## Some useful commands

## **Basic Linux Commands**

- pwd present working directory
- ls to list all files and directories of current directory(or specified directory)
- cd for change directory in linux file system
- mkdir to create a directory
- rmdir to remove a directory
- touch to create a file
- rm to remove files and directories
- cat to see the content of a file
- cp to copy a file
- mv to rename or move a file
- grep to search a text
- man used to get help on commands and C functions syntax: man <command/function\_name>
- chmod is used to change the access permission of files and directories)
   \* to add the permission use '+' followed by permission

```
example:
```

```
chmod +w <file_name>
```

If you are not very familiar with Linux commands, read <u>Chapter 4</u> of Running Linux by Dalheimer et al.

## Compiling and Running C program

- Open terminal
- Create <file\_name>.c file and type the C program in that file, save it.
- In your Terminal, enter the following command in order to make an executable version of the program you have written:

```
$ gcc [programName].c -o programName
For example, $ gcc firstProgram.c -o firstProgram
```

-o flag writes the build output to an output file.

<sup>\*</sup> to remove the permission use '-' followed by permission

- If there is no error, then an executable file with name < programName > will be created in the current directory.
- \$ ./firstProgram

## Debugging in C using gdb

gdb stands for GNU Project Debugger and is a powerful debugging tool for C. You will need executable files which are binary files produced by compilation step.

To prepare your program for debugging with gdb, you must compile it with the -g flag. g flag means you can see the names of variables and functions in your stack frames, get line numbers and see the source as you check in the executable.

```
user1@user1-VirtualBox:~/Desktop/Hazratest$ gcc -g -o testProgram testProgram.c
```

Then, run gdb with the generated executable.

```
user1@user1-VirtualBox:~/Desktop/Hazratest$ gdb ./testProgram
```

If you want to exit then type quit or q.

Below are few useful commands to get started with gdb

List or l - to display the source code

```
(gdb) l
1  #include <stdio.h>
2
3   int main()
4   {
5    int a =5;
6   int b =2;
7   int c;
8
9   printf ("%d\n",a);
10
```

2. run or r - executes the program from beginning to end.

```
(gdb) r
Starting program: /home/user1/Desktop/Hazratest/testProgram
5
```

3. break or b - to sets a breakpoint on a particular line.

```
(gdb) b 3
Breakpoint 1 at 0x55555555555149: file testProgram.c, line 4.
```

4. d - to delete all breakpoints

```
(gdb) d
Delete all breakpoints? (y or n)
```

5. disable b - to disable breakpoints

```
(gdb) disable b
(gdb) r
The program being debugged has been started already.
Start it from the beginning? (y or n) y
Starting program: /home/user1/Desktop/Hazratest/testProgram
5
0
```

6. enable b – to enable the disabled breakpoints

```
(gdb) enable b
(dbp) r
Starting program: /home/user1/Desktop/Hazratest/testProgram
Breakpoint 1, main () at testProgram.c:4
```

7. info b - to get information on breakpoints

```
(gdb) info b
Num
                       Disp Enb Address
        Type
                       keep y 0x000055555555555149 in main at testProgram.c:4
1
        breakpoint
        breakpoint already hit 1 time
```

8. step - will execute the current source line, and then stop execution again before the next source line.

```
(gdb) step
         int a = 5;
(gdb)
         int b = 2;
(gdb)
         printf ("%d\n",a);
9
(gdb)
 printf (format=0x555555556004 "%d\n") at printf.c:28
```

9. continue - will set the program running again, after you have stopped it at a breakpoint.

10. help – for online documentation.

Review the pointer in C