## Brief Reasoning and History of the C Programming Language



Dmitry V. Luciv

Chair of Software Engineering

#### Contents

- 1 From the Author
- 2 Reasoning
- 3 Early History
- 4 With Unix
- Secent History

# Dennis Ritchie: The Development of the C Language

```
https://www.bell-labs.com/usr/dmr/www/chist.html
```

- Setting
- Origins in Other Languages
- Later Usage

We will address to it

## **Computer Generations**

- ① 1940s–1950s. Relays and vacuum tubes:  $10^5$  watts, many rooms; available for military purposes (and then for other physical computations)
- ${\bf 2}$  1950s–1960s. Semiconductors (transistors, diodes):  $10^4$  watts, several racks; available for large institutions, banks
- ${\bf 40}$  1970s–1980s–now. Microporcessors in single integrated circuit:  $10-10^2$  watts, one box, available for any organization and later for personal use

## Setting

### Common approach of 1960s

- Mainframes like IBM/360 or GE-645
- Programming languages like PL/I
- Operating systemc like OS/360 or Multics
- Batch control approach like JCL
- No powerful interactive shell

Everything is complicated and heavy-weight

## Setting

#### Common approach of 1960s

- Mainframes like IBM/360 or GE-645
- Programming languages like PL/I
- Operating systems like OS/360 or Multics
- Batch control approach like JCL
- No powerful interactive shell

Everything is complicated and heavy-weight

#### New approach of 1970s

- Simpler and cheaper mini-computers like DEC PDP-7
- More universal use of them
- Many computer families

#### Birth of Unix

#### Killer-features of Unix:

- Hierarchical file system with single tree of file names
- Agnostic approach to file data: before, data was usually stored in formatted files, which offered good throughput but were complicated for software developers
- Interactive powerful shell running in user space

#### Birth of Unix

#### Killer-features of Unix:

- Hierarchical file system with single tree of file names
- Agnostic approach to file data: before, data was usually stored in formatted files, which offered good throughput but were complicated for software developers
- Interactive powerful shell running in user space
- And one more feature that we will describe later...

#### Birth of Unix

#### Killer-features of Unix:

- Hierarchical file system with single tree of file names
- Agnostic approach to file data: before, data was usually stored in formatted files, which offered good throughput but were complicated for software developers
- Interactive powerful shell running in user space
- And one more feature that we will describe later...
- Multics already offered many of above, but still was too complicated; minimalist design was desired
- Above approaches were very good finding and they are still actual after 50 years: we see elements of such a design in such OSs as DOS and then Windows

## Popular languages of 1960s and before

- Fortran: one of the first, high-level, computational
- COBOL: business-oriented language
- PL/I: general purpose complicated language, suited better for systems programming than above two
- Assembly languages for many computer architectures, not portable

# Popular languages of 1960s and before

- Fortran: one of the first, high-level, computational
- COBOL: business-oriented language
- PL/I: general purpose complicated language, suited better for systems programming than above two
- Assembly languages for many computer architectures, not portable
- All above not only assembly were not very portable
- They were not structural languages, which lead to poor quality code which was difficult to maintain due to spaghetti-code

#### Birth of C

- Compiled language
- Structural language
- Good for systems programming
- Simple enough and portable

# What is structural programming?

#### Program consists of:

- Sequential blocks of operators
- Loops
- Branching (if else ...)
- All above can be used withing each other

# What is structural programming?

#### Program consists of:

- Sequential blocks of operators
- Loops
- Branching (**if else** ...)
- All above can be used withing each other

*Böhm-Jecopini theorem*: above are enough to express any algorithm in sense of Turing-completeness

# What is structural programming?

#### Program consists of:

- Sequential blocks of operators
- Loops
- Branching (**if else** ...)
- All above can be used withing each other

Böhm-Jecopini theorem: above are enough to express any algorithm in sense of Turing-completeness

#### Additionally:

- goto is available but not welcome
- Procedures!
- Clean variable scopes (not as in Basic or Python!)

#### More links to look at

- Notes on Structured Programming. By Prof. Dr. Edsger W. Dijkstra T. H. Report 70-WSK-03 Second Edition April 1970
- Dijkstra: EWD 215: A Case against the GO TO Statement (PDF).

## **C Predecessors**

- 1960: Algol-60
- 1963: CPL
- 1967: BCPL
- 1969: B
- 1972: C

# C and Unix evolved together

- C was portable (not referring any particular architecture properties)
- C was simple enough to create new compiler targets quickly
- C suited well for systems programming

## C and Unix evolved together

- C was portable (not referring any particular architecture properties)
- C was simple enough to create new compiler targets quickly
- C suited well for systems programming

In beginning of 1970s the majority of Unix code was re-implemented in C, which was one of the reasons of its popularity till now. Now we have it in servers, networking hardware, PCs, mobiles etc.

# 1980s-1990s

- Cheap PCs
- Internet

## 1990s-2000s-now

- Many mobile and embedded architectures
- Parallel architectures

# **Questions please!**

