
Computer Programming: Skills & Concepts (INF-1-CP1) The C Programming Language

21st September, 2010



The C Programming Language

- Developed by Dennis Ritchie in 1972 at Bell Labs, in conjunction with the UNIX operating system.
- The American National Standards Institute (ANSI) formed a committee to develop a standardised version of C. The main standard was published in 1989 and is known as ANSI-C.
- An *imperative* programming language - programming task is achieved by a list of *commands* acting on a set of program *variables*.

Imperative Programming Languages

specify HOW the processing must be done

- Have a collection of *commands* which can be used;
- Programmer is allowed to define named variables, of their own choice (of `int` or `float` or `char`);
- Programmer can write down an ordered sequence of commands;
- Commands might do things like *read input*, *print output*, and/or give new values to the *pre-defined variables*

Getting a working C program

- *Write the code.*
- Use gcc to translate your C program into something the computer will understand.
- *Run* the program, once we have a version which has successfully compiled.

EDIT → COMPILE → RUN.

What to do when it doesn't work

“Right first time” is not a reasonable strategy for programming

- Some ‘debugging’ usually necessary.
- You can learn a lot from trial-and-error.
- Spending time working on the logical structure of your code, and the typographical details, will minimize debugging time.
- (for assignments) You are only assessed on the final version that you submit.

A simple C program

```
/* Simple hello program */

#include <stdio.h>
#include <stdlib.h>

int main(void) {
    printf("\n");
    printf("Hello world!");
    printf("\n");
    return EXIT_SUCCESS;
}
```

hello.c: **no** variables, **no** input commands. Only some printing (and return).

The Edit-Compile-Run cycle

- **Edit:**
 - Where do I write this C stuff?
- **Compile:**
 - How do I get my C program translated into something the computer will understand?
- **Run:**
 - How do I start my program?
 - Where do the results get output?

The Edit-Compile-Run cycle

- **Edit:**

- `emacs hello.c`

- **Compile:**

- `gcc -Wall hello.c`

- (gcc stands for **G**nu **C** Compiler);

- `-Wall` is an *option* to ask gcc to write compile errors/warning to the “Wall”.

- **Run:**

- `./a.out`

SEE NEXT LECTURE (and Monday’s LAB)

The structure of “Hello World”

Header Files

```
/* Simple hello program */

/* ----- */
#include <stdio.h>
#include <stdlib.h>
/* ----- */

int main(void) {
    printf("\n");
    printf("Hello world!");
    printf("\n");
    return EXIT_SUCCESS;
}
```

- Includes *headers* verbatim into the program text.
- `<filename>` files are in the system directories (often `/usr/include`).
- “filename” files are in the current directory.

Comments

```
/* ----- */  
/* Simple hello program */  
/* ----- */
```

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

```
int main(void) {  
    printf("\n");  
    printf("Hello world!");  
    printf("\n");  
    return EXIT_SUCCESS;  
}
```

- Everything in-between the /* and /* is ignored.
- You should always comment (well) every program that you write.
- Include the author name, and the date.

main

```
/* Simple hello program */  
  
#include <stdio.h>  
#include <stdlib.h>  
  
/* ----- */  
int main(void) {  
  
    printf("\n");  
    printf("Hello world!");  
    printf("\n");  
    return EXIT_SUCCESS;  
}  
/* ----- */
```

- A *function* called main.
- Contrast with “+”.
- (void) In this case main takes no arguments.
- int In this case, main returns an integer.
- main is always the first function to execute.

Every C program has exactly one `main`

- `main` is a *function*;
- `main` *indicated* to the compiler that the following section of code (within the parentheses `{.....}`) is what gets executed when the program is run;
- `main` often has an empty input - this is indicated by `(void)`
- The name `main` is a *reserved word* in C (eg, cannot be used for variables);
- This output of this `main` is of type `int ...`
but this is *only* a “flag” (computation ok/not-ok)

Functions

A function is any procedure which takes some (possibly empty) input, does some computation, and returns some (possibly empty) output

- Functions: Consider ‘+’
 - $1+2$ - evaluates to the value 3
 - `plus(1,2)` - returns the value 3
 - `plus(A,B)` - returns the value C

printf

```
/* Simple hello program */

#include <stdio.h>
#include <stdlib.h>

int main(void) {
/* ----- */
    printf("\n");
    printf("Hello world!");
    printf("\n");
/* ----- */
    return EXIT_SUCCESS;
}
```

- printf is a *library* function.
- It has a manual page:
man 3 printf.
- Contrast to man printf
(remember the 3...)
- \n = new line.

return

```
/* Simple hello program */  
  
#include <stdio.h>  
#include <stdlib.h>  
  
int main(void) {  
  
    printf("\n");  
    printf("Hello world!");  
    printf("\n");  
/* ----- */  
    return EXIT_SUCCESS;  
/* ----- */  
}
```

- Remember that main returns an integer.
- EXIT_SUCCESS is the integer that it returns.
- `stdlib.h` defines EXIT_SUCCESS as 0.
- Numbers are often used in programming to represent a 'status'.

Programming Errors

- Most programs fail to work correctly the first time.
- Tracking down the errors requires *time + patience + attention to detail*.
- Skill in debugging is gained from experience (and *attention to detail*).

Example

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

```
[fletcher]mcryan: gcc -Wall hello.c  
hello.c:3:19: warning: extra tokens at end of #include directive
```

Common errors

- Mis-spelling
- Missing Punctuation
- Additional symbols
- Wrong punctuation
- Missing `#include`
- No `main` function
- `return` statement forgotten in a function
- `Printf` \rightarrow `Pritnf`
- `("\\n")` \rightarrow `('\\n')`
- `#include <stdio.h>;`
- `("\\n")` \rightarrow `("\\n)`

Manifestations of an error

- Compiler *error* messages:
 - Fatal mistake - cannot continue.
- Compiler *warning* messages:
 - A mistake was found, the compiler ‘guessed’ what you meant, and continued.
 - Your program may still manage to work!
 - To show all the warnings - “gcc -Wall” .
- Error while running the program:
 - “Segmentation fault” .
 - The wrong result.