

C Programming Basics

SDS 322/329

October 15, 2015

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Administrative Trivia

- **Quiz-3** will be held at the beginning of next class and will be based on the topics covered in the C lectures

Recap & Today's Lecture

- In the previous class
 - Understanding a basic C program
 - Printing to standard output (screen)
 - Compiling and running a C program
- Today's Lecture
 - Understanding Errors
 - Comments: two types – single line (//) or multi-line (/* */)
 - Keywords: reserved words – e.g., return, int
 - Variables: declaration and initialization
 - Data Types and Identifiers

Overview of Content

- Writing a Basic C Program
- Understanding Errors
- Comments, Keywords, Identifiers, Variables
- Operators
- Standard Input and Output
- Control Structures
- Functions in C
- Arrays, Structures
- Pointers
- Working with Files

All the concepts are accompanied by examples.

Warnings, Errors and Bugs

- Compile-time warnings
 - Diagnostic messages
- Compile-time errors
 - Typographical errors: `pirntf` , `$include`
- Link-time errors
 - Missing modules or library files
- Run-time errors
 - Null pointer assignment
- Bugs
 - Unintentional functionality

Find the Error: error.c

```
#include <stdio.h>

int main() {
    printf("Find the error!\n")
    retrun(0) ;
}
```

Error Message (compile-time error)

```
**** Internal Builder is used for build****  
gcc -O0 -g3 -Wall -c -fmessage-length=0 -oerror.o ..  
\error.c  
..\error.c: In function 'main':  
..\error.c:4:3: error: expected ';' before 'retrun'  
..\error.c:5:1: warning: control reaches end of non-  
void function  
Build error occurred, build is stopped  
Time consumed: 148  ms.
```

Find the Error: error.c

```
#include <stdio.h>

int main() {
    printf("Find the error!\n");
    retrun 0;
}
```


Error Message (link-time error)

```
gcc -o error error.c
```

```
...
```

```
..\error.c:4:3: warning: implicit declaration of  
function 'retrun'
```

```
...
```

```
gcc -oCTraining.exe error.o
```

```
error.o: In function `main':
```

```
C:\Users\ra25572\workspace\CTraining\Debug/../../error.c:4:  
undefined reference to `retrun'
```

```
collect2: ld returned 1 exit status
```

```
Build error occurred, build is stopped
```

```
Time consumed: 436 ms.
```

Find the Error: error2.c

```
#include <stdio.h>

int main() {
    printf("Find the error!\n");
    return 0;
}
```

Error Message (compile-time error)

```
gcc -o error2 error2.c
```

```
..\error2.c:1:21: fatal error:  stdio.h : No  
such file or directory
```

```
compilation terminated.
```

```
Build error occurred, build is stopped
```

```
Time consumed: 98  ms.
```

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All the concepts are accompanied by examples.

Comments and New Line: rules.c

```
/*  
 * rules.c  
 * this is a multi-line comment  
 */  
  
#include <stdio.h>  
  
int main() {  
    printf("Braces come in pairs.");  
    printf("Comment tokens come in pairs.");  
    printf("All statements end with semicolon.");  
    printf("Every program has a main function.");  
    printf("C is done mostly in lower-case.");  
    return 0;  
}
```

Output of rules.c

Braces come in pairs. Comment tokens come in pairs. All statements end with a semicolon. Every program must have a main function. C is done mostly in lower-case.

Output looks odd! We want to see a new line of text for every `printf` statement.

Comments and New Line: rules.c

```
/*  
 * rules.c  
 * this is a multi-line comment  
*/  
  
#include <stdio.h>  
  
int main(){  
    /* notice the \n in the print statements */  
    printf("Braces come in pairs.\n");  
    printf("Comment tokens come in pairs.\n");  
    printf("All statements end with semicolon.\n");  
    printf("Every program has a main function.\n");  
    printf("C is done mostly in lower-case.\n");  
    return 0;  
}  
  
// this is another way to specify single-line comments
```

Output of rules.c

Braces come in pairs.

Comment tokens come in pairs.

All statements end with a semicolon.

Every program must have a main function.

C is done mostly in lower-case.

The output looks better now!

Do-It-Yourself Activity

- Learn the various ways in which you can print and format values of various data types.
- For example:
 - How would you print an integer?
 - See an example of this on slide #24
 - How would you print a value of type double with precision of 8 places after the decimal?
- Reference:
 - <http://www.cplusplus.com/reference/clibrary/cstdio/printf/>

Some C Language Keywords

Category	Keywords
Storage class specifiers	auto register static extern typedef
Structure & union specifiers	struct union
Enumerations	enum
Type-Specifiers	char double float int long short signed unsigned void
Type-Qualifiers	const volatile
Control structures	if else do while for break continue switch case default return goto
Operator	sizeof
Deprecated keywords	fortran entry
Other reserved words	asm bool friend inline

Variables

- Information-storage places
- Compiler makes room for them in the computer's memory
- Can contain string, characters, numbers *etc.*
- Their values can change during program execution
- All variables must be declared before they are used and must have a data type associated with them
- Variable must be initialized before they are used

Data Types

- Data types specify the type of data that a variable holds
- Categories of data types are:
 - Built-in: **char double float void int (short long signed unsigned)**
 - User-defined: **struct union enum**
 - Derived: **array function pointer**
- We have already seen an example code in which an integer data type was used to return a value from a function:
int main()
- Compiler-dependent range of values associated with each type. For example: an **int** can have a value in the range
 - **-32768 to 32767** on a 16-bit computer or
 - **-2147483647 to 2147483647** on a 32-bit computer

Identifiers

- Each variable needs an identifier (or a name) that distinguishes it from other variables
- A valid identifier is a sequence of one or more letters, digits or underscore characters
 - Note: you cannot begin the variable name with a digit
- Keywords cannot be used as identifiers

Variable Declaration

- Declaration is a statement that defines a variable
- Variable declaration includes the specification of data type and an identifier. Example:

```
int number1;
```

```
float number2;
```

- Multiple variables can be declared in the same statement

```
int x, y, z;
```

- Some types of data can be signed or unsigned
- Signed types can represent both positive and negative values, whereas unsigned types can only represent positive values

```
signed double temperature;
```

Variable Initialization

- A variable can be assigned a value when declared
 - Assignment operator is used for this purpose
 - `int x = 10;`
- More examples
 - `char x = 'a';`
 - `double x = 22250738585072014.e23;`
 - `float x = 10.11;`
- `void` cannot be used to declare a regular variable
 - It is used as a return type of a function or as an argument of a function



Example of Updating Variables: myAge.c

```
#include <stdio.h>

int main() {
    int age;
    age = 10;
    printf("Initial value of age is: %d\n", age);
    age = 20;
    printf("Updated value of age is: %d\n", age);
    age = age + 20;
    printf("New updated value of age is: %d\n", age);
    return 0;
}
```

Output:

```
Initial value of age is: 10
Updated value of age is: 20
New updated value of age is: 40
```


Casting between variables

- By type-casting, a variable can be temporarily made to look like another variable
- To typecast a variable of an already defined data-type, put the new data-type that you temporarily want inside parentheses in front of it
 - see next slide for example

Type-casting double as char: myTypeCast1.c

```
#include <stdio.h>

int main() {
    double varA = 65.00;
    char varB;
    varB = (char) varA;
    printf("varA: %lf, varB: %c", varA, varB);
    return 0;
}
```

Output:

```
varA: 65.000000, varB: A
```

References

- C Programming Language, Brian Kernighan and Dennis Ritchie
- Let Us C, Yashavant Kanetkar
- C for Dummies, Dan Gookin
- <http://cplusplus.com>
- <http://www.cprogramming.com/tutorial/c/lesson11.html>