



# Introduction to C/C++ Programming

C/C++ Programming in UNIX  
Fundamentals of Programming

# What is Programming?

- **Computers are dumb machines:**
  - Do only what they are told to do so
  - Basic operations: instruction set
  - Example: add number, compare with zero,...
- **How to solve a problem using computer?**
  - Express in terms of instructions → a program
- **Program:**
  - Collection of instructions
  - Approach/Method used to solve a problem: **ALGORITHM**
  - Example: test if a number is odd or even
- **Programming:**
  - Write the instructions necessary to implement the algorithm using programming language

# Programming Language

- Express the computer instructions in particular statements
- Early ages:
  - Binary numbers: directly correspond to specific machine instructions → **machine language**
- Next:
  - Use symbolic names to replace machine language → **assembly language**
  - Need an assembler to convert to machine language
  - Not portable, machine dependant
- **High level language:**
  - Similar to everyday English
  - Use common mathematical notations
  - Consist of statements, accomplish substantial tasks
  - Need compiler/translator: convert to a form which is understandable to particular computer
  - Example: C, C++, C#, Visual Basic...

# Operating Systems

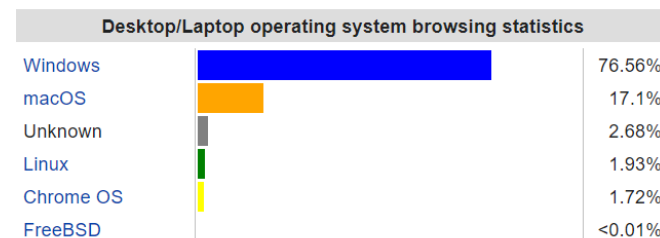
- Special software/program
- Interface between hardware and software
- Control the entire operations of a computer system:
  - Manage input/output
  - Manage system resources
  - Handle execution of programs
- Example of OS: UNIX, Linux, Windows, DOS,...
- Multitasking

# Introduction to UNIX

- **History of UNIX:**
  - 1960s: Experimental OS called Multics by MIT, Bell Labs and GE. Support multi users, for mainframes. Assembly language was used
  - 1970s: Unics then Unix
  - 1973: Unix was rewritten in C
  - 1980s: AT&T licensed the source code
- **Advantages:**
  - Direct interaction
  - Running on various types of hardware
  - Easy to move to different machine
  - Free versions
- **Free BSD, Solaris, HP UX,...**

# Free UNIX-like OS

- 1983: Richard Stallman announced **GNU** project.  
*“everyone who received a copy of software would be free to use, study, modify, and redistribute it”*
- 1990s: Linus Torvalds wrote the Linux Kernel → UNIX-like OS
- Linux distributions (distros): Ubuntu, Suse, Fedora core, Redhat, Debian,...
- Servers, mainframes and super computers
- Embedded devices: PDA, smart phones (Google Android, a modified version of Linux Kernel)
- Desktop

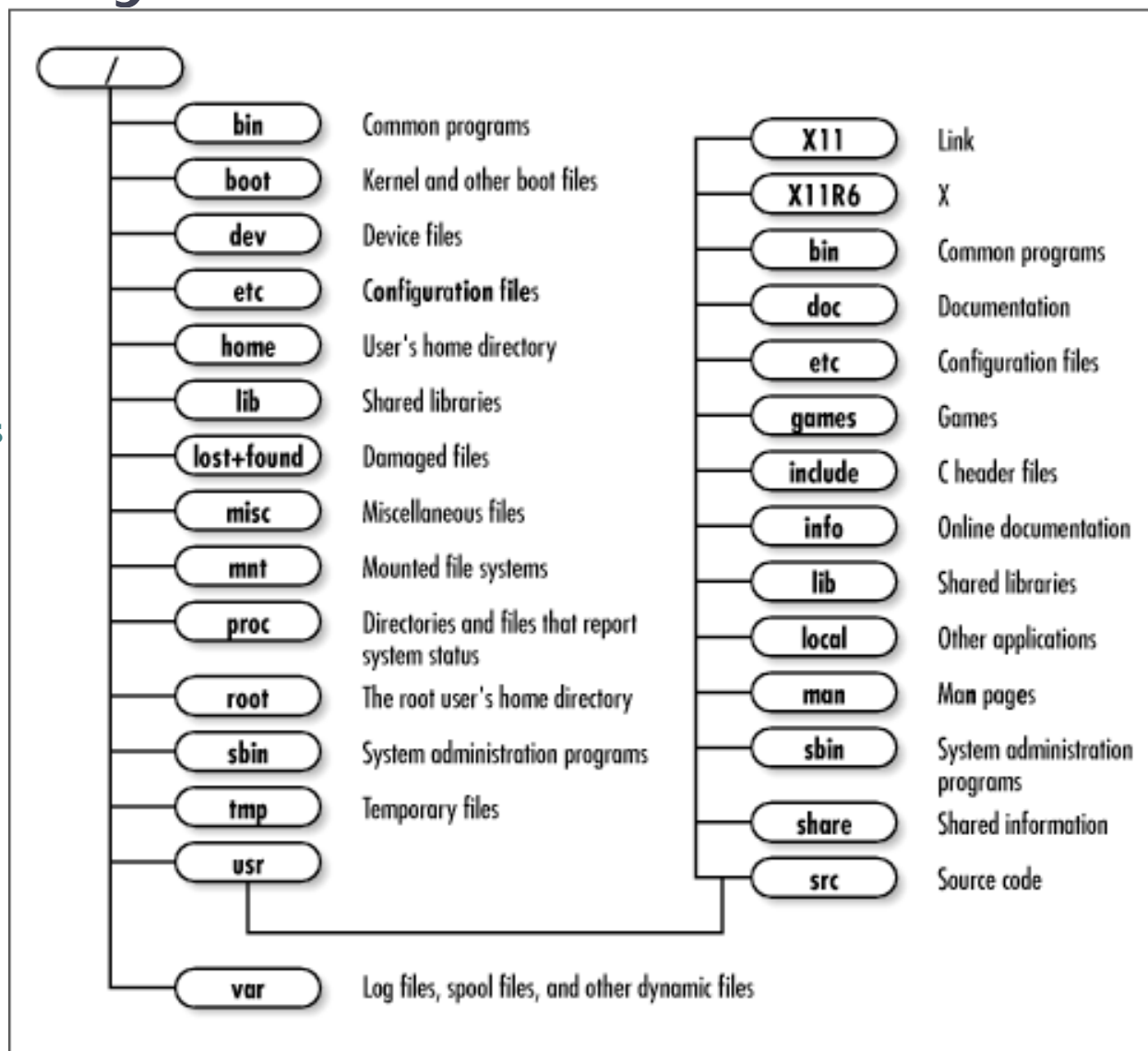


Desktop OS market share according to [StatCounter](#) for December 2020.<sup>[63]</sup>  
Chrome OS is also based on the [Linux kernel](#).

# Linux directory structure

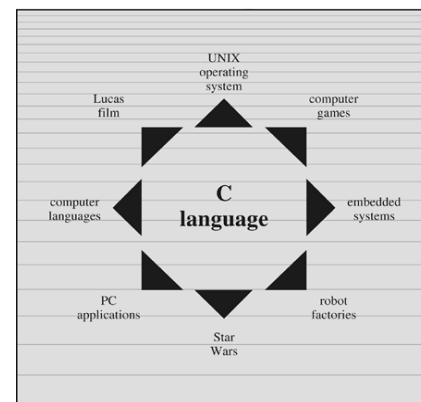
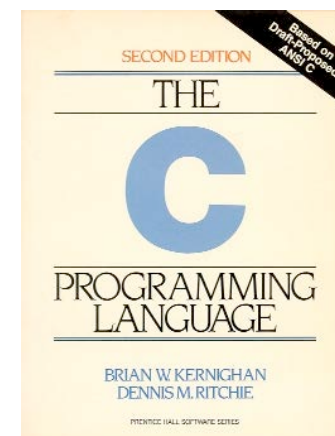
- Some linux commands:

- **ls**: list file and directory (#dir in windows)
- **cd**: change directory
- **mkdir**: create a new directory
- **vi**: view a file
- **rm**: remove directory entries
- **pwd**: show current directory
- **man <name of command>**: show manual page for a command



# The C Programming Language

- Developed in 1972 by Dennis Ritchie @ Bell Labs. Derived from B language
- To use with UNIX OS
- Were designed for system software, later also for application software
- 1983: ANSI C, 1990: ISO C
- Most popular programming language
- Powerful programming language: fast, code portability and ability to access hardware
- C related languages:
  - C++, Objective-C, C#, C Shell
  - Java, Perl, PHP, Java Script, Python



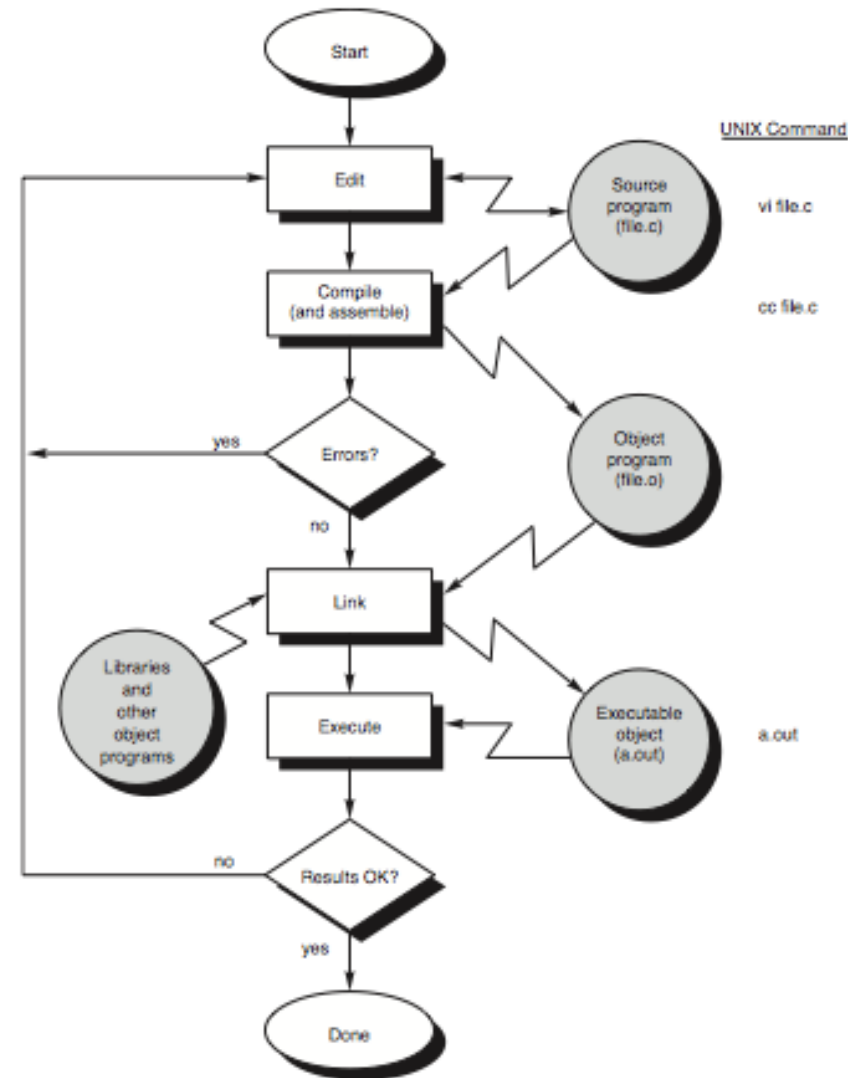


# Timeline of language development

Year	C Standard
1972	Original
1978	Brian Kemighan & Dennis Ritchie first edition “ <i>The C Programming Language</i> ” K&R C version
1989/ 1990	ANSI C (C89) ISO C (C90)
1999	C99
2011	C11
2017	C17
2021 (delayed)	C2x

# Compiling C Program

- Editor: write your C program (vi, gedit)
- Compiler: translate program into executable form on particular computer system (gcc)
- Run the executable output file



# Windows IDEs

- VS Code + MinGW
  - <https://code.visualstudio.com/docs/cpp/config-mingw>
- DevCpp

# Mac OSX IDEs

- VS Code + clang
  - <https://code.visualstudio.com/docs/cpp/config-clang-mac>
- Apple Xcode
- CodeRunner (paid)