

# C Primer #1

Thursday, Sept. 8<sup>th</sup>, 2016



UNIVERSITY OF MINNESOTA  
**Driven to Discover<sup>SM</sup>**

# Administrative (1/2)

- Class Moodle Site
  - <https://ay16.moodle.umn.edu/course/view.php?id=6052>
- Office Hour / Contact Information
- CSE Lab account
  - Use your X500 username and password
  - Contact [operator@cselabs.umn.edu](mailto:operator@cselabs.umn.edu) for any problems
- Accessing CSE machines
  - Windows: Putty
  - Unix(Linux + Mac): regular terminal

# Administrative (2/2)

- SSH (Secure Shell)
  - ssh <username>@<machine\_name>
    - ssh [randy@kh2170-01.cselabs.umn.edu](ssh:randy@kh2170-01.cselabs.umn.edu)
    - ssh -X [randy@kh2170-01.cselabs.umn.edu](ssh:-Xrandy@kh2170-01.cselabs.umn.edu)
- SCP (inter-domain copying)
  - *scp main.c randy@kh2170-01.cselabs.umn.edu:~/main.c*  
(copy main.c from current local directory TO remote account's home directory)

# Other Useful Linux Commands

- `cd` : change directory
- `ls` : list files in the directory
- `mkdir` : create a new directory
- `mv` : rename a file or a directory
- `rm -rf` : delete a file or a directory

# Writing a C program

- 1. Write the program using a text editor (not word processor) of your choice (emacs, vim, vi, pico, gedit, etc...)
- 2. Save your file with a .c extension.  
e.g. helloworld.c
- 3. Compile your program:  
% gcc -Wall -o helloworld helloworld.c
- 4. Run your program and see if it works:  
% ./helloworld

# Hello World

- String
- header/include
- structure

# Function and Statement

- CalculateMin.c

# I/O in C

- `scanf()`
  - We'll cover more on address operators and pointers next time.
- Data types in c
- `getInput.c`



# Data types

Data types in C	Size: 32 bit machine (bytes)	Size: 64 bit machine (bytes)
char	1	1
short int	2	2
int	4	4
long	4	8
long long	8	8
float	4	4
double	8	8
long double	12	16

# Data types – Format Strings

<b>Datatype</b>	<b>Format string</b>
<b>char</b>	<b>%c</b>
<b>int</b>	<b>%i, %d</b>
<b>unsigned int</b>	<b>%u</b>
<b>unsigned int (hex)</b>	<b>%x</b>
<b>unsigned int (octal)</b>	<b>%o</b>
<b>float</b>	<b>%f</b>
<b>double</b>	<b>%g</b>
<b>double (scientific)</b>	<b>%e</b>
<b>string (null-terminated)</b>	<b>%s</b>
<b>pointer (hex)</b>	<b>%p</b>