Programming basics
(GKNB_INTA023)

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https://github.com/sze-info/ProgrammingBasics

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Searching for the longest 3D vectors

vector1.c

```c
#include <stdio.h>
#include <math.h>
#define MAX 1000

int main(void) {
  double x[MAX], y[MAX], z[MAX], length[MAX];
  int count;
  double maxLength = 0.;
  printf("Searching for the longest vectors\n"
         "Enter the number of vectors: ");
  scanf("%d", &count);
  for(int i=0; i<count; i++) {
    printf("X coordinate of vector %d: ", i+1); scanf("%lf", &x[i]);
    printf("Y coordinate: "); scanf("%lf", &y[i]);
    printf("Z coordinate: "); scanf("%lf", &z[i]);
    length[i] = sqrt(x[i]*x[i] + y[i]*y[i] + z[i]*z[i]);
    if(length[i] > maxLength) maxLength = length[i];
  }
```

Searching for the longest 3D vectors

vector1.c

```
19    printf("Maximum length: %f, the longest vectors are:\n", maxLength);
20    for(int i=0; i<count; i++) {
21      if(length[i] == maxLength) {
22        printf("%f %f %f\n", x[i], y[i], z[i]);
23      }
24    }
25    return 0;
26  }
```

Problem:

- the X, Y, Z coordinates of a vector are more closely related than eg. the X coordinates of various vectors
- but our arrays do not reflect it

Structures

Main features:

- Easy handling of a group of logically related variables
- A compound, user-defined type can be created
- A group of one or more *members* with unique identifiers
- Possibilities:
  - Assignment (copy)
  - Can be passed to functions
  - Can be the return value of a function
- Impossible: comparison (possibly per member)
- *Almost* anything can become a member

Searching for the longest 3D vectors

vector2.c

```
1  #include <stdio.h>
2  #include <math.h>
3  #define MAX 1000
4
5  struct vector {
6    double x, y, z;
7    double length;
8  };
9
10 int main(void) {
11   struct vector av[MAX];
12   int count;
13   double maxLength = 0.;
14   printf("Searching for the longest vectors\n"
15          "Enter the number of vectors: ");
16   scanf("%d", &count);
```

Searching for the longest 3D vectors

vector2.c

```
17    for(int i=0; i<count; i++) {
18      printf("X coordinate of vector %d: ", i+1); scanf("%lf", &av[i].x);
19      printf("Y coordinate: "); scanf("%lf", &av[i].y);
20      printf("Z coordinate: "); scanf("%lf", &av[i].z);
21      av[i].length = sqrt(
22        av[i].x*av[i].x + av[i].y*av[i].y + av[i].z*av[i].z);
23      if(av[i].length > maxLength) maxLength = av[i].length;
24    }
25    printf("Maximum length: %f, the longest vectors are:\n", maxLength);
26    for(int i=0; i<count; i++) {
27      if(av[i].length == maxLength) {
28        printf("%f %f %f\n", av[i].x, av[i].y, av[i].z);
29      }
30    }
31    return 0;
32  }
```

Structure declaration

General usage: **struct** *<structure-tag>*
<member-declarations> *<variable-declarations>*;

Example structure declaration

```
struct student { // Structure declaration
  char name[64];
  int pointsEarned;
};

struct student Jane, as[1000]; // Variable declarations
```

- `student` is the tag of the structure, it identifies the type together with keyword `struct`: `struct student Jane;`
- Members: `name`, `pointsEarned` (unique identiers (names) inside the structure)
- Variables: `Jane`
  `struct student as[1000];` an array of 1000 students

Structure declaration

Where should a structure be *declared*?

- In front of the first usage of the type
- Generally at the beginning of the source code, outside of all functions

All declarations create a *new and unique type* even if their members are the same

Different types

```
struct student1 {
  char name[64]; int pointsEarned;
};

struct student2 {
  char name[64]; int pointsEarned;
};

struct student1 Jane;
struct student2 Joe;
Jane = Joe; // error: incompatible types when assigning to type
            // 'struct student1' from type 'struct student2'
```

Where should a structure be *defined*? → In the narrowest possible scope

Structure member declaration

- A member can be eg.
  - an already declared structure
  - an embedded structure, even without tag
  - array
  - (a function pointer)
- The name of the member must be unique only inside the structure
- The semicolon (;) at the end of the declaration cannot be omitted!

Valid member declarations

```
struct s { int i; };
struct member_decl {
  struct s s1;
  struct { int i; long l; } e;
  int numbers[30];
};
```

Structure member declaration

A member's type cannot be eg.

- `void`
- itself
- function

Invalid member declarations

```
struct incomplete;
struct member_error {
  void v; /* error: variable or field ‘v’ declared void */
  struct incomplete s; /* error: field ‘s’ has incomplete type */
  struct member_error me; /* error: field ‘me’ has incomplete type */
};
```

Remark: an incomplete array ($\rightarrow$ its size is unknown to the compiler) can be a member according to the C99 standard, if certain conditions are met.

Accessing structure members

Member access operator

- *structure.member*
- High precedence operator, the direction of associativity is from left to right

Accessing structure members, assignments

```
struct student {
  char name[64];
  char neptun[7];
  struct {
    int day, month, year;
  } birth;
};
/* ... */
struct hallgato Jane;
strcpy(Jane.name, "Jane Doe");
strcpy(Jane.neptun, "A1B2C3");
Jane.birth.day = 2; Jane.birth.month = 1;
Jane.birth.year = 1990;
```

Initialization of structures

The members are initialized one after another to the values in the initializer list. A structure of the same type can also be az initializer.

Initialization of structures

```
struct student {
  char name[64], neptun[7];
  int day, month, year;
};

struct student Jane =
  { "Jane Doe", "A1B2C3", 23, 4, 1990 };
struct student Mary = Jane;
```

Initialization of structures

Initialization of embedded structures: with embedded initializers

Initialization of an embedded structure and array

```
struct date {
  int day, month, year;
};

struct student {
  char name[64], neptun[7];
  struct date birth, graduation;
};

struct student Jane = { "Jane Doe", "A1B2C3",
  {23, 4, 1990}, {3, 6, 2015} };
```

- The count of initializer list elements must not exceed the number of structure members!
- If it has fewer elements → all remaining bits are going to be set to zero
- In case of embedded types the { } can be omitted or can be even placed around all initializers, but it is recommended to follow the internal structure of the type.

Initialization of structures

Usage of *designators*: direct references to the members (C99)

Initialization of an embedded structure and arrays with designators

```
struct student {
  char name[64], neptun[7];
  struct {
    int day, month, year;
  } birth;
} Jane = { .name="Jane Doe", .neptun="A1B2C3",
           {23, 4, 1990} };
```

In case of a missing designator the initialization continues with the member that follows the member referenced by a designator for the last time. The order of designator usage is arbitrary.

Date management

calendar1.c

```
5  struct date {
6    int day, month, year;
7  };
8
9  bool leap(int year) { // leap year detection
10   return (year%4==0 and year%100!=0) or year%400==0;
11 }
12
13 int daysOfMonth(int year, int month) { // returns the days
14   int ad[12] =                  // in a given month of a year
15     { 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31 };
16   if(month == 2) {
17     if(leap(year)) return 29; else return 28;
18   } else {
19     return ad[month-1];
20   }
21 }
```

Date management

calendar1.c

```
23 bool check(struct date d) { // content validation
24   if(d.month<1 or d.month>12) return false;
25   int days = daysOfMonth(d.year, d.month);
26   if(d.day<1 or d.day>days) return false;
27   return true;
28 }
29
30 int dayOfYear(struct date d) { // determining the day of the year
31   int days = d.day;             // based on year, month and day
32   for(int month=1; month<d.month; month++) {
33     days += daysOfMonth(d.year, month);
34   }
35   return days;
36 }
```

Date management

calendar1.c

```
38 int base(struct date d) { // days elapsed since 01.01.0000
39   int b = 0;
40   for(int year=0; year<d.year; year++) {
41     b += 365 + leap(year);
42   }
43   for(int month=1; month<d.month; month++) {
44     b += daysOfMonth(d.year, month);
45   }
46   b += d.day;
47   return b;
48 }
49
50 int difference(struct date begin, struct date end) { // days elapsed
51   return base(end)-base(begin);        // between begin and end dates
52 }
```

Date management

calendar1.c

```
54 // determining month and day based on the day of the year
55 struct date monthAndDay(int year, int dayOfYear) {
56   struct date d = { dayOfYear, 1, year };
57   int day;
58   for(d.month=1;
59       d.day>(day=daysOfMonth(year, d.month)); d.month++) {
60     d.day -= day;
61   }
62   return d;
63 }
```

Date management

calendar1.c

```
65 int main(void) {
66   struct date d = {23, 10, 2020};
67   printf("The given date is %s.\n"
68          "%d.%d.%d is the %dth day of the year.\n",
69          (check(d)?"valid":"invalid"), d.day, d.month, d.year,
70          dayOfYear(d));
71   struct date xmas = {24, 12, 2020};
72   printf("How many days are left to christmas? %d\n",
73     difference(d, xmas));
74   int dy = 300;
75   d = monthAndDay(d.year, dy);
76   printf("The %dth day of %d is: %d.%d\n",
77     dy, d.year, d.day, d.month);
78   return 0;
79 }
```

Output

```
The given date is valid.
23.10.2020 is the 297th day of the year.
How many days are left to christmas? 62
The 300th day of 2020 is: 26.10
```

Drawing rectangles

Output (1/2)

```
Please enter the data of rectangles!
X coordinate of the top left corner of rectangle #1: [0, 78] (enter a negative value to exit) 1
Y coordinate of the top left corner rectangle #1 [0, 23] 1
X coordinate of the bottom right corner rectangle #1 [2, 79] 11
Y coordinate of the bottom right corner rectangle #1 [2, 24] 11
Drawing character of rectangle #1: |
X coordinate of the top left corner of rectangle #2: [0, 78] (enter a negative value to exit) 6
Y coordinate of the top left corner rectangle #2 [0, 23] 6
X coordinate of the bottom right corner rectangle #2 [7, 79] 16
Y coordinate of the bottom right corner rectangle #2 [7, 24] 16
Drawing character of rectangle #2: +
X coordinate of the top left corner of rectangle #3: [0, 78] (enter a negative value to exit) 15
Y coordinate of the top left corner rectangle #3 [0, 23] 2
X coordinate of the bottom right corner rectangle #3 [16, 79] 30
Y coordinate of the bottom right corner rectangle #3 [3, 24] 7
Drawing character of rectangle #3: -
X coordinate of the top left corner of rectangle #4: [0, 78] (enter a negative value to exit) -1
...
```

Drawing rectangles

Output (2/2)

```
...
 ||||||||||
 ||||||||||    ----------------
 ||||||||||    ----------------
 ||||||||||    ----------------
 ||||||||||    ----------------
 |||||+++++++++-----------------
 |||||+++++++++-----------------
 |||||++++++++++
 |||||++++++++++
 |||||++++++++++
 |||||++++++++++
      ++++++++++
      ++++++++++
      ++++++++++
      ++++++++++
      ++++++++++
...
```

Drawing rectangles

rectangle1.c

```
1  #include <stdio.h>
2  #include <stdbool.h>
3  #include <iso646.h>
4  #define MAXSHAPE 128
5  #define MINX 0
6  #define MAXX 79
7  #define MINY 0
8  #define MAXY 24
9
10 struct coordinate {
11   int x, y;
12 };
13 struct rectangle {
14   struct coordinate tl, br; // top left, bottom right
15   char c;                   // drawing character
16 };
```

Drawing rectangles

rectangle1.c

```
48 int main(void) {
49   struct rectangle ar[MAXSHAPE];
50   int count=0, c; bool goon=true;
51   printf("Please enter the data of rectangles!\n");
52   while(count<MAXSHAPE and goon) {
53     do {
54       printf("X coordinate of the top left corner of rectangle #%d: "
55              "[%d, %d] (enter a negative value to exit) ", count+1, MINX, MAXX-1);
56       scanf("%d", &c);
57       goon = c>=0;
58     } while(goon && (c<MINX or c>MAXX-1));
59     if(goon) {
60       ar[count].tl.x = c;
61       ar[count].tl.y = read(count+1, "Y coordinate of the top left corner", MINY, MAXY-1);
62       ar[count].br.x = read(count+1, "X coordinate of the bottom right corner",
63         ar[count].tl.x+1, MAXX);
64       ar[count].br.y = read(count+1, "Y coordinate of the bottom right corner",
65         ar[count].tl.y+1, MAXY);
66       printf("Drawing character of rectangle #%d: ", count+1);
67       scanf(" %c", &ar[count].c);
68       count++;
69     }
70   }
71   draw(ar, count);
72   return 0;
73 }
```

Drawing rectangles

rectangle1.c

```
38 int read(int count, char s[], int min, int max) {
39   int k;
40   do {
41     printf("%s rectangle #%d [%d, %d] ",
42       s, count, min, max);
43     scanf("%d", &k);
44   } while(k<min or k>max);
45   return k;
46 }
```

Drawing rectangles

rectangle1.c

```
18 bool isCovered(struct rectangle r, int row, int col) {
19   return (r.tl.x<=col and r.br.x>=col) and
20          (r.tl.y<=row and r.br.y>=row);
21 }
22
23 void draw(struct rectangle ar[MAXSHAPE], int count) {
24   for(int r=MINY; r<=MAXY; r++) {
25     for(int c=MINX; c<=MAXX; c++) {
26       bool covered = false;
27       for(int i=count-1; i>=0 and not covered; i--) {
28         if(isCovered(ar[i], r, c)) {
29           printf("%c", ar[i].c); covered = true;
30         }
31       }
32       if(not covered) printf(" ");
33     }
34     printf("\n");
35   }
36 }
```