Getting started with C

Adapted from materials by Dr. Carrier



```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

To compile:

gcc hello_world.c

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

To compile:

gcc hello_world.c

To run:

./a.out

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

#include <stdio.h> is a *preprocessor directive*

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

#include <stdio.h> is a *preprocessor directive*

The C processor does "simple" text-based changes before compilation

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

#include <stdio.h> is a *preprocessor directive*

The C processor does "simple" text-based changes before compilation

Here, #include replaces that line with the stdio header file

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

#include <stdio.h> is a *preprocessor directive*

The C processor does "simple" text-based changes before compilation

Here, #include replaces that line with the stdio header file

(We'll talk about header files later)

```
#include <stdio.h>
int main(){
   printf("Hello world!\n");
   return 0;
}
```

#include <stdio.h> is a *preprocessor directive*

The C processor does "simple" text-based changes before compilation

Here, #include replaces that line with the stdio header file

(We'll talk about header files later)

You can think of this like importing in Python!

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

```
int main() {
    ...
}
```

Is our "main function".

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

```
int main() {
    ...
}
```

Is our "main function".

Execution always starts in the "main" function!

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

```
printf("...");
```

Will print a formatted string to stdout

But in this case, it's just a typical string.

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

```
printf("...");
```

Will print a formatted string to stdout

But in this case, it's just a typical string.

Note the semicolon!

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

```
printf("...");
```

Will print a formatted string to stdout

But in this case, it's just a typical string.

Note the semicolon!

```
return 0;
```

```
#include <stdio.h>
int main(){
  printf("Hello world!\n");
  return 0;
}
```

```
printf("...");
```

Will print a formatted string to stdout

But in this case, it's just a typical string.

Note the semicolon!

```
return 0;
```

Our main function returns an int (integer), so we actually need to return one!

gcc hello_world.c

gcc hello_world.c

gcc is our compiler

gcc hello_world.c

gcc is our compiler

<u>G</u>NU <u>C</u> <u>C</u>ompiler

GNU Compiler Collection

gcc hello_world.c

gcc is our compiler

GNU C Compiler

GNU Compiler Collection



gcc hello_world.c

gcc is our compiler

GNU C Compiler

GNU Compiler Collection



This compiles our source code into executable machine code (binary)

gcc hello_world.c

gcc is our compiler

GNU C Compiler

GNU Compiler Collection



This compiles our source code into executable machine code (binary)

Stored in the a.out file by default

Compiler flags

Specify the output file:

gcc hello_world.c -o output_name

Compiler flags

Specify the output file:

gcc hello_world.c -o output_name

WARNING, don't do this:

gcc hello_world.c -o hello_world.c

Optimization flags (capital letter O):

-0 or -01 means "optimize some"

- -0 or -01 means "optimize some"
- -02 means "optimize more"

- -0 or -01 means "optimize some"
- -02 means "optimize more"
- -03 means "optimize as much as possible"

- -0 or -01 means "optimize some"
- -02 means "optimize more"
- -03 means "optimize as much as possible"
- -0s and -0z mean "optimize for space"

Optimization flags (capital letter O):

- -0 or -01 means "optimize some"
- -02 means "optimize more"
- -03 means "optimize as much as possible"
- -0s and -0z mean "optimize for space"

Debug flag: -g (we'll discuss later)

Optimization flags (capital letter O):

- -0 or -01 means "optimize some"
- -02 means "optimize more"
- -03 means "optimize as much as possible"
- -0s and -0z mean "optimize for space"

Debug flag: -g (we'll discuss later)

Warning flags:

-Wall to enable all (can also enable some)

Installing gcc

Linux / WSL:

```
sudo apt-get update && sudo apt-get upgrade sudo apt install build-essential
```

Mac:

brew install gcc