Welcome to C

Compared to Java, in rough order of importance
– Lower level (less for compiler to do)
– Unsafe (wrong programs might do anything)
– Procedural programming — not “object-oriented”
– “Standard library” is much smaller
– Many similar control constructs (loops, ifs, ...)
– Many syntactic similarities (operators, types, ...)

• A different world-view and much more to keep track of; Java-like thinking can get you in trouble
Our plan

A semi-nontraditional way to learn C:
- Learn how C programs run on typical x86-64 machines
  - Not (totally) promised by C’s definition
  - You do not need to “reason in terms of the implementation” when you follow the rules
  - But it does help to know this model
    - To remember why C has the rules it does
    - To debug incorrect programs
- Learn some C basics (including “Hello World!”)
- Learn what C is (still) used for
- Learn more about the language and good idioms
- Towards the end of the quarter: A little C++
Some references

*The C Programming Language*, Kernighan & Ritchie

- “K&R” is a classic, one that every programmer must read. A bit dated now (doesn’t include C99 or C11 extensions), but the primary source


Good short introduction to the language – link on CSE 374 home page

cplusplus.com (reference site also linked from 374 home page)

- Good current reference for standard library
Why C?

- Small language (not very many features) – relatively easy to understand and implement efficiently
- Provides low-level control over the computer when needed, closer to assembly (machine) language
  - But still possible to write reasonably portable code
- Still used in:
  - Embedded programming
  - Systems programming
  - High-performance code
- And for CSE 374: learning to program in C will give you better insight into how computers work and how software interacts with the machine
Address space

Simple model of a running process (provided by the OS):

- There is one address space (an array of bytes)
  - Most common size today for a typical machine is $2^{64}$ or $2^{32}$
  - For most of what we do it doesn’t matter
  - $2^{64}$ or $2^{32}$ per process is way more memory than you have, but OS maintains illusion that all processes have this much even if they don’t
  - “Subscripting” this array takes 64 (or 32) bits
  - Something’s address is its position in this array
  - Trying to read a not-used part of the array may cause a “segmentation fault” (immediate crash)

- All data and code for the process are in this address space
  - Code and data are bits; program “remembers” what is where
  - O/S also lets you read/write files (stdin, stdout, stderr, etc.)
Address-space layout

- The following can be different on different systems, but it’s one way to understand how C is implemented:

  | code | globals | heap → | ... | ← stack |

- So in one array of 8-bit bytes we have:
  - Code instructions (typically immutable)
  - Space for global variables (mutable and immutable) (like Java’s static fields)
  - A heap for other data (like objects returned by Java’s new)
  - Unused portions; access causes a “seg-fault”
  - A call-stack holding local variables and code addresses

- ints typically occupy 4 bytes (32 bits); pointers 4 or 8 (32 or 64) depending on underlying processor/OS (64 on our machines)
The stack

- The call-stack (or just stack) has one “part” or “frame” (compiler folks call it an *activation record*) for each active function (cf. Java method) that has not yet returned
- It holds:
  - Room for local variables and parameters
  - The *return address* (index into code for what to execute after the function is done)
  - Other per-call data needed by the underlying implementation
What could go wrong?

• The programmer has to keep the bits straight even though C deals in terms of variables, functions, data structures, etc. (not bits)
  – If arr is an array of 10 elements, arr[30] accesses some other thing
  – Storing 8675309 where a return address should be makes a function return start executing stuff that may not be code
  – . . .
• Correct C programs can’t do these things, but nobody is perfect
• On the plus side, there is no “unnecessary overhead” like keeping array lengths around and checking them!
• Okay, time to see C . . .
Hello, World!

- Code:
  ```c
  #include<stdio.h>
  int main(int argc, char**argv) {
    printf("Hello, World!\n");
    return 0;
  }
  ```
  - Compiling: gcc -o hello hello.c
    - (normally add -Wall -g -std=c11)
  - Running: ./hello

- Intuitively: main gets called with the command-line args and the program exits when it returns
- But there is a lot going on in terms of what the language constructs mean, what the compiler does, and what happens when the program runs
- We will focus mostly on the language
Quick explanation

```c
#include<stdio.h>
int main(int argc, char**argv) {
    printf("Hello, World!\n");
    return 0;
}
```

- `#include` finds the file `stdio.h` (from where?) and includes its entire contents (`stdio.h` describes `printf`, `stdout`, and more)
- A function definition is much like a Java method (return type, name, arguments with types, braces, body); it is not part of a class and there are no built-in objects or “this”
- An `int` is like in Java, but its size depends on the compiler (it is 32 bits on most mainstream Linux machines, even x86-64 ones)
- `main` is a special function name; every full program has one
- `char**` is a long story…
Pointers

• Think address, i.e., an index into the address-space array
• If argv is a pointer, then *argv returns the pointed-to value
• So does argv[0]
• And if argv points to an array of 2 values, then argv[1] returns the second one (and so does *(argv+1) but the + here is funny)
• People like to say “arrays and pointers are the same thing in C”. This is sloppy talking, but people say it anyway.
• Type syntax: T* describes either
  – NULL (seg-fault if you dereference it)
  – A pointer holding the address of some number of contiguous values of type T
• How many? You have to know somehow; no length primitive
Pointers, continued

- So reading right to left: `argv` (of type `char**`) holds a pointer to (one or more) pointer(s) to (one or more) char(s)
- Fact #1 about main: `argv` holds a pointer to `j` pointers to (one or more) char(s) where `argc` holds `j`
- Common idiom: array lengths as other arguments
- Fact #2 about main: For `0 \leq i \leq j` where `argc` holds `j`, `argv[i]` is an array of char(s) with last element equal to the character `\0` (a zero byte, which is not the char `0`)
- Very common idiom: pointers to char arrays ending with `\0` are called strings. The standard library and language rely on this idiom
- [Let’s draw a picture of “memory” when hello runs.]
Rest of the story

```c
#include<stdio.h>
int main(int argc, char**argv) {
    printf("Hello, World!\n");
    return 0;
}
```

- `printf` is a function taking a string (a char*) (and often additional arguments, which are formatted according to codes in the string)
- "Hello, World!\n" evaluates to a pointer to a global, immutable array of 15 characters (including the trailing '\0'; and '\n' is one character)
- `printf` writes its output to `stdout`, which is a global variable of type `FILE*` defined in `stdio.h`
  - How this gets hooked up to the screen (or somewhere else) is the library’s (nontrivial) problem
- Return value from `main` is program’s exit code (caller can check, e.g., shell’s $?)

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But wait, there’s more!

- Many variations that we will explore as time permits, starting with the next homework
  - Accessing program command-line arguments (argc and argv)
  - Other I/O functions (fprintf, fputs, fgets, fopen, …)
  - Program exit values
  - Strings – much ado about strings
    - Strings as arrays of characters (local and allocated on the heap)
    - Updating strings, buffer overflow, ’\0’
    - String library (<string.h>)
  - And more (structs, dynamic memory, …)
Advice

• Start reading K&R (C Programming Language) or your other favorite C book to get a view of how things are intended to work

• Use web/books to look up facts (“what’s the C function to compare strings”, “how do I format an integer for output in printf”)
  – C/C++ reference link on 374 web is a good start

• Try stuff – write little programs, experiment
  – Need to write/run code as well as read about it