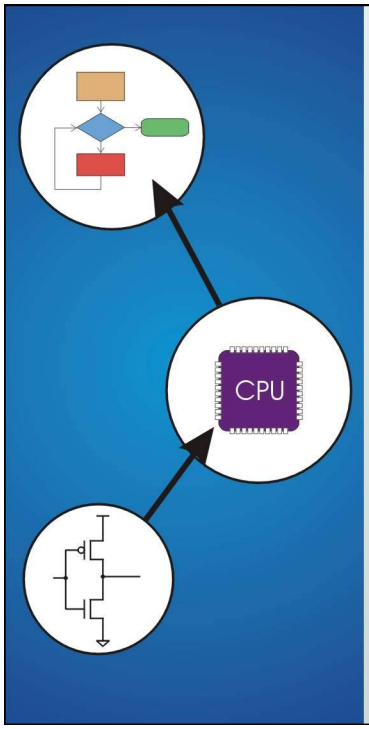

Chapter 11
Introduction to Programming in C

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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

Compilation vs. Interpretation

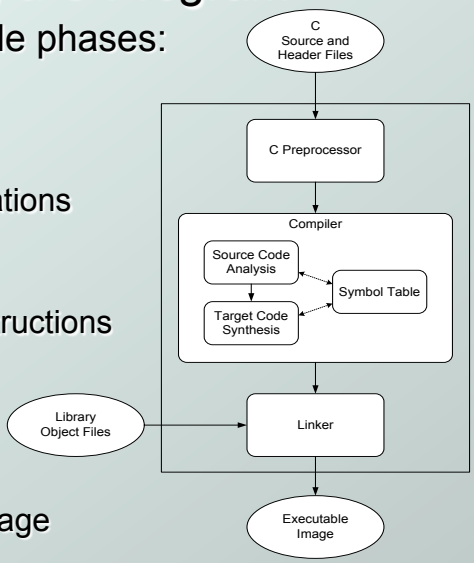
- Different ways of translating high-level language
- ***Interpretation***
  - interpreter = program that executes program statements
  - generally one line or command at a time
  - limited scope of processing
  - easy to debug, make changes, view intermediate results
  - languages: BASIC, LISP, Perl, 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

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!

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



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

A Simple Java Program

```
#import java.io.*;
public class Simple {

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

  /* prompt user for input */
  System.out.println("Enter a positive number: ");
  startPoint = Integer.parseInt(in.readLine());

  /* count down and print count */
  for (counter=startPoint; counter>=STOP; counter--)
    System.out.println(counter);
}
```


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[])
{
  /* variable declarations */
  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);
}
```

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:

```
main()
{
    /* code goes here */
}
```

- Legal syntax, but simplified to defer discussion of return type and command line options.

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.

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` ASCII character
  - `%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 plus 59 (decimal) is 102.
43 plus 59 (hex) is 66.
43 plus 59 (char) 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
  - cc, gcc
  - 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.