Modules and The C Preprocessor
CSE 333 Winter 2020

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- Exercise 4 out today and due Friday morning
- Exercise 5 will rely on material covered in Section 2
  - Released Thursday afternoon instead
  - *Much* longer and harder than previous exercises!
- Exercise 6 released on Friday (instead of Monday)
- *Both exercise 5 and 6 are due next Wednesday (1/22)*

- Homework 1 due in a week
  - Advice: be *sure* to read headers carefully while implementing
  - Advice: use git add/commit/push often to save your work
### Linked List Code for Memory Diagram

**manual_list_void.c**

```
typedef struct node_st {
    void* element;
    struct node_st* next;
} Node;

Node* Push(Node* head, void* e) {
    Node* n = malloc(sizeof(Node));
    assert(n != NULL);
    n->element = e;
    n->next = head;
    return n;
}

int main(int argc, char** argv) {
    char* hello = "Hi there!";
    char* goodbye = "Bye bye."
    Node* list = NULL;

    list = Push(list, (void*) hello);
    list = Push(list, (void*) goodbye);
    return EXIT_SUCCESS;
}
```
Resulting Memory Diagram

What would happen if we execute \(*(\text{list} \rightarrow \text{next}) = \ast\text{list})*?

structs are copied by value
Something’s Fishy… 🐟

- A (benign) memory leak!

```c
int main(int argc, char** argv) {
    char* hello = "Hi there!";
    char* goodbye = "Bye bye.";
    Node* list = NULL;

    list = Push(list, (void*) hello);
    list = Push(list, (void*) goodbye);
    return EXIT_SUCCESS;
}
```

- Try running with Valgrind:
  ```bash
  bash$ gcc -Wall -g -o manual_list_void manual_list_void.c
  bash$ valgrind --leak-check=full ./manual_list_void
  ```
Lecture Outline

- Structuring Interfaces
- C Preprocessor and Header Guards
- Visibility of Symbols
  - extern, static
Multi-File C Programs

- Let’s create a linked list module
  - A module is a self-contained piece of an overall program
    - Has externally visible functions that customers can invoke
    - Has externally visible typedefs, and perhaps global variables, that customers can use
    - May have internal functions, typedefs, or global variables that customers should not look at
  - Can be developed independently and re-used in different projects

- The module’s interface is its set of public functions, typedefs, and global variables
C Header Files

- **Header**: a file whose only purpose is to be `#include`d
  - Generally has a filename `.h` extension
  - Holds the variables, types, and function prototype declarations that make up the interface to a module
  - There are `<system-defined>` and "programmer-defined" headers
    - `#include <stdio.h>`
    - `#include "my_header.h"

- **Main Idea**:
  - Every `name.c` is intended to be a module that has a `name.h`
  - `name.h` declares the interface to that module
  - Other modules can use `name` by `#include-ing name.h`
    - They should assume as little as possible about the implementation in `name.c`
C Module Conventions (1 of 2)

- **File contents:**
  - `.h` files only contain *declarations*, never *definitions*
  - `.c` files never contain prototype declarations for functions that are intended to be exported through the module interface
  - Public-facing functions are `ModuleName_functionname()` and take a pointer to “this” as their first argument

- **Including:**
  - *NEVER* `#include` a `.c` file – only `#include` `.h` files
  - `#include` all of headers you reference, even if another header (transitively) includes some of them

- **Compiling:**
  - Any `.c` file with an associated `.h` file should be able to be compiled (together via `#include`) into a `.o` file
C Module Conventions (2 of 2)

- Commenting:
  - If a function is declared in a header file (.h) and defined in a C file (.c), *the header needs full documentation because it is the public specification*
    - Don’t copy-paste the comment into the C file (don’t want two copies that can get out of sync)
  - If prototype and implementation are in the same C file:
    - **School of thought #1**: Full comment on the prototype at the top of the file, no comment (or “declared above”) on code
    - **School of thought #2**: Prototype is for the compiler and doesn’t need comment; comment the code to keep them together

e.g. 333 project code
Lecture Outline

- Structuring Interfaces
- **C Preprocessor and Header Guards**
- Visibility of Symbols
  - `extern`, `static`
#include and the C Preprocessor

- The C preprocessor (cpp) is a *sequential and stateful* search-and-replace text-processor that transforms your source code before the compiler runs
  - The input is a C file (text) and the output is still a C file (text)
  - It processes the directives it finds in your code (**#directive**)
    - e.g. `#include "ll.h"` is replaced by the post-processed content of `ll.h`
      - Look in local directory
    - e.g. `#define PI 3.1415` defines a symbol and replaces later occurrences
      - Look in library directory
      - Macro text substitution
    - Several others that we’ll see soon...
  - Run automatically on your behalf by `gcc` during compilation
C Preprocessor Example

- What do you think the preprocessor output will be?

```c
#define BAR 2 + FOO

typedef long long int verylong;

#define FOO 1

#include "cpp_example.h"

int main(int argc, char** argv) {
    int x = FOO;  // a comment
    int y = BAR;
    verylong z = FOO + BAR;
    return 0;
}
```
C Preprocessor Example

- We can manually run the preprocessor:
  - `cpp` is the preprocessor (can also use `gcc -E`)
  - “-P” option suppresses some extra debugging annotations

```c
#define BAR 2 + FOO
typedef long long int verylong;

#include "cpp_example.h"

int main(int argc, char** argv) {
    int x = FOO;  // a comment
    int y = BAR;
    verylong z = FOO + BAR;
    return 0;
}
```

cpp_example.h

```c
#define FOO 1

int main(int argc, char** argv) {
    int x = FOO;  // a comment
    int y = 2 + 1;
    verylong z = 1 + 2 + 1;
    return 0;
}
```

cpp_example.c

```bash
cpp -P cpp_example.c out.c

cat out.c
```

cpp_example.c

Program Using a Linked List

```c
#include <stdlib.h>
#include <assert.h>
#include "ll.h"

Node* Push(Node* head, void* element) {
    // implementation here
}

typedef struct node_st {
    void* element;
    struct node_st* next;
} Node;

Node* Push(Node* head, void* element);

#include "ll.h"

int main(int argc, char** argv) {
    Node* list = NULL;
    char* hi = "hello";
    char* bye = "goodbye";
    list = Push(list, (void*)hi);
    list = Push(list, (void*)bye);

    ... // implementation here
    return 0;
}
```

```c
#include "ll.h"

typedef struct node_st {
    void* element;
    struct node_st* next;
} Node;

Node* Push(Node* head, void* element);

example_ll_customer.c
```
Compiling the Program

- Four parts:
  - 1/2) Compile `example_ll_customer.c` into an object file
  - 2/1) Compile `ll.c` into an object file
  - 3) Link both object files into an executable
  - 4) Test, Debug, Rinse, Repeat

```
bash$ gcc -Wall -g -c -o example_ll_customer.o example_ll_customer.c
bash$ gcc -Wall -g -c -o ll.o ll.c
bash$ gcc -g -o example_ll_customer ll.o example_ll_customer.o
bash$ ./example_ll_customer
Payload: 'yo!' Payload: 'goodbye' Payload: 'hello'
bash$ valgrind -leak-check=full ./example_ll_customer
... etc ...
```
But There’s a Problem with `#include`

- What happens when we compile `foo.c`?

```c
#include "pair.h"

// a useful function
struct pair* make_pair(int a, int b);
```

```c
#include "pair.h"
#include "util.h"

int main(int argc, char** argv) {
   // do stuff here
   ...
   return 0;
}
```

```c
struct pair {
   int a, b;
};
```
A Problem with `#include`

- What happens when we compile `foo.c`?

```
bash$ gcc -Wall -g -o foo foo.c
In file included from util.h:1:0,
    from foo.c:2:
pair.h:1:8: error: redefinition of 'struct pair'
 struct pair { int a, b; }
 ^
In file included from foo.c:1:0:
pair.h:1:8: note: originally defined here
 struct pair { int a, b; }
 ^
```

- `foo.c` includes `pair.h` twice!
  - Second time is indirectly via `util.h`
  - Struct definition shows up twice
    - Can see using `cpp`
Preprocessor Tricks: Header Guards

- A standard C Preprocessor trick to deal with this
  - Uses macro definition (`#define`) in combination with conditional compilation (`#ifndef` and `#endif`)

```c
#ifndef PAIR_H_
#define PAIR_H_

struct pair {
    int a, b;
};
#endif // PAIR_H_
```

```c
#ifndef UTIL_H_
#define UTIL_H_

#include "pair.h"

// a useful function
struct pair* make_pair(int a, int b);
#endif // UTIL_H_
```

```c
#include "pair.h"
#include "util.h"

int main(int argc, char** argv) {
    // foo.c
}
```
Preprocessor Tricks: Constants

- A way to deal with “magic constants”

**Bad code (littered with magic constants)**

```c
int globalbuffer[1000];

void circalc(float rad,
             float* circumf,
             float* area) {
    *circumf = rad * 2.0 * 3.1415;
    *area = rad * 3.1415 * 3.1415;
}
```

**Better code**

```c
#define BUFSIZE 1000
#define PI 3.14159265359

int globalbuffer[BUFSIZE];

void circalc(float rad,
             float* circumf,
             float* area) {
    *circumf = rad * 2.0 * PI;
    *area = rad * PI * PI;
}
```
Preprocessor Tricks: Macros

- You can pass arguments to macros

```cpp
#define ODD(x) ((x) % 2 != 0)
void foo() {
    if ( ODD(5) )
        printf("5 is odd!\n");
}
```

- Beware of operator precedence issues!
  - Use parentheses

```cpp
#define ODD(x) ((x) % 2 != 0)
#define WEIRD(x) x % 2 != 0

ODD(5 + 1);
WEIRD(5 + 1);
```

```cpp
void foo() {
    if ( ((5) % 2 != 0) )
        printf("5 is odd!\n");
}
```

```cpp
(((5 + 1) % 2 != 0));
5 + 1 % 2 != 0;
```
Preprocessor Tricks: Defining Tokens

- Besides `#define` in the code, preprocessor values can be given as part of the `gcc` command:

  ```bash
  bash$ gcc -Wall -g -DTRACE -o ifdef ifdef.c
  ```

  - `-D` define
  - `-U` undefine

- assert can be controlled the same way – defining `NDEBUG` causes assert to expand to “empty”
  - It’s a macro – see `assert.h`

  ```bash
  bash$ gcc -Wall -g -DNDEBUG -o faster useassert.c
  ```
Preprocessor Tricks: Conditional Compilation

- You can change what gets compiled
  - In this example, `#define TRACE` before `#ifndef` to include debug `printf`s in compiled code

```c
#ifndef TRACE
#define ENTER(f) printf("Entering %s\n", f);
#define EXIT(f) printf("Exiting  %s\n", f);
#else
#define ENTER(f)
#define EXIT(f)
#endif

// print n
void pr(int n) {
    ENTER("pr");
    printf("\n = %d\n", n);
    EXIT("pr");
}
```

```c
ifdef.c
```
Polling Question

What will happen when we try to compile and run?


bash$ gcc -Wall -DFOO -DBAR -o condcomp condcomp.c
bash$ ./condcomp

A. Output "333"
B. Output "334"
C. Compiler message about EVEN
D. Compiler message about BAZ
E. We’re lost...

---

```c
#include <stdio.h>

#ifdef FOO
#define EVEN(x) !(x%2)
#endif

#ifndef DBAR
#define BAZ 333
#endif

int main(int argc, char** argv) {
    int i = EVEN(42) + BAZ;
    printf("%d\n", i);
    return 0;
}
```
Extra Exercise #1

- Implement and test a binary search tree
    - Don’t worry about making it balanced
  - Implement key insert() and lookup() functions
    - Bonus: implement a key delete() function
  - Implement it as a C module
    - bst.c, bst.h
  - Implement test_bst.c
    - Contains main() and tests out your BST
Extra Exercise #2

- Implement a Complex number module
  - complex.c, complex.h
  - Includes a typedef to define a complex number
    - $a + bi$, where $a$ and $b$ are doubles
  - Includes functions to:
    - add, subtract, multiply, and divide complex numbers
  - Implement a test driver in test_complex.c
    - Contains main()
Resulting Memory Diagram