Chapter 2

C Fundamentals

Program: Printing a Pun

```
#include <stdio.h>

int main(void)
{
  printf("To C, or not to C: that is the question.\n");
  return 0;
}
```

- This program might be stored in a file named `pun.c`.
- The file name doesn't matter, but the `.c` extension is often required.

Compiling and Linking

- Before a program can be executed, three steps are usually necessary:
  - ***Preprocessing.*** The ***preprocessor*** obeys commands that begin with # (known as ***directives***)
  - ***Compiling.*** A ***compiler*** translates then translates the program into machine instructions (***object code***).
  - ***Linking.*** A ***linker*** combines the object code produced by the compiler with any additional code needed to yield a complete executable program.
- The preprocessor is usually integrated with the compiler.

Integrated Development Environments

- An ***integrated development environment (IDE)*** is a software package that makes it possible to edit, compile, link, execute, and debug a program without leaving the environment.

The General Form of a Simple Program

- Simple C programs have the form

directives

```
int main(void)
{
   statements
}
```

The General Form of a Simple Program

- C uses `{` and `}` in much the same way that some other languages use words like `begin` and `end`.
- Even the simplest C programs rely on three key language features:
  - Directives
  - Functions
  - Statements

Directives

- Before a C program is compiled, it is first edited by a preprocessor.
- Commands intended for the preprocessor are called directives.
- Example:

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

- `<stdio.h>` is a ***header*** containing information about C's standard I/O library.

Directives

- Directives always begin with a # character.
- By default, directives are one line long; there's no semicolon or other special marker at the end.

Functions

- A ***function*** is a series of statements that have been grouped together and given a name.
- ***Library functions*** are provided as part of the C implementation.
- A function that computes a value uses a `return` statement to specify what value it "returns":

```
return x + 1;
```

The `main` Function

- The `main` function is mandatory.
- `main` is special: it gets called automatically when the program is executed.
- `main` returns a status code; the value 0 indicates normal program termination.
- If there's no `return` statement at the end of the `main` function, many compilers will produce a warning message.

Statements

- A ***statement*** is a command to be executed when the program runs.
- `pun.c` uses only two kinds of statements. One is the `return` statement; the other is the ***function call.***
- Asking a function to perform its assigned task is known as ***calling*** the function.
- `pun.c` calls `printf` to display a string:

```
printf("To C, or not to C: that is the question.\n");
```

Statements

- C requires that each statement end with a semicolon.
  - There's one exception: the compound statement.
- Directives are normally one line long, and they don't end with a semicolon.

Printing Strings

- When the `printf` function displays a ***string literal***—characters enclosed in double quotation marks—it doesn't show the quotation marks.
- `printf` doesn't automatically advance to the next output line when it finishes printing.
- To make `printf` advance one line, include `\n` (the ***new-line character***) in the string to be printed.

Printing Strings

- The statement

```
printf("To C, or not to C: that is the question.\n");
```

  could be replaced by two calls of `printf`:

```
printf("To C, or not to C: ");
printf("that is the question.\n");
```

- The new-line character can appear more than once in a string literal:

```
printf("Brevity is the soul of wit.\n  --Shakespeare\n");
```

Comments

- A ***comment*** begins with `/*` and end with `*/`.

```
/* This is a comment */
```

- Comments may appear almost anywhere in a program, either on separate lines or on the same lines as other program text.
- Comments may extend over more than one line.

```
/* Name: pun.c
   Purpose: Prints a bad pun.
   Author: K. N. King */
```

Comments

- *Warning:* Forgetting to terminate a comment may cause the compiler to ignore part of your program:

```
printf("My ");     /* forgot to close this comment...
printf("cat ");
printf("has ");    /* so it ends here */
printf("fleas");
```

Comments in C99

- In C99, comments can also be written in the following way:

```
// This is a comment
```

- This style of comment ends automatically at the end of a line.
- Advantages of / / comments:
  - Safer: there's no chance that an unterminated comment will accidentally consume part of a program.
  - Multiline comments stand out better.

Variables and Assignment

- Most programs need to a way to store data temporarily during program execution.
- These storage locations are called ***variables.***

Types

- Every variable must have a ***type.***
- C has a wide variety of types, including `int` and `float`.
- A variable of type `int` (short for *integer*) can store a whole number such as 0, 1, 392, or –2553.
  - The largest `int` value is typically 2,147,483,647 but can be as small as 32,767.

Types

- A variable of type `float` (short for *floating-point*) can store much larger numbers than an `int` variable.
- Also, a `float` variable can store numbers with digits after the decimal point, like 379.125.
- Drawbacks of `float` variables:
  - Slower arithmetic
  - Approximate nature of `float` values

Declarations

- Variables must be ***declared*** before they are used.
- Variables can be declared one at a time:

```
int height;
float profit;
```

- Alternatively, several can be declared at the same time:

```
int height, length, width, volume;
float profit, loss;
```

Declarations

- When `main` contains declarations, these must precede statements:

```
int main(void)
{
    declarations
    statements
}
```

- In C99, declarations don't have to come before statements.

Assignment

- A variable can be given a value by means of ***assignment:***

  ```
  height = 8;
  ```

  The number `8` is said to be a ***constant.***
- Before a variable can be assigned a value—or used in any other way—it must first be declared.

Assignment

- A constant assigned to a `float` variable usually contains a decimal point:

```
profit = 2150.48;
```

- It's best to append the letter `f` to a floating-point constant if it is assigned to a `float` variable:

```
profit = 2150.48f;
```

Failing to include the `f` may cause a warning from the compiler.

Assignment

- An `int` variable is normally assigned a value of type `int`, and a `float` variable is normally assigned a value of type `float`.
- Mixing types (such as assigning an `int` value to a `float` variable or assigning a `float` value to an `int` variable) is possible but not always safe.

Assignment

- Once a variable has been assigned a value, it can be used to help compute the value of another variable:

```
height = 8;
length = 12;
width = 10;
volume = height * length * width;
  /* volume is now 960 */
```

- The right side of an assignment can be a formula (or ***expression,*** in C terminology) involving constants, variables, and operators.

Printing the Value of a Variable

- `printf` can be used to display the current value of a variable.
- To write the message

  `Height:` *h*

  where *h* is the current value of the `height` variable, we'd use the following call of `printf`:

  ```
  printf("Height: %d\n", height);
  ```

- `%d` is a placeholder indicating where the value of `height` is to be filled in.

Printing the Value of a Variable

- `%d` works only for `int` variables; to print a `float` variable, use `%f` instead.
- By default, `%f` displays a number with six digits after the decimal point.
- To force `%f` to display *p* digits after the decimal point, put `.`*p* between `%` and `f`.
- To print the line

  ```
  Profit: $2150.48
  ```

  use the following call of `printf`:

  ```
  printf("Profit: $%.2f\n", profit);
  ```

Printing the Value of a Variable

- There's no limit to the number of variables that can be printed by a single call of `printf`:

```
printf("Height: %d  Length: %d\n", height, length);
```

Initialization

- Some variables are automatically set to zero when a program begins to execute, but most are not.
- A variable that doesn't have a default value and hasn't yet been assigned a value by the program is said to be ***uninitialized.***
- Attempting to access the value of an uninitialized variable may yield an unpredictable result.
- With some compilers, worse behavior—even a program crash—may occur.

Initialization

- The initial value of a variable may be included in its declaration:

```
int height = 8;
```

  The value `8` is said to be an ***initializer.***

- Any number of variables can be initialized in the same declaration:

```
int height = 8, length = 12, width = 10;
```

- Each variable requires its own initializer.

```
int height, length, width = 10;
  /* initializes only width */
```

Printing Expressions

- `printf` can display the value of any numeric expression.
- The statements

```
volume = height * length * width;
printf("%d\n", volume);
```

  could be replaced by

```
printf("%d\n", height * length * width);
```

Reading Input

- `scanf` is the C library's counterpart to `printf`.
- `scanf` requires a ***format string*** to specify the appearance of the input data.
- Example of using `scanf` to read an `int` value:

```
scanf("%d", &i);
/* reads an integer; stores into i */
```

- The `&` symbol is usually (but not always) required when using `scanf`.

Reading Input

- Reading a `float` value requires a slightly different call of `scanf`:

```
scanf("%f", &x);
```

- `"%f"` tells `scanf` to look for an input value in `float` format (the number may contain a decimal point, but doesn't have to).

Defining Names for Constants

- Using a feature known as ***macro definition,*** we can name this constant:

```
#define INCHES_PER_POUND 166
```

Defining Names for Constants

- When a program is compiled, the preprocessor replaces each macro by the value that it represents.
- During preprocessing, the statement

```
weight = (volume + INCHES_PER_POUND - 1) / INCHES_PER_POUND;
```

will become

```
weight = (volume + 166 - 1) / 166;
```

Defining Names for Constants

- The value of a macro can be an expression:

```
#define RECIPROCAL_OF_PI (1.0f / 3.14159f)
```

- If it contains operators, the expression should be enclosed in parentheses.
- Using only upper-case letters in macro names is a common convention.

Program: Converting from Fahrenheit to Celsius

- The `celsius.c` program prompts the user to enter a Fahrenheit temperature; it then prints the equivalent Celsius temperature.
- Sample program output:

```
Enter Fahrenheit temperature: 212
Celsius equivalent: 100.0
```

- The program will allow temperatures that aren't integers.

celsius.c

```
/* Converts a Fahrenheit temperature to Celsius */

#include <stdio.h>

#define FREEZING_PT 32.0f
#define SCALE_FACTOR (5.0f / 9.0f)

int main(void)
{
  float fahrenheit, celsius;

  printf("Enter Fahrenheit temperature: ");
  scanf("%f", &fahrenheit);

  celsius = (fahrenheit - FREEZING_PT) * SCALE_FACTOR;

  printf("Celsius equivalent: %.1f\n", celsius);

  return 0;
}
```

Program: Converting from Fahrenheit to Celsius

- Defining `SCALE_FACTOR` to be `(5.0f / 9.0f)` instead of `(5 / 9)` is important.
- Note the use of `%.1f` to display `celsius` with just one digit after the decimal point.

Identifiers

- Names for variables, functions, macros, and other entities are called ***identifiers.***
- An identifier may contain letters, digits, and underscores, but must begin with a letter or underscore:

  ```
  times10   get_next_char   _done
  ```

  It's usually best to avoid identifiers that begin with an underscore.
- Examples of illegal identifiers:

  ```
  10times   get-next-char
  ```

Identifiers

- C is ***case-sensitive:*** it distinguishes between upper-case and lower-case letters in identifiers.
- For example, the following identifiers are all different:

```
job   joB   jOb   jOB   Job   JoB   JOb   JOB
```

Identifiers

- Many programmers use only lower-case letters in identifiers (other than macros), with underscores inserted for legibility:

```
symbol_table  current_page  name_and_address
```

- Other programmers use an upper-case letter to begin each word within an identifier:

```
symbolTable  currentPage  nameAndAddress
```

- C places no limit on the maximum length of an identifier.

Keywords

- The following ***keywords*** can't be used as identifiers:

```
auto        enum        restrict*   unsigned
break       extern      return      void
case        float       short       volatile
char        for         signed      while
const       goto        sizeof      _Bool*
continue    if          static      _Complex*
default     inline*     struct      _Imaginary*
do          int         switch
double      long        typedef
else        register    union
```

*C99 only

Layout of a C Program

- The amount of space between tokens usually isn't critical.
- At one extreme, tokens can be crammed together with no space between them, except where this would cause two tokens to merge:

```
/* Converts a Fahrenheit temperature to Celsius */
#include <stdio.h>
#define FREEZING_PT 32.0f
#define SCALE_FACTOR (5.0f/9.0f)
int main(void){float fahrenheit,celsius;printf(
"Enter Fahrenheit temperature: ");scanf("%f", &fahrenheit);
celsius=(fahrenheit-FREEZING_PT)*SCALE_FACTOR;
printf("Celsius equivalent: %.1f\n", celsius);return 0;}
```

Layout of a C Program

- The whole program can't be put on one line, because each preprocessing directive requires a separate line.
- Compressing programs in this fashion isn't a good idea.
- In fact, adding spaces and blank lines to a program can make it easier to read and understand.

Layout of a C Program

- C allows any amount of space—blanks, tabs, and new-line characters—between tokens.
- Consequences for program layout:
  - *Statements can be divided* over any number of lines.
  - *Space between tokens* (such as before and after each operator, and after each comma) makes it easier for the eye to separate them.
  - *Indentation* can make nesting easier to spot.
  - *Blank lines* can divide a program into logical units.

Layout of a C Program

- Although extra spaces can be added between tokens, it's not possible to add space within a token without changing the meaning of the program or causing an error.
- Writing

```
fl oat fahrenheit, celsius;  /*** WRONG ***/
```

or

```
fl
oat fahrenheit, celsius;     /*** WRONG ***/
```

produces an error when the program is compiled.

Layout of a C Program

- Putting a space inside a string literal is allowed, although it changes the meaning of the string.
- Putting a new-line character in a string (splitting the string over two lines) is illegal:

```
printf("To C, or not to C:
that is the question.\n");
  /*** WRONG ***/
```