

EECS 10: Computational Methods in Electrical and Computer Engineering

Review of Lectures 9 - 18

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Review of Lectures 9 - 18

- Lecture 9: Structured programming, conditions
- Lecture 10: Formatted output
- Lecture 11: Structured programming, loops
- Lecture 12: Jump statements, debugging
- Lecture 13: Functions, terms and concepts
- Lecture 14: Standard library functions
- Lecture 15: Functions, scope rules
- Lecture 16: Data structures, arrays
- Lecture 17: Passing arrays to functions
- Lecture 18: Character arrays, strings

Programming Principles

- Thorough *understanding* of the problem
- *Problem definition*
 - Input data
 - Output data
- *Algorithm*: Procedure to solve the problem
 - Detailed set of *actions* to perform
 - Specification of *order* in which to perform the actions
 - Termination after a *finite* number of steps
- *Pseudo code*: Planning a program
 - Informal (English) description of steps in an algorithm
 - Example: Cake baking recipe
- *Control flow*
 - Execution order of statements in the program
- *Program*: Instructions for the computer
 - Formal description in programming language
 - Statements (steps, actions)
 - Control structures (flow of control)

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Structured Programming

- Control flow charts
- Structured Program Composition
 - Sequential statements
 - Conditional statements
 - **if** statement
 - **if-else** statement
 - **switch** statement
 - Repetition statements
 - **while** loop
 - **do-while** loop
 - **for** loop

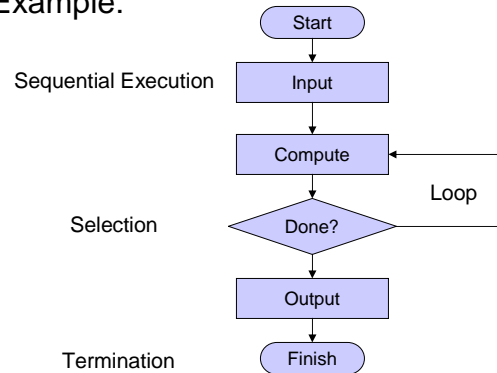
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Structured Programming

- Control flow charts
 - Graphical representation of program control flow
 - Example:



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Structured Programming

- Sequential execution in C
 - Statement blocks: *Compound statements*
 - Sequence of statements grouped by braces: { }
- Example:

```

{
  /* statement 1 */

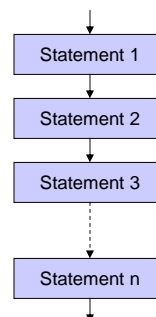
  /* statement 2 */

  /* statement 3 */

  /* ... */

  /* statement n */
}
  
```

Flow chart:



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Structured Programming

- Sequential execution in C
 - Statement blocks: *Compound statements*
 - Sequence of statements grouped by braces: { }
- *Indentation* increases readability of the code
 - proper indentation is highly recommended!
- Example:

```

/* some statements... */
if (x < 0) {
    printf("%d is negative!", x);
    /* handle negative values of x... */
    if (x < 100) {
        printf("%d is too small!", x);
        /* handle the problem... */
    } /* fi */
} /* fi */
if (x > 0) {
    printf("%d is positive!", x);
    /* handle positive values of x... */
} /* fi */
/* more statements... */

```

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Structured Programming

- Sequential execution in C
 - Statement blocks: *Compound statements*
 - Sequence of statements grouped by braces: { }
- *Indentation* increases readability of the code
 - proper indentation is highly recommended!
- Example:

```

/* some statements... */
indentation level 0 if (x < 0) {
                    printf("%d is negative!", x);
                    indentation level 1 → /* handle negative values of x... */
                    if (x < 100) {
                        printf("%d is too small!", x);
                        indentation level 2 → → /* handle the problem... */
                    } /* fi */
                    indentation level 1 → } /* fi */
indentation level 0 if (x > 0) {
                    printf("%d is positive!", x);
                    indentation level 1 → /* handle positive values of x... */
                    } /* fi */
indentation level 0 /* more statements... */

```

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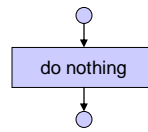
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Structured Programming

- Empty statement blocks
 - empty compound statement
 - does nothing (no operation, no-op)
 - Example:

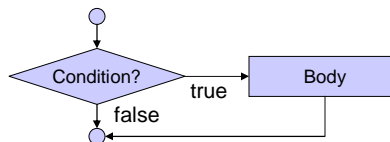
Flow chart:

```
{
  /* nothing */
}
```



Structured Programming

- Selection: **if** statement
 - Flow chart:



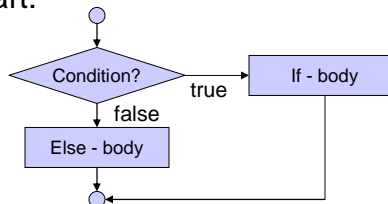
- Example:

```
if (grade >= 60)
{ printf("You passed.");
} /* fi */
```

Structured Programming

- Selection: **if-else** statement

– Flow chart:



– Example:

```

if (grade >= 60)
{ printf("You passed.");
} /* fi */
else
{ printf("You failed.");
} /* esle */
  
```

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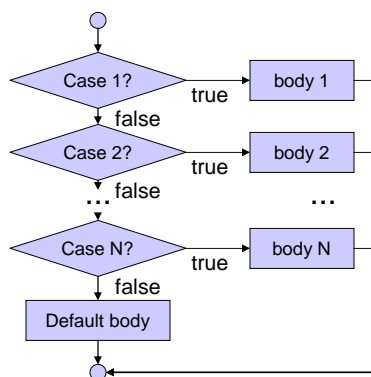
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Structured Programming

- Selection: **switch** statement

– Flow chart:



Example:

```

switch(LetterGrade)
{ case 'A':
  { printf("Excellent!");
    break; }
  case 'B':
  case 'C':
  case 'D':
  { printf("Passed.");
    break; }
  case 'F':
  { printf("Failed!");
    break; }
  default:
  { printf("Invalid grade!");
    break; }
} /* hctiws */
  
```

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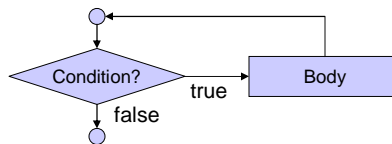
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Structured Programming

- Repetition: **while** loop

– Flow chart:



– Example:

```
int product = 2;
while (product < 1000)
{ product *= 2;
  } /* elihw */
```

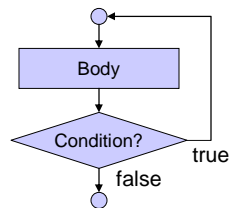
– Note:

- The condition is evaluated at the *beginning* of each loop!

Structured Programming

- Repetition: **do-while** loop

– Flow chart:



– Example:

```
int product = 2;
do { product *= 2;
  } while (product < 1000);
```

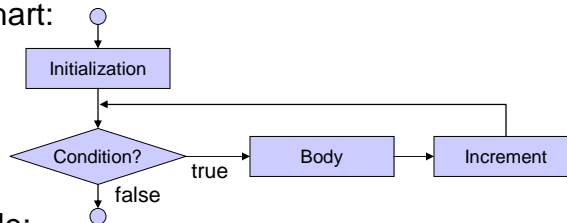
– Note:

- The condition is evaluated at the *end* of each loop!

Structured Programming

- Repetition: **for** loop

- Flow chart:



- Example:

```

for(i = 0; i < 10; i++)
{ printf("i = %d\n", i);
} /* rof */
  
```

- Syntax:

- **for**(*initialization*; *condition*; *increment*)
body

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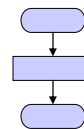
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Structured Program Composition

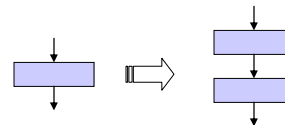
- Initial flow chart

- Start
- Program body
- Finish



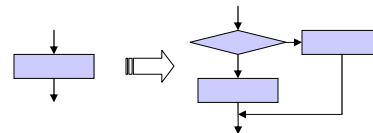
- Statement sequences

- Statement blocks can be concatenated
- Sequential execution



- Nested control structures

- control structures can be placed wherever statement blocks can be placed in the code



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Structured Program Composition

- Example:
 - Initial flow chart

```

    graph TD
      Start([Start]) --> Process[Process]
      Process --> End([End])
    
```

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Structured Program Composition

- Example:
 - Sequential composition

```

    graph TD
      Start([Start]) --> P1[Process 1]
      P1 --> P2[Process 2]
      subgraph Box [ ]
        P1
        P2
      end
      P2 --> End([End])
    
```

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Structured Program Composition

- Example:
 - insertion of another sequential statement

The flowchart illustrates a sequential process. It starts with an oval representing the beginning of the program. An arrow points down to a rectangular process box. Below this box, a dashed-line box encloses two more rectangular process boxes connected by a downward arrow, representing the insertion of a new sequential statement. Below the dashed box, another arrow points down to a single rectangular process box. Finally, an arrow points down to an oval representing the end of the program.

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Structured Program Composition

- Example:
 - insertion of **if-else** statement

The flowchart illustrates a program structure with an if-else statement. It starts with an oval representing the beginning of the program. An arrow points down to a rectangular process box. Below this box, a dashed-line box encloses a diamond-shaped decision box. An arrow points from the decision box to a rectangular process box on the right. Another arrow points from the right-side box back to the bottom of the decision box, forming a loop. Below the dashed box, an arrow points down to a single rectangular process box. Finally, an arrow points down to an oval representing the end of the program.

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Structured Program Composition

- Example:
 - insertion of sequential statement

The flowchart shows a sequence of operations: a start node, a process box, a decision diamond, another process box, and a final end node. A loop is formed by a process box and a decision diamond. A dashed box highlights the insertion of a new process box between the original process box and the loop's decision diamond. The flow continues from the new process box to the loop's decision diamond, then to the loop's process box, and back to the loop's decision diamond.

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Structured Program Composition

- Example:
 - insertion of **if-else** statement

The flowchart shows a sequence of operations: a start node, a process box, a decision diamond, another process box, and a final end node. A loop is formed by a process box and a decision diamond. A dashed box highlights the insertion of an if-else statement between the original process box and the loop's decision diamond. The if-else statement consists of a decision diamond, two process boxes, and a merge point. The flow continues from the new decision diamond to the loop's decision diamond, then to the loop's process box, and back to the loop's decision diamond.

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Structured Program Composition

- Example:
 - insertion of sequential statement

The flowchart shows a sequence of operations: a start node, a process box, a decision diamond, a process box, a decision diamond, a process box, a loop body (two process boxes), a decision diamond, a process box, and an end node. A dashed box highlights the loop body. An arrow from the top decision diamond points to the first process box of the loop body. An arrow from the bottom decision diamond points to the process box following the loop body.

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Structured Program Composition

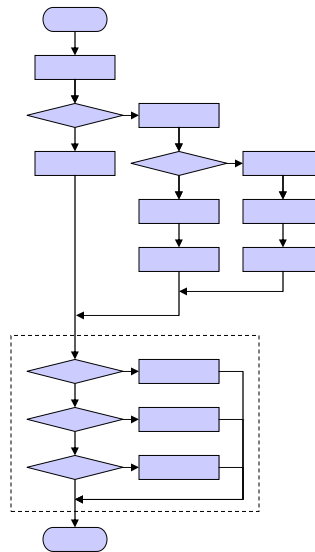
- Example:
 - insertion of sequential statement (twice)

The flowchart is similar to the one above, but the loop body contains three process boxes instead of two. A dashed box highlights the loop body. An arrow from the top decision diamond points to the first process box of the loop body. An arrow from the bottom decision diamond points to the process box following the loop body.

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Structured Program Composition

- Example:
 - insertion of **switch** statement
 - etc. ...



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Example Program

- Grade calculation: `Grade.c` (part 1/3)

```

/* Grade.c: convert score into letter grade */
/* author: Rainer Doemer */
/* modifications: */
/* 10/17/04 RD initial version */

#include <stdio.h>

/* main function */
int main(void)
{
    /* variable definitions */
    int score = 0;
    char grade;

    /* input section */
    while (score < 1 || score > 100)
    { printf("Please enter your score (1-100): ");
      scanf("%d", &score);
    } /* elihw */

    ...

```

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Example Program

- Grade calculation: `Grade.c` (part 2/3)

```
...
/* computation section */
if (score >= 90)
  { grade = 'A'; }
else
  { if (score >= 80)
    { grade = 'B'; }
    else
      { if (score >= 70)
        { grade = 'C'; }
        else
          { if (score >= 60)
            { grade = 'D'; }
            else
              { grade = 'F'; }
            } /* esle */
          } /* esle */
        } /* esle */
      } /* esle */
    } /* esle */
  } /* esle */
...

```

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Example Program

- Grade calculation: `Grade.c` (part 3/3)

```
...
/* output section */
printf("Your letter grade is %c.\n", grade);

/* exit */
return 0;
} /* end of main */

/* EOF */

```

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Example Program

- Example session: `Grade.c`

```
% vi Grade.c
% gcc Grade.c -o Grade -Wall -ansi
% Grade
Please enter your score (1-100): 111
Please enter your score (1-100): 99
Your letter grade is A.
% Grade
Please enter your score (1-100): 85
Your letter grade is B.
% Grade
Please enter your score (1-100): 71
Your letter grade is C.
% Grade
Please enter your score (1-100): 69
Your letter grade is D.
% Grade
Please enter your score (1-100): 55
Your letter grade is F.
%
```

Example Program

- Grade calculation: `Grade2.c` (part 1/3)

```
/* Grade2.c: convert score into letter grade */
/* author: Rainer Doemer */
/* modifications: */
/* 10/18/04 RD use 'switch' statement */
/* 10/17/04 RD initial version */

#include <stdio.h>

/* main function */
int main(void)
{
    /* variable definitions */
    int score = 0;
    char grade;

    /* input section */
    while (score < 1 || score > 100)
    { printf("Please enter your score (1-100): ");
      scanf("%d", &score);
    } /* elihw */
    ...
}
```

Example Program

- Grade calculation: `Grade2.c` (part 2/3)

```
.../* computation section */
switch (score / 10)
{ case 10:
  case 9:
    { grade = 'A';
      break; }
  case 8:
    { grade = 'B';
      break; }
  case 7:
    { grade = 'C';
      break; }
  case 6:
    { grade = 'D';
      break; }
  default:
    { grade = 'F';
      break; }
} /* hctiws */
```

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Example Program

- Grade calculation: `Grade2.c` (part 3/3)

```
...

/* output section */
printf("Your letter grade is %c.\n", grade);

/* exit */
return 0;
} /* end of main */

/* EOF */
```


Example Program

- Example session: `Grade2.c`

```
% cp Grade.c Grade2.c
% vi Grade2.c
% gcc Grade2.c -o Grade2 -Wall -ansi
% Grade2
Please enter your score (1-100): 111
Please enter your score (1-100): 99
Your letter grade is A.
% Grade2
Please enter your score (1-100): 85
Your letter grade is B.
% Grade2
Please enter your score (1-100): 71
Your letter grade is C.
% Grade2
Please enter your score (1-100): 69
Your letter grade is D.
% Grade2
Please enter your score (1-100): 55
Your letter grade is F.
%
```

Formatted Output

- Formatted output using `printf()`
 - standard format specifiers for integral values
 - unsigned long long %llu
 - long long %lld
 - unsigned long %lu
 - long %ld
 - unsigned int %u
 - int %d
 - short %hd
 - standard format specifiers for floating point values
 - long double %Lf
 - double %f
 - float %f

Formatted Output

- Detailed formatting sequence for integral values
 - % *flags width length conversion*
 - **flags**
 - (none) standard formatting (right-justified)
 - - left-justified output
 - + leading plus-sign for positive values
 - 0 leading zeros
 - field **width**
 - (none) minimum number of characters needed
 - integer width of field to be filled with output
 - **length** modifier
 - (none) int type
 - h short int type
 - l long int type
 - ll long long int type
 - **conversion** specifier
 - d signed decimal value
 - u unsigned decimal value
 - o (unsigned) octal value
 - x (unsigned) hexadecimal value using characters 0-9, a-f
 - X (unsigned) hexadecimal value using characters 0-9, A-F

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Formatted Output

- Detailed formatting sequence for floating-point values
 - % *flags width precision length conversion*
 - **flags**
 - (none) standard formatting (right-justified)
 - - left-justified output
 - + leading plus-sign for positive values
 - 0 leading zeros
 - field **width**
 - (none) minimum number of characters needed
 - integer width of field to be filled with output
 - **precision**
 - (none) default precision (e.g. 6)
 - .int number of digits after decimal point (for **f**, **e**, or **E**), maximum number of significant digits (for **g**, or **G**)
 - **length** modifier
 - (none) float or double type
 - L long double type
 - **conversion** specifier
 - **f** standard floating-point notation (fixed-point)
 - **e** or **E** exponential notation using (**e** or **E**)
 - **g** or **G** standard or exponential notation (using **e** or **E**)

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Formatted Output

- Program example: `Formatting.c` (part 1/2)

```

/* Formatting.c: formatted output demo          */
/* author: Rainer Doemer                      */
/* modifications:                             */
/* 10/19/04 RD  initial version              */

#include <stdio.h>

/* main function */
int main(void)
{
    /* output section */
    printf("42 formatted as |%d|: |%d|\n", 42);
    printf("42 formatted as |%8d|: |%8d|\n", 42);
    printf("42 formatted as |%-8d|: |%-8d|\n", 42);
    printf("42 formatted as |%+8d|: |%+8d|\n", 42);
    printf("42 formatted as |%08d|: |%08d|\n", 42);
    printf("42 formatted as |%x|: |%x|\n", 42);
    printf("42 formatted as |%o|: |%o|\n", 42);
    ...
}

```

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Formatted Output

- Program example: `Formatting.c` (part 2/2)

```

...
printf("\n");
printf("123.456 formatted as |%f|: |%f|\n", 123.456);
printf("123.456 formatted as |%e|: |%e|\n", 123.456);
printf("123.456 formatted as |%g|: |%g|\n", 123.456);
printf("123.456 formatted as |%12.4f|: |%12.4f|\n",
      123.456);
printf("123.456 formatted as |%12.4e|: |%12.4e|\n",
      123.456);
printf("123.456 formatted as |%12.4g|: |%12.4g|\n",
      123.456);

/* exit */
return 0;
} /* end of main */

/* EOF */

```

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Formatted Output

- Example session: `Formatting.c`

```
% vi Formatting.c
% gcc Formatting.c -o Formatting -Wall -ansi
% Formatting
42 formatted as |%d|: |42|
42 formatted as |%8d|: |      42|
42 formatted as |%-8d|: |42      |
42 formatted as |%+8d|: |      +42|
42 formatted as |%08d|: |00000042|
42 formatted as |%x|: |2a|
42 formatted as |%o|: |52|

123.456 formatted as |%f|: |123.456000|
123.456 formatted as |%e|: |1.234560e+02|
123.456 formatted as |%g|: |123.456|
123.456 formatted as |%12.4f|: |      123.4560|
123.456 formatted as |%12.4e|: |  1.2346e+02|
123.456 formatted as |%12.4g|: |      123.5|
%
```

Programming == Thinking

- Programming ...
 - ... is *not* a mechanic procedure!
 - ... requires *thinking!*
- Program ...
 - ... *writing* requires an *intelligent human being!*
 - ... *execution* can be done by a *dumb machine.*
- General programming steps:
 1. Understand the problem
 2. Define the input and output data
 3. Develop the algorithm (e.g. use pseudo code)
 4. Define the control flow (e.g. use control flow charts)
 5. Write the program in programming language
 6. Test and debug the program

Example Program

- Compound interest: **Interest.c**
- Assignment:
 - Write a program that calculates the interest accumulated in a savings account. Given an initial deposit amount and an annual percentage rate (APR), compute the yearly interest earned and the resulting balance, for a period of ten of years.

Example Program

- Compound interest: **Interest.c**
- Assignment:
 - Write a program that calculates the interest accumulated in a savings account. Given an initial deposit amount and an annual percentage rate (APR), compute the yearly interest earned and the resulting balance, for a period of ten of years.
- Step 1: Understand the problem

Example Program

- Compound interest: **Interest.c**
- Assignment:
 - Write a program that calculates the interest accumulated in a savings account. Given an initial deposit amount and an annual percentage rate (APR), compute the yearly interest earned and the resulting balance, for a period of ten of years.
- Step 2: Define the input and output data
 - Input:
 - Initial deposit amount: floating point value, “amount”
 - Annual percentage rate: floating point value, “rate”
 - Output:
 - Yearly interest earned: floating point value, “interest”
 - Yearly resulting balance: floating point value, “balance”
Note: “balance” becomes next year’s “amount”!

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Example Program

- Compound interest: **Interest.c**
- Assignment:
 - Write a program that calculates the interest accumulated in a savings account. Given an initial deposit amount and an annual percentage rate (APR), compute the yearly interest earned and the resulting balance, for a period of ten of years.
- Step 3: Develop the algorithm
 - First, input “amount” and “rate”
 - Next, compute “interest”
 - Next, compute new “balance”
 - Print “interest” and “balance” on screen
 - Repeat last 3 steps for 10 years
 - Done!

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Example Program

- Compound interest: **Interest.c**
- Assignment:
 - Write a program that calculates the interest accumulated in a savings account. Given an initial deposit amount and an annual percentage rate (APR), compute the yearly interest earned and the resulting balance, for a period of ten of years.
- Step 4: Define the control flow
 - First, input “amount” and “rate”
 - Repeat for 10 years:
 - Next, compute “interest”
 - Next, compute new “balance”
 - Print “interest” and “balance” on screen
 - Done!

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Example Program

- Compound interest: **Interest.c**
- Assignment:
 - Write a program that calculates the interest accumulated in a savings account. Given an initial deposit amount and an annual percentage rate (APR), compute the yearly interest earned and the resulting balance, for a period of ten of years.
- Step 5: Write the program in programming language

```
double amount;      double rate;
double interest;    int   year;

printf("Please enter the initial amount in $: ");
scanf("%lf", &amount);

printf("Please enter the interest rate in %: ");
scanf("%lf", &rate);
```

etc.

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Example Program

- Compound interest: `Interest.c` (part 1/2)

```

/* Interest.c: compound interest on savings account */
/* author: Rainer Doemer */
/* modifications: */
/* 10/19/04 RD initial version */

#include <stdio.h>

/* main function */

int main(void)
{
    /* variable definitions */
    double amount, rate, interest;
    int year;

    /* input section */
    printf("Please enter the initial amount in $: ");
    scanf("%lf", &amount);
    printf("Please enter the interest rate in %: ");
    scanf("%lf", &rate);
    ...

```

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Example Program

- Compound interest: `Interest.c` (part 2/2)

```

...

/* computation and output section */
for(year = 1; year <= 10; year++)
{ interest = amount * (rate/100.0);
  amount += interest;
  printf("Interest for year %2d is $%8.2f,"
        " total balance is $%8.2f.\n",
        year, interest, amount);
} /* rof */

/* exit */
return 0;
} /* end of main */

/* EOF */

```

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Example Program

- Compound interest: **Interest.c**
- Assignment:
 - Write a program that calculates the interest accumulated in a savings account. Given an initial deposit amount and an annual percentage rate (APR), compute the yearly interest earned and the resulting balance, for a period of ten of years.
- Step 6: Test and debug the program
 - see next slide!

Example Program

- Example session: **Interest.c**

```
% vi Interest.c
% gcc Interest.c -o Interest -Wall -ansi
% Interest
Please enter the initial amount in $: 1500
Please enter the interest rate in %: 1.5
Interest for year 1 is $ 22.50, total balance is $ 1522.50.
Interest for year 2 is $ 22.84, total balance is $ 1545.34.
Interest for year 3 is $ 23.18, total balance is $ 1568.52.
Interest for year 4 is $ 23.53, total balance is $ 1592.05.
Interest for year 5 is $ 23.88, total balance is $ 1615.93.
Interest for year 6 is $ 24.24, total balance is $ 1640.16.
Interest for year 7 is $ 24.60, total balance is $ 1664.77.
Interest for year 8 is $ 24.97, total balance is $ 1689.74.
Interest for year 9 is $ 25.35, total balance is $ 1715.08.
Interest for year 10 is $ 25.73, total balance is $ 1740.81.
%
```

Jump Statements

- Structured jump statements
 - **break** statement in **switch** statement
 - **break** and **continue** in **while** loop
 - **break** and **continue** in **do-while** loop
 - **break** and **continue** in **for** loop
- Arbitrary jump statements
 - **goto** statement

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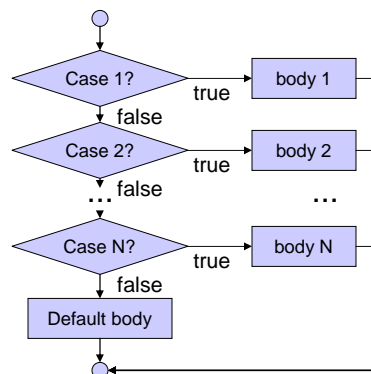
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Structured Programming

- Selection: **switch** statement

– Flow chart:



Example:

```

switch(LetterGrade)
{ case 'A':
  { printf("Excellent!");
    break; }
  case 'B':
  case 'C':
  case 'D':
  { printf("Passed.");
    break; }
  case 'F':
  { printf("Failed!");
    break; }
  default:
  { printf("Invalid grade!");
    break; }
} /* hctiws */
  
```

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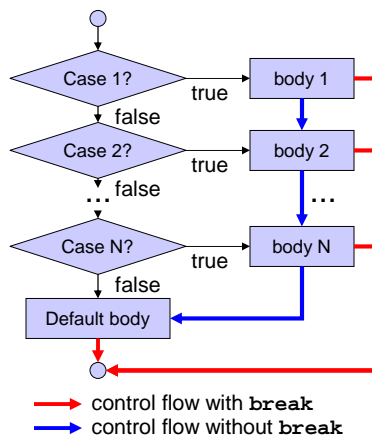
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Structured Programming

- Selection: **break** in **switch** statement

– Flow chart:



Example:

```

switch(LetterGrade)
{ case 'A':
  { printf("Excellent!");
    break; }
  case 'B':
  case 'C':
  case 'D':
  { printf("Passed.");
    break; }
  case 'F':
  { printf("Failed!");
    break; }
  default:
  { printf("Invalid grade!");
    break; }
} /* hctiws */
  
```

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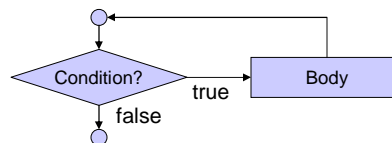
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Structured Programming

- Repetition: **while** loop

– Flow chart:



– Example:

```

int product = 2;
while (product < 1000)
{ product *= 2;
} /* elihw */
  
```

– Note:

- The condition is evaluated at the *beginning* of each loop!

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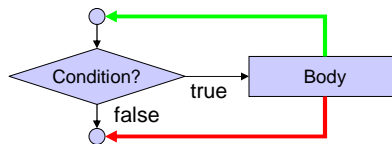
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Structured Programming

- Repetition: **break/continue** in **while** loop

– Flow chart:



– Control flow:

- control flow with **break**
- control flow with **continue**

– Note:

- The condition is evaluated at the *beginning* of each loop!

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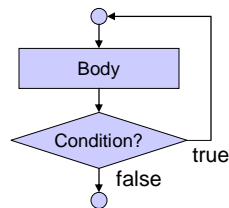
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Structured Programming

- Repetition: **do-while** loop

– Flow chart:



– Example:

```
int product = 2;
do { product *= 2;
    } while (product < 1000);
```

– Note:

- The condition is evaluated at the *end* of each loop!

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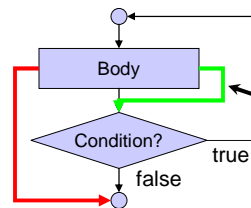
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Structured Programming

- Repetition: **break/continue** in **do-while** loop

– Flow chart:



– Control flow:

- control flow with **break**
- control flow with **continue**

CORRECTION!
continue in
do-while loop
 jumps to the
 condition test!

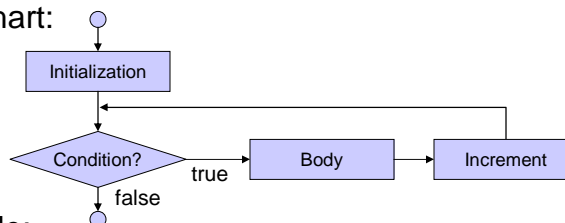
– Note:

- The condition is evaluated at the *end* of each loop!

Structured Programming

- Repetition: **for** loop

– Flow chart:



– Example:

```

for(i = 0; i < 10; i++)
{ printf("i = %d\n", i);
} /* rof */
  
```

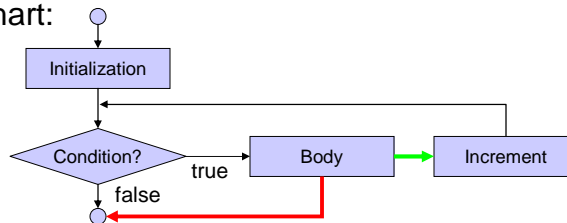
– Syntax:

- **for**(*initialization*; *condition*; *increment*)
body

Structured Programming

- Repetition: **break/continue** in **for** loop

– Flow chart:



– Control flow:

- control flow with **break**
- control flow with **continue**

– Syntax:

- `for(initialization; condition; increment)`
`body`

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Arbitrary Jump Statements

- Arbitrary jumps: **goto** statement

– **goto** statement jumps to the specified *labeled* statement (within the same function)

– Example:

```

begin: count = 0;
      goto next;
repeat: if (count > 100)
        { goto end; }
next:   count++;
        if (count == 77)
          { goto next; }
        goto repeat;
end:    printf("%d", count);
  
```

– **Warning:**

- **goto** statement allows *un-structured* programming!
- **goto** statement should be avoided whenever possible!

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Debugging

- Source-level Debugger **`gdb`**
 - Debugging features
 - run the program under debugger control
 - follow the control flow of the program during execution
 - set breakpoints to stop execution at specific points
 - inspect (and adjust) the values of variables
 - find the point in the program where the “crash” happens
 - Preparation:
 - compile your program with debugging support on
 - Option **`-g`** tells compiler to add debugging information (symbol tables) to the generated executable file
 - **`gcc -g Program.c -o Program`**
 - **`gdb Program`**

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Debugging

- Source-level Debugger **`gdb`**
 - Basic **`gdb`** commands
 - **`run`**
 - starts the execution of the program in the debugger
 - **`break function_name`**
 - inserts a breakpoint at *function_name*
 - program execution will stop at the breakpoint
 - **`list line_numbers`**
 - lists the current or specified *line_numbers*
 - **`print variable_name`**
 - prints the current value of the variable *variable_name*
 - **`next`**
 - executes the next statement (one statement at a time)
 - **`quit`**
 - exits the debugger (and terminates the program)
 - **`help`**
 - provides helpful details on debugger commands

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Example Program

- Compound interest: `Interest.c` (part 1/2)

```

/* Interest2.c: compound interest on savings account */
/* author: Rainer Doemer */
/* modifications: */
/* 10/25/04 RD version to demonstrate debugging */
/* 10/19/04 RD initial version */

#include <stdio.h>

/* main function */

int main(void)
{
    /* variable definitions */
    double amount, rate, interest;
    int year;

    /* input section */
    printf("Please enter the initial amount in $:\n");
    scanf("%lf", &amount);
    printf("Please enter the interest rate in %:\n");
    scanf("%lf", &rate);

```

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Example Program

- Compound interest: `Interest.c` (part 2/2)

```

...

/* computation and output section */
for(year = 1; year <= 10; year++)
{ interest = amount * (rate/100.0);
  amount += interest;
  printf("Interest for year%3d is $%8.2f.\n", year,
        interest);
  printf("The new balance is $%8.2f.\n", amount);
} /* rof */

/* exit */
return 0;
} /* end of main */

/* EOF */

```


Example Program

- Example session: `Interest.c` (part 1/4)

```
% vi Interest2.c
% gcc Interest2.c -o Interest2 -g -Wall -ansi
% Interest2
Please enter the initial amount in $:
1000
Please enter the interest rate in %:
1.5
Interest for year 1 is $ 15.00.
The new balance is $ 1015.00.
Interest for year 2 is $ 15.22.
The new balance is $ 1030.22.
...
Interest for year 10 is $ 17.15.
The new balance is $ 1160.54.
% gdb Interest2
GNU gdb 5.0
Copyright 2000 Free Software Foundation, Inc.
GDB is free software, ...
There is absolutely no warranty for GDB.
This GDB was configured as "sparc-sun-solaris2.6"...
(gdb)
...
```

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Example Program

- Example session: `Interest.c` (part 2/4)

```
...
(gdb) break main
Breakpoint 1 at 0x106c4: file Interest2.c, line 20.
(gdb) run
Starting program: /users/faculty/doemer/eecs10/Interest/Interest2
Breakpoint 1, main () at Interest2.c:20
20     printf("Please enter the initial amount in $:\n");
(gdb) next
Please enter the initial amount in $:
21     scanf("%lf", &amount);
(gdb) next
1000
22     printf("Please enter the interest rate in %:\n");
(gdb) next
Please enter the interest rate in %:
23     scanf("%lf", &rate);
(gdb) next
1.5
26     for(year = 1; year <= 10; year++)
(gdb) next
...
```

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Example Program

- Example session: `Interest.c` (part 3/4)

```

...
27         { interest = amount * (rate/100.0);
(gdb) next
28         amount += interest;
(gdb) next
29         printf("Interest for year%3d is $%8.2f.\n", year,
interest);
(gdb) next
Interest for year 1 is $ 15.00.
30         printf("The new balance is      $%8.2f.\n", amount);
(gdb) next
The new balance is      $ 1015.00.
26         for(year = 1; year <= 10; year++)
(gdb) next
27         { interest = amount * (rate/100.0);
(gdb) next
28         amount += interest;
(gdb) next
29         printf("Interest for year%3d is $%8.2f.\n", year,
interest);
...

```

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Example Program

- Example session: `Interest.c` (part 4/4)

```

...
Interest for year 2 is $ 15.22.
30         printf("The new balance is      $%8.2f.\n", amount);
(gdb) print amount
$1 = 1030.2249999999999
(gdb) print year
$2 = 2
(gdb) cont
Continuing.
The new balance is      $ 1030.22.
Interest for year 3 is $ 15.45.
The new balance is      $ 1045.68.
Interest for year 4 is $ 15.69.
...
Interest for year 10 is $ 17.15.
The new balance is      $ 1160.54.

Program exited normally.
(gdb) quit
%

```

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Functions

- Introduction
 - Programming concepts
 - Hierarchy
 - Encapsulation
 - Information hiding
 - Divide and conquer
 - Software reuse
 - Don't re-invent the wheel!
 - Program composition
 - C program = Set of functions
 - starting point: function named `main`
 - Libraries = Set of functions
 - predefined functions (possibly written by somebody else)

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Functions

- Terms and Concepts
 - Function declaration
 - function prototype with argument and return types
 - Function definition
 - definition of function body
 - Function call
 - expression invoking a function
 - Function arguments
 - arguments supplied in a function call
 - Function parameters
 - formal parameters holding the data supplied to a function
 - Return value
 - output data computed by the function
 - Local variables
 - variables used locally in a function (temporary variables)

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Functions

- Program example: `square.c` (part 1/2)

```

/* Square.c: example demonstrating functions */
/* */
/* author: Rainer Doemer */
/* */
/* modifications: */
/* 10/27/04 RD initial version */

#include <stdio.h>

/* function declaration */
double square(double a);

/* function definition */
double square(double a)
{
    return a * a;
} /* end of square */

...

```

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Functions

- Program example: `square.c` (part 2/2)

```

...
/* main function */
int main(void)
{ /* variable definitions */
    double x, y;

    /* input section */
    printf("Please enter a value for x: ");
    scanf("%lf", &x);

    /* computation section */
    y = square(x);

    /* output section */
    printf("The square of %g is %g\n", x, y);

    /* exit */
    return 0;
} /* end of main */

/* EOF */

```

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Example Program

- Example session: `square.c`

```
% vi square.c
% gcc square.c -o square -Wall -ansi
% square
Please enter a value for x: 3
The square of 3 is 9
% square
Please enter a value for x: 5.5
The square of 5.5 is 30.25
%
```

Lecture 14: Overview

- Functions
 - Math library functions
 - Example `Function.c`
 - Standard library functions
 - Example `Dice.c`

Math Library Functions

- C standard math library
 - standard library supplied with every C compiler
 - predefined mathematical functions
 - e.g. $\cos(x)$, \sqrt{x} , etc.
- Math library header file
 - contains math function declarations
 - `#include <math.h>`
- Math library linker file
 - contains math function definitions (pre-compiled)
 - library file `libm.a`
 - compiler needs to *link* against the math library
 - use option `-l $libraryname$`
 - Example: `gcc MathProgram.c -o MathProgram -lm`

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Math Library Functions

- Functions declared in `math.h` (part 1/2)
 - `double sqrt(double x);` \sqrt{x}
 - `double pow(double x, double y);` x^y
 - `double exp(double x);` e^x
 - `double log(double x);` $\log(x)$
 - `double log10(double x);` $\log_{10}(x)$
 - `double ceil(double x);` $\lceil x \rceil$
 - `double floor(double x);` $\lfloor x \rfloor$
 - `double fabs(double x);` $|x|$
 - `double fmod(double x, double y);` $x \bmod y$

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Math Library Functions

- Functions declared in `math.h` (part 2/2)

- <code>double cos(double x);</code>	<i>cos(x)</i>
- <code>double sin(double x);</code>	<i>sin(x)</i>
- <code>double tan(double x);</code>	<i>tan(x)</i>
- <code>double acos(double x);</code>	<i>acos(x)</i>
- <code>double asin(double x);</code>	<i>asin(x)</i>
- <code>double atan(double x);</code>	<i>atan(x)</i>
- <code>double cosh(double x);</code>	<i>cosh(x)</i>
- <code>double sinh(double x);</code>	<i>sinh(x)</i>
- <code>double tanh(double x);</code>	<i>tanh(x)</i>

Math Library Functions

- Program example: `Function.c` (part 1/3)

```

/* Function.c: compute a math function table */
/* */
/* author: Rainer Doemer */
/* */
/* modifications: */
/* 10/28/04 RD initial version */

#include <stdio.h>
#include <math.h>

/* function definition */

double f(double x)
{
    return cos(x);
} /* end of f */

...

```

Math Library Functions

- Program example: `Function.c` (part 2/3)

```
...
/* main function */

int main(void)
{
    /* variable definitions */
    double hi, lo, step;
    double x, y;

    /* input section */
    printf("Please enter the lower bound: ");
    scanf("%lf", &lo);
    printf("Please enter the upper bound: ");
    scanf("%lf", &hi);
    printf("Please enter the step size:  ");
    scanf("%lf", &step);

    ...
}
```

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Math Library Functions

- Program example: `Function.c` (part 3/3)

```
...

/* computation and output section */
for(x = lo; x <= hi; x += step)
{
    y = f(x);
    printf("f(%10g) = %10g\n", x, y);
} /* rof */

/* exit */
return 0;
} /* end of main */

/* EOF */
```

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Math Library Functions

- Example session: `Function.c`

```

% vi Function.c
% gcc Function.c -o Function -Wall -ansi -lm
% Function
Please enter the lower bound: -0.5
Please enter the upper bound: 1.0
Please enter the step size: .1
f(   -0.5) =  0.877583
f(   -0.4) =  0.921061
f(   -0.3) =  0.955336
f(   -0.2) =  0.980067
f(   -0.1) =  0.995004
f(-2.77556e-17) =  1
f(    0.1) =  0.995004
f(    0.2) =  0.980067
f(    0.3) =  0.955336
f(    0.4) =  0.921061
f(    0.5) =  0.877583
f(    0.6) =  0.825336
f(    0.7) =  0.764842
f(    0.8) =  0.696707
f(    0.9) =  0.62161
f(    1) =  0.540302
%

```

Standard Library Functions

- Standard C library
 - standard library supplied with every C compiler
 - predefined standard functions
 - e.g. `printf()`, `scanf()`, etc.
- C library header files
 - input/output function declarations `#include <stdio.h>`
 - standard function declarations `#include <stdlib.h>`
 - time function declarations `#include <time.h>`
 - etc.
- C library linker file
 - contains standard function definitions (pre-compiled)
 - library file `libc.a`
 - compiler *automatically links* against the standard library (no need to supply extra options)

Standard Library Functions

- Functions declared in `stdlib.h` (partial list)
 - `int abs(int x);`
 - `long int labs(long int x);`
 - return the absolute value of a (long) integer `x`
 - `int rand(void);`
 - return a random value in the range 0 - `RAND_MAX`
 - `RAND_MAX` is a constant integer (e.g. 32767)
 - `void srand(unsigned int seed);`
 - initialize the random number generator with value `seed`
 - `void exit(int result);`
 - exit the program with return value `result`
 - `void abort(void);`
 - abort the program (with an error result)

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Standard Library Functions

- Random number generation
 - Standard library provides *pseudo* random number generator
 - `int rand(void);`
 - Pseudo random numbers are a sequence of values seemingly random in the range 0 - `RAND_MAX`
 - Computer is a *deterministic* machine
 - Sequence will always be the same
 - Start of sequence is determined by *seed* value
 - `void srand(unsigned int seed);`
 - Trick: Initialize random sequence with current time
 - header file `time.h` declares function `unsigned int time()`
 - `time(0)` returns number of seconds since Jan 1, 1970
 - at beginning of program, use:
`srand(time(0));`

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Standard Library Functions

- Program example: `Dice.c` (part 1/4)

```

/* Dice.c: roll the dice                                     */
/* author: Rainer Doemer                                     */
/* modifications:                                           */
/* 10/28/04 RD initial version                             */
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

/* function definition */

int roll(void)
{
    int r;

    r = rand() % 6 + 1;
    /* printf("Rolled a %d.\n", r); */
    return r;
} /* end of roll */
...

```

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Standard Library Functions

- Program example: `Dice.c` (part 2/4)

```

...
/* main function */

int main(void)
{
    /* variable definitions */
    int i, n;
    int count1 = 0, count2 = 0, count3 = 0,
        count4 = 0, count5 = 0, count6 = 0;

    /* random number generator initialization */
    srand(time(0));

    /* input section */
    printf("Roll the dice: How many times? ");
    scanf("%d", &n);

    ...

```

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Standard Library Functions

- Program example: `Dice.c` (part 3/4)

```

... /* computation section */
for(i = 0; i < n; i++)
{ switch(roll())
  { case 1:
    { count1++; break; }
  case 2:
    { count2++; break; }
  case 3:
    { count3++; break; }
  case 4:
    { count4++; break; }
  case 5:
    { count5++; break; }
  case 6:
    { count6++; break; }
  default:
    { printf("INVALID ROLL!");
      exit(10); }
  } /* hctiws */
} /* rof */
...

```

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Standard Library Functions

- Program example: `Dice.c` (part 4/4)

```

...

/* output section */
printf("Rolled a 1 %5d times.\n", count1);
printf("Rolled a 2 %5d times.\n", count2);
printf("Rolled a 3 %5d times.\n", count3);
printf("Rolled a 4 %5d times.\n", count4);
printf("Rolled a 5 %5d times.\n", count5);
printf("Rolled a 6 %5d times.\n", count6);

/* exit */
return 0;
} /* end of main */

/* EOF */

```

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Standard Library Functions

- Example session: `Dice.c`

```
% vi Dice.c
% gcc Dice.c -o Dice -Wall -ansi
% Dice
Roll the dice: How many times? 6000
Rolled a 1  963 times.
Rolled a 2  995 times.
Rolled a 3 1038 times.
Rolled a 4 1024 times.
Rolled a 5  984 times.
Rolled a 6  996 times.
% Dice
Roll the dice: How many times? 6000
Rolled a 1  977 times.
Rolled a 2 1043 times.
Rolled a 3 1012 times.
Rolled a 4 1001 times.
Rolled a 5  963 times.
Rolled a 6 1004 times.
%
```

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Functions

- Scope of an identifier
 - Portion of program where the identifier can be referenced
 - aka. accessibility, visibility
- Scope Rules
 - Function parameters: *function scope*
 - Declaration in parameter list
 - Scope limited to function body
 - Local variables: *block scope*
 - Declaration inside a compound statement (i.e. function body)
 - Scope limited to this one compound statement block
 - Global variables: *file scope*
 - Declaration outside any function (at global level)
 - Scope in entire source file after declaration

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Scope Rules: Example

<code>#include <stdio.h></code>	Header file inclusion
<code>int square(int a);</code> <code>int add_y(int x);</code>	Function declarations
<code>int x = 5,</code> <code> y = 7;</code>	Global variables
<code>int square(int a)</code> { <code>int s;</code> <code>s = a * a;</code> <code>return s;</code> }	Function definition Local variable
<code>int add_y(int x)</code> { <code>int s;</code> <code>s = x + y;</code> <code>return s;</code> }	Function definition Local variable
<code>int main(void)</code> { <code>int z;</code> <code>z = square(x);</code> <code>z = add_y(z);</code> <code>printf("%d\n", z);</code> <code>return 0;</code> }	Function definition Local variable

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Scope Rules: Example

<code>#include <stdio.h></code>	
<code>int square(int a);</code> <code>int add_y(int x);</code>	
<code>int x = 5,</code> <code> y = 7;</code>	
<code>int square(int a)</code> { <code>int s;</code> <code>s = a * a;</code> <code>return s;</code> }	
<code>int add_y(int x)</code> { <code>int s;</code> <code>s = x + y;</code> <code>return s;</code> }	
<code>int main(void)</code> { <code>int z;</code> <code>z = square(x);</code> <code>z = add_y(z);</code> <code>printf("%d\n", z);</code> <code>return 0;</code> }	
	Scope of global functions printf(), scanf(), etc.

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{
    int s;
    s = a * a;
    return s;
}
int add_y(int x)
{
    int s;
    s = x + y;
    return s;
}
int main(void)
{
    int z;
    z = square(x);
    z = add_y(z);
    printf("%d\n", z);
    return 0;
}
```

Scope of global function
square()

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{
    int s;
    s = a * a;
    return s;
}
int add_y(int x)
{
    int s;
    s = x + y;
    return s;
}
int main(void)
{
    int z;
    z = square(x);
    z = add_y(z);
    printf("%d\n", z);
    return 0;
}
```

Scope of global function
add_y()

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{ int s;
  s = a * a;
  return s;
}
int add_y(int x)
{ int s;
  s = x + y;
  return s;
}
int main(void)
{ int z;
  z = square(x);
  z = add_y(z);
  printf("%d\n", z);
  return 0;
}
```

Scope of global variable
x

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{ int s;
  s = a * a;
  return s;
}
int add_y(int x)
{ int s;
  s = x + y;
  return s;
}
int main(void)
{ int z;
  z = square(x);
  z = add_y(z);
  printf("%d\n", z);
  return 0;
}
```

Scope of global variable
y

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{
    int s;
    s = a * a;
    return s;
}
int add_y(int x)
{
    int s;
    s = x + y;
    return s;
}
int main(void)
{
    int z;
    z = square(x);
    z = add_y(z);
    printf("%d\n", z);
    return 0;
}
```

Scope of parameter
a

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{
    int s;
    s = a * a;
    return s;
}
int add_y(int x)
{
    int s;
    s = x + y;
    return s;
}
int main(void)
{
    int z;
    z = square(x);
    z = add_y(z);
    printf("%d\n", z);
    return 0;
}
```

Scope of local variable
s

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{ int s;
  s = a * a;
  return s;
}
int add_y(int x)
{ int s;
  s = x + y;
  return s;
}
int main(void)
{ int z;
  z = square(x);
  z = add_y(z);
  printf("%d\n", z);
  return 0;
}
```

*Local variables
are independent!*

Scope of local variable
s

Scope of local variable
s

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{ int s;
  s = a * a;
  return s;
}
int add_y(int x)
{ int s;
  s = x + y;
  return s;
}
int main(void)
{ int z;
  z = square(x);
  z = add_y(z);
  printf("%d\n", z);
  return 0;
}
```

*Local variables
are independent!*

Scope of local variable
s

Scope of local variable
s

Scope of local variable
z

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{ int s;
  s = a * a;
  return s;
}
int add_y(int x)
{ int s;
  s = x + y;
  return s;
}
int main(void)
{ int z;
  z = square(x);
  z = add_y(z);
  printf("%d\n", z);
  return 0;
}
```

Scope of parameter
x

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Scope Rules: Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{ int s;
  s = a * a;
  return s;
}
int add_y(int x)
{ int s;
  s = x + y;
  return s;
}
int main(void)
{ int z;
  z = square(x);
  z = add_y(z);
  printf("%d\n", z);
  return 0;
}
```

Shadowing!

Scope of global variable
x

Scope of parameter
x

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Debugging

- Source-level Debugger **gdb**
 - Basic **gdb** commands
 - **run**
 - starts the execution of the program in the debugger
 - **break *function_name***
 - inserts a breakpoint at *function_name*
 - program execution will stop at the breakpoint
 - **list *line_numbers***
 - lists the current or specified *line_numbers*
 - **print *variable_name***
 - prints the current value of the variable *variable_name*
 - **next**
 - executes the next statement (one statement at a time)
 - **quit**
 - exits the debugger (and terminates the program)
 - **help**
 - provides helpful details on debugger commands

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Debugging

- Source-level Debugger **gdb** (continued)
 - Additional **gdb** commands
 - **step**
 - steps into a function call
 - **finish**
 - continues execution until the current function is finished
 - **where**
 - shows where in the function call hierarchy you are
 - prints a *back trace* of current *stack frames*
 - **up**
 - steps up one stack frame (up into the caller)
 - **down**
 - steps down one stack frame (down into the callee)
 - **info locals**
 - lists the local variables in the current function (current stack frame)
 - **info scope *function_name***
 - lists the variables in scope of the *function_name*

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Scope Rules: Example

- Program example: `scope.c` (part 1/2)

```

/* Scope.c: example demonstrating scope rules */
/* author: Rainer Doemer */
/* modifications: */
/* 10/30/04 RD initial version */

#include <stdio.h>

int square(int a); /* global function declarations */
int add_y(int x);

int x = 5, /* global variables */
    y = 7;

int square(int a) /* global function definition */
{
    int s; /* local variable */

    s = a * a;
    return s;
}
...

```

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Scope Rules: Example

- Program example: `scope.c` (part 2/2)

```

...
int add_y(int x) /* global function definition */
{
    int s; /* local variable */

    s = x + y;
    return s;
}

int main(void) /* main function definition */
{
    int z; /* local variable */

    z = square(x);
    z = add_y(z);

    printf("%d, %d, %d\n", x, y, z);
    return 0;
}
/* EOF */

```

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Scope Rules: Example

- Example session: `scope.c` (part 1/3)

```
% vi Scope.c
% gcc Scope.c -o Scope -Wall -ansi -g
% Scope
5, 7, 32
% gdb Scope
GNU gdb 5.0
[...]
(gdb) break main
Breakpoint 1 at 0x1079c: file Scope.c, line 36.
(gdb) run
Starting program: /users/faculty/doemer/eecs10/Scope/Scope

Breakpoint 1, main () at Scope.c:36
36      z = square(x);
(gdb) step
square (a=5) at Scope.c:20
20      s = a * a;
(gdb) next
21      return s;
...
EE
```

Scope Rules: Example

- Example session: `scope.c` (part 2/3)

```
...
(gdb) next
22      }
(gdb) next
main () at Scope.c:37
37      z = add_y(z);
(gdb) step
add_y (x=25) at Scope.c:28
28      s = x + y;
(gdb) where
#0  add_y (x=25) at Scope.c:28
#1  0x107c4 in main () at Scope.c:37
(gdb) up
#1  0x107c4 in main () at Scope.c:37
37      z = add_y(z);
(gdb) down
#0  add_y (x=25) at Scope.c:28
28      s = x + y;
...

```

Scope Rules: Example

- Example session: `scope.c` (part 3/3)

```

...
(gdb) finish
Run till exit from #0  add_y (x=25) at Scope.c:28
0x107c4 in main () at Scope.c:37
37      z = add_y(z);
Value returned is $1 = 32
(gdb) info locals
z = 25
(gdb) info scope square
Scope for square:
Symbol a is an argument at stack/frame offset 68, length 4.
Symbol s is a local variable at frame offset -20, length 4.
(gdb) info scope add_y
Scope for add_y:
Symbol x is an argument at stack/frame offset 68, length 4.
Symbol s is a local variable at frame offset -20, length 4.
(gdb) quit
%
```

Data Structures

- Introduction
 - Until now, we have used (mostly) single data elements of basic (non-composite) type
 - integer types
 - floating point types
 - Most programs, however, require complex *data structures* using composite types
 - arrays, lists, queues, stacks
 - trees, graphs
 - dictionaries
 - ANSI C provides built-in support for
 - Arrays
 - Structures, unions, enumerators
 - Pointers

Arrays

- Array:
 - Composite data type
 - Type is an array of a sub-type
 - Fixed number of elements
 - Number of elements is fixed at array definition
 - Element access by index (aka. subscript)
 - Element-access operator: `array_name[index]`
- Example:

```
int A[10]; /* array of ten integers */

A[0] = 42; /* access to elements */
A[1] = 100;
A[2] = A[0] + 5 * A[1];
```

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Arrays

- Array Indexing
 - Start counting from 0
 - First element has index 0
 - Last element has index N-1
- Example:

```
int A[10];

A[0] = 42;
A[1] = 100;
A[2] = A[0] + 5 * A[1];
A[3] = -1;
A[4] = 44;
A[5] = 55;
/* ... */
A[9] = 99;
```

	A
0	42
1	100
2	542
3	-1
4	44
5	55
6	0
7	0
8	0
9	99

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Arrays

- Array Indexing
 - for loops are very helpful
 - `for(i=0; i<N; i++)`
`{...}`
- Example:


```
int A[10];
int i;

for(i=0; i<10; i++)
{ A[i] = i*10 + i;
}
for(i=0; i<10; i++)
{ printf("%d, ", A[i]);
}
```

	A
0	0
1	11
2	22
3	33
4	44
5	55
6	66
7	77
8	88
9	99

0, 11, 22, 33, 44, 55, 66, 77, 88, 99,

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Arrays

- Array Indexing
 - Array indices are *not* checked by the compiler!
 - Accessing an array with an *index out of range* results in unpredictable behavior!
- Example:


```
int A[10];
int i;

A[-1] = 42; /* INVALID ACCESS! */

for(i=0; i<=10; i++)
/* INVALID LOOP RANGE! */
{ printf("%d, ", A[i]);
}
```

0	0
1	11
2	22
3	33
4	44
5	55
6	66
7	77
8	88
9	99

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Arrays

- Array Initialization
 - Static initialization at time of array definition
 - Initial elements in { }
- Example:

```
int A[10] = { 42, 100,
             310, 44,
             55, 0,
             3, 4,
             0, 99};
```

	A
0	42
1	100
2	310
3	44
4	55
5	0
6	3
7	4
8	0
9	99

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Arrays

- Array Initialization
 - Static initialization at time of array definition
 - Initial elements in { }
- Example:

```
int A[ ] = { 42, 100,
            310, 44,
            55, 0,
            3, 4,
            0, 99};
```

- With given initializer list, array size may be omitted
 - automatically determined

	A
0	42
1	100
2	310
3	44
4	55
5	0
6	3
7	4
8	0
9	99

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Arrays

- Multi-dimensional Arrays
 - Array of an array...
- Example:

```
int M[3][2] = {{1, 2},
              {3, 4},
              {5, 6}};

int i, j;

for(i=0; i<3; i++)
{ for(j=0; j<2; j++)
  { printf("%d ",
          M[i][j]);
    }
  printf("\n");
}
```

M	0	1
0	1	2
1	3	4
2	5	6

```
1 2
3 4
5 6
```

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Arrays

- Operator associativity and precedence
 - parentheses, array access (), [] left to right
 - unary operators +, -, !, ++, -- right to left
 - type casting (*typename*) right to left
 - multiplication, division, modulo *, /, % left to right
 - addition, subtraction +, - left to right
 - shift left, shift right <<, >> left to right
 - relational operators <, <=, >=, > left to right
 - equality ==, != left to right
 - logical and && left to right
 - logical or || left to right
 - conditional operator ?: left to right
 - assignment operators =, +=, *=, etc. right to left
 - comma operator , left to right

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Arrays

- Program example: `Histogram.c` (part 1/3)

```

/* Histogram.c: print a histogram of data values */
/* author: Rainer Doemer */
/* modifications: */
/* 11/02/04 RD initial version */

#include <stdio.h>

/* constants */
#define NUM_ROWS 10

/* main function */
int main(void)
{
    /* variable definitions */
    int Data[NUM_ROWS];
    int i, j, max;
    double scale;

    ...

```

Arrays

- Program example: `Histogram.c` (part 2/3)

```

...
/* input section */
for(i = 0; i < NUM_ROWS; i++)
{ printf("Please enter data value %2d: ", i+1);
  scanf("%d", &Data[i]);
} /* rof */

/* computation section */
max = 0;
for(i = 0; i < NUM_ROWS; i++)
{ if (Data[i] > max)
  { max = Data[i];
  } /* fi */
} /* rof */
scale = 70.0 / max;

...

```

Arrays

- Program example: `Histogram.c` (part 3/3)

```

...
/* output section */
for(i = 0; i < NUM_ROWS; i++)
{ printf("%2d: %5d ", i+1, Data[i]);
  for(j = 0; j < Data[i]*scale; j++)
  { printf("*");
    } /* rof */
  printf("\n");
} /* rof */

/* exit */
return 0;
} /* end of main */

/* EOF */

```

Arrays

- Example session: `Histogram.c`

```

% vi Histogram.c
% gcc Histogram.c -o Histogram -Wall -ansi
% Histogram
Please enter data value 1: 11
Please enter data value 2: 22
Please enter data value 3: 3
Please enter data value 4: 33
Please enter data value 5: 44
Please enter data value 6: 55
Please enter data value 7: 66
Please enter data value 8: 33
Please enter data value 9: 22
Please enter data value 10: 22
1: 11 *****
2: 22 *****
3: 3 ****
4: 33 *****
5: 44 *****
6: 55 *****
7: 66 *****
8: 33 *****
9: 22 *****
10: 22 *****
%

```

Arrays

- Improved program example: `Dice2.c` (part 1/3)

```

/* Dice2.c: roll the dice */
/* author: Rainer Doemer */
/* modifications: */
/* 11/04/04 RD version using arrays */
/* 10/28/04 RD initial version */

#include <stdio.h>
#include <stdlib.h>
#include <time.h>

/* function definition */
int roll(void)
{
    int r;

    r = rand() % 6 + 1;
    /* printf("Rolled a %d.\n", r); */
    return r;
} /* end of roll */

...

```

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Arrays

- Improved program example: `Dice2.c` (part 2/3)

```

...
/* main function */

int main(void)
{
    /* variable definitions */
    int i, n;
    int count[6] = { 0, 0, 0, 0, 0, 0 };

    /* random number generator initialization */
    srand(time(0));

    /* input section */
    printf("Roll the dice: How many times? ");
    scanf("%d", &n);

    ...

```

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Arrays

- Improved program example: `Dice2.c` (part 3/3)

```

...
/* computation section */
for(i = 0; i < n; i++)
  { count[roll()-1]++;
    } /* rof */

/* output section */
for(i = 0; i < 6; i++)
  { printf("Rolled a %d %5d times.\n",
          i+1, count[i]);
    } /* rof */

/* exit */
return 0;
} /* end of main */

/* EOF */

```

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Arrays

- Example session: `Dice2.c`

```

% vi Dice2.c
% gcc Dice2.c -o Dice2 -Wall -ansi
% Dice2
Roll the dice: How many times? 6000
Rolled a 1 1009 times.
Rolled a 2 1005 times.
Rolled a 3 962 times.
Rolled a 4 998 times.
Rolled a 5 996 times.
Rolled a 6 1030 times.
% Dice2
Roll the dice: How many times? 6000
Rolled a 1 1042 times.
Rolled a 2 983 times.
Rolled a 3 972 times.
Rolled a 4 979 times.
Rolled a 5 1022 times.
Rolled a 6 1002 times.
%

```

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Passing Arguments to Functions

- Pass by Value
 - only the *current value* is passed as argument
 - the parameter is a *copy* of the argument
 - changes to the parameter *do not* affect the argument
- Pass by Reference
 - a *reference* to the object is passed as argument
 - the parameter is a *reference* to the argument
 - changes to the parameter *do* affect the argument
- In ANSI C, ...
 - ... basic types are passed by value
 - ... arrays are passed by reference

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Passing Arguments to Functions

- Example: Pass by Value

```
void f(int p)
{
    printf("p before modification is %d\n", p);
    p = 42;
    printf("p after modification is %d\n", p);
}

int main(void)
{
    int a = 0;
    printf("a before function call is %d\n", a);
    f(a);
    printf("a after function call is %d\n", a);
}
```

```
a before function call is 0
p before modification is 0
p after modification is 42
a after function call is 0
```

Changes to the parameter *do not* affect the argument!

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Passing Arguments to Functions

- Example: Pass by Reference

```
void f(int p[2])
{
    printf("p[1] before modification is %d\n", p[1]);
    p[1] = 42;
    printf("p[1] after modification is %d\n", p[1]);
}

int main(void)
{
    int a[2] = {0, 0};

    printf("a[1] before function call is %d\n", a[1]);
    f(a);
    printf("a[1] after function call is %d\n", a[1]);
}
```

```
a[1] before function call is 0
p[1] before modification is 0
p[1] after modification is 42
a[1] after function call is 42
```

Changes to the parameter *do* affect the argument!

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Character Arrays: Strings

- Character Arrays: *Strings*
 - Strings are null-terminated arrays of characters
 - String output
 - `printf()` conversion: `"%s"`
- Example:

```
char s1[] = {'H','e','l','l','o',0};

printf("s1 is %s.\n", s1);
```

```
s1 is Hello.
```

	s1
0	'H'
1	'e'
2	'l'
3	'l'
4	'o'
5	0

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Character Arrays: Strings

- Character Arrays: *Strings*
 - Strings are null-terminated arrays of characters
 - String output
 - `printf()` conversion: `"%s"`
- Example:

```
char s1[] = {'H','e','l','l','o',0};
char s2[] = "Hello";

printf("s1 is %s.\n", s1);
printf("s2 is %s.\n", s2);
```

```
s1 is Hello.
s2 is Hello.
```

	s2
0	'H'
1	'e'
2	'l'
3	'l'
4	'o'
5	0

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Character Arrays: Strings

- Character Arrays: *Strings*
 - Strings are null-terminated arrays of characters
 - String output
 - `printf()` conversion: `"%s"`
- Example:

```
char s1[] = {'H','e','l','l','o',0};
char s2[] = "Hello";

printf("s1 is %s.\n", s1);
printf("s2 is %s.\n", s2);
s1[1] = 'i';
s1[2] = 0;
printf("Modified s1 is %s.\n", s1);
```

```
s1 is Hello.
s2 is Hello.
Modified s1 is Hi.
```

	s2
0	'H'
1	'i'
2	0
3	'l'
4	'o'
5	0

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Character Arrays: Strings

- Character Arrays: *Strings*
 - Strings are null-terminated arrays of characters
 - String input
 - `scanf()` conversion: `"%Ns"`, where `N` specifies maximum field width = array size - 1
 - address argument can be `&string[0]`

- Example:

```
char s1[6];
printf("Enter a string: ");
scanf("%5s", &s1[0]);
printf("s1 is %s.\n", s1);
```

```
Enter a string: Test
s1 is Test.
```

	s1
0	'T'
1	'e'
2	's'
3	'\0'
4	'0'
5	'0'

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Character Arrays: Strings

- Character Arrays: *Strings*
 - Strings are null-terminated arrays of characters
 - String input
 - `scanf()` conversion: `"%Ns"`, where `N` specifies maximum field width = array size - 1
 - address argument can be `&string[0]` or simply `string`

- Example:

```
char s1[6];
printf("Enter a string: ");
scanf("%5s", s1);
printf("s1 is %s.\n", s1);
```

```
Enter a string: EECS
s1 is EECS.
```

	s1
0	'E'
1	'E'
2	'C'
3	'S'
4	'0'
5	'0'

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Character Arrays: Strings

- Character Arrays: *Strings*
 - Strings are null-terminated arrays of characters
 - Characters are represented by numeric values
 - ASCII table defines character values 0-127
- Example:

```
char s1[] = "ABC12";
int i = 0;

while(s1[i])
{ printf("%c = %d\n",s1[i],s1[i]);
  i++; }
```

```
A = 65
B = 66
C = 67
1 = 49
2 = 50
```

	s1
0	'A'
1	'B'
2	'C'
3	'1'
4	'2'
5	0

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Character Arrays: Strings

- ASCII Table
 - American Standard Code for Information Interchange

0 NUL	1 SOH	2 STX	3 ETX	4 EOT	5 ENQ	6 ACK	7 BEL
8 BS	9 HT	10 NL	11 VT	12 NP	13 CR	14 SO	15 SI
16 DLE	17 DC1	18 DC2	19 DC3	20 DC4	21 NAK	22 SYN	23 ETB
24 CAN	25 EM	26 SUB	27 ESC	28 FS	29 GS	30 RS	31 US
32	33 !	34 "	35 #	36 \$	37 %	38 &	39 '
40 (41)	42 *	43 +	44 ,	45 -	46 .	47 /
48 0	49 1	50 2	51 3	52 4	53 5	54 6	55 7
56 8	57 9	58 :	59 ;	60 <	61 =	62 >	63 ?
64 @	65 A	66 B	67 C	68 D	69 E	70 F	71 G
72 H	73 I	74 J	75 K	76 L	77 M	78 N	79 O
80 P	81 Q	82 R	83 S	84 T	85 U	86 V	87 W
88 X	89 Y	90 Z	91 [92 \	93]	94 ^	95 _
96 `	97 a	98 b	99 c	100 d	101 e	102 f	103 g
104 h	105 i	106 j	107 k	108 l	109 m	110 n	111 o
112 p	113 q	114 r	115 s	116 t	117 u	118 v	119 w
120 x	121 y	122 z	123 {	124	125 }	126 ~	127 DEL

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Character Arrays: Strings

- Case Study: *Bubble Sort*
 - Task: Sort an array of strings alphabetically
 - Input: Array of 10 strings entered by the user
 - Output: Array of 10 strings in alphabetical order
- Approach: Divide and Conquer
 - Step 1: Let user enter 10 strings
 - Step 2: Sort the array of strings
 - Step 3: Output the strings in order

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Character Arrays: Strings

- Case Study: *Bubble Sort*
 - Task: Sort an array of strings alphabetically
 - Input: Array of 10 strings entered by the user
 - Output: Array of 10 strings in alphabetical order
- Approach: Divide and Conquer
 - Step 1: Let user enter 10 strings
 - Step 2: Sort the array of strings
 - Algorithm
 - compare all possible pairs of strings and swap the pair if they are not in alphabetical order
 - String comparison
 - compare character pairs alphabetically: use ASCII table!
 - String swap (exchange two strings in place)
 - swap each character pair in the two strings
 - Step 3: Output the strings in order

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Character Arrays: Strings

- Program example: `BubbleSort.c` (part 1/7)

```

/* BubbleSort.c: sort strings alphabetically */
/* author: Rainer Doemer */
/* */
/* modifications: */
/* 11/06/04 RD initial version */

#include <stdio.h>

/* constant definitions */
#define NUM 10 /* ten strings */
#define LEN 20 /* of length 20 */

/* function declarations */
void EnterText(char Text[NUM][LEN]);
void PrintText(char Text[NUM][LEN]);
int CompareStrings(char s1[LEN], char s2[LEN]);
void SwapStrings(char s1[LEN], char s2[LEN]);
void BubbleSort(char Text[NUM][LEN]);
...

```

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Character Arrays: Strings

- Program example: `BubbleSort.c` (part 2/7)

```

...

/* function definitions */

/* let the user enter the text array */

void EnterText(char Text[NUM][LEN])
{
    int i;

    for(i = 0; i < NUM; i++)
    { printf("Enter text string %2d: ", i+1);
      scanf("%19s", Text[i]);
    } /* rof */
} /* end of EnterText */

...

```

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Character Arrays: Strings

- Program example: `BubbleSort.c` (part 3/7)

```

...

/* print the text array on the screen          */

void PrintText(char Text[NUM][LEN])
{
    int i;

    for(i = 0; i < NUM; i++)
        { printf("String %2d: %s\n", i+1, Text[i]);
          } /* rof */
} /* end of PrintText */

...

```

Character Arrays: Strings

- Program example: `BubbleSort.c` (part 4/7)

```

...
/* alphabetically compare strings s1 and s2:  */
/* return -1, if string s1 < string s2        */
/* return  0, if string s1 = string s2        */
/* return  1, if string s1 > string s2        */
int CompareStrings(char s1[LEN], char s2[LEN])
{
    int i;

    for(i = 0; i < LEN; i++)
        { if (s1[i] > s2[i])
          { return(1); }
          if (s1[i] < s2[i])
          { return(-1); }
          if (s1[i] == 0 || s2[i] == 0)
          { break; }
        } /* rof */
    return 0;
} /* end of CompareStrings */

...

```

Character Arrays: Strings

- Program example: `BubbleSort.c` (part 5/7)

```

...

/* swap/exchange the strings s1 and s2 in place */

void SwapStrings(char s1[LEN], char s2[LEN])
{
    int i;
    char c;

    for(i = 0; i < LEN; i++)
    {
        c = s1[i];
        s1[i] = s2[i];
        s2[i] = c;
    } /* rof */
} /* end of SwapStrings */

...

```

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Character Arrays: Strings

- Program example: `BubbleSort.c` (part 6/7)

```

...

/* sort the text array by comparing every pair */
/* of strings; if the pair of strings is not in */
/* alphabetical order, swap it */

void BubbleSort(char Text[NUM][LEN])
{
    int i, j;

    for(i = 0; i < NUM-1; i++)
    {
        for(j = i+1; j < NUM; j++)
        {
            if (CompareStrings(Text[i], Text[j]) > 0)
            {
                SwapStrings(Text[i], Text[j]);
            } /* fi */
        } /* rof */
    } /* rof */
} /* end of BubbleSort */

...

```

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Character Arrays: Strings

- Program example: `BubbleSort.c` (part 7/7)

```

...
/* main function: enter, sort, print the text */
int main(void)
{
    /* local variables */
    char Text[NUM][LEN]; /* NUM strings, length LEN */

    /* input section */
    EnterText(Text);

    /* computation section */
    BubbleSort(Text);

    /* output section */
    PrintText(Text);

    /* exit */
    return 0;
} /* end of main */

/* EOF */

```

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Character Arrays: Strings

- Example session: `BubbleSort.c`

```

% vi BubbleSort.c
% gcc BubbleSort.c -o BubbleSort -Wall -ansi
% BubbleSort
Enter text string 1: Charlie
Enter text string 2: William
Enter text string 3: Donald
Enter text string 4: John
Enter text string 5: Jane
Enter text string 6: Jessie
Enter text string 7: Donald
Enter text string 8: Henry
Enter text string 9: George
Enter text string 10: Emily
String 1: Charlie
String 2: Donald
String 3: Donald
String 4: Emily
String 5: George
String 6: Henry
String 7: Jane
String 8: Jessie
String 9: John
String 10: William
EE %

```