

CSE 135

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- Design PDF first, then start coding
- ssh = secure shell
- scp = secure copy
- sftp = secure FTP
- git tracks files, allows collab (w/ prof & TAs) \Rightarrow source code control
- don't mess w/ .git contents (clone again otherwise)
- vi = standard text editor on Unix
- Vim = Vi Improved (clone of Vi editor)
 - \hookrightarrow everything on Vi is available on Vim
- README.md must be in Markdown
- DESIGN.pdf (answers pre-Lab q's)
(describes algorithms & problem, input, output)
- WRITEUP.pdf (analysis of running code)
(ex: talk about results of code)
- DESIGN due THRS, code assignments due SUN
- git add \rightarrow commit \rightarrow push (do w/ all edits)
- git pull for git file to local device (opposite way)

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- #include <stdio.h> adds standard I/O package/library
- ~~main~~ int main(void) main function, void = no arguments
- "cc" for standard compiler \Rightarrow "cc -o hello hello.c"
works instead of clang

- temperatures

- 0K = absolute zero

- $^{\circ}\text{C} = \text{K} - 273.15$

- $^{\circ}\text{F} = ^{\circ}\text{C} \times 9 \div 5 + 32$

- print $^{\circ}\text{F}$ to $^{\circ}\text{C}$ table

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

```
int main(void) {
```

```
    float fahr, celsius;
```

```
    int lower = 0, upper = 300, step = 20;
```

```
    fahr = lower;
```

```
    while (fahr <= upper) {
```

```
        celsius = (5.0 / 9.0) * (fahr - 32);
```

```
        printf("0%3.0f 0%6.1f\n", fahr, celsius);
```

```
    } // formatting
```

```
    return 0;
```

```
}
```

- chars = small ints \Rightarrow getchar() returns an int

- ~~types~~ types = float, int, char

- each pair of $\{ \}$ = scope

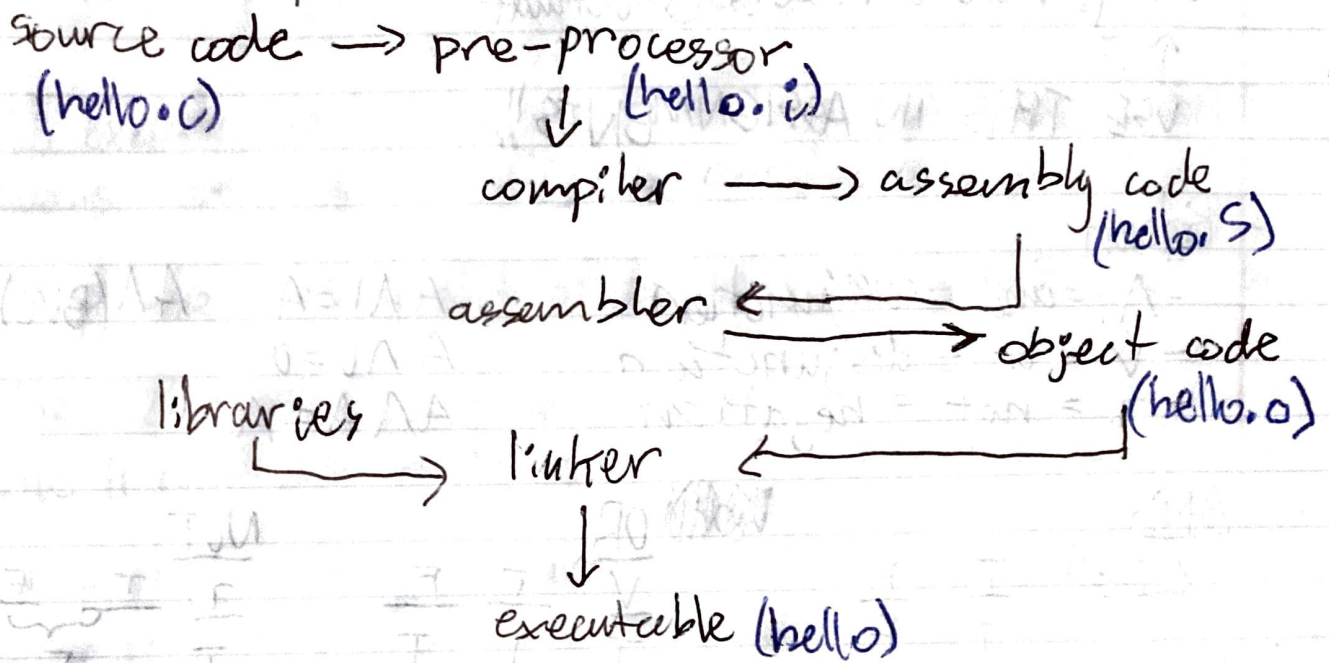
- scope of a variable tells where it exists

- EOF = end of file

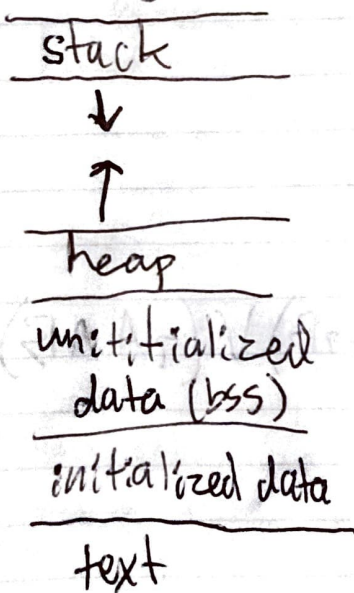
- double quote around string, single quote around char

- #define NAME ^{number} ~~NUMBER~~ \Rightarrow program reads NAME as a NUMBER where the code has NAME

- language translator = program, maps input lang to output lang
- compilation process



- memory



- interpreter → directly executes code (doesn't compile)
- compiler → translator, go thru translations & outputs executable
- faster one?

- gcc: GNU C compiler, Linux default
- cc: Unix/Linux variable that points to default compiler
- clang: Mac & FreeBSD default

↑
USE THIS IN ASSIGNMENTS!!

- Boolean

- \wedge = and = conjunction
- \vee = or = disjunction
- \neg = not = negation

$$\begin{aligned} A \wedge 1 &= A & A \wedge (B \vee C) &= (A \wedge B) \vee (A \wedge C) \\ A \wedge 0 &= 0 \\ A \wedge A &= A \end{aligned}$$

AND

\wedge (and)	I	F
I	T	F
F	F	F

OR

\vee	I	F
I	T	T
F	F	T

NOT

\neg	I	F
I	T	F
F	F	T

- Exclusive-or
(one or other
but not both)

\oplus (XOR)	I	F
I	F	T
F	T	F

$$\hookrightarrow A \oplus B = (A \vee B) \wedge \neg(A \wedge B) = (A \wedge \neg B) \vee (\neg A \wedge B)$$

$$A \oplus A = 0$$

$$A \oplus 0 = A$$

$$A \oplus 1 = \neg A$$

$$A \oplus (B \oplus C) = (A \oplus B) \oplus C$$

- De Morgan's Law: $\neg(A \vee B) = \neg A \wedge \neg B$

$$\neg(A \wedge B) = \neg A \vee \neg B$$

- 0 = false (nothing else is false)
- logical expressions have type `int`
- can have T & F if add `#include <stdbool.h>`
- `if()` executes next statement if bool expression is ~~always~~ true
- always use `{ }` w/ `if()` to avoid errors
- always use `&` in front of variable in `scanf("%_", variable)`
- false `&&` anything = false
- true `||` anything = true

- `switch()`
 case 1: ^{some requirement / statement}

break

case 2:

break

default:

(not applicable to other cases)

- `switch()` allows you to select among fixed set of alternatives

- `break` takes you to the end of the function

- focus on `while`, `for`, and `do-while` in CSE 135
- don't use `goto`

- `while`: top-test loop → tests statement in `while()` first
- executes statement as long as it's true
- `for`: also top-test loop → parts: initialization
 test
 increment

- any loop can be written as a while loop
- do { } while() = bottom-test loop
 - used when you want to perform statement at least once
 - continues to execute the enclosed statement as long as condition = true
- infinite loops execute forever (escape w/ break)
- = is assignment
- == is equality
- continue jumps back to start of loop
 - use sparingly
- function = block of code that performs a certain task
 - are defined only once
 - must be declared before used
- programs can declare & call functions as many times as wanted
- main() = special function, runs when program starts
 - all other functions are subordinate to it
- functions should
 - define abstractions (consistent & logical)
 - give names to sequences of code
 - hide implementation
- functions can
 - refactor repeated code
 - simplify code for understanding
- functions should never be arbitrary statement sequences


```

return_type function_name(parameters)
{
    //declarations, assignment statements
}

```

function head
function block/body

- return_type defines type of return value
 - may be void or any object type other than array
- function_name = function's name
- parameters ~~contains~~ contained in comma-separated declarations list
 - if no parameters, () is empty or has void
- function block/body = declarations (declared variables that are only locally known) & assignment statements (set and/or resets variable values)
- return values can be void (no value)
 - can return any scalar value (char, int, float)
 - can return pointer, ~~can~~ can return struct (but don't do this)
 - cannot return array
- function naming → same rules as variable naming
 - can't start w/ - or \$ or another func name
 - there are no nested funcs in C
 - can start w/ # or any other punctuation except
- parameters/arguments
 - ~~the~~ "call by name" is rare → C Preprocessor supports it
 - C uses "call by value" except for arrays & only because they're pointers (pointers make them seem like "call by reference")

- parameters = name of value that's passed to function
 - can be copied to formal parameter
 - reference may be ~~the~~ bound to formal parameter (the parameter used inside function body)
 - do this by using call by value by passing pointer
- call by value used by all funcs in C
 - arguments passed in func are copied
 - copy of actual parameter places in formal parameter

```
- swap(int *a, int *b) {  
    int temp = *a;  
    *a = *b;  
    *b = temp;  
    return;  
}
```