APT Session 4: C



Laurence Tratt



Software Development Team 2014-12-02

Software Development Team

What to expect from this session

1 C.

Prerequisites

1 Install either GCC or LLVM/clang onto your computer. Most Unixes will have either/both installed by default, or as easy-to-install packages.

Prerequisites (Windows)

Windows users may find these instructions (courtesy of Sam White) useful:

- 1 Download the MinGW web installer.
- 2 Launch the installer, hit 'Install', then 'Continue' (leave the installation directory as the default, C:\MinGW). The installer will now download the files necessary. Once complete, hit 'Continue'.
- *3* The MinGW Installation Manager will now launch. Right-click 'mingw32-base' and select 'Mark for Installation'. Now, select 'Apply Changes' from the 'Installation' menu.
- 4 Hit 'Apply'. MinGW will now download and install the base package. This may take a minute or two. Once finished, you can close both windows. MinGW is now installed.
- 5 You can now find gcc in C:\MinGW\bin. You should add this directory to your PATH to make development easier.

Prerequisites (OS X)

OS X users may find these instructions (courtesy of Sam White) useful:

- If XCode is already installed, gcc can be installed by selecting Command Line Tools from Xcode Menu > Preferences > Downloads.
- If you don't want to install XCode you have two choices:
 - Download the command line tools from the Apple Developer website (registration, albeit free, required).
 - Use the installer at https://github.com/kennethreitz/osx-gcc-installer/downloads.

- C is a low-level programming language initially designed to implement Unix in.
- First usable version debuted in 1973.



- C is a low-level programming language initially designed to implement Unix in.
- First usable version debuted in 1973.
- Still used for writing operating systems, programming languages critical utilities, embedded systems etc. etc.



- C is a low-level programming language initially designed to implement Unix in.
- First usable version debuted in 1973.
- Still used for writing operating systems, programming languages critical utilities, embedded systems etc. etc.
- C++ is a separate language that adds many extra things to C; too complex for my tastes.
- C is still actively (if slowly) developed: new versions in '99 and '11. We will use C99.

The basics

C is syntactically *very* similar to Java. Major immediate differences:

- No classes or objects, just top-level functions and structs.
- Memory must be allocated *and* freed automatically.

The basics

C is syntactically *very* similar to Java. Major immediate differences:

- No classes or objects, just top-level functions and structs.
- Memory must be allocated *and* freed automatically.

Other useful things to know:

- The main method in C is int main (int argc, char **argv); the return value is returned to the shell. return 0; means 'l finished successfully'.
- #include <stdio.h> is similar to a Java import. It makes
 printf available which prints a string to screen.

The basics

C is syntactically *very* similar to Java. Major immediate differences:

- No classes or objects, just top-level functions and structs.
- Memory must be allocated *and* freed automatically.

Other useful things to know:

- The main method in C is int main (int argc, char **argv); the return value is returned to the shell. return 0; means 'l finished successfully'.
- #include <stdio.h> is similar to a Java import. It makes
 printf available which prints a string to screen.

Exercises:

1 Write a program which prints out Hello world! in C. Put it in a file hello.c and compile it with gcc -Wall --std=c99 hello.c. This will produce an a.out or a.exe file which can then be run.

Software Development Team

Basic types

- C has some similar basic types to Java: int and char.
- For any type, one can make a *pointer type* with '*'. char * is a pointer to a sequence of characters of unknown length (i.e. roughly equivalent to a Java string).

Basic types

- C has some similar basic types to Java: int and char.
- For any type, one can make a *pointer type* with '*'. char * is a pointer to a sequence of characters of unknown length (i.e. roughly equivalent to a Java string).

Other useful things to know:

• C can't concatenate strings with +. printf takes a *format string* as its first argument. %s characters are replaced with strings passed as parameters. printf("hello %s", "world") prints out hello world.

Basic types

- C has some similar basic types to Java: int and char.
- For any type, one can make a *pointer type* with '*'. char * is a pointer to a sequence of characters of unknown length (i.e. roughly equivalent to a Java string).

Other useful things to know:

• C can't concatenate strings with +. printf takes a *format string* as its first argument. %s characters are replaced with strings passed as parameters. printf("hello %s", "world") prints out hello world.

Exercises:

1 Assign the string Hello world! to a variable of type char *
then print out the contents of the variable.

• Pointers are everything to C.

- Pointers are everything to C.
- A pointer is a number which references an *address* in memory.
- Pointers can be changed to other memory addresses.
- Think of a piece of string (the pointer) tied to a balloon (the bit of memory we're interested in). Multiple pieces of string can point to the same balloon. We can untie our string and tie it to another balloon if we want.

- Pointers are everything to C.
- A pointer is a number which references an *address* in memory.
- Pointers can be changed to other memory addresses.
- Think of a piece of string (the pointer) tied to a balloon (the bit of memory we're interested in). Multiple pieces of string can point to the same balloon. We can untie our string and tie it to another balloon if we want.
- e.g. if we have a variable v pointing to a char * array, we can access the first character either by explicit *dereferencing* with *v or using array syntax v[0] (the two are equivalent).
- strlen returns the length of a string. #include <string.h>

- Pointers are everything to C.
- A pointer is a number which references an *address* in memory.
- Pointers can be changed to other memory addresses.
- Think of a piece of string (the pointer) tied to a balloon (the bit of memory we're interested in). Multiple pieces of string can point to the same balloon. We can untie our string and tie it to another balloon if we want.
- e.g. if we have a variable v pointing to a char * array, we can access the first character either by explicit *dereferencing* with *v or using array syntax v[0] (the two are equivalent).
- strlen returns the length of a string. #include <string.h>

Exercises:

1 Assign the string Hello world! to a variable of type char *
then print out each character of the string on a new line.

Software Development Team

Arrays

- Pointers can be used as arrays. e.g. char ** is an array of strings.
- **But** C arrays don't know their length. That must always be passed around separately.

Arrays

- Pointers can be used as arrays. e.g. char ** is an array of strings.
- **But** C arrays don't know their length. That must always be passed around separately.
- int main(int argc, char **argv) is a great example. argv will contain argc number of elements, each a char *.
- C 'strings' are a pointer to a NUL-terminated region of memory. i.e. a sequence (of unknown length) of characters finishing with a char of value 0. strlen manually walks the string each time!

Arrays

- Pointers can be used as arrays. e.g. char ** is an array of strings.
- **But** C arrays don't know their length. That must always be passed around separately.
- int main(int argc, char **argv) is a great example. argv will contain argc number of elements, each a char *.
- C 'strings' are a pointer to a NUL-terminated region of memory. i.e. a sequence (of unknown length) of characters finishing with a char of value 0. strlen manually walks the string each time!

Exercises:

- *1* Print out all the command-line arguments passed to your program. What is the first parameter?
- *2* Print out all the command-line arguments passed to your program along with the length of the arguments.

Functions

• C functions have a return type and 0 or more parameters (similar to Java).

Functions

• C functions have a return type and 0 or more parameters (similar to Java).

Exercises:

- ¹ Write a <u>ROT13</u> function which takes in a single char and returns its ROT13 equivalent. Test it with these cases $rot13('a') \triangleq 'n'$ and $rot13('n') \triangleq 'a'$. You may assume only lower and upper case characters a-z will be passed.
- *2* Print out all command line arguments passed to your program after being ROT13ed.

Memory

- Memory is allocated in n bytes with malloc(n). This returns void *, which can be cast to any pointer type you want (e.g. (char *) c = malloc(n)).
- Free memory with free(c).
- You're responsible for freeing memory you allocated.
- strcat(dst, cpy) appends cpy to dst.

Memory

- Memory is allocated in n bytes with malloc(n). This returns void *, which can be cast to any pointer type you want (e.g. (char *) c = malloc(n)).
- Free memory with free(c).
- You're responsible for freeing memory you allocated.
- strcat(dst, cpy) appends cpy to dst.

Exercises:

1 Concatenate all the command line parameters passed to the program into one string in memory. Print out a ROT13 version of the string, then the original string afterwards. Make sure you account for line endings when allocating memory! • Reading / writing to a file in C can be fiddly—need to do your own error handling.

- Reading / writing to a file in C can be fiddly—need to do your own error handling.
- Can read input from stdin with read(STDIN_FILENO, buf, len) where: STDIN_FILENO is a magic number (on Windows you might need to explicitly change this to 0); buf is a pointer to a buffer of len bytes.

- Reading / writing to a file in C can be fiddly—need to do your own error handling.
- Can read input from stdin with read(STDIN_FILENO, buf, len) where: STDIN_FILENO is a magic number (on Windows you might need to explicitly change this to 0); buf is a pointer to a buffer of len bytes.

Exercises:

- 1 Change your rot13 function so that it leaves spaces, newlines (etc.) untouched (i.e. it only applies rot13 to a-zA-Z).
- 2 Read input from stdin, rot13 it, and print it to stdout.
- 3 What happens if you chain your program twice? i.e. cat file | rot13_stdin | rot13_stdin?

Try these (no particular order):

- You might find this 'C for Java programmer guide' useful.
- Writing insecure programs in C is easy: read a guide to secure programming in C (e.g. <u>this</u>).
- Some of the best written despite, oddly, having few comments
 C code can be found in Unix kernels.
 e.g. OpenBSD's kernel is a work of art.