

EECS 10: Computational Methods in Electrical and Computer Engineering

Lecture 2

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Lecture 2.1: Overview

- Review Quiz
- Our second C Program
 - Program structure
 - Input
 - Computation
 - Output
 - Example `Addition.c`
 - Variables
 - Value input
 - Calculation
 - Result output

Quiz: Question 1


- Which Linux command shows you the path to the current directory?
 - a) `cd`
 - b) `pwd`
 - c) `dir`
 - d) `ls`
 - e) `list`

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Quiz: Question 1

- Which Linux command shows you the path to the current directory?
 - a) `cd`
 -  b) `pwd`
 - c) `dir`
 - d) `ls`
 - e) `list`

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Quiz: Question 2


- Which of the following Linux commands renames file “text1” into “homework1”?
 - a) `ren text1 homework1`
 - b) `ren homework1 text1`
 - c) `rm text1 homework1`
 - d) `mv homework1 text1`
 - e) `mv text1 homework1`

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Quiz: Question 2

- Which of the following Linux commands renames file “text1” into “homework1”?
 - a) `ren text1 homework1`
 - b) `ren homework1 text1`
 - c) `rm text1 homework1`
 - d) `mv homework1 text1`
 -  e) `mv text1 homework1`

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Quiz: Question 3


- What is C *not*?
 - a) a structured programming language
 - b) a object-oriented programming language
 - c) a compiled programming language
 - d) a high-level programming language
 - e) a portable programming language

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Quiz: Question 3

- What is C *not*?
 - a) a structured programming language
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 - d) a high-level programming language
 - e) a portable programming language

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Quiz: Question 4

- What is the meaning of the following code fragment?


```
/* printf("C programming is great!\n") */
```

- a) it prints "C programming is boring!"
- b) it prints "C programming is great!"
- c) it is a syntax error because a semicolon is missing after the `printf()` statement
- d) it is the main function of the C program
- e) it is a comment ignored by the compiler

Quiz: Question 4

- What is the meaning of the following code fragment?

```
/* printf("C programming is great!\n") */
```

- a) it prints "C programming is boring!"
- b) it prints "C programming is great!"
- c) it is a syntax error because a semicolon is missing after the `printf()` statement
- d) it is the main function of the C program
-  e) it is a comment ignored by the compiler

Quiz: Question 5

- What is true about of the following compiler call? (Check all that apply!)

```
% gcc HelloWorld.c -Wall -ansi -o HelloWorld
```

- a) the GNU C Compiler is called to generate an executable program called `HelloWorld`
- b) the compiler will print warning and/or error messages about any non-ANSI compliance in the code
- c) the compiler will ignore all warnings
- d) the compiler will read the file `HelloWorld.c`
- e) the compiler will overwrite the `HelloWorld` file if it already exists

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Quiz: Question 5

- What is true about of the following compiler call? (Check all that apply!)

```
% gcc HelloWorld.c -Wall -ansi -o HelloWorld
```

- a) the GNU C Compiler is called to generate an executable program called `HelloWorld`
- b) the compiler will print warning and/or error messages about any non-ANSI compliance in the code
- c) the compiler will ignore all warnings
- d) the compiler will read the file `HelloWorld.c`
- e) the compiler will overwrite the `HelloWorld` file if it already exists

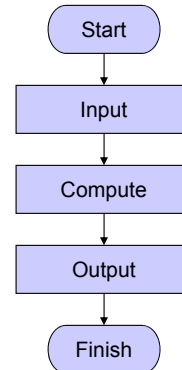
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Program Structure

- General Program Structure
 - Input
 - read input data
 - Computation
 - compute output data from input data
 - Output
 - write output data
- Examples
 - Calculator
 - Enter numbers, compute function, output result
 - Word processor
 - Type, format, print text
 - Database application
 - Enter data, process data, present data
 - etc.



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C Program Structure

- Initialization section
 - Definition of variables (storage elements)
 - Name, type, and initial value
- Input section
 - read values from input devices into variables
 - standard input functions
- Computation section
 - perform the necessary computation on variables
 - assignment statements
- Output section
 - write results from variables to output devices
 - standard output functions
- Exit section
 - clean up and exit

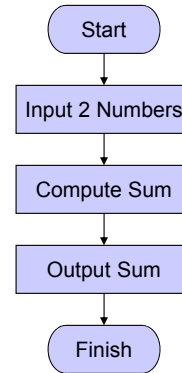
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Our second C Program

- Program Example: Addition
 - Input
 - Let the user enter two whole numbers
 - Computation
 - Compute the sum of the two numbers
 - Output
 - Display the sum



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Our second C Program

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

```

/* Addition.c: adding two integer numbers */
/* */
/* author: Rainer Doemer */
/* */
/* modifications: */
/* 09/30/04 RD initial version */

#include <stdio.h>

/* main function */

int main(void)
{
    /* variable definitions */
    int i1 = 0; /* first integer */
    int i2 = 0; /* second integer */
    int sum; /* result */
    ...
  
```

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Our second C Program

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

```

...
/* input section */
printf("Please enter an integer:   ");
scanf("%d", &i1);
printf("Please enter another integer: ");
scanf("%d", &i2);

/* computation section */
sum = i1 + i2;

/* output section */
printf("The sum of %d and %d is %d.\n", i1, i2, sum);

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

/* EOF */

```

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Our second C Program

- Variable definition and initialization

```

/* variable definitions */
int i1 = 0;      /* first integer */
int i2 = 0;      /* second integer */
int sum;         /* result */

```

- Variable type: **int**
 - integer type, stores whole numbers (e.g. -5, 0, 42)
 - many other types exist (`float`, `double`, `char`, ...)
- Variable name: **i1**
 - valid identifier, i.e. name composed of letters, digits
 - variable name should be descriptive
- Initializer: **= 0**
 - specifies the initial value of the variable
 - optional (if omitted, initial value is undefined)

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Our second C Program

- Data input using `scanf()` function

```
/* input section */
printf("Please enter an integer:   ");
scanf("%d", &i1);
```

- Function `scanf()` is defined in standard I/O library
 - declared in header file `stdio.h`
- ... reads data from the standard input stream `stdin`
 - `stdin` usually means the keyboard
- ... converts input data according to format string
 - `"%d"` indicates that a decimal integer value is expected
- ... stores result in specified location
 - `&i1` indicates to store at the *address of variable i1*

Our second C Program

- Computation using assignment statements

```
/* computation section */
sum = i1 + i2;
```

- Operator `=` specifies an assignment
 - value of the right-hand side (`i1 + i2`) is assigned to the left-hand side (`sum`)
 - left-hand side is usually a variable
 - right-hand side is a simple or complex expression
- Operator `+` specifies addition
 - left and right arguments are added
 - result is the sum of the two arguments
- Many other operators exist
 - For example, `-`, `*`, `/`, `%`, `<`, `>`, `==`, `^`, `&`, `|`, ...

Our second C Program

- Data output using `printf()` function

```
/* output section */
printf("The sum of %d and %d is %d.\n", i1, i2, sum);
```

- Function `printf()` is defined in standard I/O library
 - declared in header file `stdio.h`
- ... writes data to the standard output stream `stdout`
 - `stdout` usually means the monitor
- ... converts output data according to format string
 - text ("The sum...") is copied verbatim to the output
 - "%d" is replaced with a decimal integer value
- ... takes values from specified arguments (in order)
 - `i1` indicates to use the value of the variable `i1`

Our second C Program

- Example session: `Addition.c`

```
% vi Addition.c
% ls -l
-rw----- 1 doemer faculty 702 Sep 30 14:17 Addition.c
% gcc -Wall -ansi Addition.c -o Addition
% ls -l
-rwx----- 1 doemer faculty 6628 Sep 30 16:44 Addition*
-rw----- 1 doemer faculty 702 Sep 30 14:17 Addition.c
% Addition
Please enter an integer: 27
Please enter another integer: 15
The sum of 27 and 15 is 42.
% Addition
Please enter an integer: 123
Please enter another integer: -456
The sum of 123 and -456 is -333.
%
```

Lecture 2.2: Overview

- Basic Types in C
 - Integer types
 - Floating point types
- Arithmetic Operations in C
 - Arithmetic operators
 - Evaluation order
- Arithmetic Example
 - Cosine approximation
 - Example `Cosine.c`

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Basic Types in C

- Integer types
 - `char` Character, e.g. `'a'`, `'b'`, `'1'`, `'*'`
 - typical range `[-128,127]`
 - `short int` Short integer, e.g. `-7`, `0`, `42`
 - typical range `[-32768,32767]`
 - `int` Integer, e.g. `-7`, `0`, `42`
 - typical range `[-2147483648,2147483647]`
 - `long int` Long integer, e.g. `-99L`, `9L`, `123L`
 - typical range `[-2147483648,2147483647]`
 - `long long int` Very long integer, e.g. `12345LL`
 - typical range `[-9223372036854775808,9223372036854775807]`
- Integer types can be
 - `signed` negative and positive values (incl. 0)
 - `unsigned` positive values only (incl. 0)

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Basic Types in C

- Floating point types
 - `float` Floating point with single precision
 - Example `3.5f`, `-0.234f`, `10e8f`
 - `double` Floating point with double precision
 - Example `3.5`, `-0.23456789012`, `10e88`
 - `long double` Floating point with high precision
 - Example `12345678.123456e123L`
- Floating point values are in many cases *approximations* only!
 - Storage size of floating point values is fixed
 - Many values can only be represented as approximations
 - Example: `1.0/3.0 = .333333`

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Conversion Specifiers for Basic Types

• Type	<code>printf()</code>	<code>scanf()</code>
• <code>long double</code>	<code>%Lf</code>	<code>%Lf</code>
• <code>double</code>	<code>%f</code>	<code>%lf</code>
• <code>float</code>	<code>%f</code>	<code>%f</code>
• <code>unsigned long long</code>	<code>%llu</code>	<code>%llu</code>
• <code>long long</code>	<code>%lld</code>	<code>%lld</code>
• <code>unsigned long</code>	<code>%lu</code>	<code>%lu</code>
• <code>long</code>	<code>%ld</code>	<code>%ld</code>
• <code>unsigned int</code>	<code>%u</code>	<code>%u</code>
• <code>int</code>	<code>%d</code>	<code>%d</code>
• <code>short</code>	<code>%hd</code>	<code>%hd</code>
• <code>char</code>	<code>%c</code>	<code>%c</code>

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Arithmetic Operations in C

- Arithmetic Operators
 - parentheses (,)
 - unary plus, minus +, -
 - multiplication, division, modulo *, /, %
 - addition, subtraction +, -
 - shift left, shift right <<, >>
- Evaluation order of expressions
 - usually left to right
 - by operator precedence
 - ordered as in table above (higher operators are evaluated first)
- Arithmetic operators are available
 - for integer types: all
 - for floating point types: all except %, <<, >>

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Shift Operators

- Left-shift operator: $x \ll n$
 - shifts x in binary representation n times to the left
 - multiplies x n times by 2
 - Examples
 - $2x = x \ll 1$
 - $4x = x \ll 2$
 - $x * 2^n = x \ll n$
 - $2^n = 1 \ll n$
- Right-shift operator: $x \gg n$
 - shifts x in binary representation n times to the right
 - divides x n times by 2
 - Examples
 - $x / 2 = x \gg 1$
 - $x / 4 = x \gg 2$
 - $x / 2^n = x \gg n$

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Example Program

- Cosine function approximation
 - Task
 - Design a program to compute the cosine function!
 - In your program, use only the four basic operations addition, subtraction, multiplication, and division.
 - Approach
 - The cosine function can be algebraically approximated using an infinite sum

$$\cos x = \sum_{n=0}^{\infty} \frac{(-1)^n x^{2n}}{(2n)!} \approx 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots$$

Example Program

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

```

/* Cosine.c: cosine function approximation */
/*                                          */
/* author: Rainer Doemer                  */
/*                                          */
/* modifications:                         */
/* 10/02/05 RD initial version           */
#include <stdio.h>

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

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

```

Example Program

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

```

...

/* computation section */
y = 1 - (x*x)/(2.0*1.0)
    + (x*x*x*x)/(4.0*3.0*2.0*1.0)
    - (x*x*x*x*x*x)/(6.0*5.0*4.0*3.0*2.0*1.0);

/* output section */
printf("cos(%f) is approximately %f\n", x, y);

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

/* EOF */

```

Example Program

- Example session: `Cosine.c`

```

% vi Cosine.c
% gcc -Wall -ansi Cosine.c -o Cosine
% Cosine
Please enter real value x: 0.0
cos(0.000000) is approximately 1.000000
% Cosine
Please enter real value x: 0.1
cos(0.100000) is approximately 0.995004
% Cosine
Please enter real value x: 1.57079
cos(1.570790) is approximately -0.000888
% Cosine
Please enter real value x: 3.1415927
cos(3.141593) is approximately -1.211353
%

```


Lecture 2.3: Overview

- Review Quiz
- Type Conversion
 - explicit
 - implicit
- Types in Expressions
- Arithmetic Computation
 - Example `Arithmetic.c`

Quiz: Question 6

- Which of the following constructs is a valid arithmetic operator in C?
(Check all that apply!)
- a) /
 - b) %
 - c) !
 - d) @
 - e) >>

Quiz: Question 6

- Which of the following constructs is a valid arithmetic operator in C?
(Check all that apply!)

- a) /
- b) %
- c) !
- d) @
- e) >>

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Quiz: Question 7

- What is the value of the integer `x` after the following statement?

```
x = 11 / 3 + 11 % 3;
```

- a) 1
- b) 2
- c) 3
- d) 4
- e) 5

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Quiz: Question 7

- What is the value of the integer x after the following statement?

```
x = 11 / 3 + 11 % 3;
```

- a) 1
- b) 2
- c) 3
- d) 4
-  e) 5

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Quiz: Question 8

- What is the value of the integer x after the following statement?

```
x = (10 - (3 - (20 - -10)));
```

- a) 7
- b) 17
- c) 27
- d) 37
- e) 77

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Quiz: Question 8

- What is the value of the integer `x` after the following statement?

```
x = (10 - (3 - (20 - -10)));
```

- a) 7
- b) 17
- c) 27
-  d) 37
- e) 77

Quiz: Question 9

- Which of the following format strings will print an `unsigned int` value in decimal format when used with `printf()`?

- a) `"%u"`
- b) `"%ud"`
- c) `"%d"`
- d) `"%lu"`
- e) `"%ui"`

Quiz: Question 9

- Which of the following format strings will print an **unsigned int** value in decimal format when used with `printf()`?

- a) `"%u"`
- b) `"%ud"`
- c) `"%d"`
- d) `"%lu"`
- e) `"%ui"`

Quiz: Question 10

- Which of the following statements will correctly read a decimal value from `stdin` into a variable `x` of type **signed int**?


- a) `stdin("%x", &u);`
- b) `stdin("%u", x);`
- c) `scanf("%d", &x);`
- d) `scanf("&x", %u);`
- e) `scanf("&x", %d);`

Quiz: Question 10

- Which of the following statements will correctly read a decimal value from `stdin` into a variable `x` of type `signed int`?

a) `stdin("%x", &u);`

b) `stdin("%u", x);`

 c) `scanf("%d", &x);`

d) `scanf("&x", %u);`

e) `scanf("&x", %d);`

Review: Basic Types in C

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 - typical range [-128,127]
 - `short int` Short integer, e.g. -7, 0, 42
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Review: Basic Types in C

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 - Many values can only be represented as approximations
 - Example: `1.0/3.0 = .333333`

Type Conversion

- Explicit Type Conversion
 - types can be explicitly converted to other types, by use of the type cast operator:
(type) expression
 - the target type is named explicitly in parentheses before the source expression
 - Examples:
 - `Float = (float) LongInt`
 - converts the `long int` value into a `float` value
 - `Integer = (int) Double`
 - converts the `double` value into an `int` value
 - any fractional part is truncated!
 - `Char = (char) LongLongInt`
 - converts the `long long int` value into a `char` value
 - any out-of-range values are silently cut off!

Type Conversion

- Implicit Type Conversion
 - Type promotion
 - integral promotion
 - `unsigned` or `signed char` is promoted to `unsigned` or `signed int` before any operation
 - `unsigned` or `signed short` is promoted to `unsigned` or `signed int` before any operation
 - binary arithmetic operators are defined only for same types
 - the smaller type is converted to the larger type (before operation)
 - Examples:
 - » `ShortInt * LongInt` results in a `long int` type
 - » `LongDouble * Float` results in a `long double` type
 - Type coercion
 - most types are automatically converted to expected types
 - Example: `Double = Float`, or `Char = LongInt`

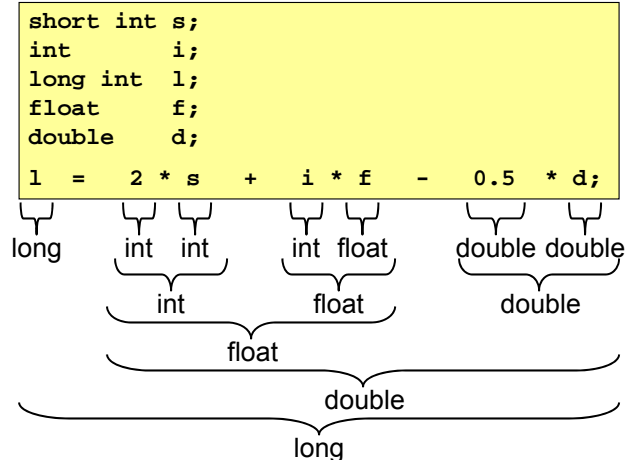
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Types in Expressions

- Expressions are composed of constants, variables and operators, each of which has an associated type
- Example:



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Example Program

- Program example:
 - Task: Write a C program that exercises arithmetic computation by use of different types and operators!
 - The program should compute the following equations:
 - Polynomial:

$$p = 2x^2 - 3x + 5$$
 - Quotient of sums:

$$q = \frac{a + b}{c + d}$$
 - Remainder:

$$r = \text{rem}(2^n / 7)$$
 - Assume that $a, b, c, d,$ and n are whole numbers.

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Example Program

- Program example: **Arithmetic.c** (part 1/3)

```

/* Arithmetic.c: arithmetic expressions      */
/*                                           */
/* author: Rainer Doemer                    */
/*                                           */
/* modifications:                           */
/* 10/06/04 RD initial version              */
/*                                           */

#include <stdio.h>

/* main function */

int main(void)
{
    /* variable definitions */
    int    a, b, c, d, n;
    double p, q, r, x;
    ...

```

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Example Program

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

```

...

/* input section */
printf("Please enter the value for real x:  ");
scanf("%lf", &x);
printf("Please enter the value for integer a: ");
scanf("%d", &a);
printf("Please enter the value for integer b: ");
scanf("%d", &b);
printf("Please enter the value for integer c: ");
scanf("%d", &c);
printf("Please enter the value for integer d: ");
scanf("%d", &d);
printf("Please enter the value for integer n: ");
scanf("%d", &n);

...

```

Example Program

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

```

...

/* computation section */
p = 2.0*x*x - 3.0*x + 5.0;
q = ((double)(a + b)) / ((double)(c + d));
r = (1<<n) % 7;

/* output section */
printf("The value for the polynomial p is %f.\n", p);
printf("The value for the quotient q is %f.\n", q);
printf("The value for the remainder r is %f.\n", r);

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

/* EOF */

```

Example Program

- Example session: `Arithmetic.c`

```
% vi Arithmetic.c
% gcc Arithmetic.c -Wall -ansi -o Arithmetic
% ls -l
total 20
-rwx----- 1 doemer  faculty    7344 Oct  6 08:42 Arithmetic*
-rw----- 1 doemer  faculty    1154 Oct  6 08:37 Arithmetic.c
% Arithmetic
Please enter the value for real x: 3.1415927
Please enter the value for integer a: 5
Please enter the value for integer b: 6
Please enter the value for integer c: 7
Please enter the value for integer d: 8
Please enter the value for integer n: 9
The value for the polynomial p is 15.314431.
The value for the quotient q is 0.733333.
The value for the remainder r is 1.000000.
%
```