CMSC 106
Lecture Set #2

C – Language Introduction

C language – syntax

- *Syntax*
  - *rules of the grammar*
  - *vocabulary recognized by the language*
  - *ANSI standard*
    - *American National Standards Institute*
- *Semantics*
  - *the meaning of what is being said*

Syntax vs Semantics Examples

- The monster scared Jon.
  - syntactically valid
- Jon scared the monster.
  - syntactically valid
  - says something different than the first.
- Jon sat in the chair.
  - syntactically valid
- The chair sat in Jon.
  - syntactically valid
  - questionable in semantics
- The in sat. Chair Jon
  - Syntactically invalid
  - no semantic interpretation from this available at all

Program Errors

- Incorrect Syntax
  - The compiler gives error message at that spot and refuses to compile it.
  - The compiler gives warning message at that spot but still compiles it.
  - The compiler gives error or warning message at a spot later in the file.
- Incorrect Semantics
  - Program does nothing when run
  - Program does nothing useful when run
  - Program does the "wrong" thing when run
  - Program "crashes" or "hangs" when running

Basic Program Structure

- a program must be comprised of 1 or more functions
  - function = named program part for performing a specific task
- must be 1 and only 1 function named **main**
  - controls everything else
  - starts there and determines who gets to go when
  - for now this is the only function you'll design

Functions: Definition and Use

- **Syntax of a function definition:**

```
funct_type    funct_name( list_of_parameters)
{
    funct_body
}
```

Example of a complete program:

```
int main(){
   printf("this is a complete program\n");
}
```

Syntax of a function call

```
funct_name(list_of_arguments);
```

Example of a function call:

```
printf("This is a complete program\n");
```

Functions: Identified by Name

- Identifiers
  - Used to name functions, variables, etc.
  - String of alphabetic characters, numeric digits and the underscore
  - Case sensitive
  - Can not start with a numeric digit
  - Must be a unique name

Identifier examples

- cmsc106
- CMSC106
- cmsc_106
- cmsc.106
- _cmsc_106
- 106cmsc
- _106_cmsc_
- cmsc 106
- 106

printf function call details

```
#include <stdio.h>
int main(){
   printf("this is a complete program\n");
}
```

- printf writes its parameter/argument to the screen
- printf is defined in a library so it needs:
  #include <stdio.h>
- The string argument to printf must be enclosed in " " (double quotes)
- prints string argument exactly as it appears - except escape sequences
  - i.e. \n (carriage return) which can appear anywhere between " "

Function Return

```
#include <stdio.h>
int main(){
    printf("this is a complete program\n");
    return 0;
}
```

- every function should end with a return statement that returns its "return value" to the caller
- main returns to the operating system
- 0 as a return value from main means "all is well"

Readability Issues

- **Comments**
  - /* comment */
  - ignored by compiler
  - for human reader
  - multiple lines is fine
  - used to explain what it is doing and/or how
  - can not be nested
  - every function needs a comment to tell its use and purpose
  - every place it would help the readability, comments should be included
- **Spacing**
  - vertical spacing
  - horizontal spacing
  - also ignored by the compiler and for the human reader
  - should acurately reflect the meaning and flow

Spacing Issues

- white-space needed for readability (space, tab, end-of-line)
- Horizontal Spacing: INDENTING
- Vertical Spacing: BLANK LINES
- White-space does not matter to compiler
  - except between " "
  - and except inside of words (or identifiers)
- Any amount of white space can appear between program components.
- Poor style
  - compiler doesn't care.
  - random indent statements.
  - lines longer than screen (or printer) width
  - if it doesn't accurately reflect program meaning or flow
- See examples on-line

Data types

- first two basic data types:
  - **int**
  - **float**

```
          |       |
          +-------+
          |   ?   |  amount
          +-------+
memory    |   ?   |  grand_total
          +-------+
          |   ?   |  tax
          +-------+
          |       |
          +-------+
          |       |
```

```
#include <stdio.h>
 main()
 {
  declarations
  statements
  return 0;
 }
```

```
#include <stdio.h>
main(){
 int amount,
        grand_total;
 float tax;
 ...
 amount = 5;
 tax = amount *.05;
 ...
 return 0;
}
```

values random when first declared

Assignment Statement

- **variable name = value;**
- **Semantics**
  - when executed, the right side is calculated and
  - the result is stored in variable on left
- **a= b;**
  - **previous value** of left-side variable is lost
  - left sit must be a variable
  - right side can be:
    - a number (**literal**)
    - a **variable**
    - an **expression**
  - right side's value unchanged (**copy**)

- e.g.:
  grand_total = 125;

```
          |       |
          +-------+
          |   ?   |  amount
          +-------+
          |  125  |  grand_total
          +-------+
          |   ?   |  tax
          +-------+
          |       |
          +-------+
```

Initialization

- Combines Declaration and Assignment
- **Semantics**
  - When a variable space is first being allocated the value is immediately put in
  - a variable of the type and name given is created and given the value of the right hand side
- **int a= 6;**
  - **new variable comes into existence**
  - variable of that name can not already exist in the current scope
  - right side can be:
    - a number (**literal**)
    - a **variable**
    - an **expression**
  - right side's value unchanged (**copy**)

- e.g.:
  int amount = 7,
  grand_total = 125;
  float tax = 0.05;

```
          |       |
          +-------+
          |   7   |  amount
          +-------+
          |  125  |  grand_total
          +-------+
          | 0.05  |  tax
          +-------+
          |       |
          +-------+
```

Example

- **Trace this program's variables in memory**

```
#include <stdio.h>
int  main() {
    int num = 3, num2;
    num2 = 17;
    num2 = num;
    return 0;
 }
```

==========

- **Problem Solving: Exchanging variables' values**
  - any variable can only hold one value at a time
  - assigning a value to a variable causes its previous value to be lost
- Must use a "temporary" variable to exchange.

Printf – The rest of the story

- **Printing Variables**
  - Syntax of printf:
    printf("literal string"); or
    printf("format control string", list of variables);
  - format control string must hav a **format specifier** for **each variable** in list
  - format specifiers: **%letter**
  - **%d** - print as an integer
  - **%f** - print as a real number
- **Example of printf for values:**

```
printf("num is %d\n and num2 is %d\n", num, num2);
```

(ex: printf.with.values.c)

More escape sequences

- **\n** new line
- **\t** advances cursor to next tab stop
- **\r** carriage return
- **\b** backspace
- **\a** beep
- **\"** "
- **** \
- **%%** %
- examples:
  - **printf("Jan\n\tPlane\n");**
  - output: Jan
    Plane

printf("\"\\n\"");

"\n"

Symbolic constants

#define NAME value

- gives a name to a **constant** value
- #define BOILING 212
- **no semicolon because it is not a C statement is it handled by the preprocessor**
- convention: to distinguish constant names they are written in
- **all uppercase letters**
- **(ex: constants.c)**

Data Types

- Integer Family
  - char typically 8 bits
  - short typically 16 bits
  - int typically 32 or 64 bits
  - long typically 32 or 64 bits
  - long long typically 64 bits
  - All are signed by default, but can be made unsigned
    - unsigned int (typically, 0 to 4,294,967,295)
  - Literals
    - Decimal (255), Hex (0x255), signed (-255)
    - Character ('a', '\n')
  - Don't be stingy with size, when in doubt use a larger size
- Floating Point
  - float, double, long double
  - Literals (3.14159, 1E10, 25., 6.023e23)
- Character and String Literals
  - Character Literals: 'a', '9', '\n'
  - String Literals: "a long dull string", "\n", ""

sizeof and limits on types

- ANSI only specifies minimum amount of space for a specified type – not an exact
- sizeof()
  - operator – returns the number of bytes when passed a type or a variable as the operand (in parentheses
  - grace.umd.edu: it returns an unsigned int on one system and a long int on the other
- casting of types needed because of inconsistancy
  - printf("%d",(int)sizeof(float));
  - cast does not modify the type of the operand – it just returns a value of the type indicated

(ex: testsizes.c)