

Programming in C

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Objectives

- Learn the core elements of ANSI C
- Get to know tools for building C programs on GNU/Linux
- Learn to read and debug C programs
- Build useful utilities for reusing in your own programs

Introduction

History

- Originally designed and implemented by Dennis Ritchie on DEC PDP-11 [1]
- Influenced by B [2] written by Ken Thompson in 1970
- First C standard in 1988 by ANSI (C89)
 - Adopted by ISO in 1990 (C90)
- Most recent standard C99 by ISO [3]
- Compiled language
- Source code portable

C program – hello.c

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

```
/* function main - print hello world */
```

```
int
```

```
main( )
```

```
{
```

```
    printf("hello world!\n");
```

```
    return 0;
```

```
}
```

C program structure

- Multi-line comments begin with `/*` and end with `*/`, these are called delimiters
- `#` is used to begin pre-processor directives
- Execution of a C program begins at function `main`
 - `main` can return an `int` value to the operating system otherwise it should return `void`
- Code blocks and function bodies begin with `{` and end with `}`
- C statements end with `;`

Executing hello.c

- Use GCC [4]

```
gcc hello.c -o hello -Wall
```

– Without the o option the executable is a.out

- Execute

```
./hello
```

- Output

```
hello world!
```

Compilation process

- A compiler produces the executable by performing through the following steps
 - Pre-processing
 - Compilation and assembly
 - Linking

Pre-processing

- Conceptual first step in compilation
- Two tasks commonly performed

- File inclusion

- `#include` directive

- `#include <stdio.h>`

- Macro substitution

- `#define` directive

- `#define pf printf`

- `pf("hello world!")`

Compilation and assembly

- Lexical and semantic analysis to generate intermediate code
- Transform the intermediate code to assembly or machine code
- Creating an object file using GCC

```
gcc hello.c -c
```

 - The `c` option tells GCC to not perform linking
 - A file called `hello.o` is produced

Linking

- Linking combines all the object files and required library code to produce a single executable

```
gcc hello.o -o hello
```

Multiple source files – hello.c

```
#include "print.h"
```

```
/* Function main - Print hello world */
```

```
int
```

```
main( )
```

```
{
```

```
    print_hello("hello world!\n");
```

```
}
```

Multiple source files – print.c

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

```
#include "print.h"
```

```
void print_hello( )
```

```
{
```

```
    printf( "printing:  hello  
world! " );
```

```
}
```

Multiple source files – print.h

```
#ifndef __PRINT_H__
```

```
#define __PRINT_H__
```

```
extern void print_hello( ) ;
```

```
#endif //__PRINT_H__
```

- `#ifndef` - `#endif` sequence above serves to guarantee that the pre-processor does not include the same header file twice in a source file.

Simple compilation

- Executing gcc

```
gcc hello.c print.c -o hello
```

- Executing hello

```
./hello
```

- Output

```
printing: hello world!
```

Complex Compilation- An Error

- **hello.c**

```
gcc hello.c -c  
– produces hello.o
```

- **print.c**

```
gcc print.c -c  
– produces print.o
```

- **Error?**

```
gcc hello.o -o hello  
hello.o(.text+0x27):hello.c: undefined  
reference to `_print_hello'  
collect2: ld returned 1 exit status
```


Complex Compilation – Correcting the Error

- Using gcc

```
gcc hello.o print.o -o hello
```

- Using ld [5] (gcc with -v switch shows how)

```
ld -o hello /lib/crt0.o -  
L/opt/gcc.3.3/lib/gcc-lib/i586-pc-  
interix3/3.3 hello.o print.o -lgcc -lc -  
lpsxdll -v
```

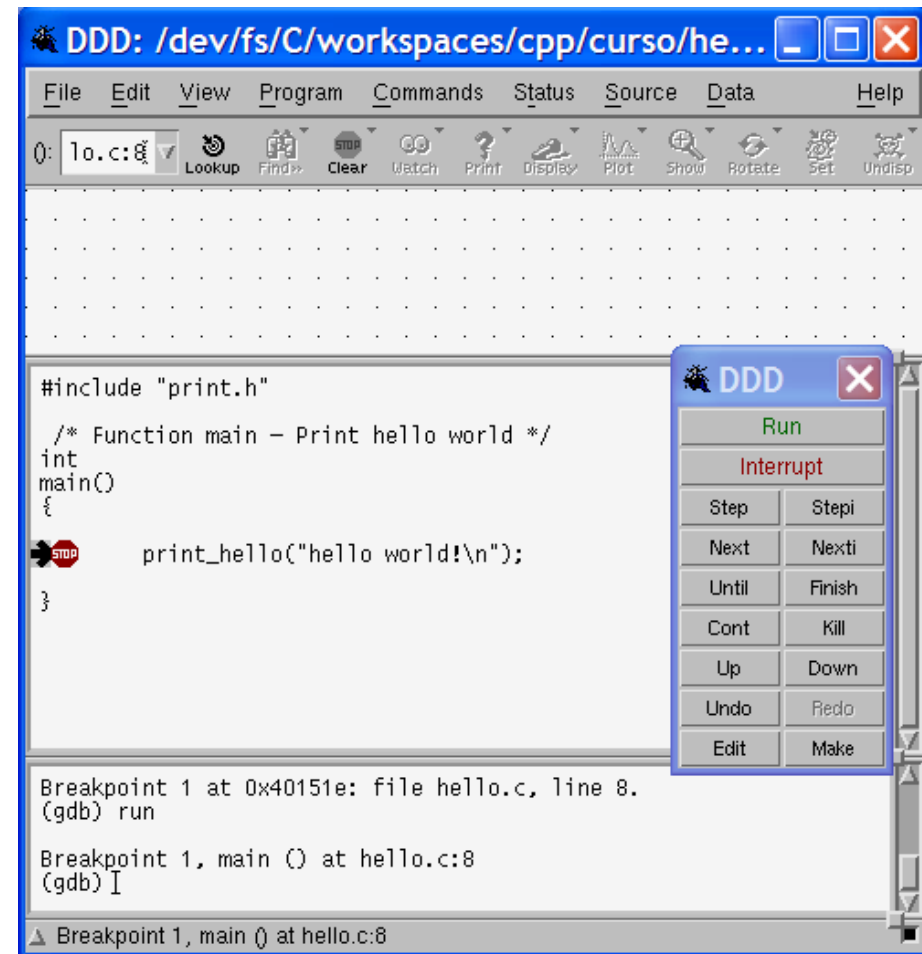
- /opt/gcc.3.3/lib/gcc-lib/i586-pc-interix3/3.3
is the path to libgcc.a in my Windows SFU installation

Debug Using DDD

- DDD is a graphical debugger for X Windows and it uses `gdb`, the command line debugger
- Re-compile source code with extra debug information for `gdb`

```
gcc hello.c print.c -o hello -g
```
- Execute `ddd`

```
ddd hello
```
- Try stepping through code and adding watch expressions



Other Topics

- Creating static and shared libraries [6]
- Dynamic linking
- GCC compile, link and optimize options
- Building applications with make
- Using Eclipse and CDT [7] for C/C++ development

References

1. The Development of the C Language - <http://cm.bell-labs.com/cm/cs/who/dmr/chist.html>
2. THE PROGRAMMING LANGUAGE B - <http://cm.bell-labs.com/cm/cs/who/dmr/bintro.html>
3. JTC1/SC22/WG14 - C - <http://www.open-std.org/jtc1/sc22/wg14/>
4. GCC - <http://gcc.gnu.org/>
5. GNU Binutils - <http://www.gnu.org/software/binutils/>
6. Shared vs static libraries - <http://www.linuxselfhelp.com/HOWTO/GCC-HOWTO/x575.html>
7. Eclipse CDT - <http://www.eclipse.org/cdt/>