

CSE 333

Lecture 1 - Intro, C refresher

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Welcome!

Today's goals:

- **introductions**
- *course syllabus*
- *quick C refresher*

Introductions

Us (cse333-staff@cs)

- Hal Perkins (Instructor)
- Sunjay Cauligi (TA)
- Meghan Cowan (TA)
- Renshu Gu (TA)
- Sixto (Joshua) Rios (TA)
- Soumya Vasishth (TA)

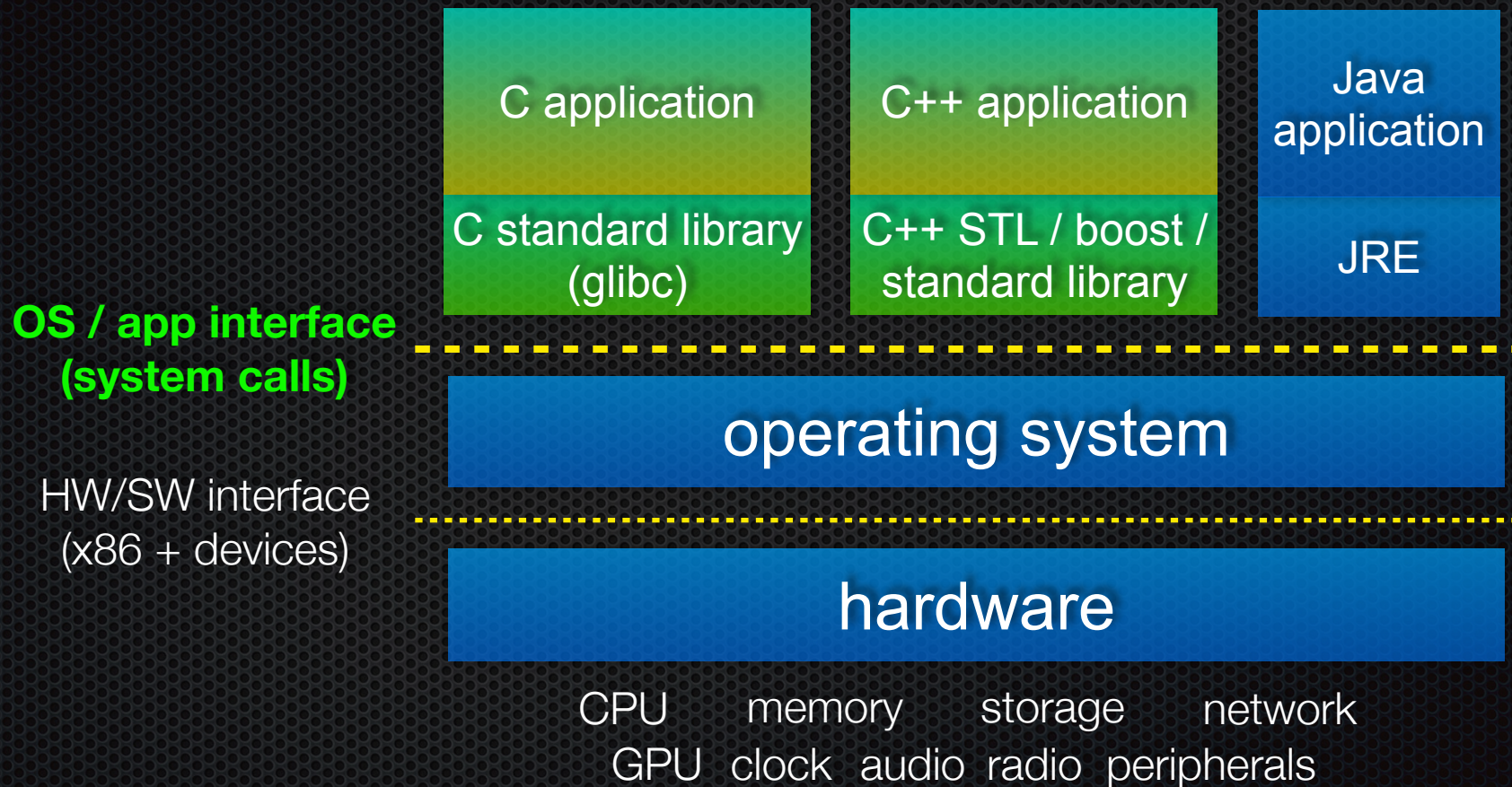
Most important: You!!

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Course map: 100,000 foot view



Systems programming

The programming skills, engineering discipline, and knowledge you need to build a system

- **programming**: C / C++
- **discipline**: testing, debugging, performance analysis
- **knowledge**: long list of interesting topics
 - ▶ concurrency, OS interfaces and semantics, techniques for consistent data management, distributed systems algorithms, ...
 - ▶ most important: a deep understanding of the “layer below”
 - *quiz: is data safely on disk after a “write()” system call returns?*

Discipline?!?

Cultivate good habits, encourage clean code

- coding style conventions
- unit testing, code coverage testing, regression testing
- documentation (code comments, design docs)
- code reviews

Will take you a lifetime to learn

- but oh-so-important, especially for systems code
 - ▶ avoid write-once, read-never code

What you will be doing

Attending lectures and sections

- lecture: ~28 of them, MWF here
- sections: ~10 of them, Thur., see course schedule for times, places
- Take notes!!!! Don't expect everything to be on the web

Doing programming projects

- 4 of them, successively building on each other, plus a warmup
- includes C, C++; file system, network

Doing programming exercises

- one per lecture, due before the next lecture begins
- coarse-grained grading (0,1,2,3)

Midterm and a final exam

Deadlines & Conduct

Need to get things done on time (very hard to catch up)

- Programming assignments: 4 late days, 2 max per project
- Exercises: **no** late days (max benefit that way)

Academic Integrity (details on the web; read them)

- I trust you implicitly; I will follow up if that trust is violated
- The rules boil down to: don't attempt to gain credit for something you didn't do; don't help others to do so
- That does **not** mean suffer in silence - you have colleagues, instructor, TAs - work with them; learn from each other!

Course web/calendar

Linked off of the course web page

- master schedule for the class (still under construction)
- links to:
 - ▶ lecture slides
 - ▶ code discussed in lectures
 - ▶ assignments, exercises (including due dates)
 - ▶ optional “self-exercise” solutions
 - ▶ various C/C++/Linux resources

Labs, office hours, &c

Office hours: plan is to have something Mon.-Fri.

- Fill out doodle on web with preferred times to help us pick

Discussion board to stay in touch outside of class

- See main web page for link, post followup to welcome msg

Mailing list for announcements

- You are automatically subscribed when you are registered

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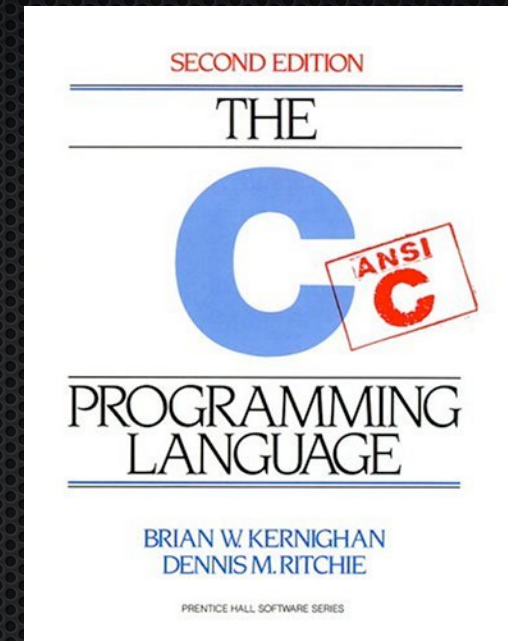
C

Created in 1972 by Dennis Ritchie

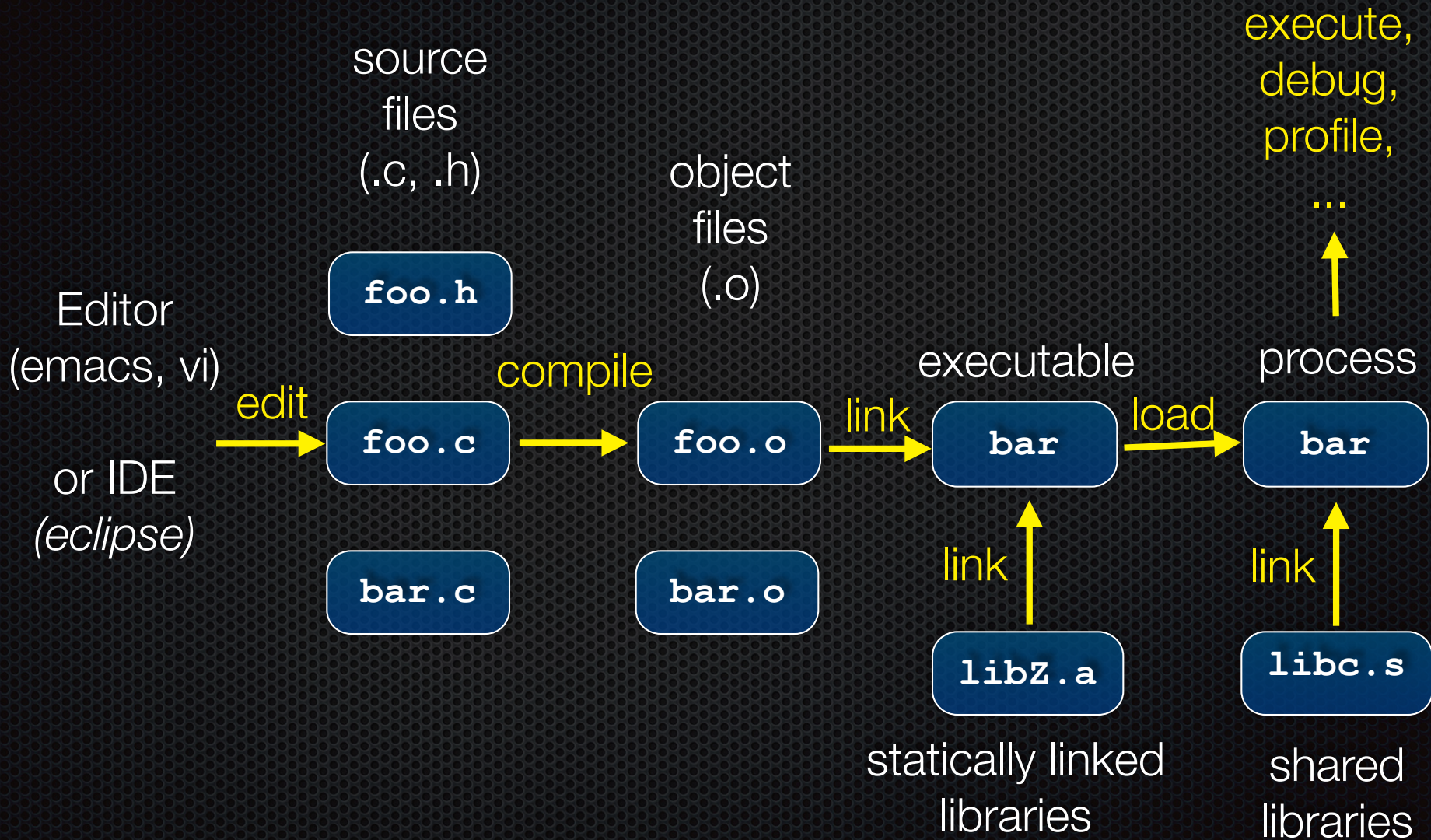
- designed for creating system software
- portable across machine architectures
- most recently updated in 1999 (C99) and 2011 (C11)

Characteristics

- low-level, smaller standard library than Java
- procedural (not object-oriented)
- typed but unsafe; incorrect programs can fail spectacularly



C workflow



From C to machine code

C source file
(dosum.c)

```
int dosum(int i, int j) {  
    return i+j;  
}
```

C compiler (gcc -S)

assembly source file
(dosum.s)

```
dosum:  
    pushl    %ebp  
    movl    %esp, %ebp  
    movl    12(%ebp), %eax  
    addl    8(%ebp), %eax  
    popl    %ebp  
    ret
```

machine code
(dosum.o)

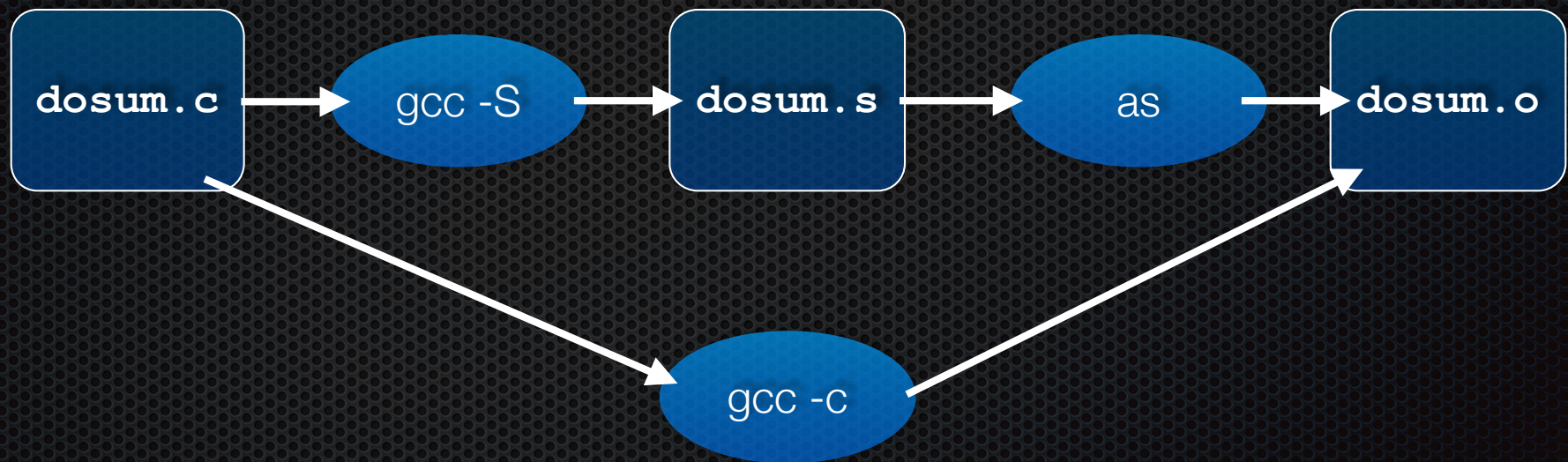
```
80483b0 : 55  
89 e5 8b 45  
0c 03 45 08  
5d c3
```

assembler (as)

Skipping assembly language

Most C compilers generate .o files (machine code) directly

- i.e., without actually saving the readable .s assembly file



Multi-file C programs

C source file
(dosum.c)

```
int dosum(int i, int j) {  
    return i+j;  
}
```

this “prototype” of
dosum() tells gcc
about the types of
dosum’s arguments
and its return value

C source file
(sumnum.c)

```
#include <stdio.h>  
int dosum(int i, int j),  
int main(int argc, char **argv) {  
    printf("%d\n", dosum(1, 2));  
    return 0;  
}
```

dosum() is
implemented
in dosum.c

Multi-file C programs

C source file
(dosum.c)

```
int dosum(int i, int j) {  
    return i+j;  
}
```

C source file
(sumnum.c)

```
#include <stdio.h>  
  
int dosum(int i, int j);  
  
int main(int argc, char **argv) {  
    printf("%d\n", dosum(1,2));  
    return 0;  
}
```

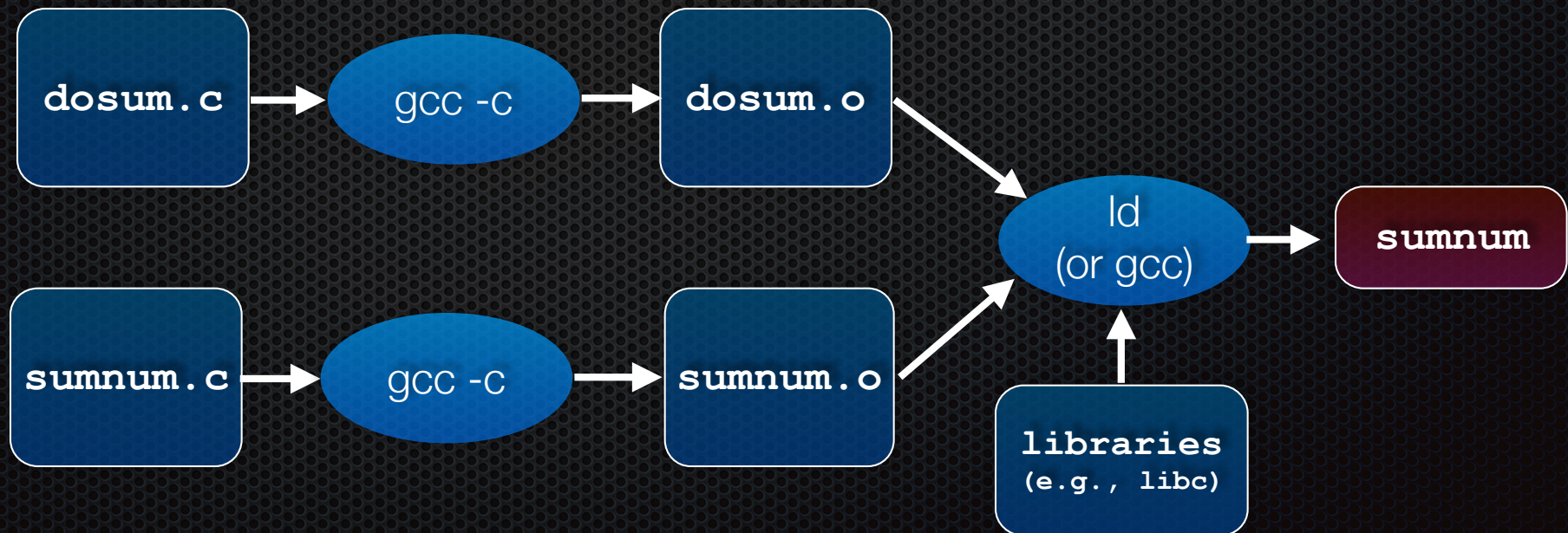
why do we need
this #include?

where is the
implementation
of printf?

Compiling multi-file programs

Multiple object files are **linked** to produce an executable

- standard libraries (libc, crt1, ...) are usually also linked in
- a library is just a pre-assembled collection of .o files



Object files

sumnum.o, dosum.o are **object files**

- each contains machine code produced by the compiler
- each might contain references to external symbols
 - ▶ variables and functions not defined in the associated .c file
 - ▶ e.g., sumnum.o contains code that relies on printf() and dosum(), but these are defined in libc.a and dosum.o, respectively
- linking resolves these external symbols while smooshing together object files and libraries

Let's dive into C itself

Things that are the same as Java

- syntax for statements, control structures, function calls

- types: `int, double, char, long, float`

- type-casting syntax: `float x = (float) 5 / 3;`

- expressions, operators, precedence

`+ - * / % ++ -- = += -= *= /= %= < <= == != > >= && || !`

- scope (local scope is within a set of `{ }` braces)

- comments: `/* comment */` `// comment`

Primitive types in C

see *sizeofs.c*

integer types

- char, int

floating point

- float, double

modifiers

- short [int]
- long [int, double]
- signed [char, int]
- unsigned [char, int]

type	bytes (32 bit)	bytes (64 bit)	32 bit range	printf
char	1	1	[0, 255]	%c
short int	2	2	[-32768, 32767]	%hd
unsigned short int	2	2	[0, 65535]	%hu
int	4	4	[-2147483648, 2147483647]	%d
unsigned int	4	4	[0, 4294967295]	%u
long int	4	8	[-2147483648, 2147483647]	%ld
long long int	8	8	[-9223372036854775808, 9223372036854775807]	%lld
float	4	4	approx $[10^{-38}, 10^{38}]$	%f
double	8	8	approx $[10^{-308}, 10^{308}]$	%lf
long double	12	16	approx $[10^{-4932}, 10^{4932}]$	%Lf
pointer	4	8	[0, 4294967295]	%p

C99 extended integer types

Solves the conundrum of “how big is a long int?”

```
#include <stdint.h>

void foo(void) {
    int8_t  w;    // exactly 8 bits, signed
    int16_t x;    // exactly 16 bits, signed
    int32_t y;    // exactly 32 bits, signed
    int64_t z;    // exactly 64 bits, signed

    uint8_t a;    // exactly 8 bits, unsigned
    ...etc.
}
```

Similar to Java...

- variables
 - ▶ C99/C11: don't have to declare at start of a function or block
 - ▶ need not be initialized before use (*gcc -Wall will warn*)

varscope.c

```
#include <stdio.h>

int main(int argc, char **argv) {
    int x, y = 5;    // note x is uninitialized!
    long z = x+y;

    printf("z is '%ld'\n", z); // what's printed?
    {
        int y = 10;
        printf("y is '%d'\n", y);
    }
    int w = 20;    // ok in c99
    printf("y is '%d', w is '%d'\n", y, w);
    return 0;
}
```


Similar to Java...

const

- a qualifier that indicates the variable's value cannot change
- compiler will issue an **error** if you try to violate this
- why is this qualifier useful?

consty.c

```
#include <stdio.h>

int main(int argc, char **argv) {
    const double MAX_GPA = 4.0;

    printf("MAX_GPA: %g\n", MAX_GPA);
    MAX_GPA = 5.0; // illegal!
    return 0;
}
```

Similar to Java...

for loops

- C99/C11: can declare variables in the loop header

if/else, while, and do/while loops

- C99/C11: **bool** type supported, with `#include <stdbool.h>`
- any type can be used; 0 means **false**, everything else **true**

loopy.c

```
int i;

for (i = 0; i < 100; i++) {
    if (i % 10 == 0) {
        printf("i: %d\n", i);
    }
}
```

Similar to Java...

pointy.c

parameters / return value

- C always passes arguments by value
- “pointers”
 - ▶ lets you pass by reference
 - ▶ more on these soon
 - ▶ least intuitive part of C
 - ▶ very dangerous part of C

```
void add_pbv(int c) {
    c += 10;
    printf("pbv c: %d\n", c);
}

void add_pbr(int *c) {
    *c += 10;
    printf("pbr *c: %d\n", *c);
}

int main(int argc, char **argv) {
    int x = 1;

    printf("x: %d\n", x);

    add_pbv(x);
    printf("x: %d\n", x);

    add_pbr(&x);
    printf("x: %d\n", x);

    return 0;
}
```

Very different than Java

arrays

- just a bare, contiguous block of memory of the correct size
- an array of 10 ints requires 10×4 bytes = 40 bytes of memory

arrays have no methods, do not know their own length

- C doesn't stop you from overstepping the end of an array!!
- many, many security bugs come from this

Very different than Java

strings

- array of `char`
- terminated by the `NULL` character `'\0'`
- are not objects, have no methods; `string.h` has helpful utilities



```
char *x = "hello\n";
```

Very different than Java

errors and exceptions

- C has no exceptions (no try / catch)
- errors are returned as integer error codes from functions
- makes error handling ugly and inelegant

crashes

- if you do something bad, you'll end up spraying bytes around memory, hopefully causing a "segmentation fault" and crash

objects

- there aren't any; **struct** is closest feature (set of fields)

Very different than Java

memory management

- **you** must worry about this; there is no garbage collector
- local variables are allocated off of the stack
 - ▶ freed when you return from the function
- global and static variables are allocated in a data segment
 - ▶ are freed when your program exits
- you can allocate memory in the heap segment using **malloc()**
 - ▶ you must free malloc'ed memory with **free()**
 - ▶ failing to free is a leak, double-freeing is an error (hopefully crash)

Very different than Java

Libraries you can count on

- C has very few compared to most other languages
- no built-in trees, hash tables, linked lists, sort , etc.
- you have to write many things on your own
 - ▶ particularly data structures
 - ▶ error prone, tedious, hard to build efficiently and portably
- this is one of the main reasons C is a much less productive language than Java, C++, python, or others

For Wednesday

Exercise 0 is due *before* class:

- <http://www.cs.washington.edu/education/courses/cse333/15sp/exercises/ex00.html>
- (Easier: look on the calendar or homework page for the link)

Post a message on the discussion board

- Get it to keep track of new messages for you!

Put office hour time preferences on doodle

HW0 out later this week - will announce when ready

- Mostly logistics (get files, fiddle with files, turn in files)

See you on Wednesday!