

1. Knuth means, that a programmer at any time is able to understand, what you do and therefore it should be able to left ideas as comments except you get low. I refere to "Literate Programming", see `knuth_lit.pdf`: "Instead of imagining that our main task is to instruct a computer what to do, let us concentrate rather on explaining to human beings what we want a computer to do."

2. The next few sections contain stuff from the file `"lcommon.w"` that must be included in both `"lit.w"` and `"log.w"`. It appears in file `"lcommon.h"`, which is also included in `"lcommon.w"` to propagate possible changes from this `COMMON` interface consistently.

3. Ritchie writes in "The Development of the C Language", see `c_development.html`: "... but the most important was the introduction of the preprocessor ... The preprocessor performs macro substitution, using conventions distinct from the rest of the language. ..."

Here's what Wittgenstein says in the **TLP**, see `t1p.pdf`: "6.24 The method by which mathematics arrives at its equations is the method of substitution. For equations express the substitutability of two expressions, and we proceed from a number of equations to new equations, replacing expressions by others in accordance with the equations."

Stallman defines *header file* in "The C Preprocessor", see `cpp.pdf`: A *header file* is a file containing C declarations and macro definitions (see Chapter 3 [Macros], page 13) to be shared between several source files. You request the use of a header file in your program by including it, with the C preprocessing directive `#include`.

4. Include the `printf` declaration.

```
#include <stdio.h>
```

5. Declaration of the global variables or function simply declares that the variable or function exists, but the memory is not allocated for them.

argc: copy of *ac* parameter to *main*.

argv: copy of *av* parameter to *main*

```
extern int argc;
```

```
extern char **argv;
```

6. LIT has a fairly straightforward outline. It operates in three phases: First it inputs the source file and stores cross-reference data, then it inputs the source once again and produces the `TEX` output file, finally it sorts and outputs the index.

7. *main()* - is called by the C library by recognizing the in-built keyword *main*. The way for running another program on **Linux** involves first calling *fork()*, which creates a new process as a copy of the first one, and then calling *exec()* to replace this copy (of the shell) with the actual program to run.

Richie and Kerninghan write: "... *main* is a special function. Our program begins executing at the beginning of *main*. This means that every program must have a *main* somewhere and will usually call other functions to help perform its job."

In the C99 standard is defined: "The function called at program startup is named *main*. ... It shall be defined with a return type of **int** and ... or with two parameters (referred to here *ac* and *av*)."

ac: If the value of *ac* is greater than zero, the array members *av*[0] through *argv*[*argc* - 1] inclusive shall contain pointers to strings, which are given by the host environment prior to program startup.

av: If the value of *ac* is greater than zero, the string pointed to by *av*[0] represents the program name. If the value of *ac* is greater than one, the strings pointed to by *av*[1] through *av*[*ac* - 1] represent the program parameters.

return ... from the initial call to the *main* function is equivalent to calling the *exit* function with the value returned by the *main* function as its argument; reaching the } that terminates the *main* function returns a value compatible with **int**.

```
void main(void)
{
    printf("Hi_Herbert_and_Renate.\n");
}
```

8. Index.*ac*: 5.*argc*: [5](#).*argv*: [5](#).*av*: 5.*main*: [5](#), [7](#).*printf*: [7](#).

LIT

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