

## more gcc options

```
$ gcc digit.c -lm -o digits
```

- ▶ `-lm` — link in the `m` library (`libm.so`)
- ▶ `-o digits` — call the output file `digits` instead of default

`gcc` is actually carrying out multiple steps here<sup>1</sup>:

- ▶ preprocessing — dealing with things that start with `#`
- ▶ compiling — turn source into executable form
- ▶ linking — Get missing functions from libraries (eg `printf()`)
  - ▶ eg `stdio.h` tells the compiler that `printf()` exists but not what it does.

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<sup>1</sup>not an exhaustive list

## Aside: printf man page(s)

What about `printf()`?

```
$ man printf
```

```
PRINTF(1)          User Commands          PRINTF(1)
```

```
...
```

```
$ man -k printf
```

```
...
```

Man sections (from `man man`):

- 1 Executable programs or shell commands
- 2 System calls (functions provided by the kernel)
- 3 Library calls (functions within program libraries)

...

So we want `man 3 printf`

# Grade calculation

See mark1.c.

Note:

- ▶ `me + 0.85 * fe`
  - ▶ Operator precedence
- ▶ `if (ex1 > ex2)`
  - ▶ Conditions are delimited by parentheses
  - ▶ `else` clause is optional
  - ▶ Braces around each branch are optional<sup>2</sup> for single statements.
  - ▶ Indenting means nothing.

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<sup>2</sup>By language rules. Our style guide has views!

See mark2.c

## mark2.c

Ternary operator:

```
double totalEx = (ex1 > ex2) ? ex1 : ex2;
```

Syntax: *exp1* ? *exp2* : *exp3*

Evaluates to  $\begin{cases} \textit{exp2} & \text{if } \textit{exp1} \text{ is true} \\ \textit{exp3} & \text{else} \end{cases}$

If used badly, this can make code hard to read. Use it sparingly.

Compile and run `tern1.c`.

Examine source.

**Do not ever do that!**

This line has some problems

```
int totalA = (a1 + a2 + a3 + a4) / 2;
```

In C:  $\text{int} / \text{int} \rightarrow \text{int}^3$

Changing the type of totalA to double isn't enough.

```
double totalA = (a1 + a2 + a3 + a4) / 2.0;
```

We could also have used:

- ▶ (double)2
- ▶ (1.0 \* 2)

---

<sup>3</sup>Holds for other operators as well

## mark4.c

The previous version's structure is limited for three reasons:

1. It mixes setup with the calculation itself
2. It is not simple to repeat the calculation
3. All values are hardcoded (We'll fix that later)

Create a function to perform the calculation.

See `mark4.c`

Note:

Even though it doesn't take input, you could still use a structure like `mark4.c` for debugging or testing.



# Prototypes

See `mark5.c`

## (Fixed size) Arrays

Rather than list each value separately we can load them into an array and pass that.

See `mark6.c`

The syntax for C arrays looks similar to other languages (java arrays / python tuples). However:

- ▶ The size of the array must be specified when creating it.
- ▶ The size is part of the type, so `int a[3]` and `int a[4]` are different types.
- ▶ Whole arrays can't be compared
- ▶ Arrays can't be reassigned once created
  - ▶ `int b[3]`
  - ▶ `int c[3]`
  - ▶ `c=b` **Not allowed**

# struct

Arrays are convenient if:

- ▶ All values are of the same type
- ▶ Don't care which is which

Structs also group items together but each one has a name.

See `mark7.c`

Note:

- ▶ You need the `;` after the closing brace
- ▶ The name of the type is `struct marks` not `marks`
- ▶ The declaration from line 4 to line 11 *declares a type* not a variable.

# Arrays in structs

See `mark8.c`

Note:

- ▶ C does not initialise variables by default.
- ▶ Unless you have compiler warnings turned up, it won't warn you.

# for loop

C uses for not a “for each” loop (as in python and some Java loops).

```
for (int i = 0 ; i < 4; ++i) {  
    totalA += values.assignments[i];  
}
```

1. `int i = 0` — Done once at the beginning of the loop
2. `i < 4` — If this is false, stop the loop
3. `totalA +=...` — Loop body
4. `++i` — Done after the loop body. Now jump to 2

1 2 3 4 **2** 3 4 **2** 3 4 **2** 3 4 **2** (i==4)

# for

All three parts of the loop header are optional:

```
for (; remain > 0;)
```

```
for (;;) // loop forever
```

```
for (A; B; C) {  
    BODY  
}
```

is equivalent to:

```
A;  
while (B) {  
    BODY;  
    C;  
}
```

# do while

```
do {  
    BODY  
} while (TEST);
```

This loop will execute BODY at least once. vs:

```
while (TEST) {  
    BODY;  
}
```

which might not execute BODY at all (If TEST fails first time).