

Misc Topics II

“Some bells and whistles of C”

Prerequisite: None

Find more contents at
<https://sites.google.com/view/cse105june18/home>

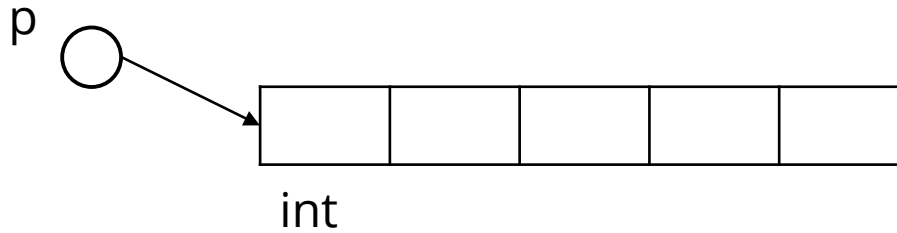
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Topics to Discuss

- Mutable vs. Immutable String
- Variable Shadowing
- Pass by Reference vs. Pass by Value
- Pointer to struct and Arrow Operator (->)
- Double Pointer
- Array of String and Command Line Argument
- Comma Operator (,)
- Preprocessors

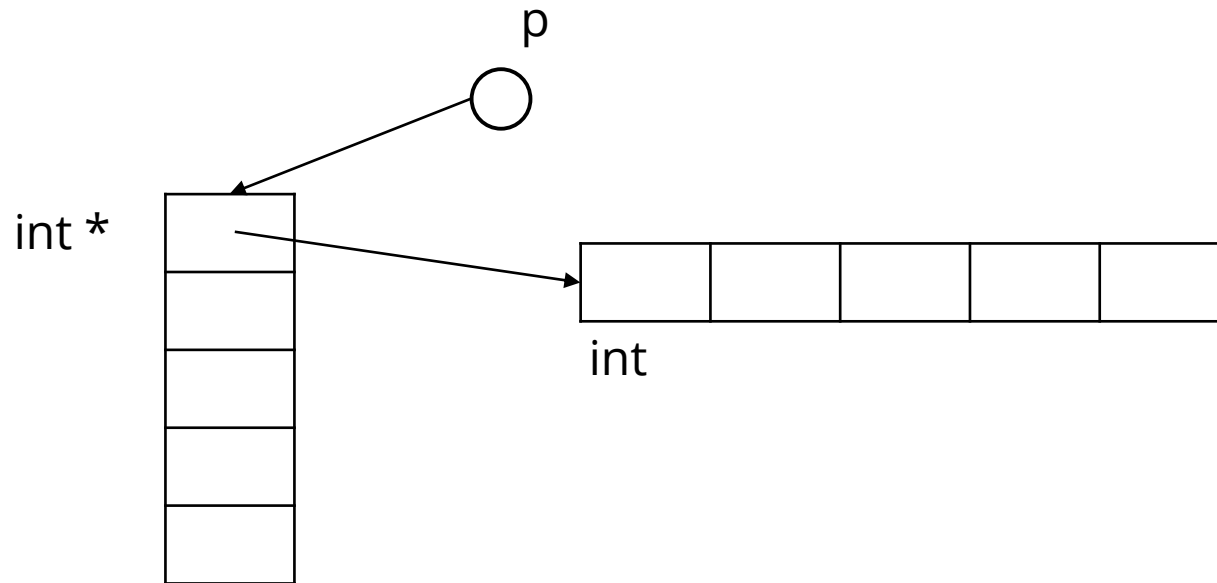
Understanding Double Pointer

```
int * p;
```



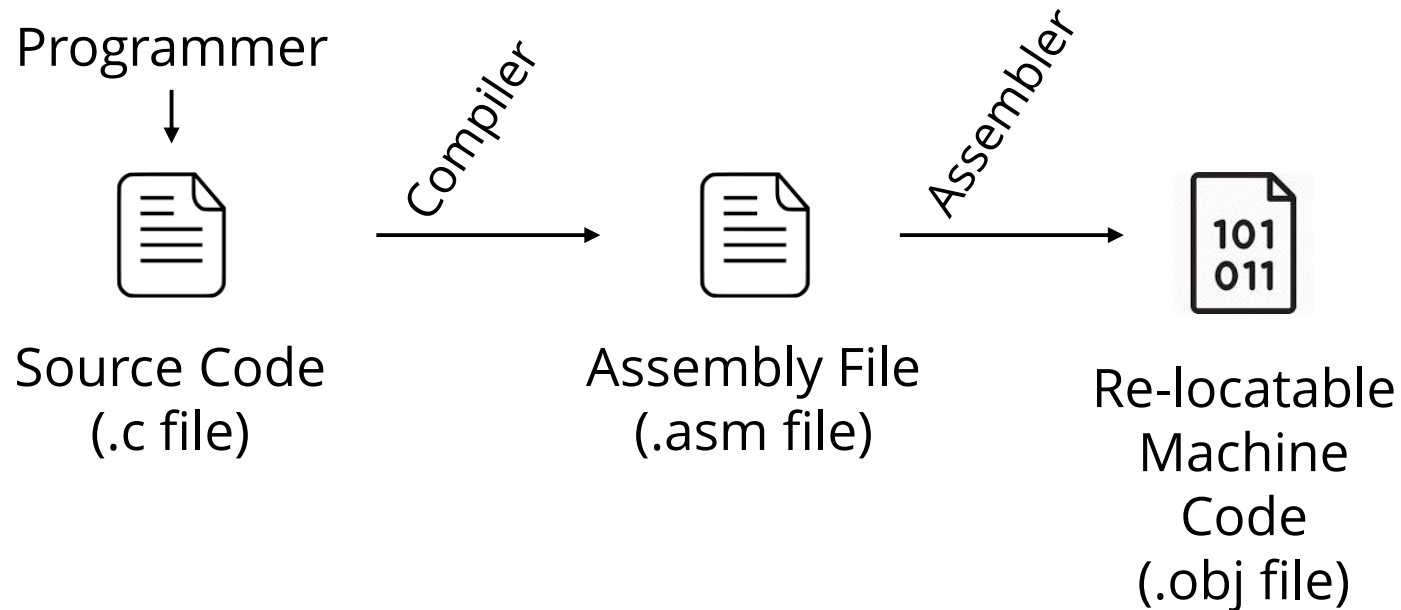
Understanding Double Pointer

```
int ** p; //or int *(*p)
```



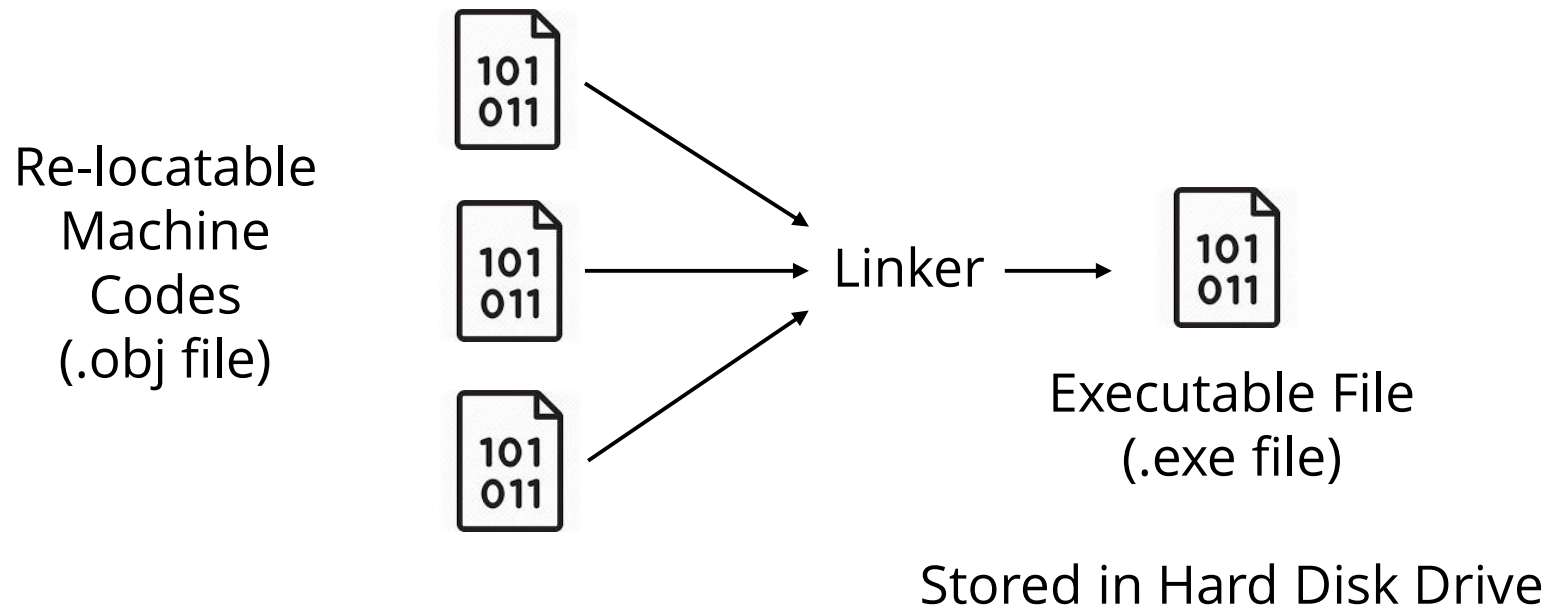
The Compilation Process – 1 of 3

How our code is understood by computers



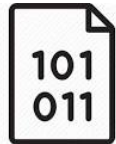
The Compilation Process – 2 of 3

How our code is understood by computers



The Compilation Process – 3 of 3

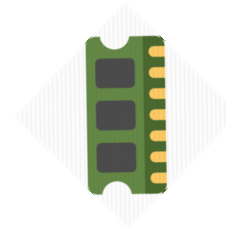
How our code is understood by computers



Executable File
(.exe file)

Stored in Hard Disk Drive

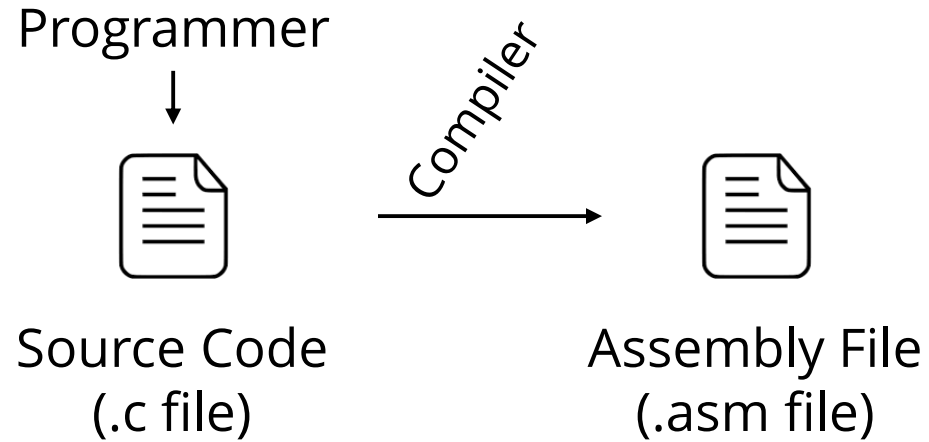
Loader



The running program
in RAM

(The console that we see)

Preprocessor



Preprocessor Commands

Ser No	Directive & Description
1	#define Substitutes a preprocessor macro.
2	#include Inserts a particular header from another file.
3	#undef Undefines a preprocessor macro.
4	#ifdef Returns true if this macro is defined.
5	#ifndef Returns true if this macro is not defined.
6	#if Tests if a compile time condition is true.

(cont.) Preprocessor Commands

Ser No	Directive & Description
7	#else The alternative for #if.
8	#elif #else and #if in one statement.
9	#endif Ends preprocessor conditional.
10	#error Prints error message on stderr.
11	#pragma Issues special commands to the compiler, using a standardized method.
7	#else The alternative for #if.

Other Preprocessor Topics

- Predefined Macros
- Preprocessor Operators
 - Macro Continuation (\) Operator
 - Stringize (#) Operator
 - Token Pasting (##) Operator
 - Defined() Operator
- Parameterized Macros