

C PROGRAMMING INTRODUCTION

WEEK 2: INTRODUCTION TO C PROGRAMMING LANGUAGE

Topic of this week

- C programming language
 - Class Lecture Review
 - C language structure
 - compiling and running programs
 - keywords
 - Programming Exercises



What is a computer program?

- A sequence of processor instructions designed to achieve a specific purpose.
- The instructions are executed sequentially.
- Each instruction has a numerical code.



Examples of instructions

- Load data (from an address in the memory)
- Store data (in an address)
- Add two numbers
- If two numbers are equal, jump to another part of the program
- Instructions are numbers!

General format

```
#include <stdio.h>
                                Preprocessor / Library include
#include <....>
main() { → Begin
                                Function main:
   [function-body];
                                [declaration-list] + [statement-list]
        End
                                   Semicolon
type func() {
                                Function func:
   [function-body];
                                [declaration-list] + [statement-list]
```

(Cont)

The first C program (hello.c)

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



(Cont)

- #include <stdio.h>
 - To declare using the standard I/O library. Other libraries: string, time, math...
- int main()
 - To declare the main() function. An C program must declare only one main() function. The first line in the main() will implement when the proram starts.
- { ... }
 - The syntax to open and close a block of codes.
- printf
 - the printf() function sends the output to standard output (monitor).
 This function will be taught in the next week.
- return 0;
 - Stop the program.



(Cont)

Another example C code

The sum of 75 and 25 is 100



Keywords of C

- Flow control(6)-if, else, return, switch, case, default
- Loops (5) for, do, while, break, continue
- Common types(5) int, float, double, char, void
- *structures* (3) struct, typedef, union
- Counting and sizing things (2) enum, sizeof
- Rare but still useful types (7) extern, signed, unsigned, long, short, static, const
- Evil keywords which we avoid (1) goto
- Wierdies (3) auto, register, volatile



Compiling with gcc

- GNU C Compiler
- Available in the OS Linux
- Perform one or more of the following
 - C pre processing
 - Compilation
 - Linking



Basic gcc examples

- gcc hello.c (compile hello.c produce executable a.out)
- gcc -o hello hello.c (compile hello.c produce executable hello)
- gcc -o hello hello.c other.c (compile hello.c and other.c produce executable hello)



Using intermediate files

• From any source file, you can produce an object file to be linked in later to an executable

```
gcc -c hello.c
gcc -c other.c
gcc -o hello hello.o other.o
```

Other important gcc options

- -g: include debugging symbols in the output
- -l<name>: include a library
- For example, to use mathematic library of ANSI C: gcc -lm



• *Use gcc to compile* the file hello.c in previous exercise last week.

• To view what the program do, run:

./a.out

If the Program has an Error

```
/* Your name - your class */
/* This is my first program in C */
#include <stdio.h>
main (
                  no closing ')'
  printf("Welcome to C Programming
 Introduction.\n");
• If this program is compiled, we get the message:
• hello.c : in function 'main'
• hello.c:4: parse error before '}'
```



How to correct the mistake?

- Open the "hello.c" in emacs
- Identify the errors, and fix them
- Save the modified file
- Compile it again and then run it



• *Use gcc to compile* the file hello.c in previous exercise to an executable program named sayhello

- Run the sayhello:
 - ./sayhello



• Use emacs to modify hello.c as follow. Then save file with the name hello1.c

```
/* Your name - your class */
/* This is my second program in C */

#include <stdio.h>
main()
{
   printf("Welcome to C");
   printf("Programming Introduction.\n");
}
```

- Use gcc to compile hellol.c to a file named hellol.
- Run this file and view if the result is different with hello?



• Write a program as below then compile it to a executable file and run to view the result:

```
/* Your name - your class */
/* This is my second program in C */

#include <stdio.h>
main()
{
   printf("Welcome to C\n");
   printf("Programming Introduction.\n");
}
```

- Now try to write yourself a program that print a sentence that introduce your self. And say hello to the user.
- For example:

My name is Binh Nguyen.

Nice to meet you.

Hope you will have happy time



• Edit the following program and save it as pi.c. Compile it to pi.out and run. Place all the files into your directory **week2**. Check that you understand the purpose and output of this program.

```
#include <stdio.h>
#define PI 3.142
main()
 double r, c, ac, as, v;
 r = 5.678;
 printf("Radius = \%f\n", r);
 c = 2.0 * PI * r;
 printf("Circle's circumference = %f\n", c);
 ac = PI * r * r;
 printf("Circle's area = \%f\n", ac);
 as = 4.0 * PI * r * r;
 printf("Sphere's area = \%f\n", as);
 v = 4.0/3.0 * PI * r * r * r;
 printf("Sphere's volume = %f\n", v);
```



- 1. Write a program that writes a program that writes the name of the person sitting next to you.
- 2. compile and run your program; redirect its output to neighbor.c

Exercise 2.8: Review by algorithm

• Write an algorithm specifying the procedure to create a simple program.

• Your input: a computer.

Solution

```
while (you are not logged in)
 if (PC is off) {
  turn PC on
 login to your account
 setup your working directory
 Run Emacs to write and save a C program
 Run gcc with appropriate parameters to compile the program
 Run your executable program
```

Note: Complete this algorithm for the case you meet compile errors.



Solution

```
/* A program that writes a program that writes your
 neighbor's name */
#include <stdio.h>
int main()
 printf("#include <stdio.h>\n\n");
 printf("int main()\n");
 printf("{\n");
 printf(" printf(\"Tran Viet Phuong\\n\");\n");
 printf(" return 0;\n");
 printf("}\n");
 return 0;
```





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Thank you for your attentions!

