

Chapter 11 Introduction to Programming in C

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C: A High-Level Language

- ◆ **Gives symbolic names to values**
 - don't need to know register or memory location
- ◆ **Provides abstraction of underlying hardware**
 - operations do not depend on instruction set
 - example: "a = b * c", even without multiply instruction
- ◆ **Provides expressiveness**
 - use meaningful symbols that convey meaning
 - simple expressions for control patterns (if-then-else)
- ◆ **Enhances code readability**
- ◆ **Safeguards against bugs**
 - enforce rules or conditions at compile-time or run-time

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Compilation vs. Interpretation

- ◆ Different ways of translating high-level language
- ◆ **Interpretation**
 - interpreter = program that executes program statements
 - generally one line or command at a time
 - limited scope of processing
 - easy to debug, make changes, view intermediate results
 - languages: BASIC, LISP, Perl, Java, Matlab, C-shell
- ◆ **Compilation**
 - Compiler = program that makes an executable from code
 - translates statements into machine language
 - performs optimization over multiple statements
 - change requires recompilation
 - optimized code can be harder to debug
 - languages: C, C++, Fortran, Pascal

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Compilation vs. Interpretation

- ◆ Consider the following algorithm:
 - Get **W** from the keyboard.
 - **X = W + W**
 - **Y = X + X**
 - **Z = Y + Y**
 - Print **Z** to screen.
- ◆ If interpreting, how many arithmetic operations?
- ◆ If compiling, can we simplify the computation?
- ◆ Yes, by analyzing the entire program, we can reduce to single arithmetic operation!

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Compiling a C Program

- Compilers have multiple phases:

- Preprocessor**

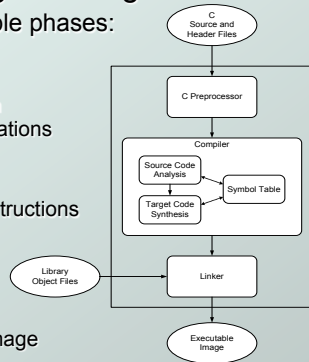
- macro substitution
- conditional compilation
- source-level transformations
- output is still C code

- Compiler**

- generates machine instructions
- output is object file

- Linker**

- combines object files (including libraries)
- output is executable image



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Compiler

- Source Code Analysis**

- “front end”
- parses programs to identify its pieces: (variables, expressions, statements, functions, etc.)
- depends on language, not on target machine

- Code Generation**

- “back end”
- generates machine code from analyzed source
- may optimize machine code for efficiency
- very dependent on target machine

- Symbol Table**

- map between symbolic names and items
- like assembler, but more kinds of information

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A Simple Java Program

```

import java.lang;
public class Simple {
    /* Function: main */
    /* Description: count down from user input to STOP */
    public static void main(String[] args)
    {
        /* variable declarations */
        static final int STOP = 0;
        int counter; /* an integer to hold count values */
        int startPoint; /* starting point for countdown */

        /* prompt user for input, assumes scanner */
        System.out.printf("Enter a positive number: ");
        startPoint = in.nextInt();

        /* count down and print count */
        for (counter=startPoint; counter>=STOP; counter--)
            System.out.printf("%d\n", counter);
    }
}
  
```

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A Simple C Program

```

#include <stdio.h>
#define STOP 0
/* Function: main */
/* Description: counts down from user input to STOP */
int main(int argc, char *argv[])
{
    int counter; /* an integer to hold count values */
    int startPoint; /* starting point for countdown */

    /* prompt user for input */
    printf("Enter a positive number: ");
    scanf("%d", &startPoint); /* read into startPoint */

    /* count down and print count */
    for (counter=startPoint; counter>=STOP; counter--)
        printf("%d\n", counter);

    return 0;
}
  
```

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Preprocessor Directives

- ◆ **#include** <stdio.h>
 - Before compiling, copy contents of **header file** (stdio.h) into source code.
 - Header files typically contain descriptions of functions and variables needed by the program.
 - No restrictions, could be any C source code, including your own.
- ◆ **#define** **STOP** 0
 - Commonly called a **macro**, before compiling, replace all instances of string "STOP" with "0"
 - Used for values that are constant during execution, but might change if the program is reused. (requires recompilation.)

Comments

- ◆ Begins with **/***, ends with ***/**
- ◆ Can span multiple lines
- ◆ Cannot have a comment within a comment
- ◆ C99 allows use of single line comments: **//**
- ◆ Comments are not recognized within a string
 - example: **"my/*don't print this*/string"**
would be printed as: **my/*don't print this*/string**
- ◆ **As before, use comments to help reader, not to confuse or to restate the obvious**

main Function

Every C program must have a **main()** function:

- ◆ The main function contains the code that is executed when the program is run.
- ◆ As with all functions, the code for main lives within brackets:

```
int main(int argc, char *argv[])
{
    /* code goes here */
}
```
- ◆ Java is similar, but C needs the size of array since C has no length member.

main Function

- ◆ **main()** returns an **int**
- ◆ Really
- ◆ "I tried **void main()**, and it worked!"
- ◆ This is an example of undefined behavior, which cannot be refuted by experimentation.

Variable Declarations

- Variables are used as names for data items.
- Each variable has a **type**, which tells the compiler how the data is to be interpreted (and how much space it needs).

```
int counter;
int startPoint;
```
- int** is a predefined signed integer type in C.
- Types are determined at compile-time, *not* at run-time. Consider

```
int foo; foo = 12.34;
```

Input and Output

Variety of I/O functions in *C Standard Library*:

- Must include `<stdio.h>` to use them.

```
printf("%d\n", counter);
```

 - String contains characters to print and formatting directions for variables.
 - This call prints the variable **counter** as a decimal integer, followed by a linefeed (`\n`).

```
scanf("%d", &startPoint);
```

 - String contains formatting directions for interpreting the type of the input.
 - This call reads a decimal integer and assigns it to the variable **startPoint**. (Don't worry about the `&` yet!)

More About Output

- Can print arbitrary expressions, not just variables

```
printf("%d\n", startPoint - counter);
```
- Print multiple expressions with a single statement

```
printf("%d %d\n", counter,
        startPoint - counter);
```
- Different formatting options:
 - `%d` decimal integer
 - `%x` hexadecimal integer
 - `%c` character (a single letter, number, `%`, `@`, `/`, etc.)
 - `%f` floating-point number

Examples

- This code:

```
printf("%d is a prime number.\n", 43);
printf("43 plus 59 (decimal) is %d.\n", 43+59);
printf("43 plus 59 (hex) is %x.\n", 43+59);
printf("43 plus 59 (char) is %c.\n", 43+59);
```

 produces this output:

```
43 is a prime number.
43 + 59 in decimal is 102.
43 + 59 in hex is 66.
43 + 59 as a character is f.
```

Examples of Input

- ◆ Many of the same formatting characters are available for user input.
 - `scanf("%c", &nextChar);`
 - reads a single character and stores it in nextChar
 - `scanf("%f", &radius);`
 - reads a floating point number and stores it in radius
 - `scanf("%d %d", &length, &width);`
 - reads two decimal integers (separated by whitespace), stores the first one in length and the second in width
- ◆ Must use ampersand (&) for variables being modified, pointers will be discussed later.

Compiling and Linking

- ◆ Various compilers available
 - gcc, c99, clang
 - includes preprocessor, compiler, and linker
- ◆ Lots and lots of options!
 - level of optimization, debugging
 - preprocessor, linker options
 - usually controlled by makefile
 - intermediate files -- object (.o), assembler (.s), preprocessor (.i), etc.

Remaining Chapters

- ◆ A more detailed look at many C features:
 - Variables and declarations
 - Operators
 - Control Structures
 - Functions
 - Data Structures
 - I/O
- ◆ Emphasis on how C is converted to assembly language.
- ◆ Also see C Reference in Appendix D.