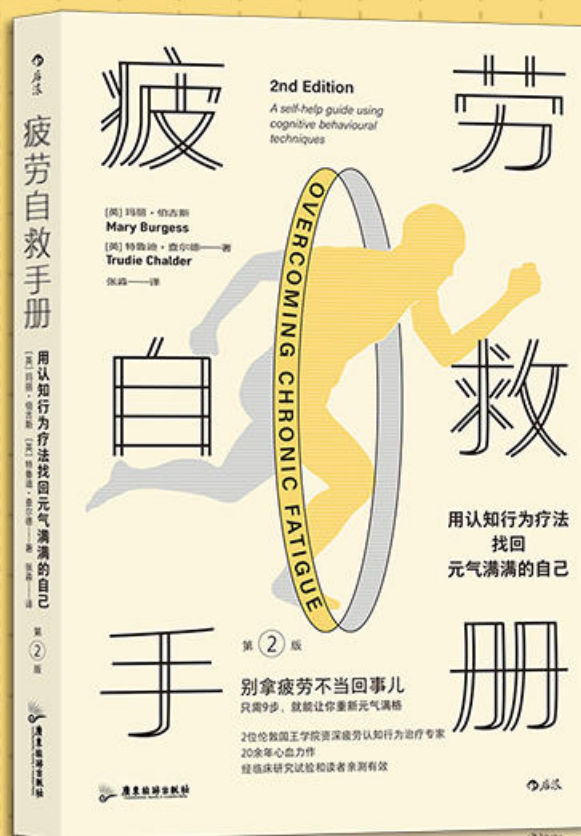
Do *NOT* become a **language lawyer**!



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**

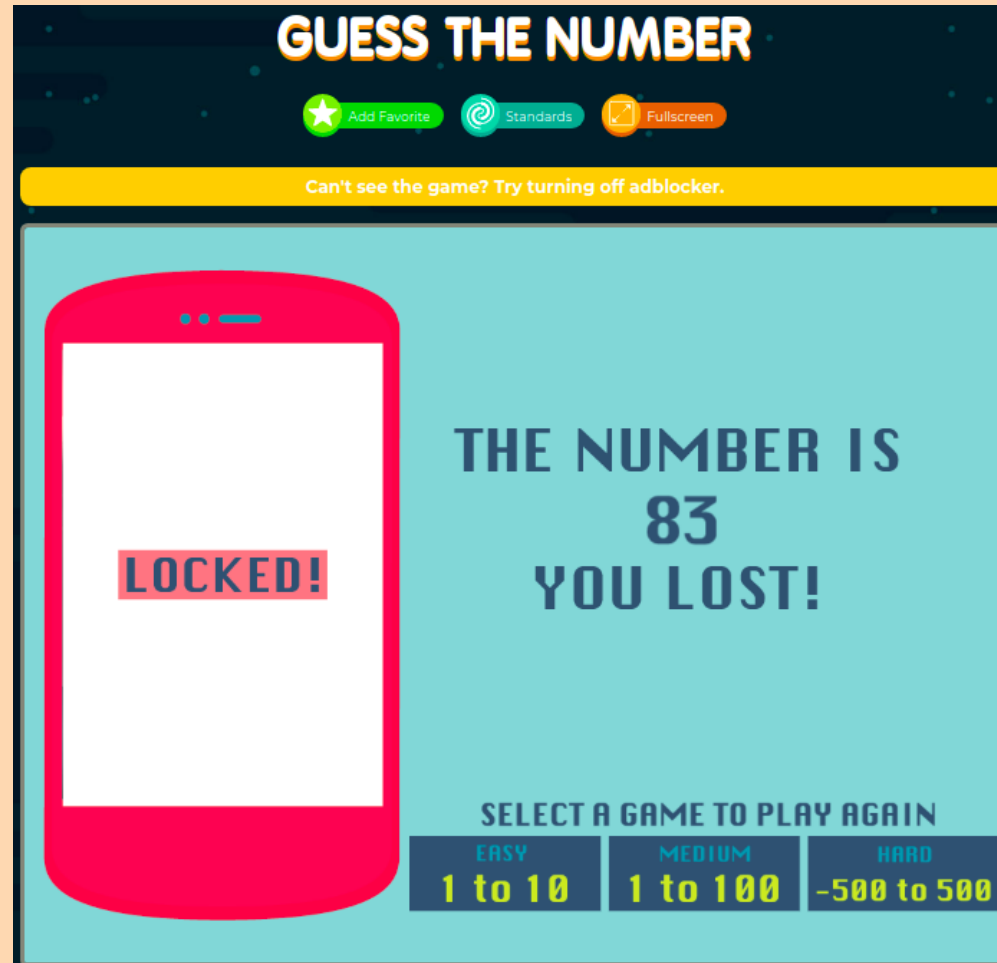


```
<Hello World/>
```

```
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)

External Links – Non-ANSI/ISO Libraries – Index – Symbol Index

# 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

Thank  
You!