

C Programming Basics

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Overview of the Lecture

- Writing a Basic C Program
- Understanding Errors
- Comments, Keywords, Identifiers, Variables
- Standard Input and Output
- Operators
- Control Structures
- Functions in C
- Arrays, Structures
- Pointers
- Working with Files

All the concepts are accompanied by examples.

Creating a C Program

- Have an idea about what to program
- Write the source code using an editor or an Integrated Development Environment (IDE)
- Compile the source code and link the program using a C compiler
- Fix errors, if any
- Run the program and test it
- Fix bugs, if any

Write the Source Code: firstCode.c

```
#include <stdio.h>

int main() {

    printf("Introduction to C!\n");

    return 0;

}
```

Output:

```
Introduction to C!
```

Understanding firstCode.c

Preprocessor directive

#include <stdio.h> → Name of the standard header file to be included is specified within angular brackets

Function's return type

Function name

int main () { → Function name is followed by parentheses – when empty no arguments are being passed

printf ("Introduction to C! \n") ;

→ C language function for displaying information on the screen

return 0 ;

→ Keyword, command for returning function value

} → The contents of the functions are placed inside the curly braces

Text strings are specified within "" and every statement is terminated by ;

Newline character is specified by \n

Save-Compile-Link-Run

- Save your program (source code) in a file having a “c” extension.

Example, `firstCode.c`

- Compile and Link your code (by default, GCC automatically does the linking)

```
gcc -o firstCode firstCode.c
```

- Run the program

```
./firstCode
```

Repeat the steps above every time you fix an error!

Different Compilers

- Different commands for different compilers (e.g., **icc** for intel compiler and **pgcc** for pgi compiler)
 - GNU C program
gcc -o firstCode firstCode.c
 - Intel C program
icc -o firstCode firstCode.c
 - PGI C program
pgcc -o firstCode firstCode.c
- To see a list of compiler options, their syntax, and a terse explanation, execute the compiler command with the -help or --help option

Summary of C Language Components

- Keywords and rules to use the keywords
- Standard header files containing functions like **printf**
- Preprocessor directives for including the (standard) header files
- Function **main**
- Parentheses and braces for grouping together statements and parts of programs
- Punctuation like **;**
- Operators like **+**
- All the above and more to come make up the syntax of C

Pop Quiz

(add the missing components)

```
_____ <stdio.h>  
  
int main() _____  
  
    printf("Introduction to C!\n") _____  
  
    printf("This is a great class!\n");  
  
    return 0;
```

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Warnings, Errors and Bugs

- Compile-time warnings
 - Diagnostic messages
- Compile-time errors
 - Typographical errors: `printf` , `$include`
- Link-time errors
 - Missing modules or library files
- Run-time errors
 - Null pointer assignment
- Bugs
 - Unintentional functionality

Find the Error: error.c

```
#include <stdio.h>
int main() {
    printf("Find the error! \n")
    retrun(0);
}
```

Error Message (compile-time error)

```
**** Internal Builder is used for build****  
gcc -O0 -g3 -Wall -c -fmessage-length=0 -oerror.o  
..\error.c  
..\error.c: In function 'main':  
..\error.c:4:3: error: expected ';' before 'retrun'  
..\error.c:5:1: warning: control reaches end of non-  
void function  
Build error occurred, build is stopped  
Time consumed: 148 ms.
```

Find the Error: error.c

```
#include <stdio.h>
int main() {
    printf("Find the error! \n");
    retrun 0;
}
```

Error Message (link-time error)

```
gcc -o error error.c
```

```
...
```

```
..\error.c:4:3: warning: implicit declaration of  
function 'retrun'
```

```
...
```

```
gcc -oCTraining.exe error.o
```

```
error.o: In function `main':
```

```
C:\Users\ra25572\workspace\CTraining\Debug/./error.c:4:  
undefined reference to `retrun'
```

```
collect2: ld returned 1 exit status
```

```
Build error occurred, build is stopped
```

```
Time consumed: 436 ms.
```

Find the Error: error2.c

```
#include <stdio.h >
int main() {
    printf("Find the error! \n");
    return 0;
}
```


Error Message (compile-time error)

```
gcc -o error2 error2.c
```

```
..\error2.c:1:21: fatal error:  stdio.h : No  
such file or directory
```

```
compilation terminated.
```

```
Build error occurred, build is stopped
```

```
Time consumed: 98  ms.
```

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Comments and New Line: rules.c

```
/*  
 * rules.c  
 * this is a multi-line comment  
 */  
  
#include <stdio.h>  
  
int main() {  
    printf("Braces come in pairs.");  
    printf("Comment tokens come in pairs.");  
    printf("All statements end with semicolon.");  
    printf("Every program has a main function.");  
    printf("C is done mostly in lower-case.");  
    return 0;  
}
```

Output of rules.c

Braces come in pairs. Comment tokens come in pairs. All statements end with a semicolon. Every program must have a main function. C is done mostly in lower-case.

Output looks odd! We want to see a new line of text for every `printf` statement.

Comments and New Line: rules.c

```
/*  
 * rules.c  
 * this is a multi-line comment  
*/  
  
#include <stdio.h>  
  
int main(){  
    /* notice the \n in the print statements */  
    printf("Braces come in pairs.\n");  
    printf("Comment tokens come in pairs.\n");  
    printf("All statements end with semicolon.\n");  
    printf("Every program has a main function.\n");  
    printf("C is done mostly in lower-case.\n");  
    return 0;  
}  
  
// this is another way to specify single-line comments
```

Output of rules.c

Braces come in pairs.

Comment tokens come in pairs.

All statements end with a semicolon.

Every program must have a main function.

C is done mostly in lower-case.

The output looks better now!

Do-It-Yourself Activity

- Learn the various ways in which you can print and format values of various data types.
- For example:
 - How would you print an integer?
 - How would you print a value of type double with precision of 8 places after the decimal?
- Reference:
 - <http://www.cplusplus.com/reference/clibrary/cstdio/printf/>

Some C Language Keywords

Category	Keywords
Storage class specifiers	<code>auto register static extern typedef</code>
Structure & union specifiers	<code>struct union</code>
Enumerations	<code>enum</code>
Type-Specifiers	<code>char double float int long short signed unsigned void</code>
Type-Qualifiers	<code>const volatile</code>
Control structures	<code>if else do while for break continue switch case default return goto</code>
Operator	<code>sizeof</code>
Deprecated keywords	<code>fortran entry</code>
Other reserved words	<code>asm bool friend inline</code>

Variables

- Information-storage places
- Compiler makes room for them in the computer's memory
- Can contain string, characters, numbers *etc.*
- Their values can change during program execution
- All variables must be declared before they are used and must have a data type associated with them
- Variable must be initialized before they are used

Data Types

- Data types specify the type of data that a variable holds
- Categories of data types are:
 - Built-in: **char double float void int**
(short long signed unsigned)
 - User-defined: **struct union enum**
 - Derived: **array function pointer**
- We have already seen an example code in which an integer data type was used to return a value from a function:
int main()
- Compiler-dependent range of values associated with each type. For example: an **int** can have a value in the range
 - **-32768 to 32767** on a 16-bit computer or
 - **-2147483647 to 2147483647** on a 32-bit computer

Identifiers

- Each variable needs an identifier (or a name) that distinguishes it from other variables
- A valid identifier is a sequence of one or more letters, digits or underscore characters
 - Note: you cannot begin with a digit
- Keywords cannot be used as identifiers

Variable Declaration

- Declaration is a statement that defines a variable
- Variable declaration includes the specification of data type and an identifier. Example:

```
int number1;
```

```
float number2;
```

- Multiple variables can be declared in the same statement

```
int x, y, z;
```

- Some types of data can be signed or unsigned
- Signed types can represent both positive and negative values, whereas unsigned types can only represent positive values

```
signed double temperature;
```

Variable Initialization

- A variable can be assigned a value when declared
 - Assignment operator is used for this purpose
 - **int** **x** = 10;
- More examples
 - **char** **x** = 'a';
 - **double** **x** = 22250738585072014.e23;
 - **float** **x** = 10.11;
- **void** cannot be used to declare a regular variable
 - It is used as a return type of a function or as an argument of a function

Example of Updating Variables: myAge.c

```
#include <stdio.h>
int main() {
    int age;
    age = 10;
    printf("Initial value of age is: %d\n", age);
    age = 20;
    printf("Updated value of age is: %d\n", age);
    age = age + 20;
    printf("New updated value of age is: %d\n", age);
    return 0;
}
```

Output:

```
Initial value of age is: 10
Updated value of age is: 20
New updated value of age is: 40
```

Scope of Variables

- A variable can be either of global or local scope
 - Global variables are defined outside all functions and they can be accessed and used by all functions in a program file
 - A local variable can be accessed only by the function in which it is created
- A local variable can be further qualified as **static**, in which case, it remains in existence rather than coming and going each time a function is called
 - **static int x = 0;**
- A **register** type of variable is placed in the machine registers for faster access – compilers can ignore this advice
 - **register int x;**

Constants and Constant Expressions

- The value of a constant never changes
 - `const double e = 2.71828182;`
- Macros
 - `#define MAXRECORDS 100`
 - In the code, identifiers (`MAXRECORDS`) are replaced with the values (`100`)
 - Helps to avoid hard-coding of values at multiple places
 - Example: `char records[MAXRECORDS + 1];`
 - Can be used at any place where constants can be used
- Enumeration is a list of constant values
 - `enum boolean {NO , YES};`

Expressions containing constants are evaluated at compile-time

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Reading Keyboard Input: readInput1.c

```
#include <stdio.h>

int main() {
    char myName[50];
    printf("What is your name?");
    fflush(stdout);
    scanf("%s", &myName);
    printf("Hello %s!", &myName);
    return 0;
}
```

`scanf` function is used to read the keyboard input
`fflush` flushes the contents of the output buffer

Understanding readInput1.c

```
#include <stdio.h>
int main() {
```

```
char myName[50]; —————>
```

This is a **variable declaration** for string type and myName is a string variable. It provides storage for the information you enter. Note the usage of char.

```
printf("What is your name?");
```

```
fflush(stdout); —————> Explicit flushing of the output stream
```

```
scanf("%s", &myName);
```

Function to read the value from keyboard and store it in computer's memory

```
printf("Hello %s!", &myName);
```

```
return 0;
```

```
}
```

More Information on `scanf`

- Function to read information from the keyboard

```
scanf ("%s", &myName) ;
```

- First parameter is a type-specifier
 - `%s` is a type-specifier that is used if input data is string or text.
 - other type-specifiers are `%c` for character, `%d` for decimal, `%f` for float, `%o` for octal, `%x` for hexadecimal
- The second parameter is the address of the variable that would store the value being input from the keyboard
 - `myName` is the string variable for storing the input value
 - Ampersand (&) before the variable name helps `scanf` find the location of the string variable in memory

More functions for I/O

- **gets** function is used to read the keyboard input (*i.e.*, standard input stream)

```
gets (myName) ;
```

Warning: keyboard overflow! Avoid using it.

- **puts** function is used to print text on the screen (*i.e.*, standard output stream)

```
puts (myName) ;
```

```
puts ("Hello Ritu") ;
```

Unlike **printf**, it always displays a newline character and can print only one variable or a string

More functions for I/O

- **getchar ()** function is used to read a single character from the keyboard
 - It causes the program to pause until a key is typed at the keyboard and Enter is pressed after that
 - More on this syntax later
- **putchar (c)** function displays the character on the screen
 - **c** can be a character constant in single quotes or a variable name
- More on variables later

String Variables

- Numeric values can be assigned by using the “=” sign but string values cannot be assigned using the “=” sign

```
char myName [50] ;
```

```
myName = "Ritu" ; // this is wrong
```

- Three ways to assign values to strings

```
scanf ("%s" , &myName) ;
```

```
gets (myName) ;
```

```
strcpy (myName , "Ritu" ) ;
```

- Function `strcpy`

- It is defined in the header file `string.h` and hence needs to be included
- It copies the value of one string to another

strcpy Example: writeStringChar.c

```
#include <stdio.h>
#include <string.h>
int main() {
    char myName[50];
    char c;
    strcpy(myName, "Ritu");
    c = 'a';
    printf("Your name is: %s\n", myName);
    printf("The character is: %c \n", c);
    return 0;
}
```

Output:

```
Your name is: Ritu
The character is: a
```


Numbers Entered From Keyboard

- Keyboard input is read as a string
- The integer 25 is different from text “25” entered via keyboard
- Convert string to integer by using the `atoi` function
 - It is defined in the header file `stdlib.h`
 - The string to be converted by this function should begin with a number
- For other conversion functions see:

http://en.wikibooks.org/wiki/C_Programming/C_Reference/stdlib.h

String to Integer Conversion: strToInt.c

```
#include <stdio.h>
#include <stdlib.h>
int main() {
    int age;
    char enterAge[8];
    printf("How old is your friend?\n");
    fflush(stdout);
    gets(enterAge); // enter the value for age
    age = atoi(enterAge); -----> Note: string to integer conversion
    printf("Your friend's age is: %d", age);
    return 0;
}
```

```
Output:
How old is your friend?
22
Your friend's age is: 22
```

Pop Quiz

(Reflect on this & ask questions, if any)

- How will you use `scanf` to read different data types?
- How will you instruct the compiler to ignore certain lines of code during program compilation?
- Is the following statement correct?

```
printf("%s, your color is: %s", "red");
```

- Fill in the blanks(____):

```
scanf("%____", ____myIntegerNumber);
```

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Operators

- Arithmetic: +, -, /, *, %, ++, --, =
- Relational: a == b, a != b, a > b, a < b, a >= b, a <= b
- Logical: !a, a && b, a || b
- Member and Pointer: a[], *a, &a, a->b, a.b
- Other: **sizeof**
- Bitwise: ~a, a&b, a|b, a^b, a<<b, a>>b
- More about operators and precedence:
http://en.wikipedia.org/wiki/Operators_in_C_and_C%2B%2B

Parentheses and Precedence: checkParentheses.c

```
#include <stdio.h>
int main() {
    int total;
    //multiplication has higher precedence than subtraction
    total=100 - 25*2;
    printf("The total is: $%d \n",total);
    //parentheses make a lot of difference!
    total=(100 - 25)*2;
    printf("The total is: $%d \n",total);
    return 0;
}
```

Output:

The total is: \$50

The total is: \$150

sizeof Operator Example: testSize.c

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

```
int main() {
```

```
    char c;
```

```
    int x;
```

```
    printf("Size of variable c is %d bytes\n", sizeof(c));
```

```
    printf("Size of variable x is %d bytes\n", sizeof(x));
```

```
    return 0;
```

```
}
```

Note: Byte sizes of variables can be found by using **sizeof** operator



Output:

```
Size of variable c is 1 bytes
```

```
Size of variable x is 4 bytes
```

Note: Declaring a character variable (**char c;**) is different from declaring a string (**char myName[50];**)

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Control Structures

- **Sequence Structure** is a sequence of statements
- **Selection Structure** used for branching
- **Loop Structure** used for iteration or repetition

Conditional Expressions

- Use **if-else** or ternary operator (**? :**)

```
if (a > b) {  
    z = a;  
} else {  
    z = b;  
}
```

```
z = (a > b) ? a : b ; //z = max (a, b)
```

if-else: Logical Expressions

```
if(temp > 75 && temp < 80) {  
    printf("It's nice weather outside\n");  
}
```

```
if (value == 'e' || value == 'n' ) {  
    printf("\nExiting the program.\n");  
} else {  
    printf("\nIn the program.\n");  
}
```

Decision Making, Multi-Way Decisions

- Decisions are expressed by **if-else** where the **else** part is optional

```
if (expression)
    statement1
else
    statement2
```

- Multi-way decisions are expressed using **else-if** statements

```
if (expression1)
    statement1
else if (expression2)
    statement2
else
    statement3
```

Multi-Way Decision

- The **switch** statement is a multi-way decision
- It tests whether an expression matches one of a number of constant integer values, and branches accordingly

```
switch (expression) {  
    case const-expression1: statements1  
    case const-expression2: statements2  
    default: statements3  
}
```

Multi-Way Decision Example 1: multiWay1.c

```
char c;  
//other code  
c = getchar(); ←--- the character read from the keyboard is  
                    stored in variable c  
if(c=='1')  
    printf("Beverage\nThat will be $8.00\n");  
else if(c=='2')  
    printf("Candy\nThat will be $5.50\n");  
else if(c=='3')  
    printf("Hot dog\nThat will be $10.00\n");  
else if(c=='4')  
    printf("Popcorn\nThat will be $7.50\n");  
else{←--If multiple statements depend upon a condition, use { }  
    printf("That is not a proper selection.\n");  
    printf("I'll assume you're just not hungry.\n");  
    printf("Can I help whoever's next?\n");  
}  
//This is just a code snippet. For complete program, see file multiWay1.c
```

Output of multiWay1.c

Please make your treat selection:

1 - Beverage.

2 - Candy.

3 - Hot dog.

4 - Popcorn.

3 <enter>

Your choice:Hot dog

That will be \$10.00

Multi-Way Decision Example 2: multiWay2.c

```
c = getchar();
switch(c) {
    case '1':
        printf("Beverage\nThat will be $8.00\n");
        break;
    case '2':
        printf("Candy\nThat will be $5.50\n");
        break;
    case '3':
        printf("Hot dog\nThat will be $10.00\n");
        break;
    case '4':
        printf("Popcorn\nThat will be $7.50\n");
        break;
    default:
        printf("That is not a proper selection.\n");
        printf("I'll assume you're just not hungry.\n");
        printf("Can I help whoever's next?\n");
}
```

//This is just a code snippet. For complete program, see file multiWay2.c

Loops

- For repeating a sequence of steps/statements
- The statements in a loop are executed a specific number of times, or until a certain condition is met
- Three types of loops
 - **for**
 - **while**
 - **do-while**

for Loop

```
for (start_value; end_condition; stride)  
    statement;
```

```
for (start_value; end_condition; stride) {  
    statement1;  
    statement2;  
    statement3;  
}
```

for Loop Example 1: forLoop.c

```
#include <stdio.h>
int main() {
    int i;
    for(i = 0 ; i <= 10 ; i = i+2) {
        printf("What a wonderful class!\n");
    }
    return 0;
}
```

Output:

```
What a wonderful class!
What a wonderful class!
What a wonderful class!
What a wonderful class!
What a wonderful class!
What a wonderful class!
```

for Loop Example 2

```
#include <stdio.h>
int main(){
    int i, sum;
    sum = 0;
    for(i = 1 ; i <= 100 ; i = i+1){
        sum = sum + i;
    }
    printf("Sum of first 100 numbers is: %d ", sum);
    return 0;
}
```

Output:

```
Sum of first 100 numbers is: 5050
```

Did you notice how multiple variables can be declared in the same line?

while Loop

- The while loop can be used if you don't know how many times a loop should run

```
while (condition_is_true) {  
    statement (s);  
}
```

- The statements in the loop are executed until the loop condition is true
- The condition that controls the loop can be modified inside the loop (this is true in the case of **for** loops too!)

while Loop Example: whileLoop.c

```
#include <stdio.h>
int main() {
    int counter, value;
    value = 5;
    counter = 0;
    while ( counter < value ){
        counter++; <-- Equivalent to counter = counter +1;
        printf("counter value is: %d\n", counter);
    }
    return 0;
}
```

Output:

```
counter value is: 1
counter value is: 2
counter value is: 3
counter value is: 4
counter value is: 5
```

do-while Loop

- This loop is guaranteed to execute at least once

```
do {  
    statement (s);  
}  
while (condition_is_true);
```

do-while Example: doWhile.c

```
#include <stdio.h>
int main() {
    int counter, value;
    value = 5;
    counter = 0;
    do {
        counter++;
        printf("counter value is: %d\n", counter);
    } while ( counter < value);
    return 0;
}
```

Note the semi-colon after specifying while

Output same as that of the while loop program shown earlier

Keyword: **break**

- **break** is the keyword used to stop the loop in which it is present

```
for (i = 10; i > 0; i = i-1) {  
    printf ("%d\n", i);  
    if (i < 5) {  
        break;  
    }  
}
```

Output:

```
10  
9  
8  
7  
6  
5  
4
```

`continue` Keyword: myContinue.c

- `continue` is used to skip the rest of the commands in the loop and start from the top again
- The loop variable must still be incremented though

```
#include <stdio.h>
int main() {
    int i;
    i = 0;
    while ( i < 20 ) {
        i++;
        continue;
        printf("Nothing to see\n");
    }
    return 0;
}
```

The `printf` statement is skipped, therefore no output on screen.

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C Language Functions

- Functions are self-contained blocks of statements that perform a specific task
- Written once and can be used multiple times
 - Promote code reuse
 - Make code maintenance easy
- Two steps involved
 - Write the function
 - Function definition
 - Function declaration or prototype
 - Invoke or call the function
- Two types of functions
 - Standard or library or built-in
 - User-Defined

Standard Functions

- These functions are provided to the user in library files
- In order to use the functions, the user should include the appropriate library files containing the function definition
- Example
 - `scanf`
 - `printf`
 - `gets`
 - `puts`
 - `strcpy`

User-Defined Functions: myFunction.c

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

----- Defining the function add

```
void add() {  
    int a, b, c;  
    printf("\n Enter Any 2 Numbers : ");  
    fflush(stdout);  
    scanf("%d %d", &a, &b);  
    c = a + b;  
    printf("\n Addition is : %d", c);  
}
```

```
int main() {
```

```
    add();  
    add();  
    return 0;
```

----- Invoking the function add twice from
function main



Function Prototype: myFctPrototype.c

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

```
void add();
```

Function Prototype or Declaration:
←--- useful when the function is invoked before its definition is provided

```
int main() {  
    add();  
    return 0;  
}
```

←--- Invoking the function add

Defining the function add that does not return a value - note void

```
void add() {  
    int a, b, c;  
    printf("\n Enter Any 2 Numbers : ");  
    fflush(stdout);  
    scanf("%d %d", &a, &b);  
    c = a + b;  
    printf("\n Addition is : %d", c);  
}
```

Categories of Functions

- Functions that take no input, and return no output
- Functions that take input and use it but return no output
- Functions that take input and return output
- Functions that take no input but return output

Sending Input Values To Functions

- Determine the number of values to be sent to the function
- Determine the data type of the values that needs to be sent
- Declare variables having the determined data types as an argument to the function
- Use the values in the function
- Prototype the function if its definition is not going to be available before the place from where it is invoked
- Send the correct values when the function is invoked

Passing Values to Functions: passValue1.c

```
#include <stdio.h>

void add(int a, int b) {<-- Formal Parameters: a, b
    int c;
    c = a + b;
    printf("\n Addition is : %d", c);
}

int main() {
    int a, b;
    printf("\n Enter Any 2 Numbers : ");
    fflush(stdout);
    scanf("%d %d", &a, &b);
    add(a, b); <-- Actual Parameters: a, b
    return 0;
}
```

Note: The variables used as formal and actual parameters can have different names.

Passing Values to Functions: passValue2.c

```
#include <stdio.h>
#include <stdlib.h>
void add(int a, int b){
    //same code as in the previous slide
}
int main(int argc, char *argv[]){
    int a, b;
    if ( argc != 3 ){
        printf("\nInsufficient num. of arguments.\n");
        printf( "\nUsage:%s <firstNum> <secondNum>", argv[0] );
    }else{
        a = atoi(argv[1]);
        b = atoi(argv[2]);
        add(a, b);
    }
    return 0;
}
```

Code Snippet From passValue2.c

```
int main(int argc, char *argv[]){
    int a, b;
    if ( argc != 3 ){
        printf("\nInsufficient num. of arguments.\n");
        printf( "\nUsage:%s <firstNum> <secondNum>", argv[0] );
    }else{
        a = atoi(argv[1]);
        b = atoi(argv[2]);
        add(a, b);
    }
    return 0;
}
```

----- Notice that main has two arguments

----- argc is the argument count

----- argv[1] holds the first number typed in at the command-line. Notice the atoi function.

Returning Values from Functions: passValue4.c

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

```
int add(int a, int b) { ←-- Notice the return type
```

```
    int c;
```

```
    c = a + b; a=c; b=c;
```

```
    printf("\n Addition is : %d", c);
```

```
    return c; ←-- Return value: c
```

```
}
```

```
int main() {
```

```
    int a, b, c;
```

```
    printf("\n Enter Any 2 Numbers : ");
```

```
    scanf("%d %d", &a, &b);
```

```
    printf("a is: %d, b is: %d\n", a, b);
```

```
    c = add(a, b); ←--- Value returned from add stored in c
```

```
    printf("a is: %d, b is: %d\n", a, b);
```

```
    return 0;
```

Returning Values from Functions: passValue4.c

- Output:

```
Enter Any 2 Numbers : 5 6
a is: 5, b is: 6
Addition is : 11
a is: 5, b is: 6
```

Note: the values of `a` and `b` remained the same when accessed from function `main`. More about functions on later slides

Overview of the Lecture

- Writing a Basic C Program
- Understanding Errors
- Comments, Keywords, Identifiers, Variables
- Standard Input and Output
- Operators
- Control Structures
- Functions in C
- **Arrays, Structures**
- Pointers
- Working with Files

All the concepts are accompanied by examples.

Arrays

- An array allows you to store many different values of same data type in a single unit
- Arrays are declared just like other variables, though the variable name ends with a set of square brackets
 - `char myName[50];` ←----- You have seen this before
 - `int myVector[3];`
 - `int myMatrix[3][3];`

Arrays Example: arrayExample.c

```
#include <stdio.h>
int main() {
    int i;
    int age[4];
    age[0]=23; ←----- Notice that count begins at 0
    age[1]=34;
    age[2]=65;
    age[3]=74;
    for(i=0; i<4; i++){
        printf("age[%d]: %d\n", i, age[i]);
    }
    return 0;
}
```

Output:

```
age[0]: 23
age[1]: 34
age[2]: 65
age[3]: 74
```

Structures

- Multiple variables can be combined into a single package called structure
- Members of the structure variable need not be of the same type
- They can be used to do database work in C! Example:

```
struct sample {  
    int a;  
    char b;  
}
```

```
struct sample mySample;
```

- `typedef` is the keyword that can be used to simplify the usage of `struct`

```
typedef struct sample newType;
```

Structure Example: structExample.c

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

```
typedef struct point{  
    double x;  
    double y;  
}point;
```

```
int main(){  
    point myPoint;  
    myPoint.x = 12.2; ←----- Notice the "." operator  
    myPoint.y = 13.3;  
    printf("X is %lf and Y is %lf\n",myPoint.x, myPoint.y);  
    return 0;  
}
```

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Pointers

- A pointer is a variable that stores an address in memory - address of another variable
- For instance, the value of a pointer may be 42435. This number is an address in the computer's memory which is the start of some data
- We can dereference the pointer to look at or change the data
- Like variables, you have to declare pointers before you use them
- The data type specified with pointer declaration is the data type of the variable the pointer will point to

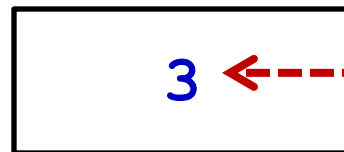
Revisiting Variable Declaration

- Consider the declaration

```
int i = 3;
```

- This declaration tells the C compiler to:
 - Reserve space in memory to hold the integer value
 - Associate the name **i** with this memory location
 - Store the value **3** at this location

i ←----- Location name




3 ←----- Value at location

6485 ←----- Location number
(Address)


'Value at Address' Operator: printAddress.c

```
#include <stdio.h>
int main() {
    int i=3;
    printf("\nAddress of i = %u", &i);
    printf("\nValue of i = %d", i);
    printf("\nValue of i = %d", *(&i));
    return 0;
}
```

---& operator is
'address of'
operator



* operator is
'value at address of'
operator



Output:

```
Address of i = 2293532
Value of i = 3
Value of i = 3
```

Note:

&i returns the address of variable **i**

***(&i)** returns the value at address of **i**

Pointer Expressions

- In the previous example, the expression `&i` returns the address of `i`.

- This address can be collected in a variable as

```
j = &i;
```

- `j` is a variable which contains the address of another variable and is declared as `int *j;`

`i` ←----- Location name -----→ `j`



6485 ←----- Location number -----→ 3276
(Address)

Pointers: pointerExample2.c

```
#include <stdio.h>
int main() {
    int i=3;
    int *j;
    j = &i;

    printf("\nAddress of i = %u", &i);
    printf("\nAddress of i = %u", j);
    printf("\nAddress of j = %u", &j);
    printf("\nValue of j = %u", j);
    printf("\nValue of i = %d", i);
    printf("\nValue of i = %d", *(&i));
    printf("\nValue of i = %d", *j);
    return 0;
}
```

Output:

```
Address of i = 2293532
Address of i = 2293532
Address of j = 2293528
Value of j = 2293532
Value of i = 3
Value of i = 3
Value of i = 3
```

Key Concepts Related to Pointers

- Declaring a pointer

```
int *myIntPtr;
```

```
int* myIntPtr;
```

- Getting the address of a variable

```
int age = 3;
```

```
myIntPtr = &age;
```

- Dereferencing a pointer

```
*myIntPtr = 5;
```

Note: We just changed the value of age!

Pointers Example 2: ptrExample.c

```
#include <stdio.h>

int main() {
    int myValue;
    int *myPtr;
    myValue = 15;
    myPtr = &myValue;
    printf("myValue is equal to : %d\n", myValue);
    *myPtr = 25;
    printf("myValue is equal to : %d\n", myValue);
}
```

Output:

```
myValue is equal to : 15
myValue is equal to : 25
```

Pointers and Arrays

- The square-bracket array notation is a short cut to prevent you from having to do pointer arithmetic

```
char array[5];  
array[2] = 12;
```

array is a pointer to **array[0]**

```
array[2] = 12; is therefore equivalent to  
*(array+2) = 12;
```

Passing Address to Function: passValue3.c

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

```
void addUpdate(int *a, int *b) {
```

```
    int c;
```

```
    c = *a + *b;
```

```
    printf("Addition is : %d\n", c);
```

```
    *a = c;
```

```
    *b = c;
```

```
}
```

```
int main() {
```

```
    int a, b;
```

```
    printf("Enter Any 2 Numbers : ");
```

```
    scanf("%d %d", &a, &b);
```

```
    printf("a is: %d, b is: %d\n", a, b);
```

```
    addUpdate(&a, &b);
```

```
    printf("a is: %d, b is: %d\n", a, b);
```

```
    return 0;
```

```
}
```

Note: The values of a and b changed in addUpdate function .

↑
----- Notice the pointer

←----- Notice &a, &b



Output of passValue3.c

- Output:

```
Enter Any 2 Numbers : 2 8
```

```
a is: 2, b is: 8
```

```
Addition is : 10
```

```
a is: 10, b is: 10
```

Dynamic Memory Allocation

- Dynamic allocation is the automatic allocation of memory at run-time
- It is accomplished by two functions: `malloc` and `free`
- These functions are defined in the library file `stdlib.h`
- `malloc` allocates the specified number of bytes and returns a pointer to the block of memory
- When the memory is no longer needed, the pointer is passed to `free` which deallocates the memory
- Other functions:
 - `calloc` allocates the specified number of bytes and initializes them to zero
 - `realloc` increases the size of the specified chunk of memory

Note: With arrays, static memory allocation takes place, that is at compile-time.

Example: dynMemAlloc.c (1)

```
#include<stdio.h>
#include<stdlib.h>
int main() {
    int numStudents, avg, *ptr, i, sum = 0;
    printf("Enter the num of students :");
    scanf("%d", &numStudents);
    ptr=(int *)malloc(numStudents*sizeof(int));
    if(ptr == NULL) {
        printf("\n\nMemory allocation failed!");
        exit(1);
    }
    for (i=0; i<numStudents; i++){
        printf("\nEnter the marks for the student %d\n", i+1);
        scanf("%d", (ptr+i));
    }
}
```


Example: dynMemAlloc.c (2)

```
. . .  
for (i=0; i<numStudents; i++){  
    sum = sum + *(ptr + i);  
}  
avg = sum/numStudents;  
printf("\nAvg marks = %d ", avg);  
return 0;  
} // end of main function
```

Output:

```
Enter the num of students :3  
Enter the marks for the student 1  
10  
Enter the marks for the student 2  
20  
Enter the marks for the student 3  
30  
Avg marks = 20
```

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Including Library File for Maths: mathExample.c

```
#include <stdio.h>
#include <math.h>
int main() {
    double myNum = 2.2;
    int times = 8 ;
    printf("Square root of %lf is: %lf\n",myNum, sqrt(myNum) );
    return 0;
}
```

Output:

```
Square root of 2.200000 is: 1.483240
```

User-Defined Header Files

- Useful in multi-module, multi-person software development effort
- Save the following code in a file named head.h and don't compile/run it

```
/* This is my little header file named head.h */  
#define HAPPY 100  
#define SPIT printf  
#define POOL {  
#define PEEL }
```

User-Defined Header Files

- This is how the file head.h can be included in any program, here headTest.c

```
#include <stdio.h>
#include "head.h" ←- Notice the quotes around file name
int main()
POOL
SPIT("This guy is happy: %d percent\n", HAPPY);
return(0);
PEEL
```

Output:

```
This guy is happy: 100 percent
```

File I/O

- File pointer is required for accessing files to read, write or append

```
FILE *fp;
```

- **fopen** function is used to open a file and it returns a file pointer

```
FILE *fopen(const char *filename, const char *mode);
```

- The modes in which a file can be opened

r - open **for reading**

w - open **for writing** (file need not exist)

a - open **for appending** (file need not exist)

r+ - open **for reading and writing**, start at beginning

w+ - open **for reading and writing** (overwrite file)

a+ - open **for reading and writing** (append **if** file exists)

- To close a file

```
int fclose(FILE *a_file);
```

File I/O: fileExample.c

```
#include <stdio.h>
#include <stdlib.h>
int main() {
    int i, myInt;
    FILE *ifp;
    char *mode = "r";
    ifp = fopen("in.txt", mode);
    if (ifp == NULL) {
        fprintf(stderr, "Can't open input file in.txt!\n");
        exit(1);
    }else{
        for (i=0; i<10; i++){
            fscanf(ifp, "%d", &myInt); ←-- fscanf is used for reading file
            printf("%d\n", myInt);      contents
        }
    }
    fclose(ifp);
    return 0;
}
```

Write to a File: writeToFile.c

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

```
int main() {
```

```
FILE *fp;
```

```
fp = fopen("in2.txt", "a+");
```

```
fprintf(fp, "\n%d", 7000);
```

```
fclose(fp);
```

```
return 0;
```

```
}
```

Opening the file in
append mode



←-- **fprintf** is used for
writing data to a file

References

- C Programming Language, Brian Kernighan and Dennis Ritchie
- Let Us C, Yashavant Kanetkar
- C for Dummies, Dan Gookin
- <http://cplusplus.com>