**1. Extended Hello World program.** This is a medium-short demonstration of CWEB.

```
⟨ Include files 3 ⟩
⟨ Global variables 9 ⟩
⟨ Subroutines 8 ⟩
main( )
{
  ⟨ Local variables 5 ⟩;
  ⟨ Print a greeting 2 ⟩;
  ⟨ Print the date and time 4 ⟩;
  ⟨ Print an interesting date and time from the past 6 ⟩;
}
```

**2.** First we brush up our Shakespeare by quoting from The Merchant of Venice (Act I, Scene I, Line 77). This makes the program literate.

⟨ Print a greeting 2 ⟩ ≡

```
printf("Greetings␣...␣to\n");      /* Hello, */
printf("␣'the␣stage,␣");      /* world */
printf("where␣every␣man␣must␣play␣a␣part'.\n");
```

This code is used in section 1.

**3.** Since we're using the *printf* routine, we had better include the standard input/output header file.

⟨ Include files 3 ⟩ ≡

```
#include <stdio.h>
```

See also section 7.

This code is used in section 1.

**4.** Now we brush up our knowledge of C runtime routines, by recalling that the function *time*(0) returns the current time in seconds.

⟨ Print the date and time 4 ⟩ ≡

```
current_time = time(0);
printf("Today␣is␣");
print_date(current_time);
printf(",\n␣and␣the␣time␣is␣");
print_time(current_time);
printf(".\n");
```

This code is used in section 1.

**5.** The value returned by *time*(0) is, more precisely, a value of type **time_t**, representing seconds elapsed since 00:00:00 Greenwich Mean Time on January 1, 1970.

At present, **time_t** is equivalent to **long**. But a 32-bit integer will become too small to hold the result of *time*(0) on January 18, 2038, at 19:14:08, Pacific Standard Time. We will try to write a program that will still work on January 19, 2038 (although it will have to be recompiled), by declaring *current_time* to have type **time_t** instead of type **long**.

⟨ Local variables 5 ⟩ ≡

```
time_t current_time;      /* seconds after the epoch */
```

This code is used in section 1.

**6.** Ten million minutes is 600,000,000 seconds.

⟨ Print an interesting date and time from the past 6 ⟩ ≡

```
printf("Ten␣million␣minutes␣ago␣it␣was\n␣");
print_date(current_time − 600000000);
printf(",␣at␣");
print_time(current_time − 600000000);
printf(".\n");
```

This code is used in section 1.

**7. Date and time.** The remaining task is to write subroutines to print dates and times.

UNIX's *localtime* function does most of the work for us, but we need to include another system header file before we can use it.

```
⟨ Include files 3 ⟩ +≡
#include <time.h>
```

**8.** First, let's work on the date. We want to produce an American-style date such as "Monday, January 18, 2038".

The result of *localtime* is a pointer to a *tm* structure, which has 11 fields, as explained in the man page for *ctime*(3*V*). For example, one of the fields is *tm_year*, the year minus 1900.

Note that the parameter to *localtime* must be a pointer to the time in seconds, not the time itself.

```
⟨ Subroutines 8 ⟩ ≡
  print_date(clk)
      time_t clk;      /* seconds since the epoch */
  {
    struct tm *t;      /* data deduced from clk */
    t = localtime(&clk);
    printf("%s,␣%s␣%d,␣%d",
        day_name[t→tm_wday], month_name[t→tm_mon],
        t→tm_mday, t→tm_year + 1900);
  }
```

See also section 10.

This code is used in section 1.

**9.** ⟨ Global variables 9 ⟩ ≡

```
char *day_name[] = {"Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday",
    "Saturday"};
char *month_name[] = {"January", "February", "March", "April", "May", "June", "July", "August",
    "September", "October", "November", "December"};
```

This code is used in section 1.

**10.** The subroutine for time is similar to the routine for date. We could make use of the fact that *print_time* is always called after *print_date*, with the same parameter; that would save a call on *localtime*. But let's make the subroutine more general, so that we can use it later in another program.

```
⟨ Subroutines 8 ⟩ +≡
  print_time(clk)
      time_t clk;      /* seconds since the epoch */
  {
    struct tm *t;      /* data deduced from clk */
    t = localtime(&clk);
    ⟨ Print the hours and minutes 11 ⟩;
    ⟨ Print "am" or "pm" as appropriate 12 ⟩;
    printf(",␣%s", t→tm_zone);
  }
```

**11.** The tricky thing here is to make 0 hours come out as 12, yet 13 is changed to 1. If the number of minutes is less than 10, we want a leading zero to be printed.

```
⟨ Print the hours and minutes 11 ⟩ ≡
  printf("%d:%02d", ((t→tm_hour + 11) % 12) + 1, t→tm_min);
```

This code is used in section 10.

**12.** Instead of trying to figure out whether noon and midnight are “am” or “pm,” we treat them as special cases.

⟨ Print “am” or “pm” as appropriate 12 ⟩ ≡

```
if (t→tm_min ≡ 0 ∧ (t→tm_hour % 12) ≡ 0) printf("%s", t→tm_hour ≡ 0 ? "midnight" : "noon");
else printf("%s", t→tm_hour < 12 ? "am" : "pm");
```

This code is used in section 10.

**13. Index.** CWEB prepares an index that shows where each identifier is used and/or declared.

⟨ Global variables 9 ⟩ Used in section 1.
⟨ Include files 3, 7 ⟩ Used in section 1.
⟨ Local variables 5 ⟩ Used in section 1.
⟨ Print “am” or “pm” as appropriate 12 ⟩ Used in section 10.
⟨ Print a greeting 2 ⟩ Used in section 1.
⟨ Print an interesting date and time from the past 6 ⟩ Used in section 1.
⟨ Print the date and time 4 ⟩ Used in section 1.
⟨ Print the hours and minutes 11 ⟩ Used in section 10.
⟨ Subroutines 8, 10 ⟩ Used in section 1.

# HWTIME