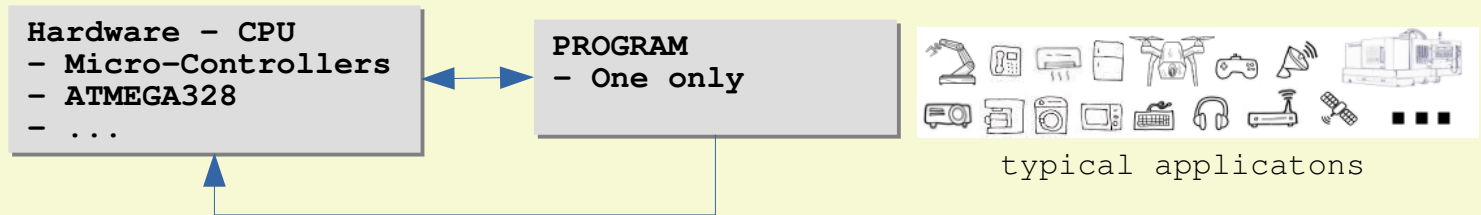


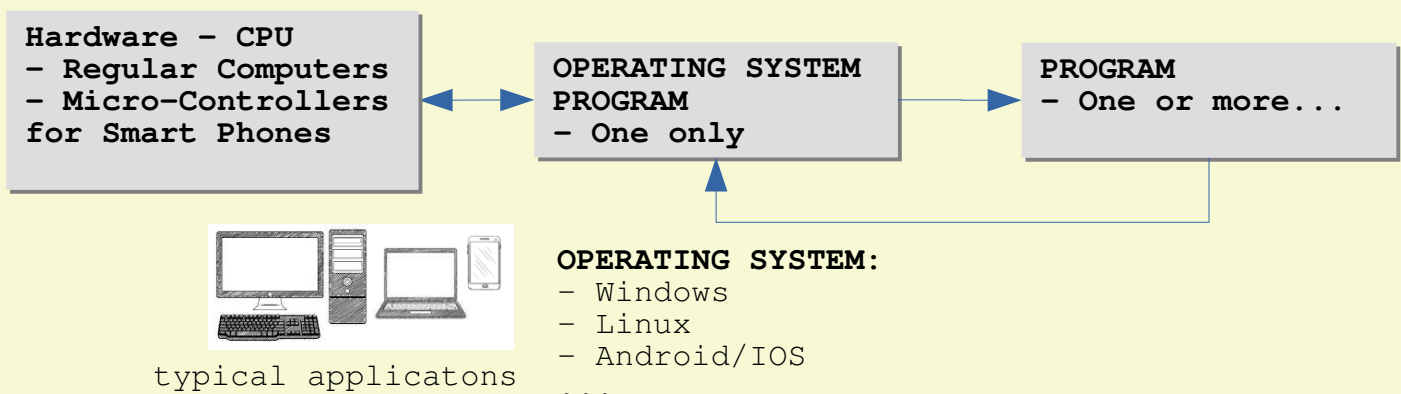


### SETUP 1: PROGRAM and CPU



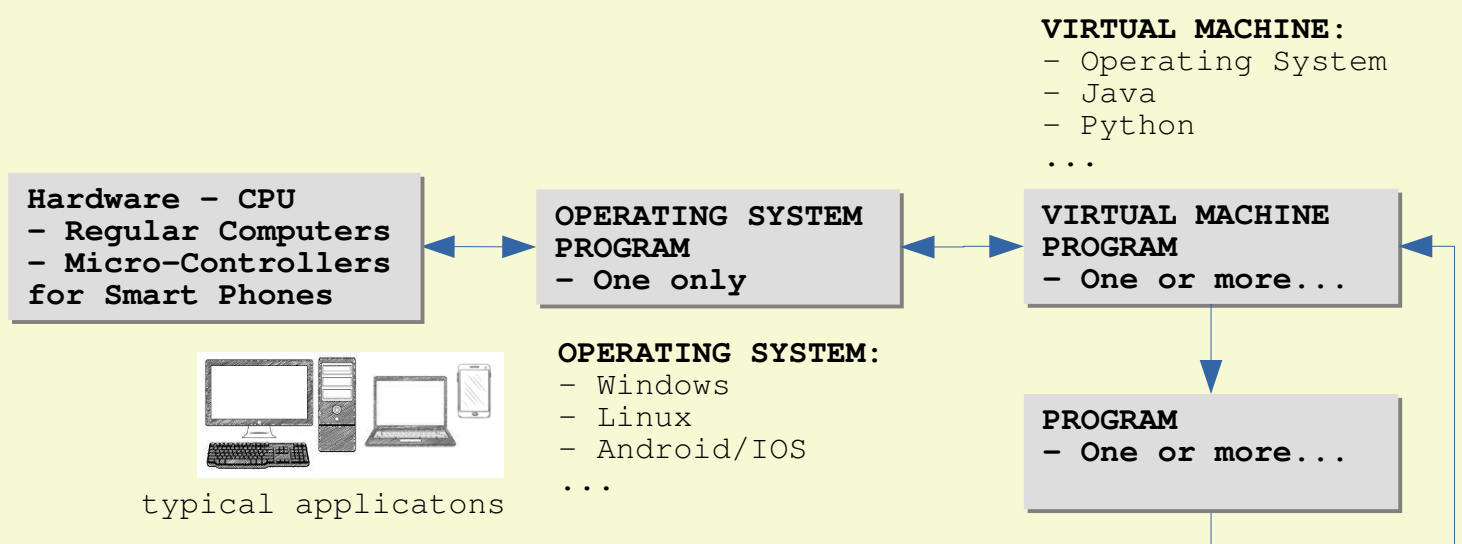
In this type of Setup. The C-Language PROGRAM will interact directly with the CPU ( via INSTRUCTION SET and CPU MEMORY )

### SETUP 2: PROGRAM and CPU ( Requires Operating System )



In this type of Setup, the PROGRAM normally interact with the Operating System, the Operating System will deal with the CPU. However, if C-Language is used, the PROGRAM can interact with both OPERATING SYSTEM and the Hardware CPU. This is useful when speed and flexibility is required, direct interaction with the CPU gives the optimum result

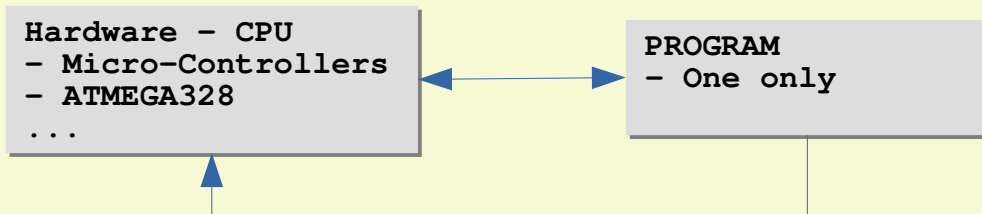
### SETUP 3: PROGRAM and CPU ( Requires Operating System and Virtual Machine )



In this type of Setup. When the PROGRAM is written in Java, Python,... they can only interact with the "VIRTUAL MACHINE PROGRAM" that is specific to them. However, if C-Language is used instead, there is no need for "VIRTUAL MACHINE PROGRAM". C-Language PROGRAM can interact with both the OPERATING SYSTEM and the CPU directly



## SETUP 1: PROGRAM and CPU ( Without Operating System )



An **ATMEGA328 micro-controller PROGRAM** is a sequence well arranged "instruction codes" from the **AVR INSTRUCTION SET**. The PROGRAM can be recognized by the micro-controller CPU, mostly to **manipulate the CPU Memory (REGISTERS)**. The **ATMEGA328 micro-controller** will then perform various task, mostly based on what is in the CPU Memory (REGISTERS).

**ATMEGA328 micro-controller PROGRAM** is all about the following, from the ATMEGA328P Datasheet:

1. **AVR INSTRUCTION SET**: from ATMEGA328 Datasheet: Topic 31. from page 281 "31. Instruction Set Summary"
2. **ATMEGA328 CPU Memory (REGISTERS)**: from ATMEGA328 Datasheet: Topic 30. from page 271 "30. Register Summary"

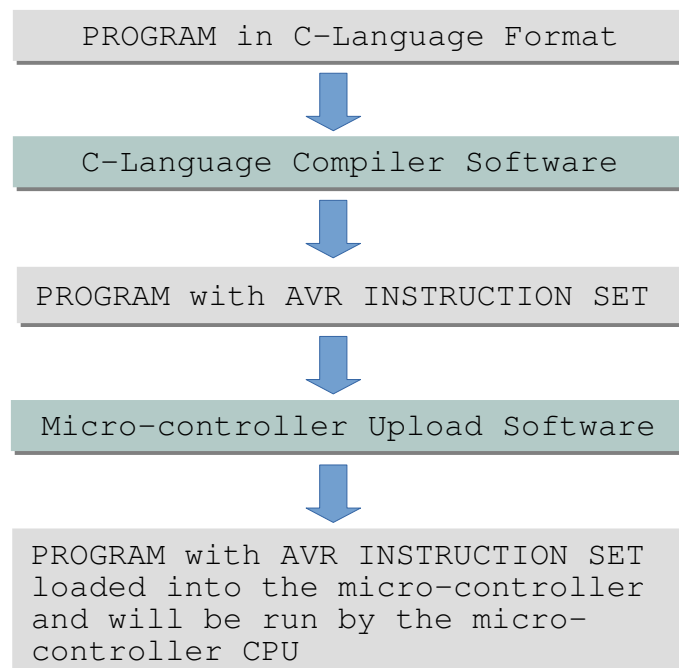
**By just looking at two topics above from the ATMEGA328 Datasheet; we already know that using the INSTRUCTION SET and the CPU Memory directly is not easy.**

**Even for a simple task, we will need to do alot of work**

### **We use the easier C-Language instead**

Instead of using instructions from the "AVR INSTRUCTION SET", the C-Language PROGRAM uses its own set of "Keywords" and "Symbols" along with some C-Language coding rules.

A C-Language PROGRAM codes can be recognized by the "C-Language Compiler Software". The "C-Language Compiler Software" will convert the C-Language PROGRAM into AVR INSTRUCTION SET PROGRAM for us.





The C-Language has its own simplified “instruction set” in the form of “Keywords” and “Symbols”. C-Language also have some code formatting and arrangement rules that we need to follow.

### The 32 C-Language Keywords and Symbols

Keywords		Symbols			
<b>MEMORY</b>	<b>CONTROL</b>	<b>CONTROL</b>	<b>LOGIC</b>	<b>MATH</b>	<b>BIT OP</b>
01.void	21.return	#	==	*	
02.const	22.if	< >	!=	%	&
03.static	23.else	“ ”	<	/	^
04.signed	24.for	‘ ’	>	+	~
05.unsigned	25.while	( )	<=	-	<<
06.short	26.do	{ }	>=		>>
07.char	27.switch	[ ]	&&		
08.int	28.case	//			
09.long	29.break	/* */	!		
10.float	30.default	;			
11.double	31.continue	,			
12.sizeof	32.goto	:			
13.struct		?			
14.union		.			
15.enum		\			
16.typedef		=			
17.auto					
18.register		<b>MEMORY</b>			
19.extern		&			
20.volatile		*			

Below are not part of the C-Language but is often used with the C-Language

### The C-Language pre-processor

The C-Language pre-processor give special instructions to the “C-Language Compiler Software” and also acts like a “Search and Replace” tool before the actual “C-Language Compiler Software” process starts.

```
#define Similar to “Search and Replace”
#include Get extra codes from “.h” Source Code file
#undef Cancel a #define that was specifed earlier
#ifdef If a #define already exist
#ifndef If a #define does not exist
#if Condition is true.
#else Condition is false
#elif Combination of #else and #if
#endif Ends of the conditional #if
#error Output error message
#pragma Special Command to the C-Language Compiler Software
```

C-Language only have 32 keywords and a bunch of Symbols. Out of that, many will not even be used in most of our Programs. This may looks like very little, C-Language is a actually very powerful Programming Language.

Almost all modern computer Operating System is written in C-Language. Almost all “Virtual Machine Software” for other Programming Language, the C-Language itself are also written in C-Language. When comes to micro-controllers, C-Language is used almost everywhere



We will learn the C-Language Keywords, Symbols and coding rules by making real C-Language Program.

### C-Language PROGRAM Rules:

- In C-Language PROGRAM the functional "instruction codes" are kept in "containers" known as "functions"
- We must have at least one "function" in a C-Language PROGRAM
- From the "functions" in a C-Language PROGRAM, we must have one function with "main" function name. The C-Language PROGRAM will start from the "main" function

### WHAT IS A FUNCTION and HOW TO MAKE A FUNCTION ?

A function have 4 Parts,

**Part1:**output data - if none, code "void" followed by a space

**Part2:**unique function name

**Part3:**input data - if none, just leave an empty bracket ( ) pair

**Part4:**function body - if none, just leave an empty curly bracket { } pair

BELOW is a typical C-Language function

**Part1:output data**  
- specify **datatype**  
- followed by a space

**Part2:unique function name**  
- cannot have spaces in-between

**Part3:input data**

- specify **datatype** and **name**
- Contained within a bracket pair ( )
- can have multiple inputs, separated with comma , also commonly known as Parameters

**Part3:function body**  
- contains  
"instruction codes"  
- contained within  
a curly bracket  
pair { }

```
function header { int sum_2_numbers(int a, int b)
                  {
                    int sum;
                    sum = a+b;
                    return sum;
                  }
```

"instruction code" to send data inside "sum" to output data. This line of code is only required when there is an output data for this function

Do not worry about the codes and symbols in the example function above, we will learn about them in later lessons.



### C-Language PROGRAM Rules:

- In C-Language PROGRAM the functional “instruction codes” are kept in “containers” known as “functions”
- We must have at least one “function” in a C-Language PROGRAM
- From the “functions” in a C-Language PROGRAM, we must have one function with “main” function name. The C-Language PROGRAM will start from the “main” function

**Lets make a most basic legal C-Language PROGRAM.  
From the Rules above we only need to make a “main” function**

Lets make our “main” function step by step, (this way of coding can be used for making other functions)

**Step 1:** Make a skeleton function with function name “main”, assuming there are no output and no input required

```
void main(){} 
```

**Step 2:** Does the function produce output ? If yes specify the output “datatype”, then followed by one space or more

**C-Language Rules(for “main” function only): “main” function must have an “int” datatype output**

```
int main(){} 
```

**Step 3:** if the function produce output, we must have an “instruction code” to return an output value, we put the code in the Function Body within the curly bracket { } pair

**C-Language rules(for any functions): Each line of “instruction code” inside the Function Body must end with a semi-colon ;**

```
int main(){  
    return 0;  
} 
```

**Step 4:** does our function requires any input values ? Our “main” function does not need an input value. So, we leave the bracket ( ) pair empty

```
int main(){  
    return 0;  
} 
```

**Thats is it. We are done. We make our “main” function in C-Language with all the C-Language rules. We can put that code in our Arduino IDE Software and upload it into our ATMEGA328 micro-controller on our Arduino Uno**

**In Arduino IDE Software, Save as: “c\_language\_bare\_minimum” and upload**

```
int main() {  
    return 0;  
} 
```

This is a bare minimum C-Language PROGRAM. Although it does nothing, it is a LEGAL C-Language PROGRAM. From this small program alone, we used two C-Language Keywords “return” and “int” also a few symbols ( ) { } and ;