

# Lesson 2 - Introduction to C language

## Logical Computational Thinking

**Stefano MARTINA**

stefano.martina@gmail.com



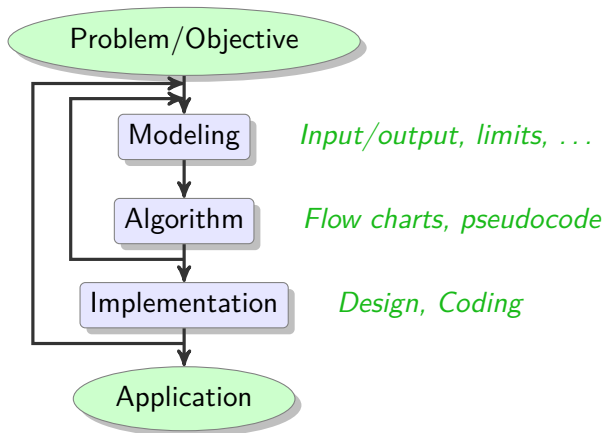
Scuola Leonardo Da Vinci (Firenze)

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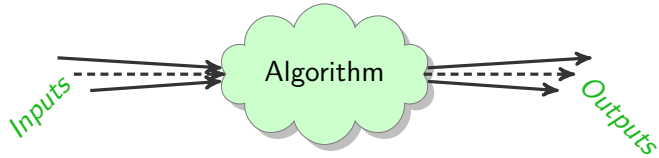


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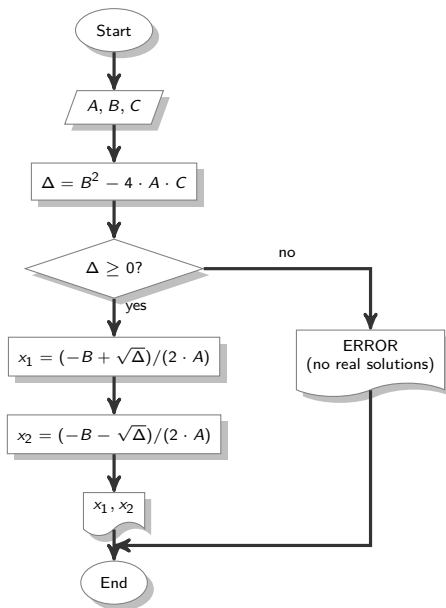
# Review



# Model



# Algorithm



# C language

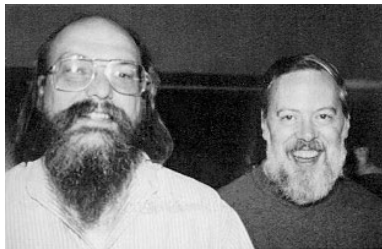


Figure: Ken Thompson and Dennis Ritchie

## History

- ✓ The language **C** is developed in the 70's by Dennis Ritchie
- ✓ Along with the **Unix** system, created by Ken Thompson and Dennis Ritchie in the same years

# Basics

## Blocks

```
1  {  
2      ...  
3  }
```

- ✓ Good practice to **indent** the code to the right every time a block is open, and to the left when is closed.

## Comments

```
1  //Single line comment  
2  
3  /* Multiple  
4  lines  
5  comments */
```

# Main and libraries

## Libraries

```
1  #include<stdio.h>
2  #include<math.h>
```

- ✓ For including code defined elsewhere.
- ✓ Can be custom libraries or standard libraries like:
  - `stdio.h` stands for *ST*andard *I*ntput *O*utput and provide basic interface with the terminal;
  - `math.h` provide some useful mathematical functions, like `pow` and `sqrt` .
- ✓ The `#include` directives must be write on top of the source file (before the main)

## Main

- ✓ Is the entry point for the program.

```
1 void main() {  
2     ...  
3 }
```



## Example

hello\_world.c

```
1 //Compile it with gcc hello_world.c -o  
  ↪ hello_world  
2  
3 #include<stdio.h> //library for input/output  
4  
5 void main() { //begin of main  
6     printf("Hello_world!\n"); //output of  
  ↪ string  
7 }
```

# Variables

## Initialization

```
1  int var1;                //default initial value
2  float var2 = 3.1415;    //custom initial value
3  int var3, var4, var5;   //multiple initialization
```

- ✓ C is **case sensitive**, `int`  $\neq$  `Int`  $\neq$  `INT` .
- ✓ Allowed names can contains `[A-Z,a-z,0-9,_]` , cannot begin with a number.
- ✓ Good practices are: to use **camel case** or `_` for composed words, and to start with **lower case**. I.e. `camelCaseExample` .
- ✓ Also when possible define variables on method begin.

# Variables

## Assignment

```
1 var1 = 42;
```

- ✓ Is possible to use also **expressions** on the right of =
- ✓ Also with other variables or the same variable.

```
1 var3 = var4 + var5;  
2 var3 = var3 - 1;
```

# Variable types

## Integer

type	size	min value	max value
char	1 byte	-128	127
short	2 bytes	-32,768	32,767
int	4 bytes	-2,147,483,648	2,147,483,647
long	8 bytes	-9,223,372,036,854,775,808	9,223,372,036,854,775,807
unsigned char	1 byte	0	255
unsigned short	2 bytes	0	65,535
unsigned int	4 bytes	0	4,294,967,295
unsigned long	8 bytes	0	18,446,744,073,709,551,615

✓ char is used also for the characters of the **ascii** table.

# Variable types

## Floating point

type	size	min value	max value	epsilon
float	4 bytes	$1.175494e^{-38}$	$3.402823e^{38}$	$1.192093e^{-07}$
double	8 bytes	$2.225074e^{-308}$	$1.797693e^{308}$	$2.220446e^{-16}$
long double	16 bytes	$3.362103e^{-4932}$	$1.189731e^{4932}$	$1.084202e^{-19}$

## Boolean

- ✓ Is possible to use the type `bool`, and the values `true` and `false`.
- ✓ You need to add `#include<stdbool.h>`.
- ✓ Not really useful because you can use any integer type with the values:
  - 0 for false;
  - $\neq 0$  for true.

# Operators

## Arithmetic

In priority order:

✓ `*` , `/` , `%` ;

✓ `+` , `-` ;

## Logic

✓ `&&` , `||` ;

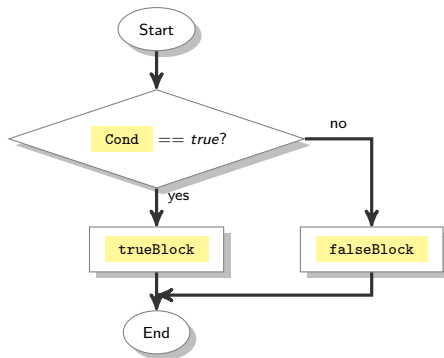
✓ `!` ;

✓ `==` , `!=` , `<` , `>` , `<=` , `>=`

✓ Is possible to make groups with `(` and `)` , i.e.:

```
1 (a+b)*c
```

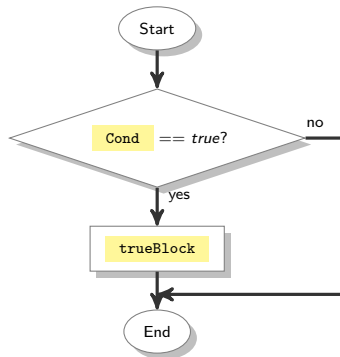
# Selections



```
1  if(cond) {  
2    trueBlock;  
3  } else {  
4    falseBlock;  
5  }
```

# Selections

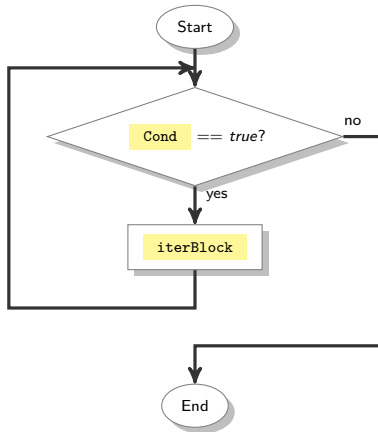
The `else` block is optional.



```
1  if(cond) {  
2    trueBlock;  
3  }
```

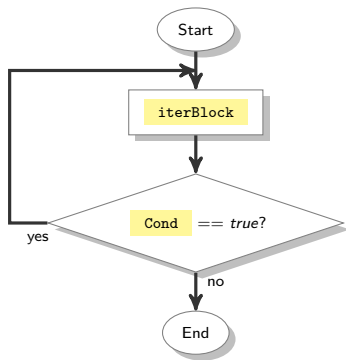


# While iteration



```
1 while(cond) {  
2     iterBlock;  
3 }
```

# Do-while iteration



```
1  do {  
2    iterBlock;  
3  } while(cond);
```

## For iteration

```
1  for(iniz; cond; oper) {  
2      iterBlock;  
3  }
```

is equivalent to:

```
1  iniz;  
2  while(cond) {  
3      iterBlock;  
4      oper;  
5  }
```

# For iteration

## Example

forTest.c

```
1  #include <stdio.h>
2
3  void main() {
4      int i; //initialize var
5
6      //iterate from i=1 while i<=42
7      //incrementing i on each loop
8      for(i = 1; i <= 42; i++) {
9          printf("*"); //print an *
10     }
11     printf("\n");
12 }
```

# A GUIDE TO UNDERSTANDING FLOW CHARTS PRESENTED IN FLOW CHART FORM

