Warning: These notes are not complete, it is a Skelton that will be modified/add-to in the class. If you want to us them for studying, either attend the class or get the completed notes from someone who did

CSE2031

Introduction

These slides are based on slies by Prof. Wolfgang Stuerzlinger

Introduction

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- Grade distribution
- HW 15%
- Quizzes 10% +2
- Midterm 25%
- Final 50% -2

Introduction

- Course Content
- C
  - Learn how to write test, and debug C programs.
- UNIX (LINUX)
  - Using Unix tools to automate making and testing.
  - Unix shell programming

Grading Details

- HW 15%
- Lab quizes 10%
- Midterm 25%
- Final 50%

Text

- The C Programming Language, Kernighan and Ritchie (K+R)
- Practical Programming in the UNIX Environment, edited by W. Sturzlinger
- Class notes (Slides are not complete, some will be filled in in the class).
- Man pages

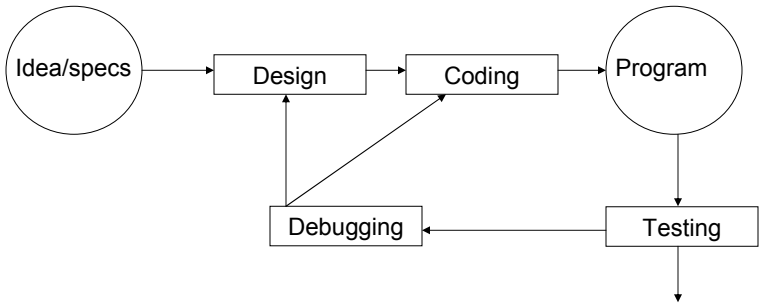
Course Objective

- By the end of the course, you should be able to
  - Write applications (though small) in C
  - Test and debug your code
  - Use UNIX to automate the compilation process
  - Write programs using UNIX shell scripts

WHY C and UNIX

- Wide use, powerful, and fast
- Both started at AT&T Bell Labs
- UNIX was written in assembly, later changed to C
- Many variants of UNIX

Software Development Cycle



Why Testing

- Specifications = LAW, you have to obey it.
- No changes *improvement* unless it is approved
- If in doubt, ask
- First create test cases, test, if error debug repeat
- Testing can show the presence of faults, not their absence Dijkstra
- Testing is very costly, in large commercial software 1-3 bugs per 100 line of code.

Why Testing

- 1990 AT&T long distance calls fail for 9 hours
  - Wrong location for C break statement
- 1996 Ariane rocket explodes on launch
  - Overflow converting 64-bit float to 16-bit integer
- 1999 Mars Climate Orbiter crashes on Mars
  - Missing conversion of English units to metric units
- Therac: A radiation therapy machine that delivered massive amount of radiations killing at lease 5 people
  - Among many others, the reuse of software written for a machine with hardware interlock. Therac did not have hardware interlock.

Why Testing

- Jan 13, 2005, LA Times

  "A new FBI computer program designed to help agents share information to ward off terrorist attacks may have to be scrapped, forcing a further delay in a four-year, half-billion-dollar overhaul of its antiquated computer system… Sources said about $100 million would be essentially lost if the FBI were to scrap the software…"

Type of Errors

- Error in program called bug
- Testing is the process of looking for errors, debugging is errors (bugs)
- Three types of errors
  - Syntax
  - Run-time
  - Logic

Syntax Errors

- Mistakes by violating “grammar” rules
- Diagnosed by C++ compiler
- Must fix before compiler will translate code

Syntax Errors

- #<include stdio.h>
- int main ( );
- (
- printf(“Hello World”);
- /* Next line will output
- a name! /*
- printf(“ Total is %d \n”,total);
- printf(“Final result is \n,result);
- }

```
#include <stdio.h>
int main()
{
printf(“Hello World”);
/*next line will output
A name */
Printf(“Total is %d
\n”,total);
printf(“Final result is
\n”,result););
}
```

Runtime Errors

- Violation of rules during execution of program
- Computer displays message during execution and execution is terminated
- Error message may help locating error
- E.g. X= 5 / 0;

Logical Errors

- Will not be detected by the compiler, may or may not produce an error message (if it results in a runtime error)
- Difficult to find
- Execution is complete but output is incorrect
- Programmer checks for reasonable and correct output

C Syntax

- Java-like (Actually Java has a C-like syntax), some differences
- No //, only /* */ multi line and no nesting
- No garbage collection
- No classes
- No exceptions (try … catch)
- No type strings

First C Program

```
/* Our first program  */
#include <stdio.h>
 void main() {
        printf("Hello World \n");
 }
```

Special Characters

\n	New line
\t	Tab
\"	Double quote
\\	The \ character
\0	The null character
\'	Single quote

Data Types

- 4 basic types in C
  - char – Characters
  - int -- Integers
  - float – Single precision floating point numbers
  - double – Double precision floating point numbers

Modifiers

- signed (unsigned) int long int
- long long int
- int may be omitted
- sizeof()

Characters

- One byte
- Included between 2 single quotes
- char x =‘A’
- Character string “This is a string”
- ‘A’ != “A”

A	A	\0

- X=‘\012’ newline or 10 decimal

Characters

Dec	Hx	Oct	Char	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	NUL (null)	32	20	040		Space	64	40	100	@	@	96	60	140	`	`
1	1	001	SOH (start of heading)	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2	2	002	STX (start of text)	34	22	042	"	"	66	42	102	B	B	98	62	142	b	b
3	3	003	ETX (end of text)	35	23	043	#	#	67	43	103	C	C	99	63	143	c	c
4	4	004	EOT (end of transmission)	36	24	044	$	$	68	44	104	D	D	100	64	144	d	d
5	5	005	ENQ (enquiry)	37	25	045	%	%	69	45	105	E	E	101	65	145	e	e
6	6	006	ACK (acknowledge)	38	26	046	&	&	70	46	106	F	F	102	66	146	f	f
7	7	007	BEL (bell)	39	27	047	'	'	71	47	107	G	G	103	67	147	g	g
8	8	010	BS (backspace)	40	28	050	(	(	72	48	110	H	H	104	68	150	h	h
9	9	011	TAB (horizontal tab)	41	29	051	)	)	73	49	111	I	I	105	69	151	i	i
10	A	012	LF (NL line feed, new line)	42	2A	052	*	*	74	4A	112	J	J	106	6A	152	j	j
11	B	013	VT (vertical tab)	43	2B	053	+	+	75	4B	113	K	K	107	6B	153	k	k
12	C	014	FF (NP form feed, new page)	44	2C	054	,	,	76	4C	114	L	L	108	6C	154	l	l
13	D	015	CR (carriage return)	45	2D	055	-	-	77	4D	115	M	M	109	6D	155	m	m
14	E	016	SO (shift out)	46	2E	056	.	.	78	4E	116	N	N	110	6E	156	n	n
15	F	017	SI (shift in)	47	2F	057	/	/	79	4F	117	O	O	111	6F	157	o	o
16	10	020	DLE (data link escape)	48	30	060	0	0	80	50	120	P	P	112	70	160	p	p
17	11	021	DC1 (device control 1)	49	31	061	1	1	81	51	121	Q	Q	113	71	161	q	q
18	12	022	DC2 (device control 2)	50	32	062	2	2	82	52	122	R	R	114	72	162	r	r
19	13	023	DC3 (device control 3)	51	33	063	3	3	83	53	123	S	S	115	73	163	s	s
20	14	024	DC4 (device control 4)	52	34	064	4	4	84	54	124	T	T	116	74	164	t	t
21	15	025	NAK (negative acknowledge)	53	35	065	5	5	85	55	125	U	U	117	75	165	u	u
22	16	026	SYN (synchronous idle)	54	36	066	6	6	86	56	126	V	V	118	76	166	v	v
23	17	027	ETB (end of trans. block)	55	37	067	7	7	87	57	127	W	W	119	77	167	w	w
24	18	030	CAN (cancel)	56	38	070	8	8	88	58	130	X	X	120	78	170	x	x
25	19	031	EM (end of medium)	57	39	071	9	9	89	59	131	Y	Y	121	79	171	y	y
26	1A	032	SUB (substitute)	58	3A	072	:	:	90	5A	132	Z	Z	122	7A	172	z	z
27	1B	033	ESC (escape)	59	3B	073	;	;	91	5B	133	[	[	123	7B	173	{	{
28	1C	034	FS (file separator)	60	3C	074	<	<	92	5C	134	\	\	124	7C	174			|
29	1D	035	GS (group separator)	61	3D	075	=	=	93	5D	135	]	]	125	7D	175	}	}
30	1E	036	RS (record separator)	62	3E	076	>	>	94	5E	136	^	^	126	7E	176	~	~
31	1F	037	US (unit separator)	63	3F	077	?	?	95	5F	137	_	_	127	7F	177	&#127;	DEL

Source: www.LookupTables.com

Boolean Expressions

- Relational operators
- ==, !=, <, <=, >, >=
- Logical operators
- &&, ||, !

I/O

- Every program has a standard input and output (stdin, stdout and stderr)
- Usually, keyboard and monitor
- Can use > and < for redirection
- printf("This is a test %d \n",x)
- scanf("%x%d",&x,&y)

%d	%s	%c	%f	%lf
integer	string	character	float	double precision

I/O

- `int getchar`
  - Returns the next character on standard input or EOF if there are no characters left.
- `int putchar(int c);`
  - Writes the character c on the standard output
- `int printf(char *format,…)`
- `printf("The result is %f \n",x);`

C Basics

- Variable name is a combination of letters, numbers, and _ that does not start with a number and is not a keyword
- Abc abc5 aA3_ but not 5sda
- #include <filename.h> replaces the include eby the actual file before compilation starts
- #define abc xyz replaces every occurrence of abc by xyz

C Basics

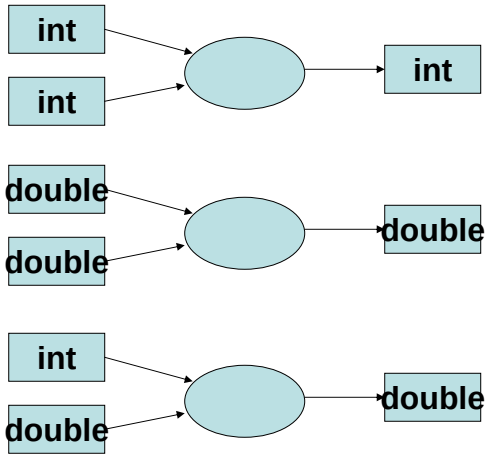
- Expressions
- abc= x+y*z
- J=a%i
- ++x vs. x++
- X += 5;
  // x = x + 5;
- Y /= z;
  // Y = Y / z

What is x *= y+1 ?

C Basics

- Decimal numbers 123487
- Octa: starts with 0 0654
- Hexadecimal starts with 0x or 0X ox4Ab2
- 7L for long int =7
- 8U for unsigned
- For floats 24, 23.45, 123.45e-8, 3.4F, 2.15L

Mixed type arithmetic




```
int x=5, y=2, w;
double z, q = 2;

z = x/y;
        // z = 2.0
w = x/y;
        // w = 2
z = x/q;
        // z = 2.5
w = x/q;
        // w = 2
```

Mixed type arithmetic

- 17 / 5
  - 3
- 17.0 / 5
  - 3.4
- 9 / 2 / 3.0 / 4
  - 9 / 2 = 4
  - 4 / 3.0 = 1.3
  - 1.3 / 4 = 0.3

Mixed type arithmetic

- How do you cast variables?

  e.g.

```
int varA = 9, varB = 2;
double  varC;

varC = varA  /  varB;       //  varC is 4.0

varC = varA  /  (double) varB   // varC is 4.5
```

Doesn't change the value of varB, just changes the type to double

Pre- and Post- Operators

- ++ or --
- Place in front, incrementing or decrementing occurs BEFORE value assigned

i = 2 and k = 1

```
k = ++i;        i = i + 1; 3
                k = i;     3

k =--i;         i = i - 1; 1
                k = i;     1
```

- Place in back, occurs AFTER value assigned

i = 2 and k = 1

```
k = i++;        k = i;     2
                i = i + 1; 3

k = i--;        k = i;     2
                i = i - 1; 1
```

Precedence

( )	Parentheses	L to R	1
++, - -	Postincrement	L to R	2
++, - -	Preincrement	R to L	3
+, -	Positive, negative	L to R	3
*, /, %	Multiplication, division	L to R	4
+, -	Addition, subtraction	L to R	5
<=, >=, >, <	Relational operator	L to R	6
==, !=	Relational operator	L to R	7
&&	Logical AND	L to R	8
||	Logical OR	L to R	9
+=, -+, *=, /=, %=	Compound assignment	R to L	10
=	Assignment	R to L	10

Examples

- int a=2, b=3; c=5, d=7, e=11, f=3;
- f +=a/b/c;
- d -=7+c*--d/e;
- d= 2*a%b+c+1;
- a +=b +=c +=1+2;

Bitwise Operators

- Works on the individual bits
- &, |, ^, ~
- short int i=5, j=8;
- k=i&j;
- k=i|j;
- k=~j;

Bit Shifting

- x<<y means shift x to the left y times
- x>>y means shift x to the right y bits
- Shifting 3 many times

0 3
1 6
2 12
3 24
4 48

13 49512
14 32768

Bit Shifting

- What about left shifting
- If unsigned, 0 if signed undefined in C
- It could be logical (0) or arithmetic (sign)
- Unsigned int I =714
- 357 178 89 44 22 11 5 2 1 0
- What if -714
- -357 -178 -89 . . . -3 -2 -1 -1 -1 -1

Examples

Boolean expressions

- False is 0, any thing else is 1

Limits

- The file limits.h provides some constants
- char- `CHAR_BIT, CHAR_MIN, CHAR_MAX, SCHAR_MIN, …`
- int `INT_MIN, INT_MAX, UINT_MAX`
- long `LONG_MIN, …`
- You can find `FLOAT_MIN, DOUBLE_MIN,` … in <`float.h`>

Conditional experssions

- `Test?  exper-true:expe-false`
- `z=(a>b)?  a:b`

Control Flow

- if, while, do while
- The execution of the program depends on some conditions
- Similar to Java

Control Flow

- **if** (expression)
- *statement*
- **else**
- *statement*
- else is optional
- What is statement?

```
; // null statement

x=a+b;

{
    .......
}

{
  ...
    {
     .......
    }
}
```

Control Flow

- **if** (expression)
- *statement1*
- **else if** (expression)
- *statement2*
- **else if** *(expression)*
- *statement3*
- **else**
- *statement4*

- **if** (expression)
- *statement1*
- **if** (expression)
- *statement2*
- **else**
- *statement4*

While

- while `(expression)↰`
- `    statement`

- do
- `  statement`
- while `(expression)↰`

For

- for `(i=0, j=3; i<10 && k>2; i++,j--)↰`
- `   statement`
- for `(;;)↰`

Break and Continue

- Break – exits the innermost loop
- Continue – skips the current iteration and starts the next one

Switch

```
switch(x)   {
      case 0 : ……
                  break;
      case 1 : …….
                  break;
}
```

Unique cases, no duplication

Switch (expression) not allowed

Files

- You must open the file before you read or write to it (what about stdin, …).
- The system checks the file, and returns a small non-negative integer known as **file descriptor**, all reads and writes are through this file descriptor.
- 0,1,2 are reserved for stdin, stdout, and stderr.

Files

- FILE *fp1;
- FILE *fopen(char *name, char *mode)

- fp=fopen(name, mode);
- Name is a character string containing the name of the file, mode is a character string to indicate how the file will be used
- Mode could be “r”, “w”, “a”, “r+b”, ...

Files

- To read or write characters from a file
- `int fgetc(FILE * fp);`
- Returns a byte from a file, or EOF if it encountered the end of file
- `int fputc(int c, FILE *fp);`
- Writes the character c to the file (where to write it?)