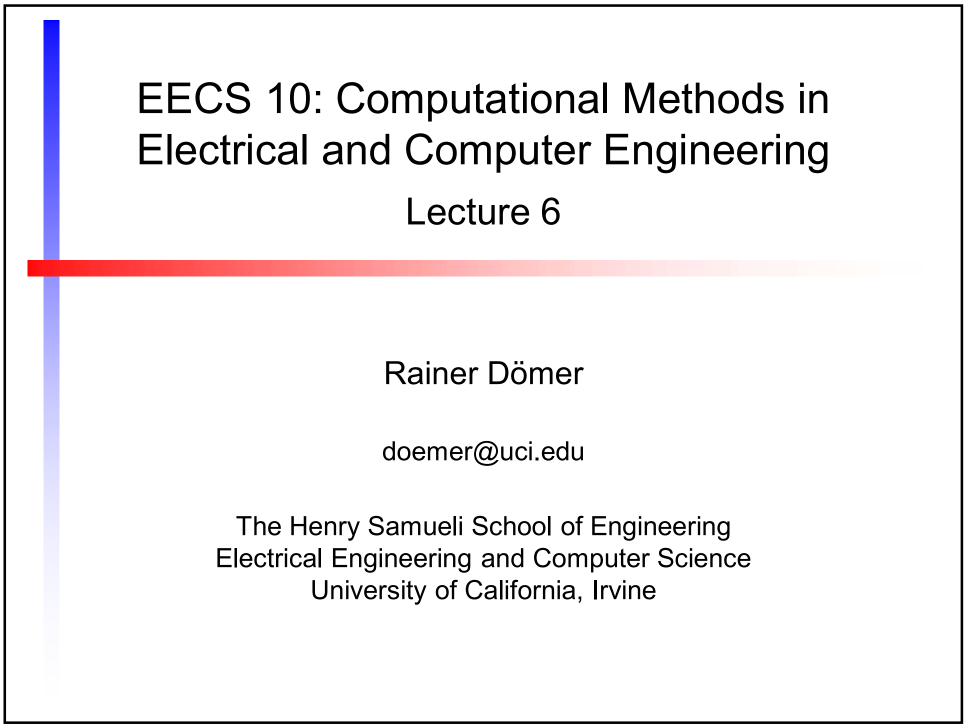

EECS 10: Computational Methods in Electrical and Computer Engineering

Lecture 6

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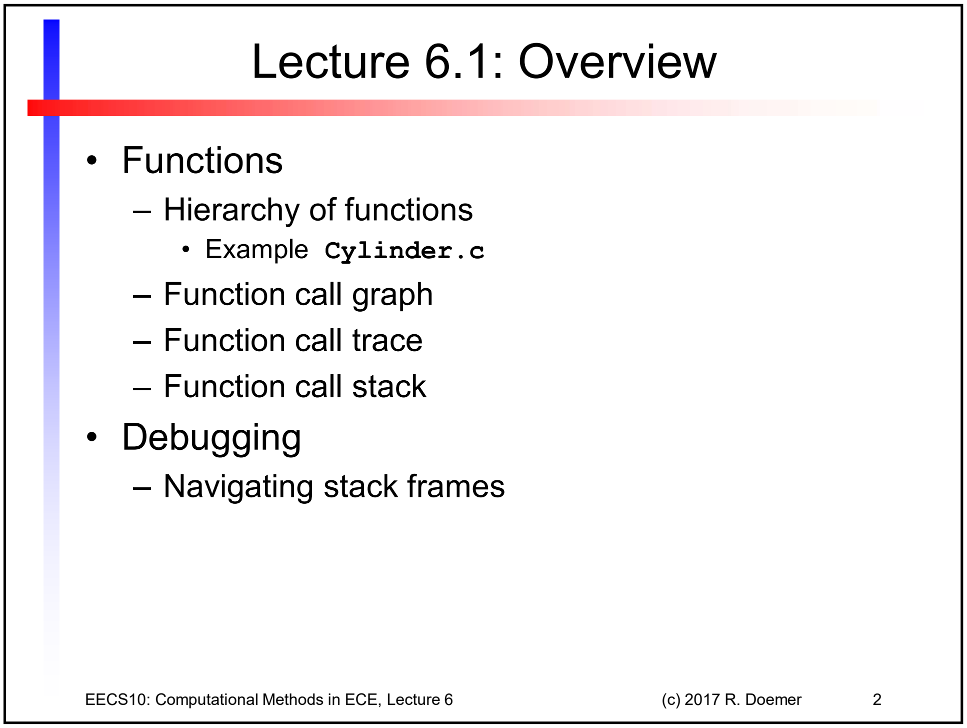
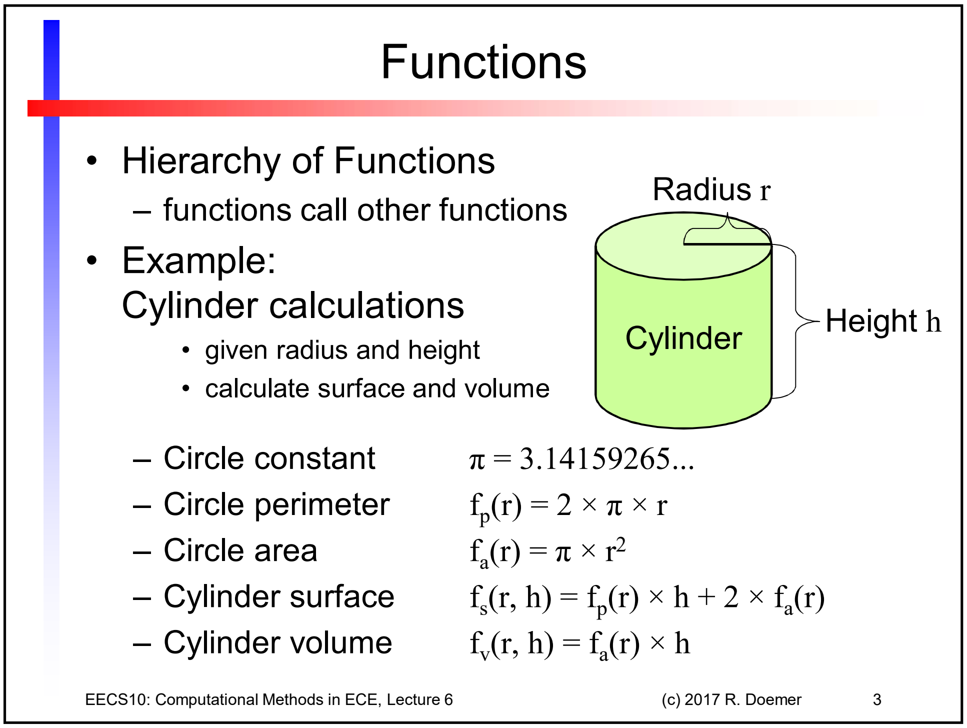


Lecture 6.1: Overview

- Functions
  - Hierarchy of functions
    - Example `Cylinder.c`
  - Function call graph
  - Function call trace
  - Function call stack
- Debugging
  - Navigating stack frames

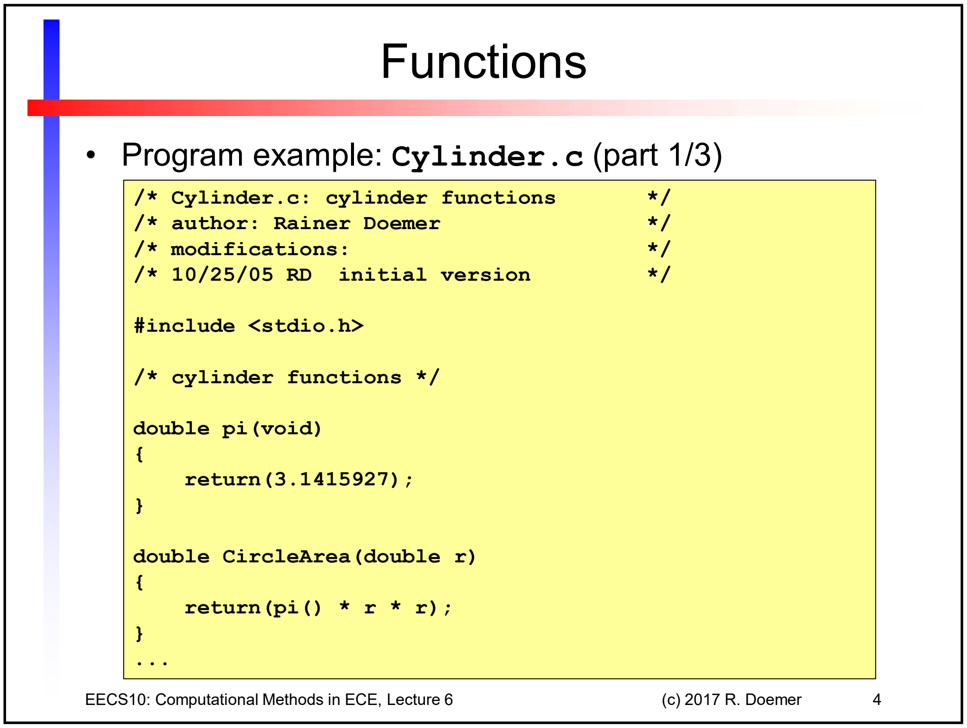


Functions

- Hierarchy of Functions
  - functions call other functions
- Example:
  Cylinder calculations
    - given radius and height
    - calculate surface and volume

Radius r
Cylinder
Height h

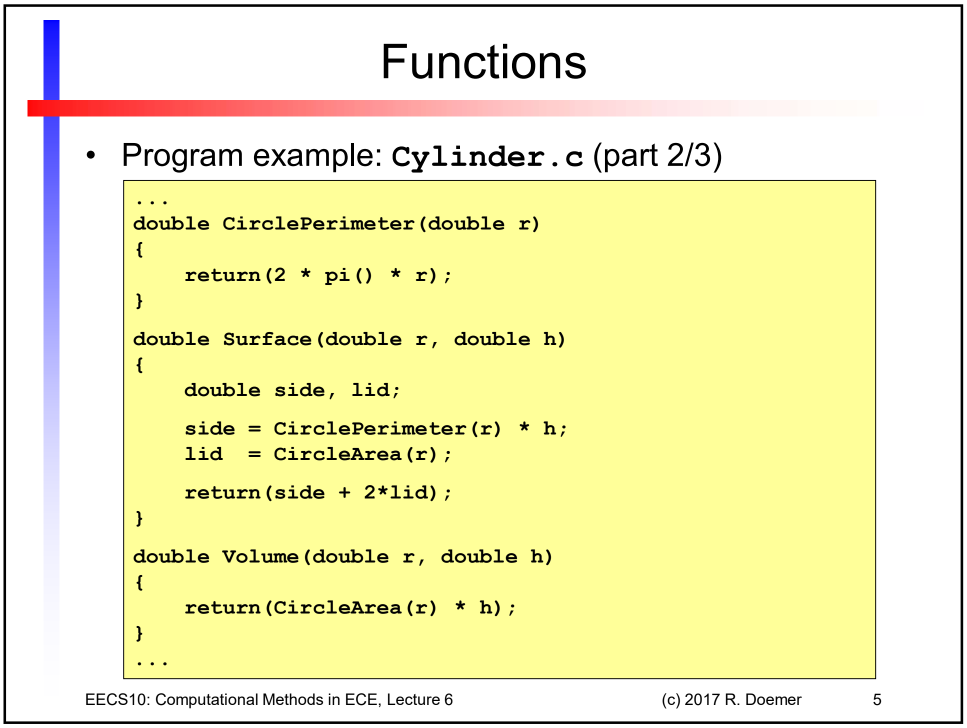
- Circle constant $\pi = 3.14159265...$
- Circle perimeter $f_p(r) = 2 \times \pi \times r$
- Circle area $f_a(r) = \pi \times r^2$
- Cylinder surface $f_s(r, h) = f_p(r) \times h + 2 \times f_a(r)$
- Cylinder volume $f_v(r, h) = f_a(r) \times h$



Functions

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

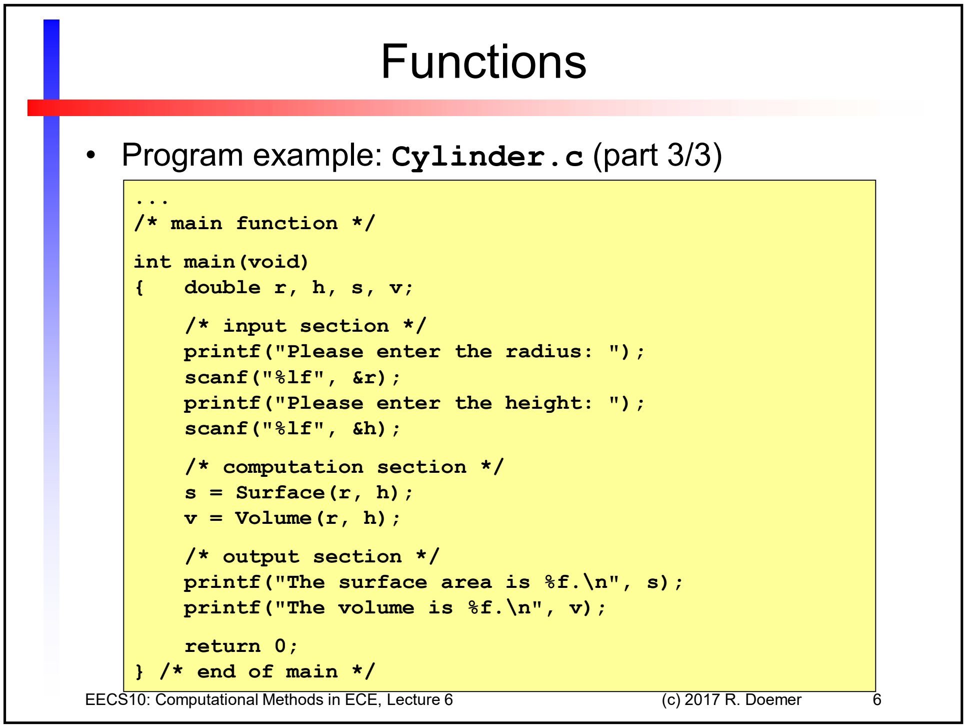
```
/* Cylinder.c: cylinder functions       */
/* author: Rainer Doemer                */
/* modifications:                       */
/* 10/25/05 RD  initial version         */

#include <stdio.h>

/* cylinder functions */

double pi(void)
{
    return(3.1415927);
}

double CircleArea(double r)
{
    return(pi() * r * r);
}
...
```



Functions

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

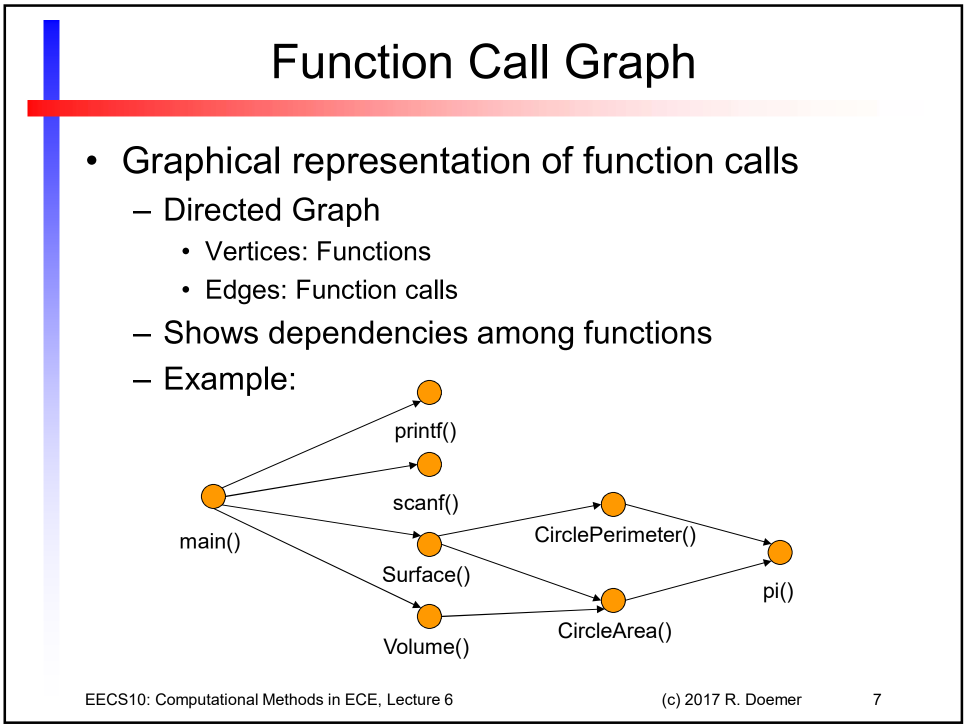
```
...
double CirclePerimeter(double r)
{
    return(2 * pi() * r);
}

double Surface(double r, double h)
{
    double side, lid;

    side = CirclePerimeter(r) * h;
    lid  = CircleArea(r);

    return(side + 2*lid);
}

double Volume(double r, double h)
{
    return(CircleArea(r) * h);
}
...
```



Functions

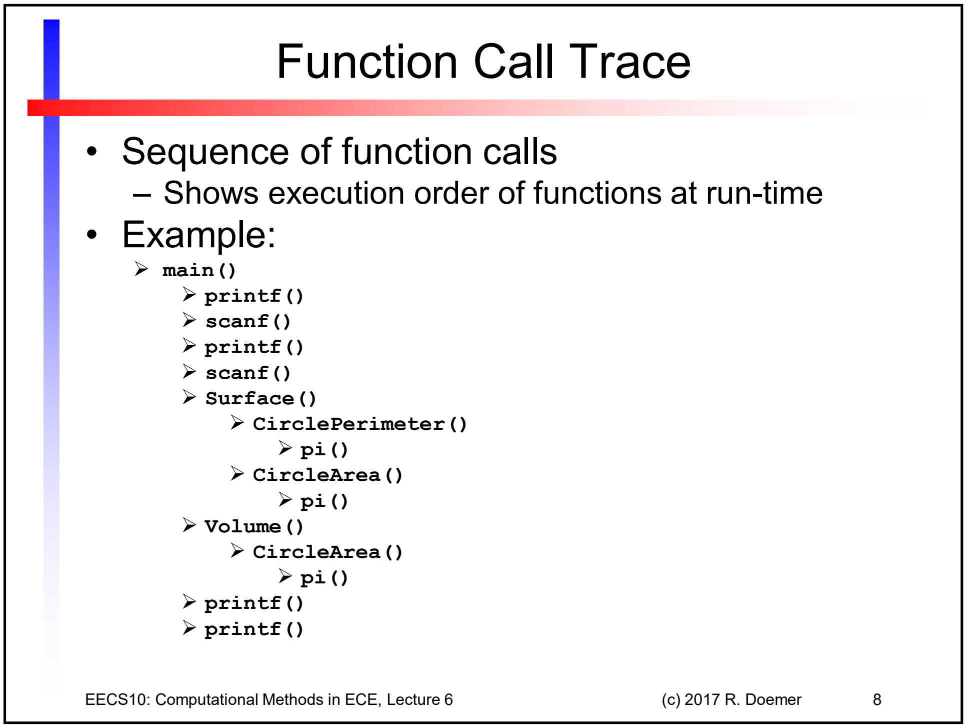
- Program example: **`Cylinder.c`** (part 3/3)

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

int main(void)
{   double r, h, s, v;

    /* input section */
    printf("Please enter the radius: ");
    scanf("%lf", &r);
    printf("Please enter the height: ");
    scanf("%lf", &h);

    /* computation section */
    s = Surface(r, h);
    v = Volume(r, h);

    /* output section */
    printf("The surface area is %f.\n", s);
    printf("The volume is %f.\n", v);

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



Function Call Graph

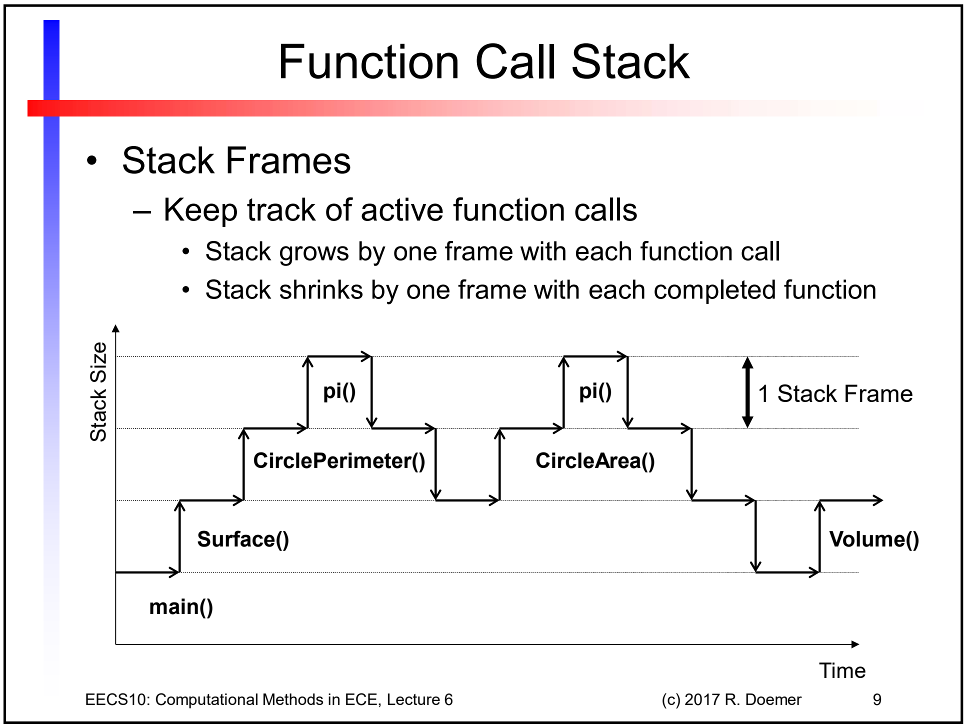
- Graphical representation of function calls
  - Directed Graph
    - Vertices: Functions
    - Edges: Function calls
  - Shows dependencies among functions
  - Example:



Function Call Trace

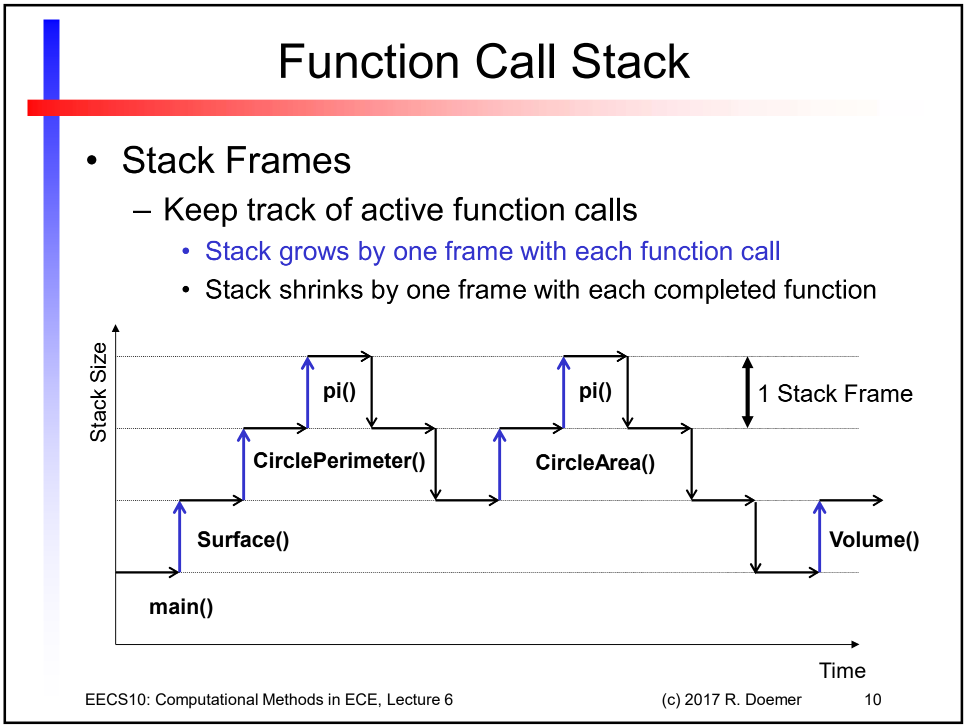
- Sequence of function calls
  - Shows execution order of functions at run-time
- Example:

```
➢ main()
   ➢ printf()
   ➢ scanf()
   ➢ printf()
   ➢ scanf()
   ➢ Surface()
      ➢ CirclePerimeter()
         ➢ pi()
      ➢ CircleArea()
         ➢ pi()
   ➢ Volume()
      ➢ CircleArea()
         ➢ pi()
   ➢ printf()
   ➢ printf()
```



Function Call Stack

- Stack Frames
  - Keep track of active function calls
    - Stack grows by one frame with each function call
    - Stack shrinks by one frame with each completed function



Function Call Stack

- Stack Frames
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Function Call Stack

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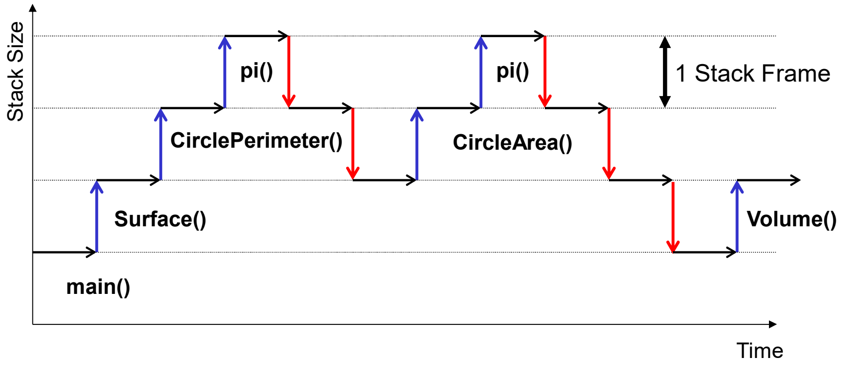
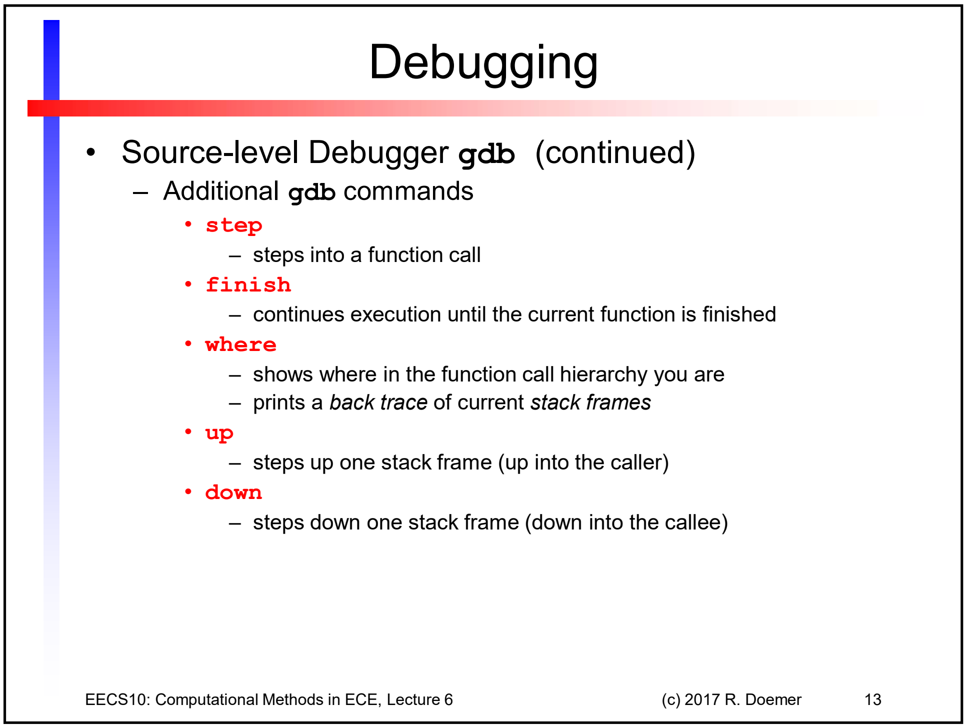


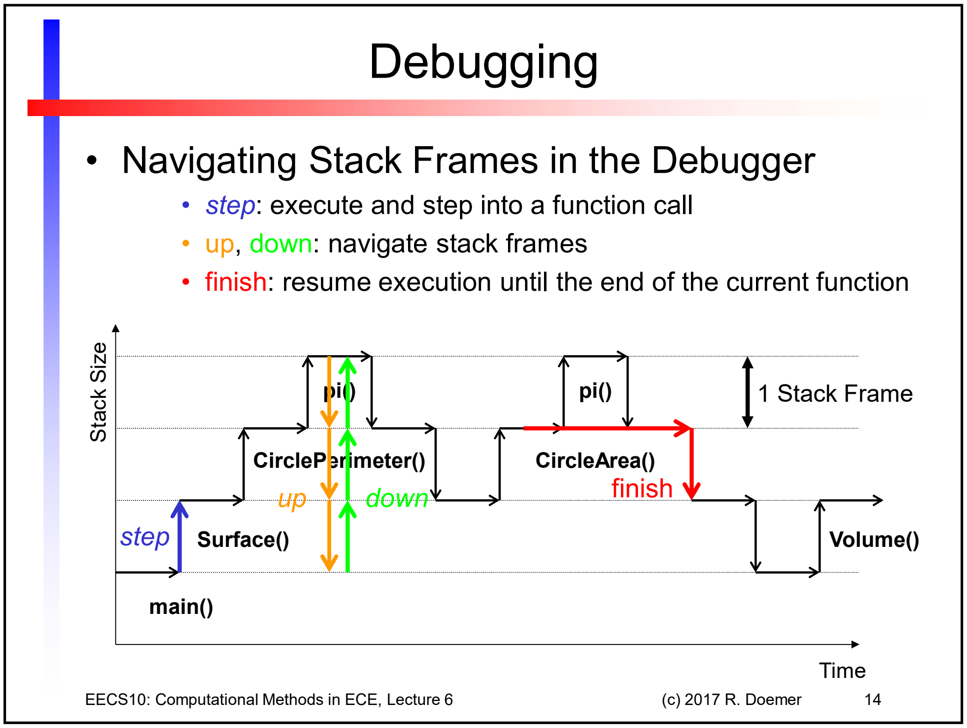
Debugging

- Source-level Debugger **gdb**
  - Basic **gdb** commands
    - **run**
      - starts the execution of the program in the debugger
    - **break *function_name*** (or ***line_number***)
      - inserts a breakpoint; program execution will stop at the breakpoint
    - **cont**
      - continues the execution of the program in the debugger
    - **list *from_line_number*,*to_line_number***
      - lists the current or specified range of 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



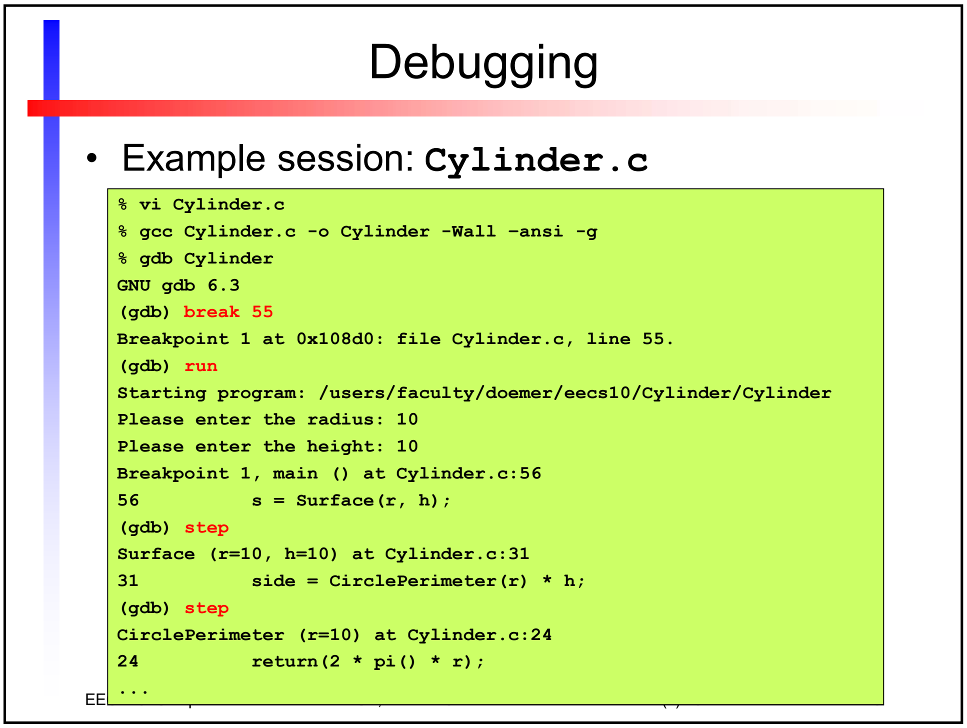
Debugging

- 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)



Debugging

- Navigating Stack Frames in the Debugger
  - *step*: execute and step into a function call
  - up, down: navigate stack frames
  - finish: resume execution until the end of the current function



Debugging

- Example session: `Cylinder.c`

```
% vi Cylinder.c
% gcc Cylinder.c -o Cylinder -Wall -ansi -g
% gdb Cylinder
GNU gdb 6.3
(gdb) break 55
Breakpoint 1 at 0x108d0: file Cylinder.c, line 55.
(gdb) run
Starting program: /users/faculty/doemer/eecs10/Cylinder/Cylinder
Please enter the radius: 10
Please enter the height: 10
Breakpoint 1, main () at Cylinder.c:56
56          s = Surface(r, h);
(gdb) step
Surface (r=10, h=10) at Cylinder.c:31
31          side = CirclePerimeter(r) * h;
(gdb) step
CirclePerimeter (r=10) at Cylinder.c:24
24          return(2 * pi() * r);
...
```

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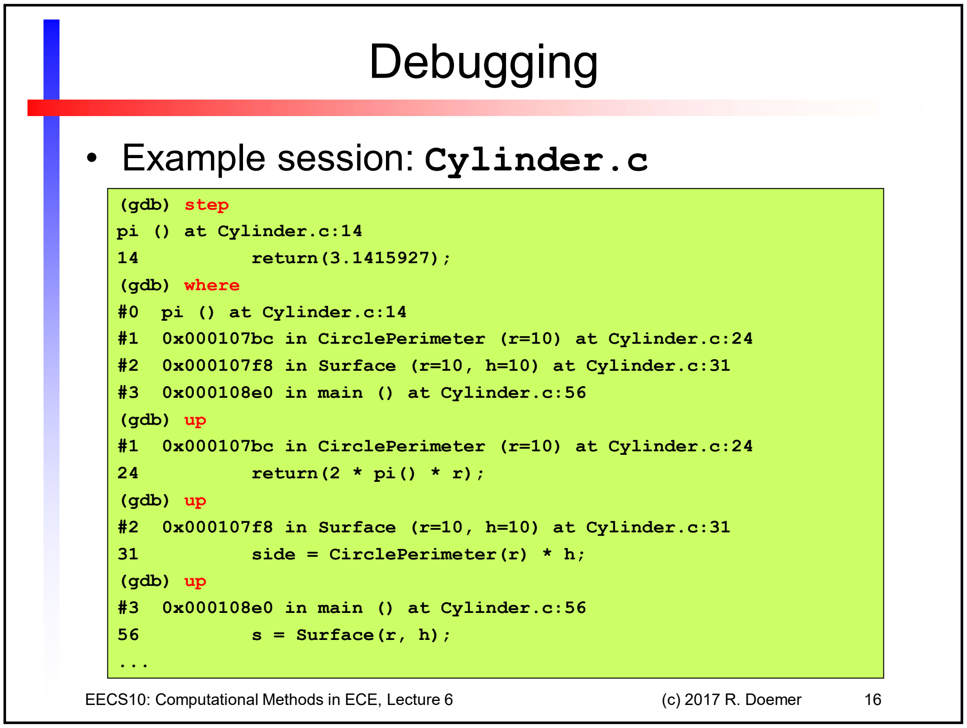

Debugging

- Example session: `Cylinder.c`

```
(gdb) step
pi () at Cylinder.c:14
14          return(3.1415927);
(gdb) where
#0  pi () at Cylinder.c:14
#1  0x000107bc in CirclePerimeter (r=10) at Cylinder.c:24
#2  0x000107f8 in Surface (r=10, h=10) at Cylinder.c:31
#3  0x000108e0 in main () at Cylinder.c:56
(gdb) up
#1  0x000107bc in CirclePerimeter (r=10) at Cylinder.c:24
24          return(2 * pi() * r);
(gdb) up
#2  0x000107f8 in Surface (r=10, h=10) at Cylinder.c:31
31          side = CirclePerimeter(r) * h;
(gdb) up
#3  0x000108e0 in main () at Cylinder.c:56
56          s = Surface(r, h);
...
```

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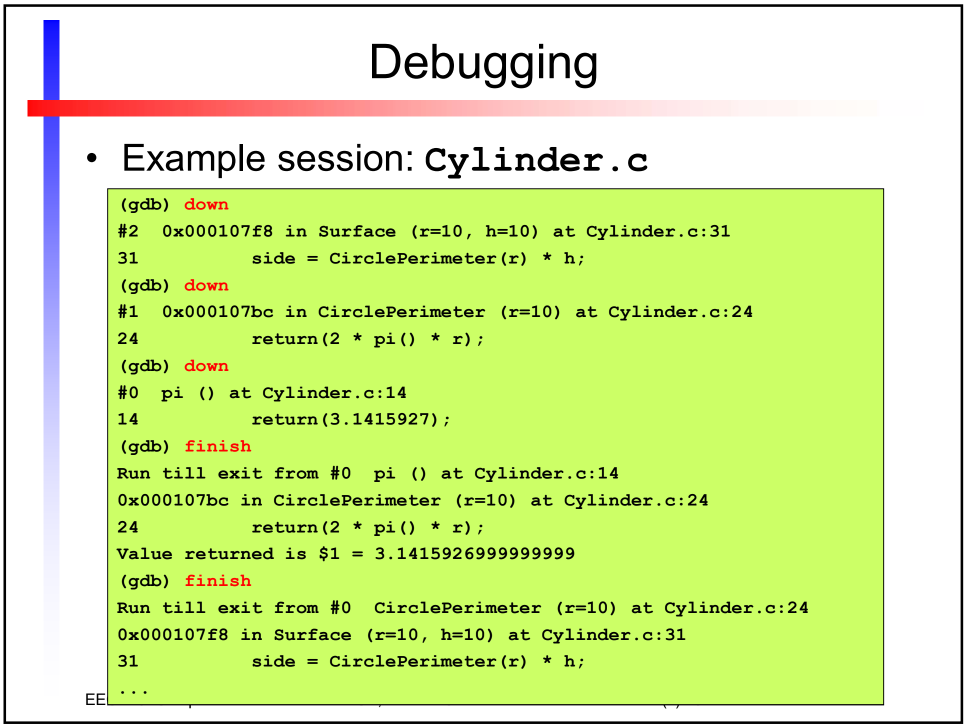
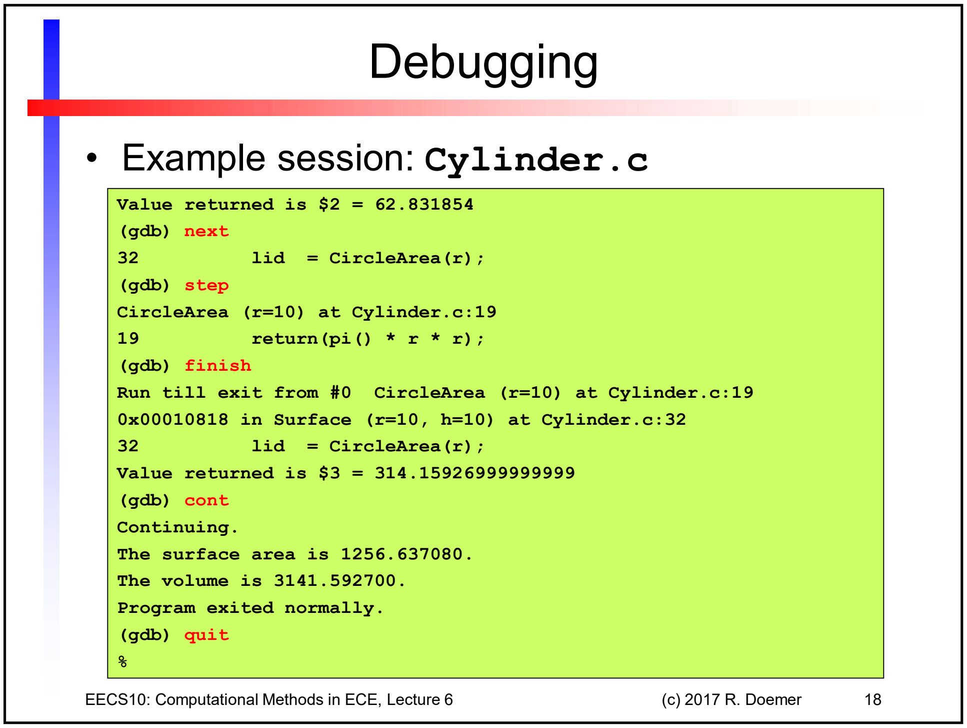


Debugging

- Example session: `Cylinder.c`

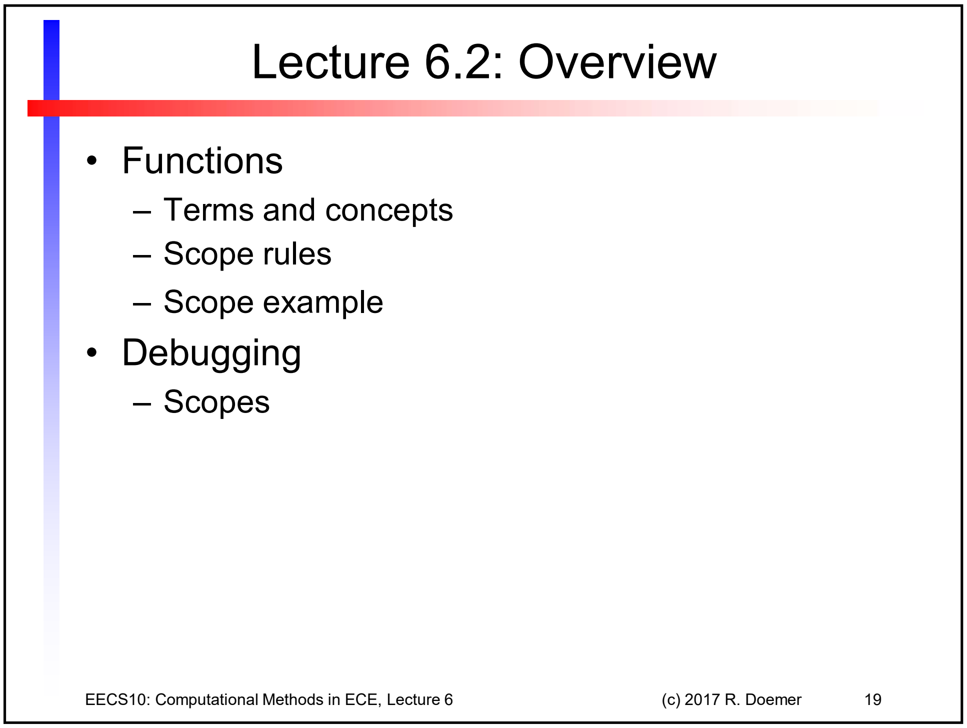
```
(gdb) down
#2  0x000107f8 in Surface (r=10, h=10) at Cylinder.c:31
31          side = CirclePerimeter(r) * h;
(gdb) down
#1  0x000107bc in CirclePerimeter (r=10) at Cylinder.c:24
24          return(2 * pi() * r);
(gdb) down
#0  pi () at Cylinder.c:14
14          return(3.1415927);
(gdb) finish
Run till exit from #0  pi () at Cylinder.c:14
0x000107bc in CirclePerimeter (r=10) at Cylinder.c:24
24          return(2 * pi() * r);
Value returned is $1 = 3.1415926999999999
(gdb) finish
Run till exit from #0  CirclePerimeter (r=10) at Cylinder.c:24
0x000107f8 in Surface (r=10, h=10) at Cylinder.c:31
31          side = CirclePerimeter(r) * h;
...
```



Debugging

- Example session: `Cylinder.c`

```
Value returned is $2 = 62.831854
(gdb) next
32          lid  = CircleArea(r);
(gdb) step
CircleArea (r=10) at Cylinder.c:19
19          return(pi() * r * r);
(gdb) finish
Run till exit from #0  CircleArea (r=10) at Cylinder.c:19
0x00010818 in Surface (r=10, h=10) at Cylinder.c:32
32          lid  = CircleArea(r);
Value returned is $3 = 314.15926999999999
(gdb) cont
Continuing.
The surface area is 1256.637080.
The volume is 3141.592700.
Program exited normally.
(gdb) quit
%
```



Lecture 6.2: Overview

- Functions
  - Terms and concepts
  - Scope rules
  - Scope example
- Debugging
  - Scopes

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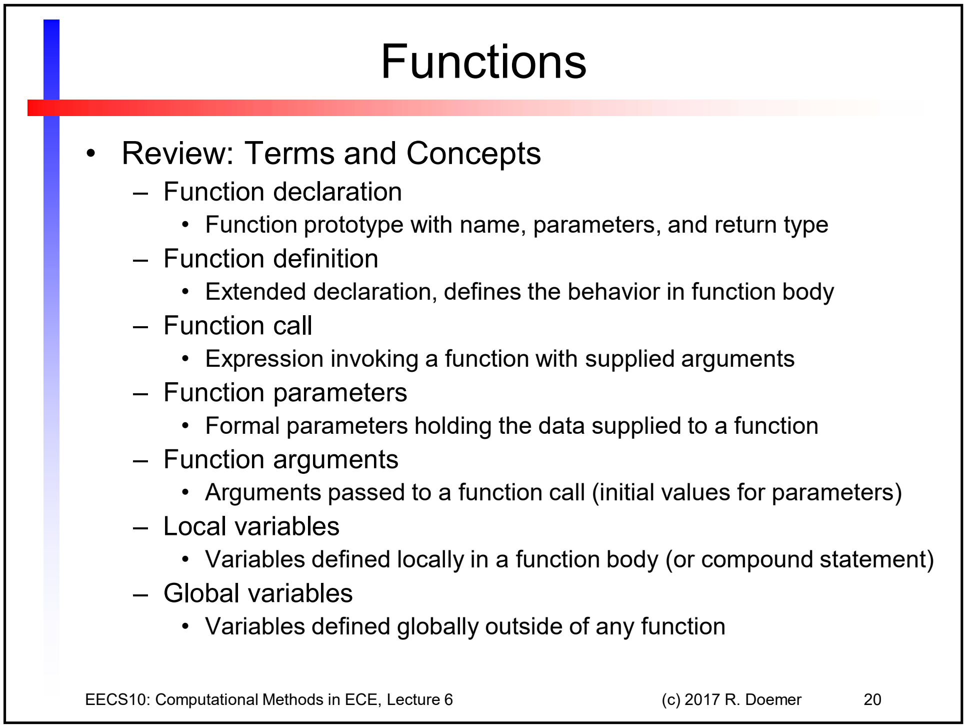

Functions

- Review: Terms and Concepts
  - Function declaration
    - Function prototype with name, parameters, and return type
  - Function definition
    - Extended declaration, defines the behavior in function body
  - Function call
    - Expression invoking a function with supplied arguments
  - Function parameters
    - Formal parameters holding the data supplied to a function
  - Function arguments
    - Arguments passed to a function call (initial values for parameters)
  - Local variables
    - Variables defined locally in a function body (or compound statement)
  - Global variables
    - Variables defined globally outside of any function

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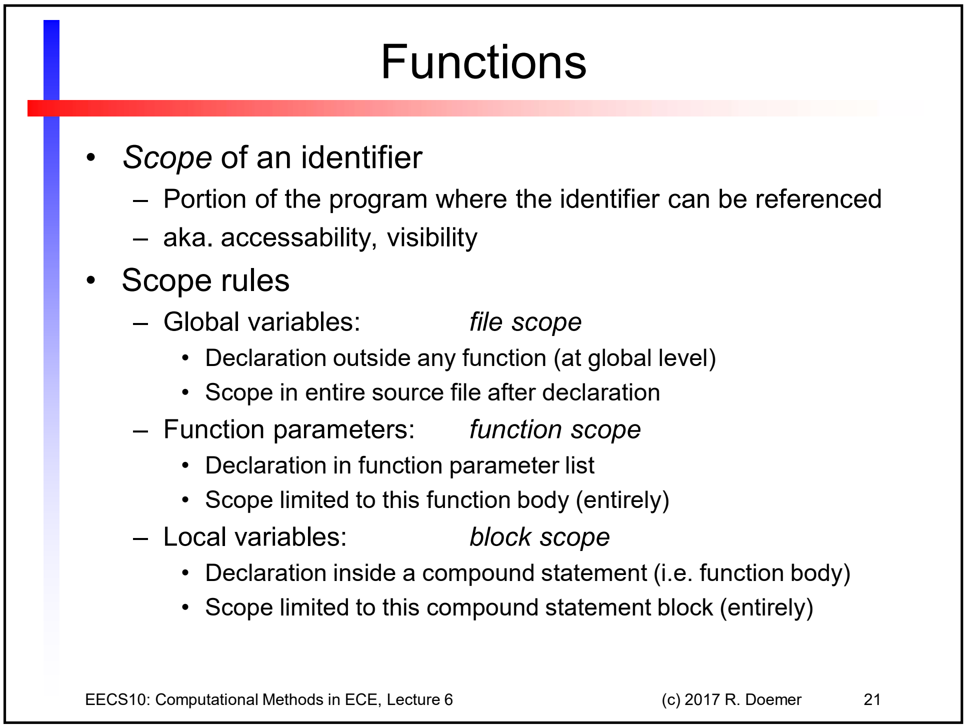
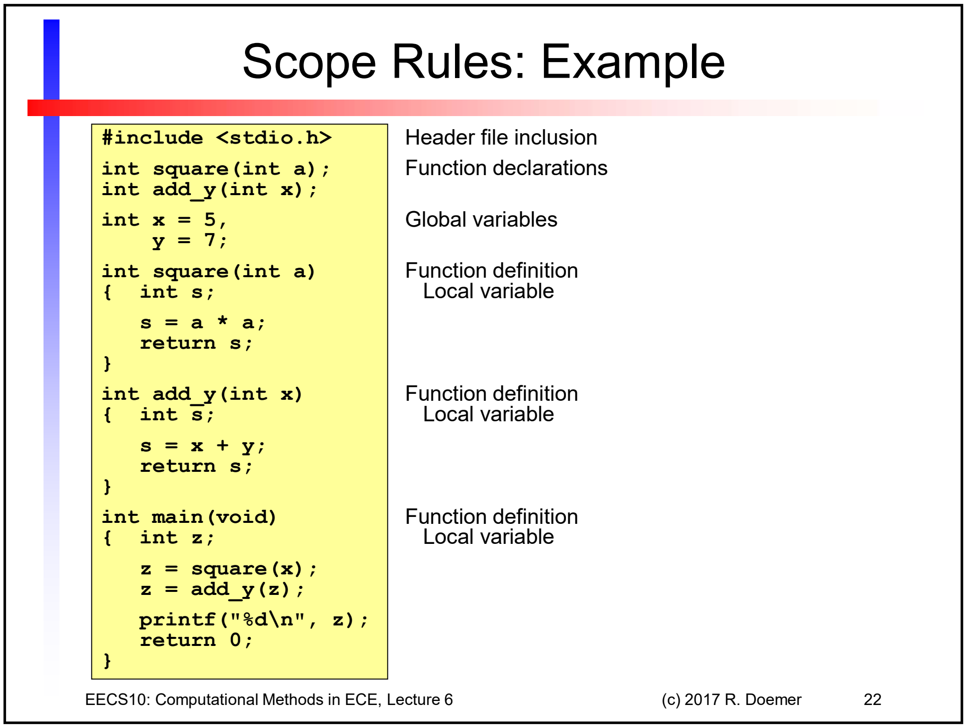


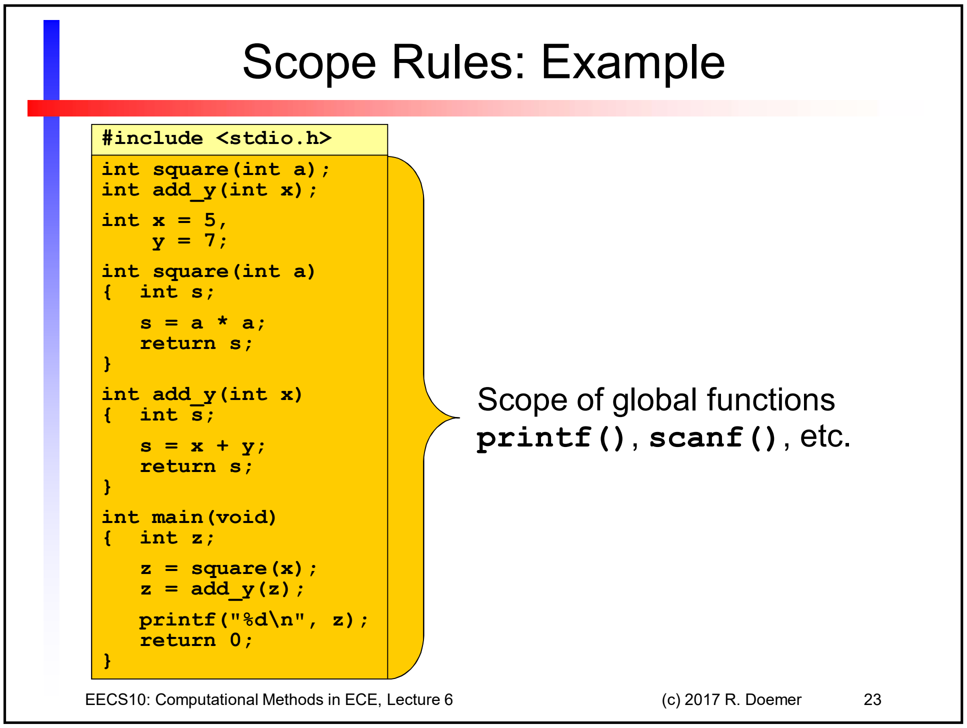
Functions

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



Scope Rules: Example

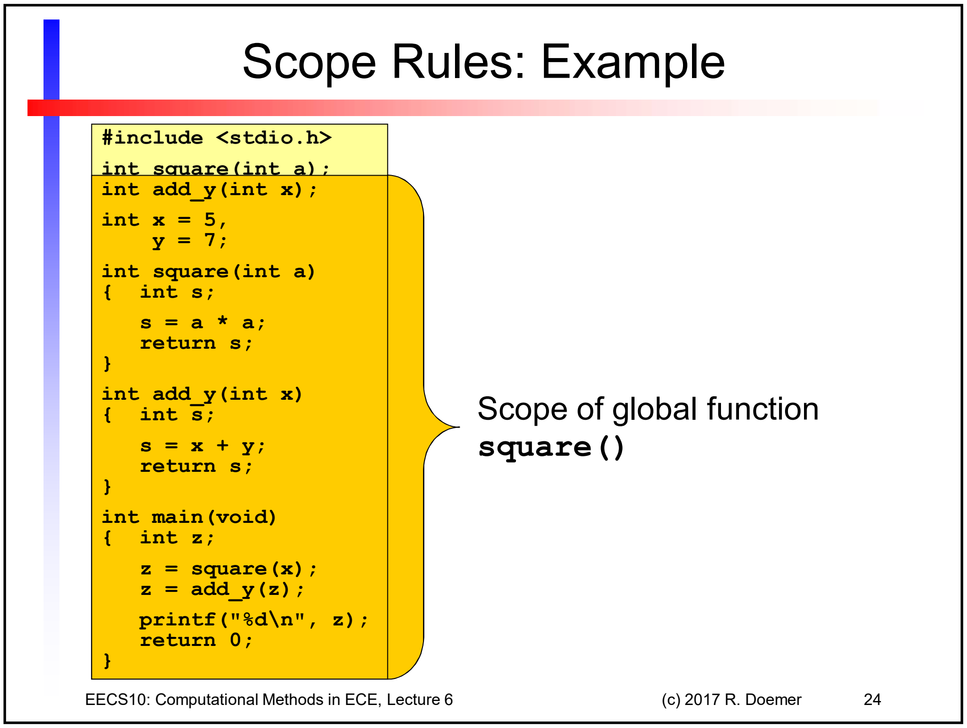
```
#include <stdio.h>            Header file inclusion

int square(int a);            Function declarations
int add_y(int x);

int x = 5,                    Global variables
    y = 7;

int square(int a)             Function definition
{   int s;                      Local variable

    s = a * a;
    return s;
}

int add_y(int x)              Function definition
{   int s;                      Local variable

    s = x + y;
    return s;
}

int main(void)                Function definition
{   int z;                      Local variable

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

    printf("%d\n", z);
    return 0;
}
```



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;
}
```

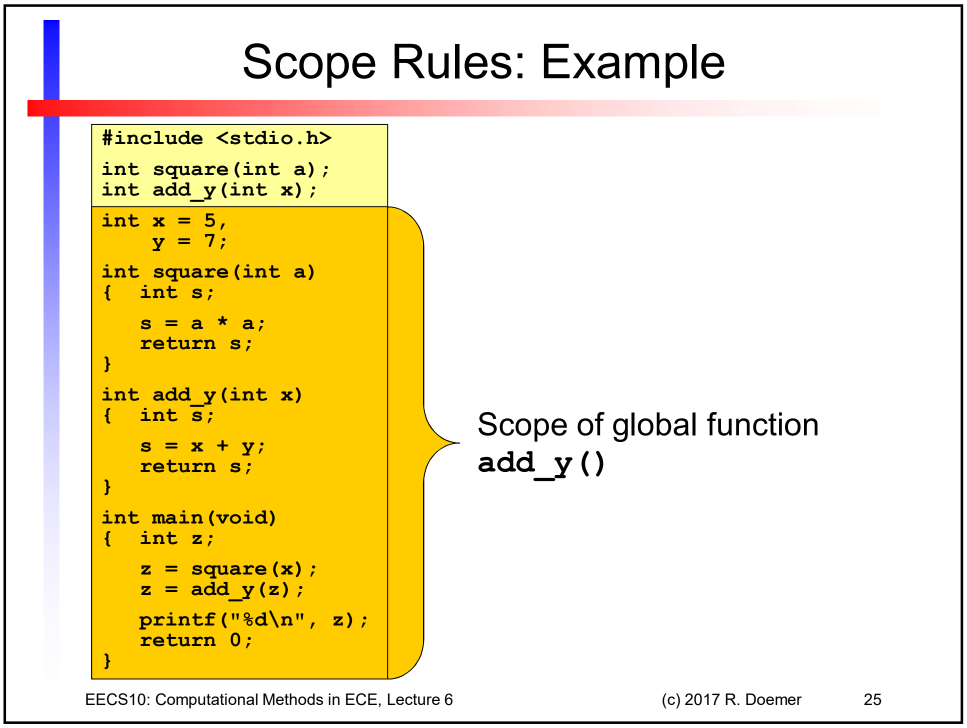
Scope of global functions **`printf()`**, **`scanf()`**, etc.



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()`**



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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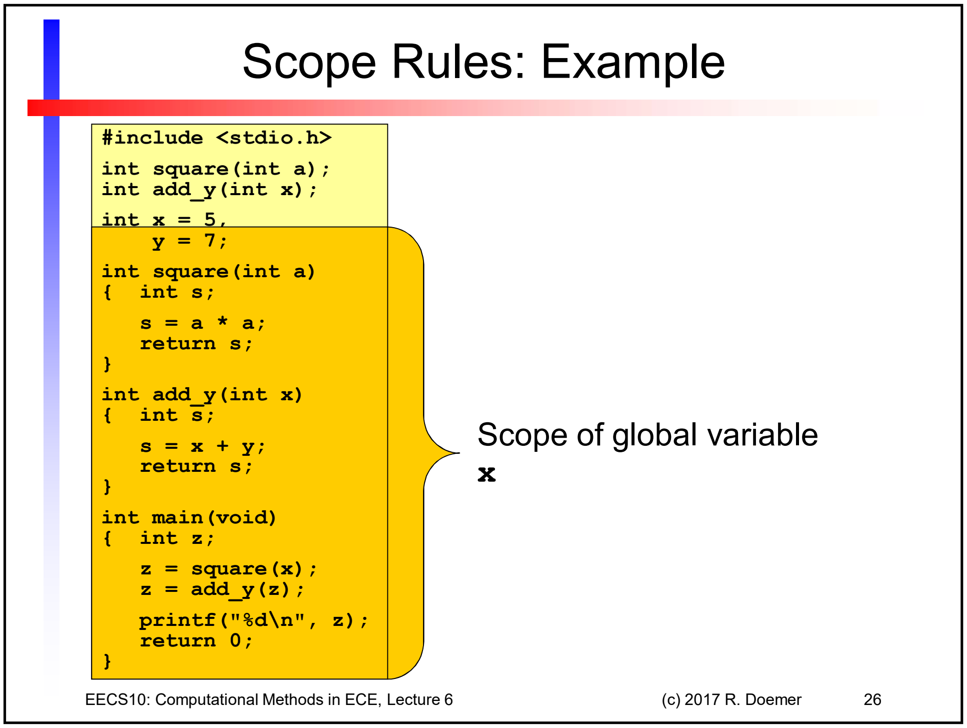

Scope Rules: Example

```
#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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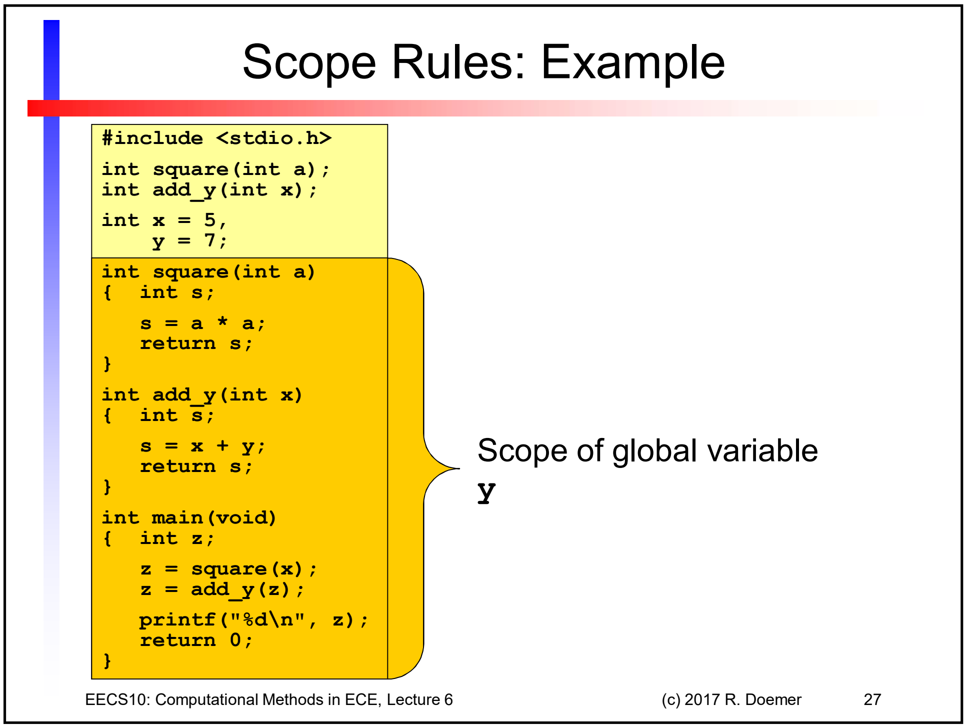

Scope Rules: Example

```
#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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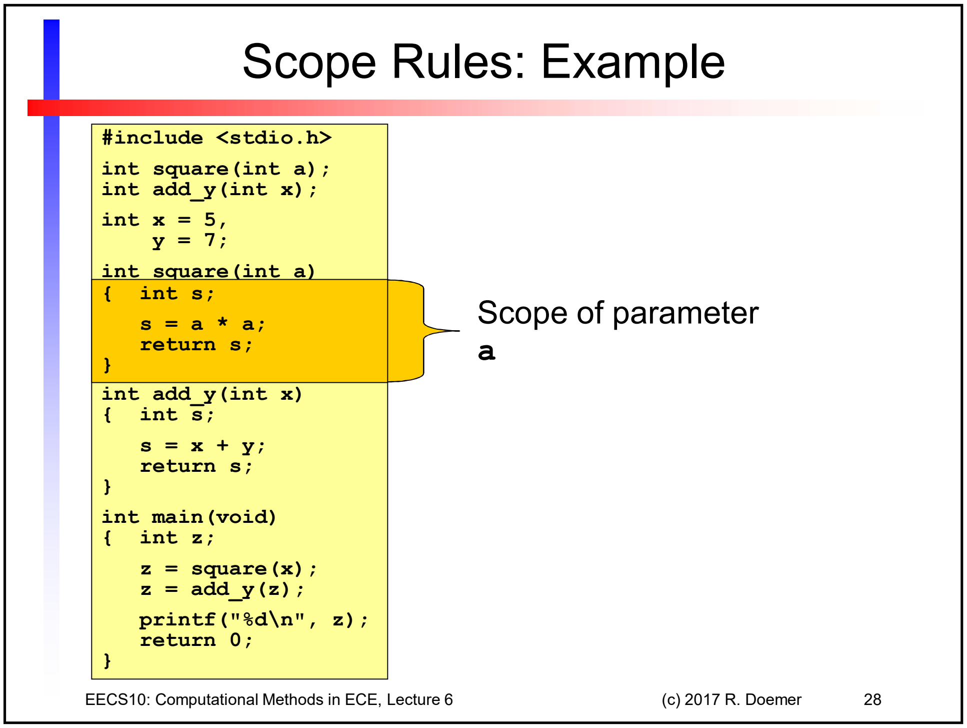

Scope Rules: Example

```
#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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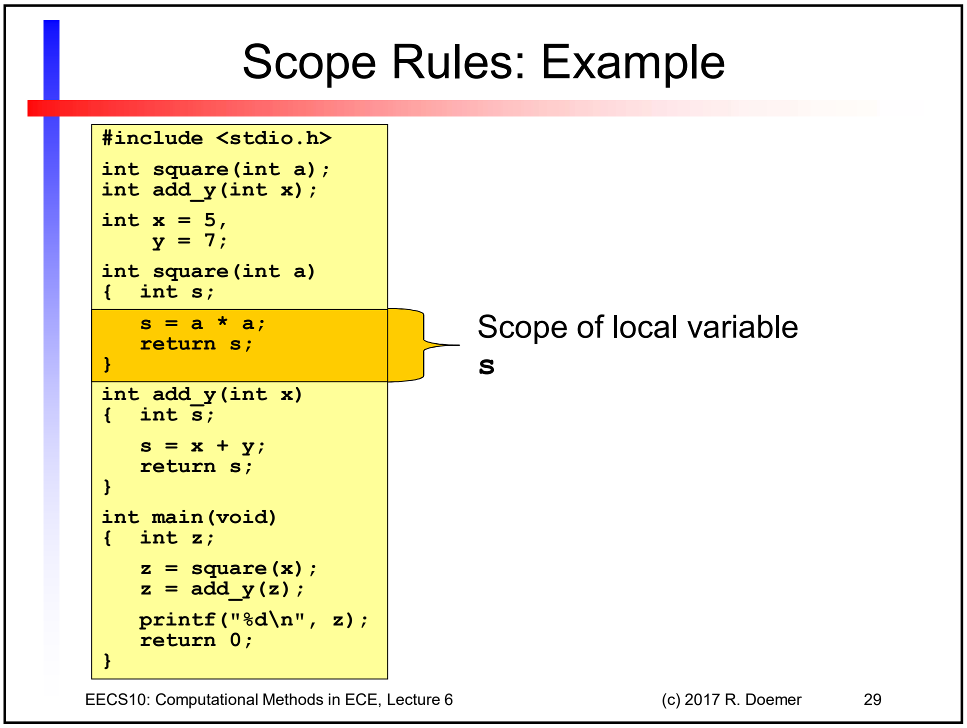
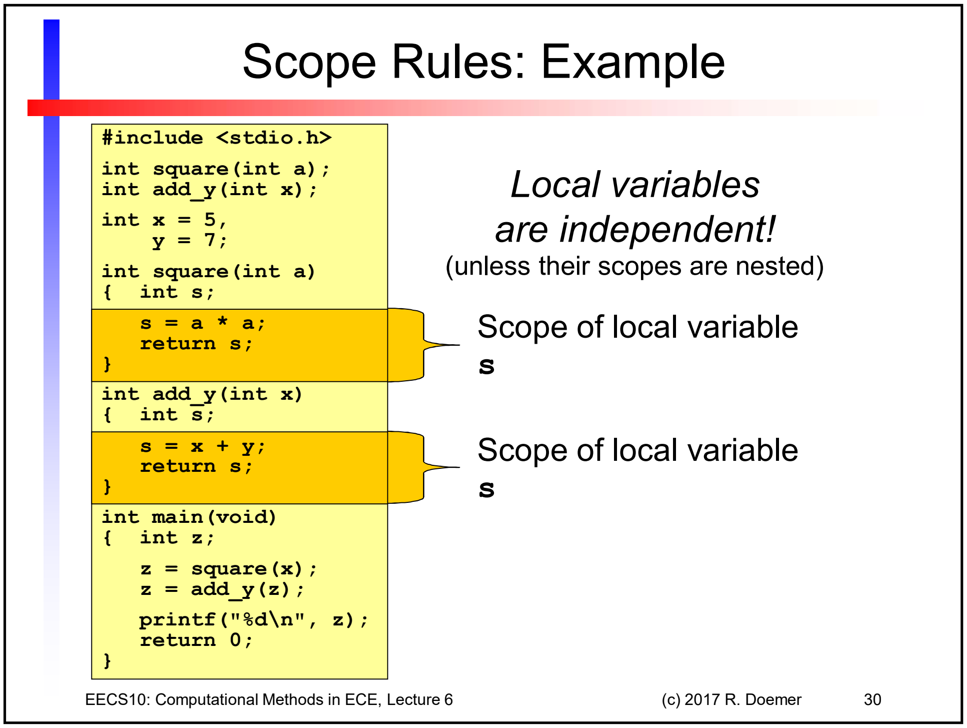


Scope Rules: Example

```
#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**



Scope Rules: Example

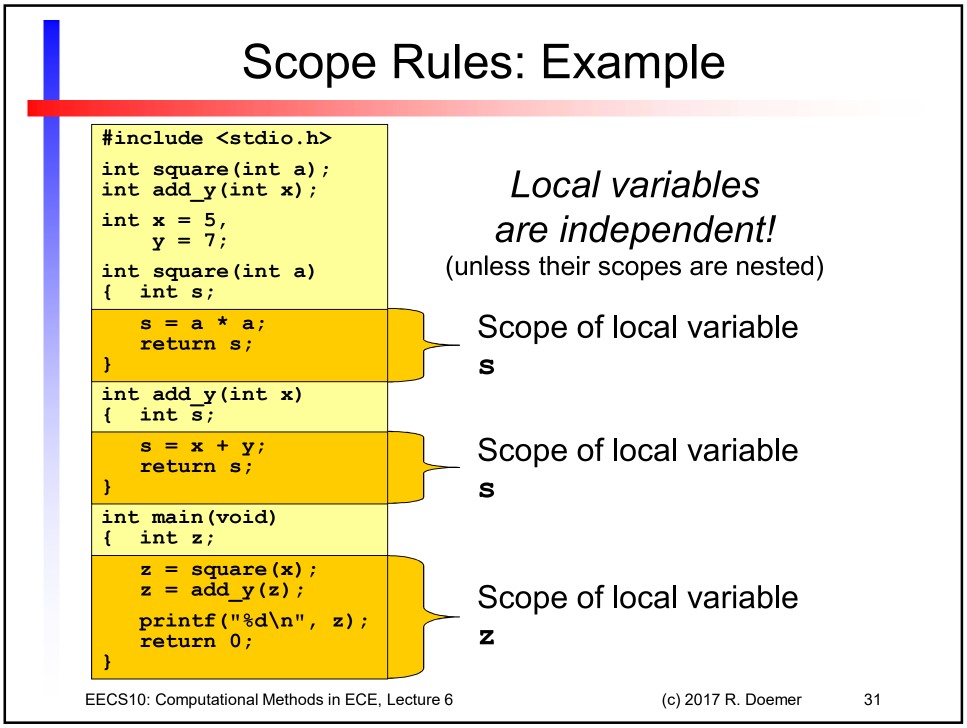
```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{   int s;
    s = a * a;
    return s;
}
int add_y(int x)
{   int s;
    s = x + y;
    return s;
}
int main(void)
{   int z;
    z = square(x);
    z = add_y(z);
    printf("%d\n", z);
    return 0;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

Local variables are independent!

(unless their scopes are nested)

Scope of local variable **s**

Scope of local variable **s**



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;
}
```

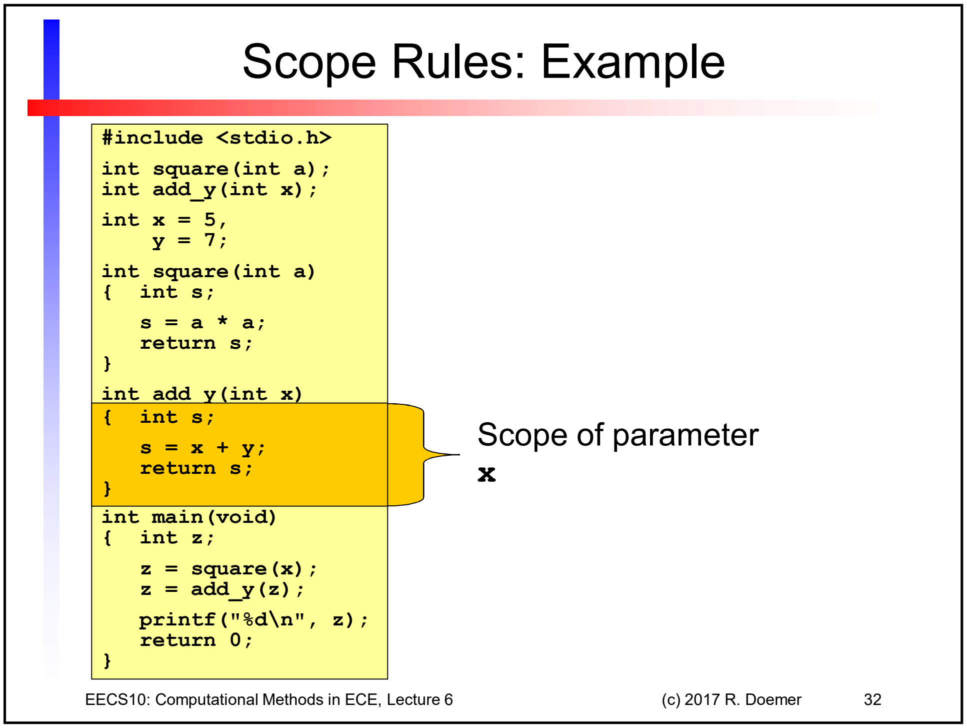
Local variables are independent!

(unless their scopes are nested)

Scope of local variable **s**

Scope of local variable **s**

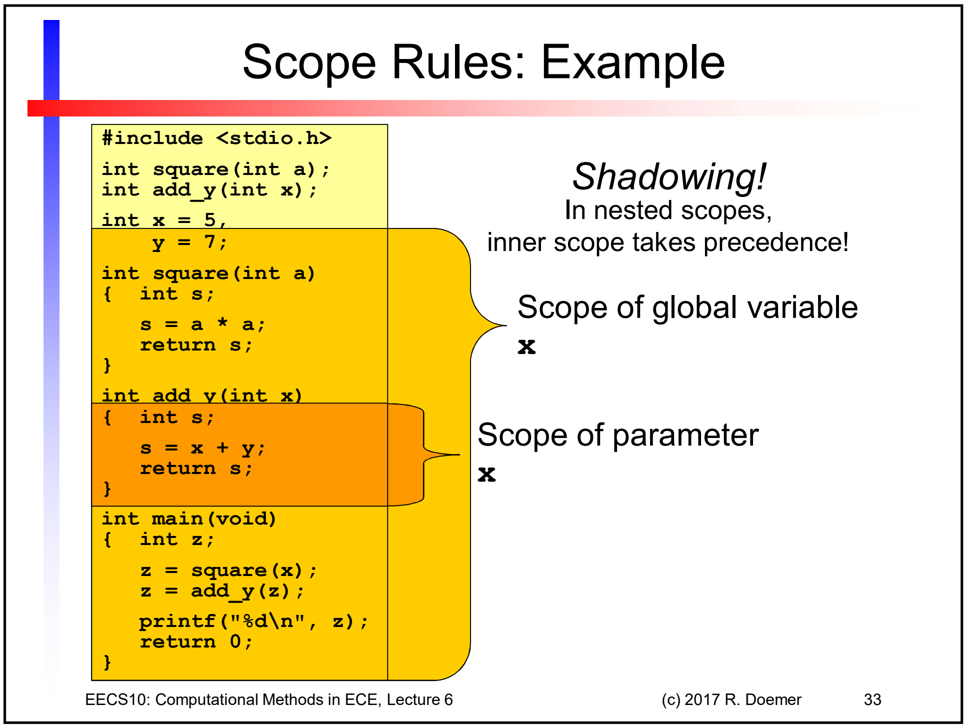
Scope of local variable **z**



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**



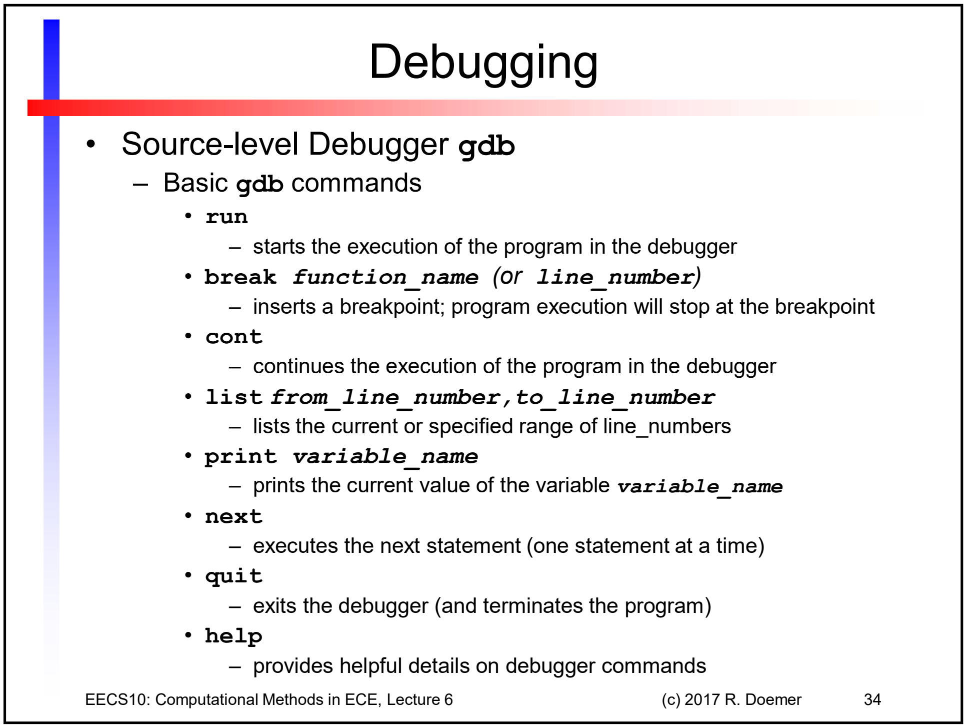
Scope Rules: Example

```
#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!
In nested scopes,
inner scope takes precedence!

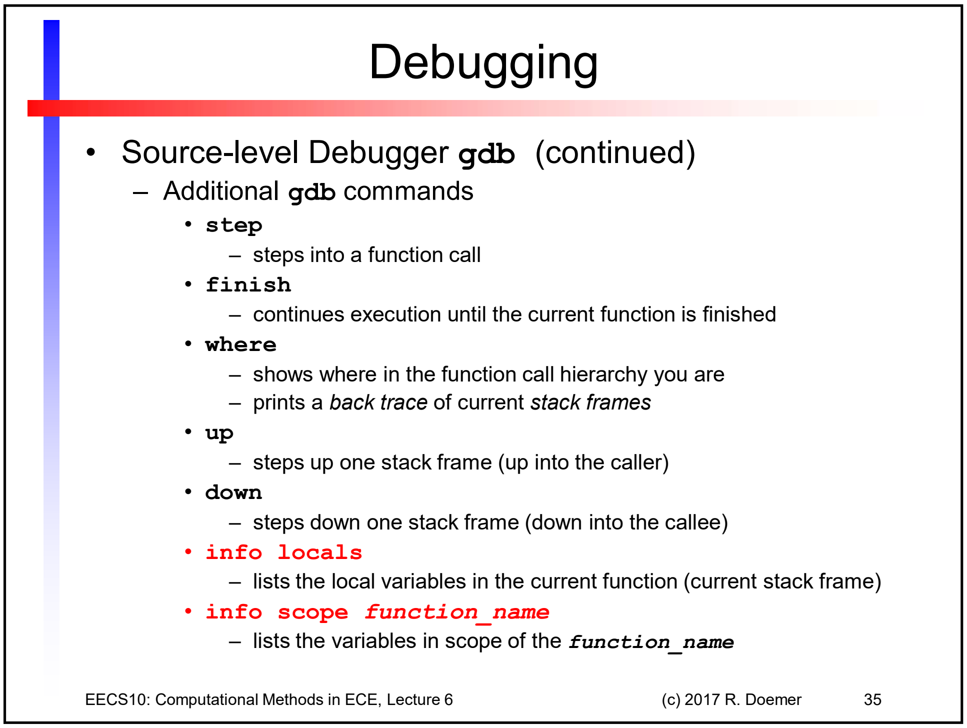
Scope of global variable **`x`**

Scope of parameter **`x`**



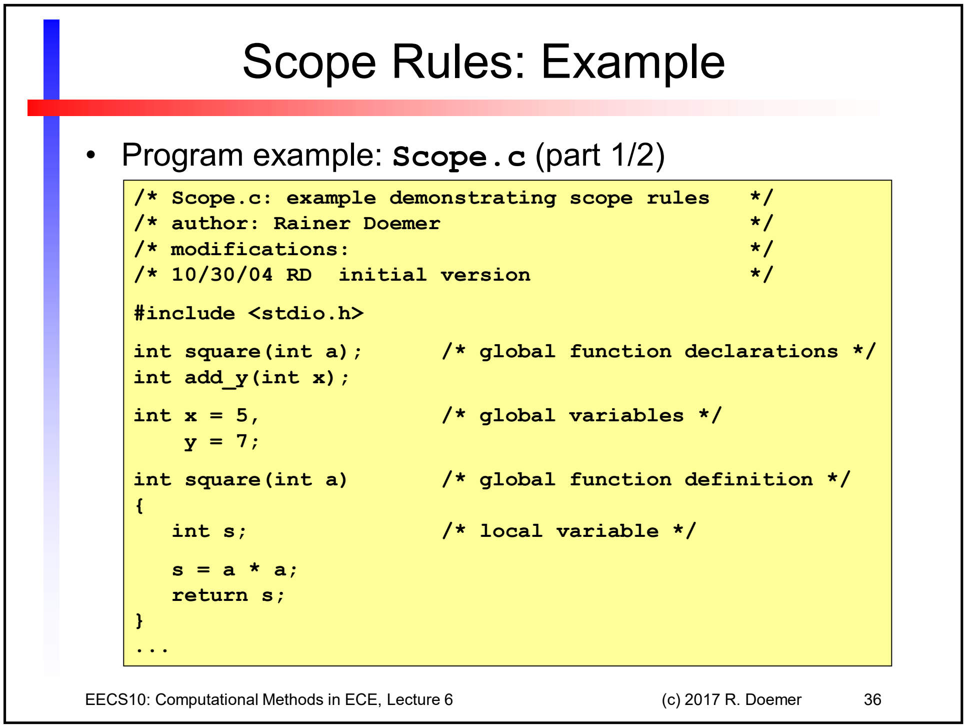
Debugging

- Source-level Debugger **`gdb`**
  - Basic **`gdb`** commands
    - **`run`**
      - starts the execution of the program in the debugger
    - **`break`** ***`function_name`*** (*or* ***`line_number`***)
      - inserts a breakpoint; program execution will stop at the breakpoint
    - **`cont`**
      - continues the execution of the program in the debugger
    - **`list`** ***`from_line_number,to_line_number`***
      - lists the current or specified range of 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



Debugging

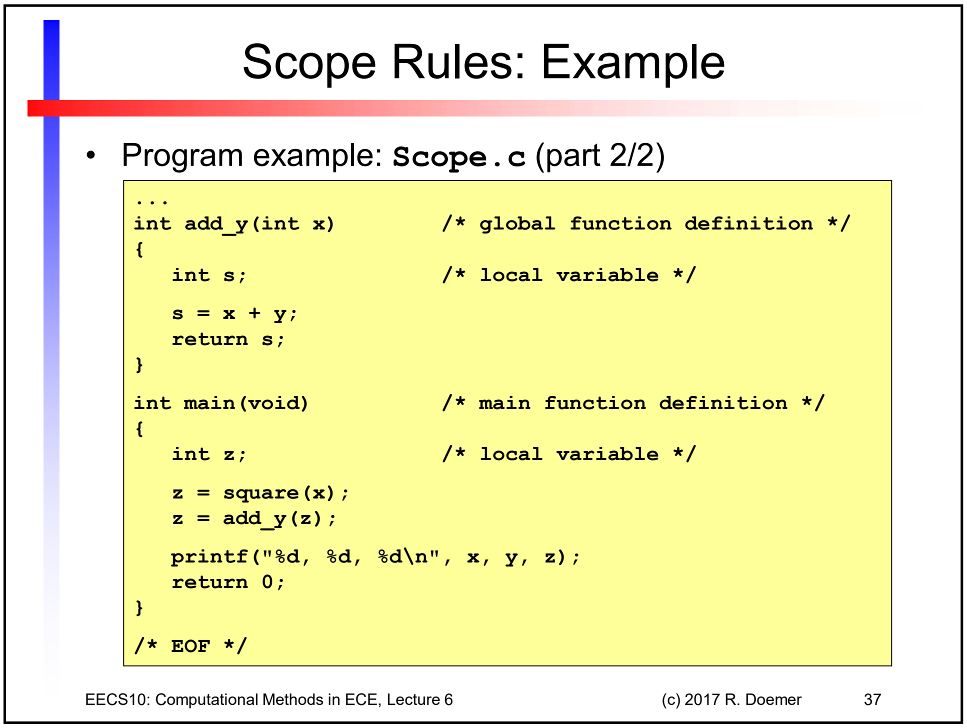
- Source-level Debugger **`gdb`** (continued)
  - Additional **`gdb`** commands
    - **`step`**
      - steps into a function call
    - **`finish`**
      - continues execution until the current function is finished
    - **`where`**
      - shows where in the function call hierarchy you are
      - 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`***



Scope Rules: Example

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

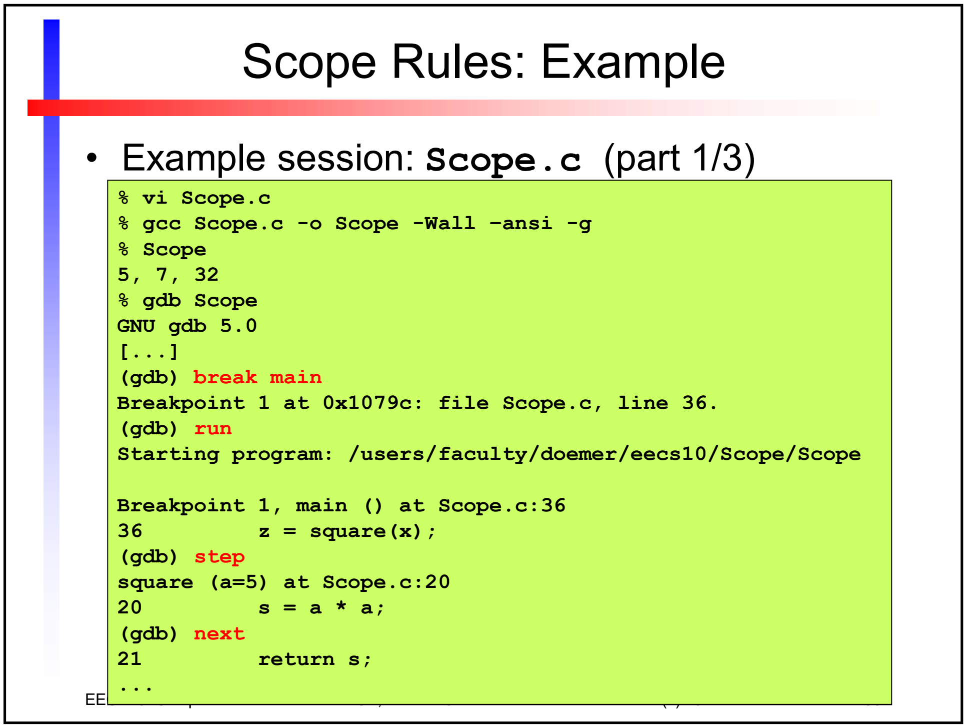
```
/* Scope.c: example demonstrating scope rules   */
/* author: Rainer Doemer                        */
/* modifications:                               */
/* 10/30/04 RD  initial version                 */

#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;
}
...
```



Scope Rules: Example

- Program example: **Scope.c** (part 2/2)

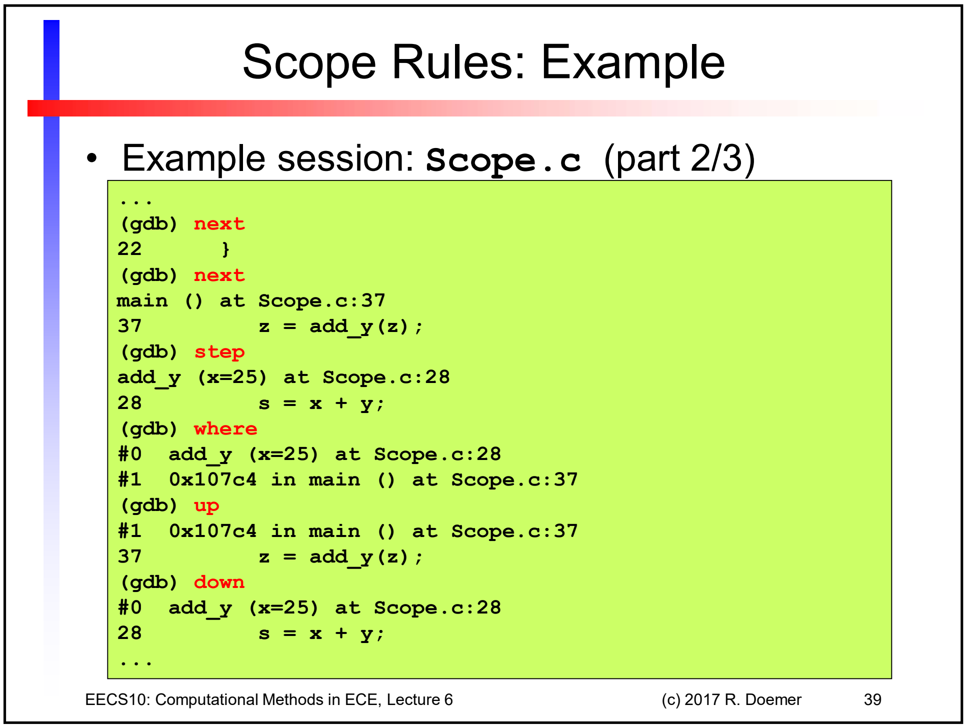
```
...
int add_y(int x)        /* global function definition */
{
   int s;               /* local variable */
   s = x + y;
   return s;
}
int main(void)          /* main function definition */
{
   int z;               /* local variable */
   z = square(x);
   z = add_y(z);
   printf("%d, %d, %d\n", x, y, z);
   return 0;
}
/* EOF */
```



Scope Rules: Example

- Example session: **Scope.c** (part 1/3)

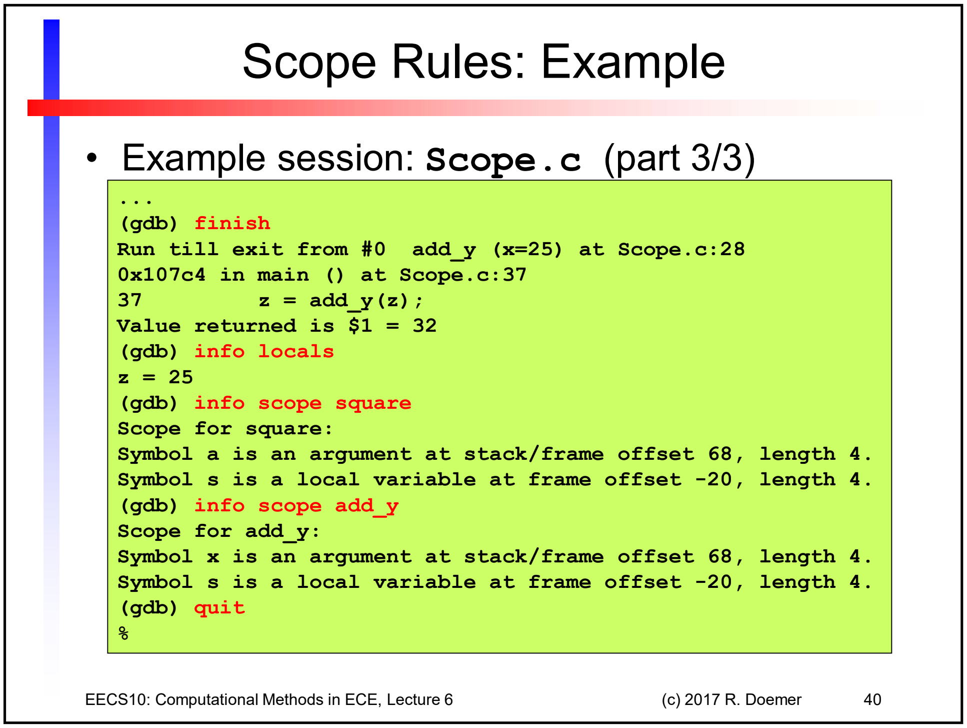
```
% vi Scope.c
% gcc Scope.c -o Scope -Wall -ansi -g
% Scope
5, 7, 32
% gdb Scope
GNU gdb 5.0
[...]
(gdb) break main
Breakpoint 1 at 0x1079c: file Scope.c, line 36.
(gdb) run
Starting program: /users/faculty/doemer/eecs10/Scope/Scope

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;
...
```



Scope Rules: Example

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

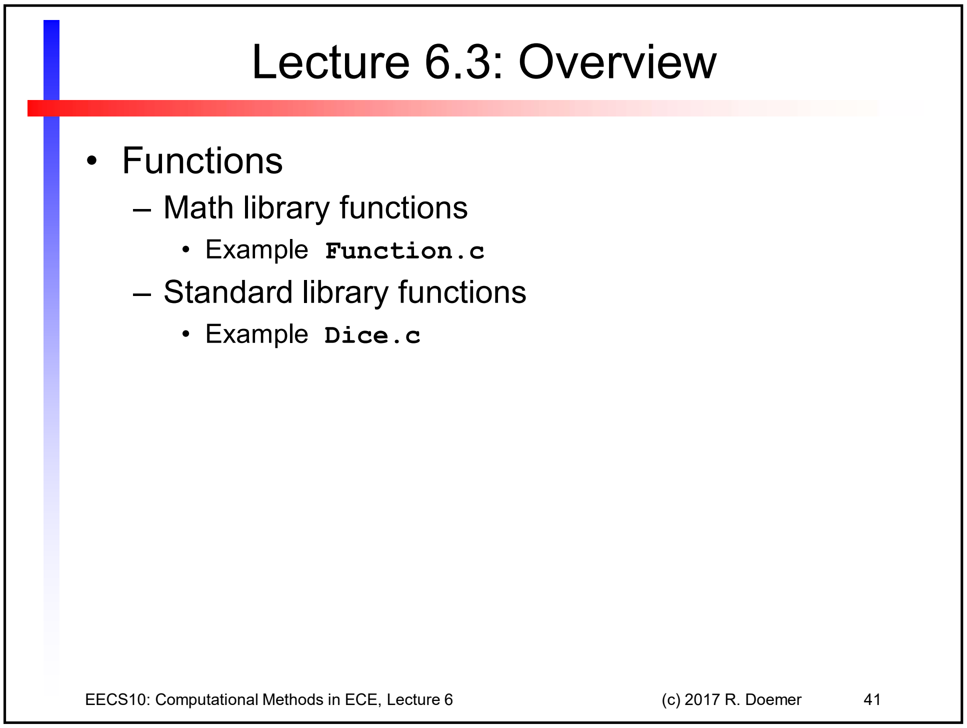
```
...
(gdb) next
22      }
(gdb) next
main () at Scope.c:37
37         z = add_y(z);
(gdb) step
add_y (x=25) at Scope.c:28
28         s = x + y;
(gdb) where
#0  add_y (x=25) at Scope.c:28
#1  0x107c4 in main () at Scope.c:37
(gdb) up
#1  0x107c4 in main () at Scope.c:37
37         z = add_y(z);
(gdb)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



Scope Rules: Example

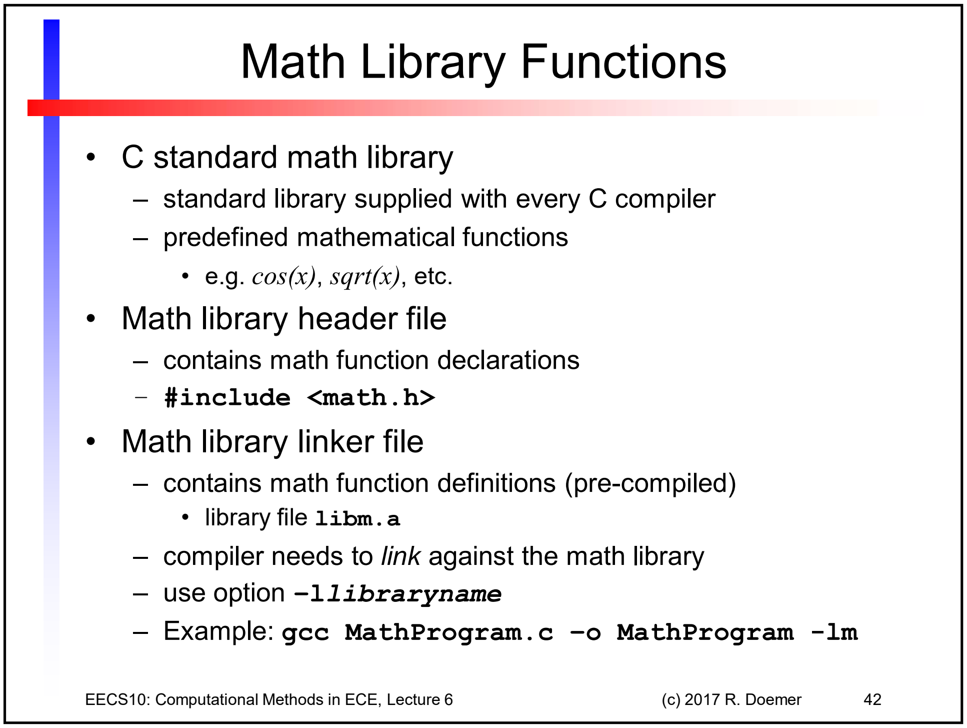
- Example session: **`Scope.c`** (part 3/3)

```
...
(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
%
```



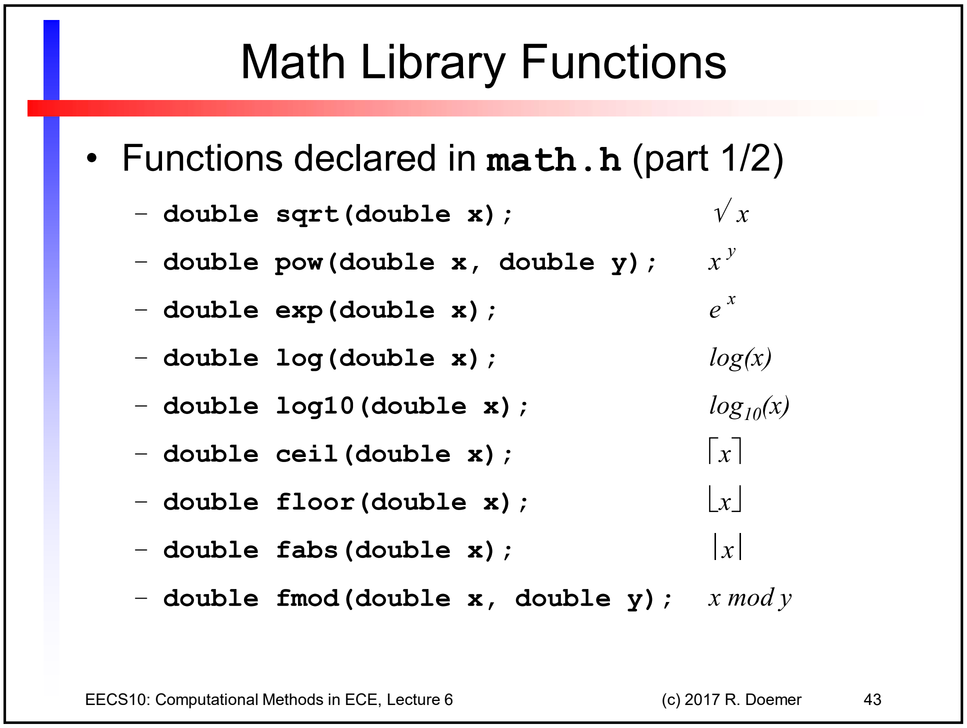
Lecture 6.3: Overview

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



Math Library Functions

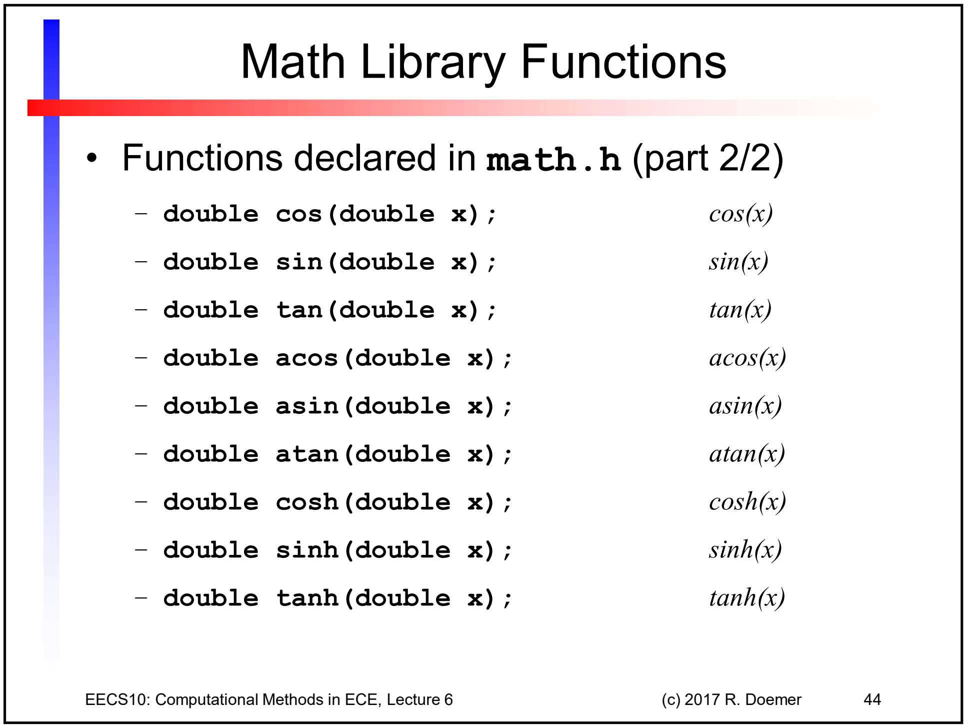
- C standard math library
  - standard library supplied with every C compiler
  - predefined mathematical functions
    - e.g. *cos(x)*, *sqrt(x)*, etc.
- Math library header file
  - contains math function declarations
  - **`#include <math.h>`**
- Math library linker file
  - contains math function 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`**



Math Library Functions

- Functions declared in **`math.h`** (part 1/2)

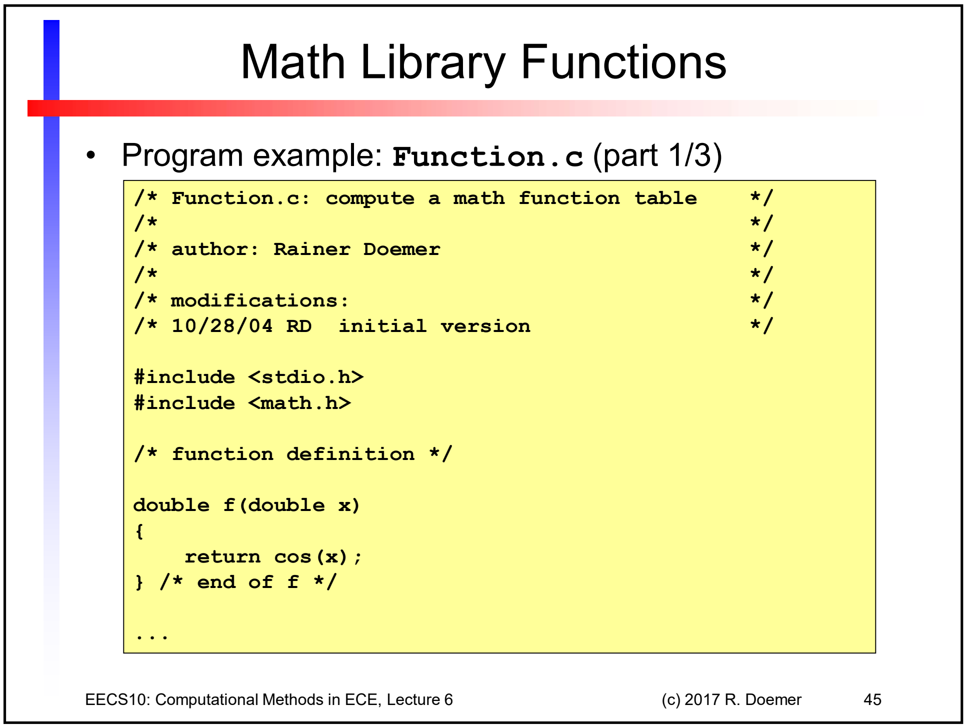
– **`double sqrt(double x);`**	$\sqrt{x}$
– **`double pow(double x, double y);`**	x^{y}
– **`double exp(double x);`**	e^{x}
– **`double log(double x);`**	$log(x)$
– **`double log10(double x);`**	$log_{10}(x)$
– **`double ceil(double x);`**	$\lceil x \rceil$
– **`double floor(double x);`**	$\lfloor x \rfloor$
– **`double fabs(double x);`**	$\lvert x \rvert$
– **`double fmod(double x, double y);`**	$x \ mod \ y$



Math Library Functions

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

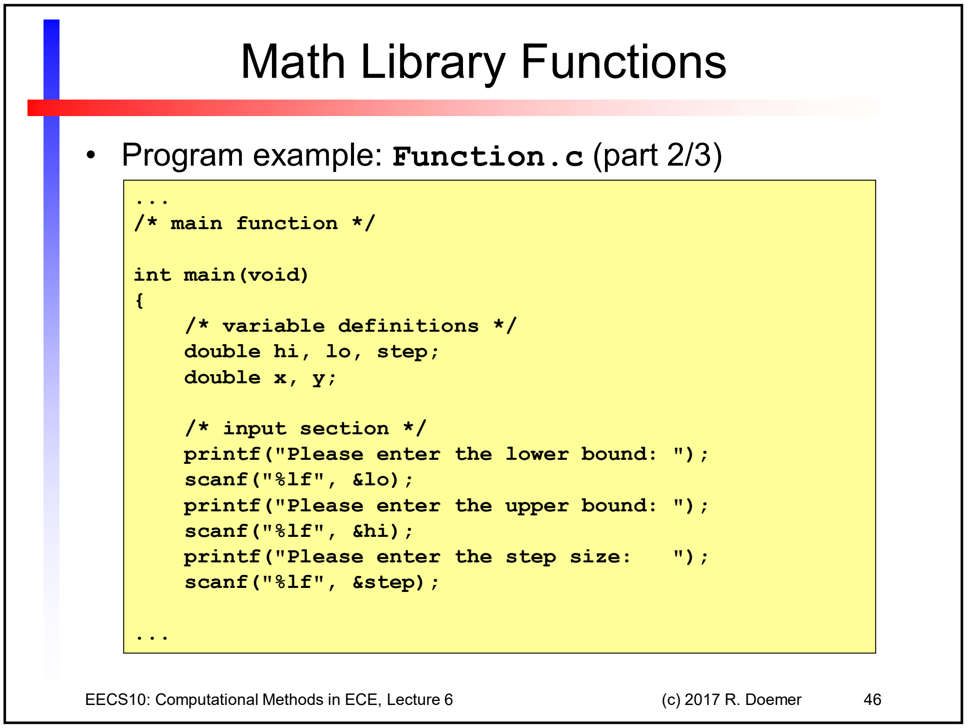
– **`double cos(double x);`**	$cos(x)$
– **`double sin(double x);`**	$sin(x)$
– **`double tan(double x);`**	$tan(x)$
– **`double acos(double x);`**	$acos(x)$
– **`double asin(double x);`**	$asin(x)$
– **`double atan(double x);`**	$atan(x)$
– **`double cosh(double x);`**	$cosh(x)$
– **`double sinh(double x);`**	$sinh(x)$
– **`double tanh(double x);`**	$tanh(x)$



Math Library Functions

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

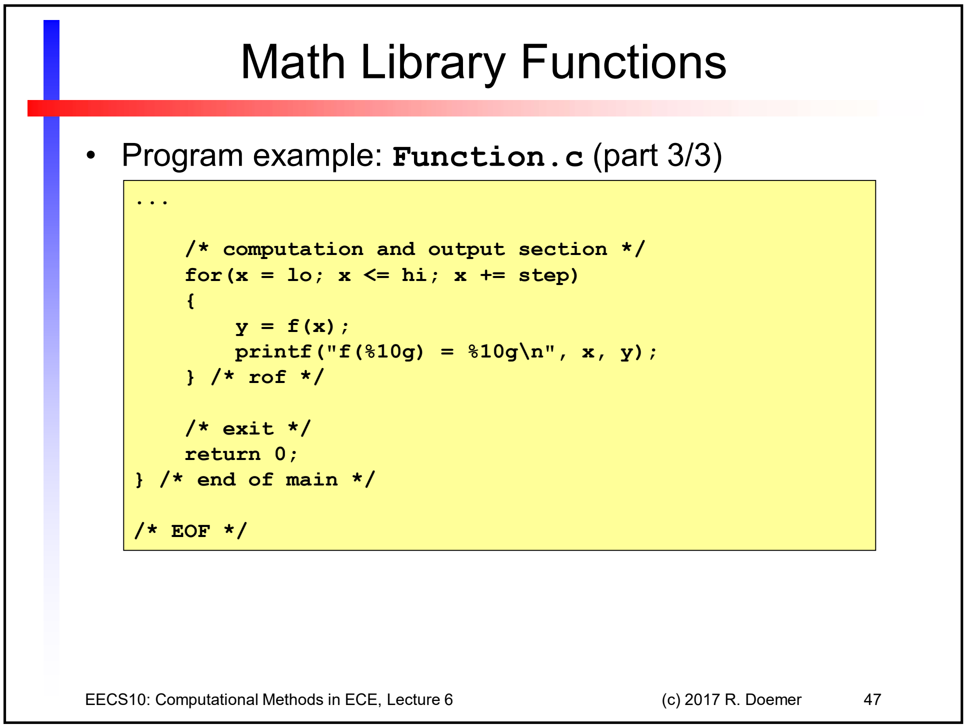
```
/* Function.c: compute a math function table    */
/*                                              */
/* author: Rainer Doemer                        */
/*                                              */
/* modifications:                               */
/* 10/28/04 RD  initial version          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

#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)

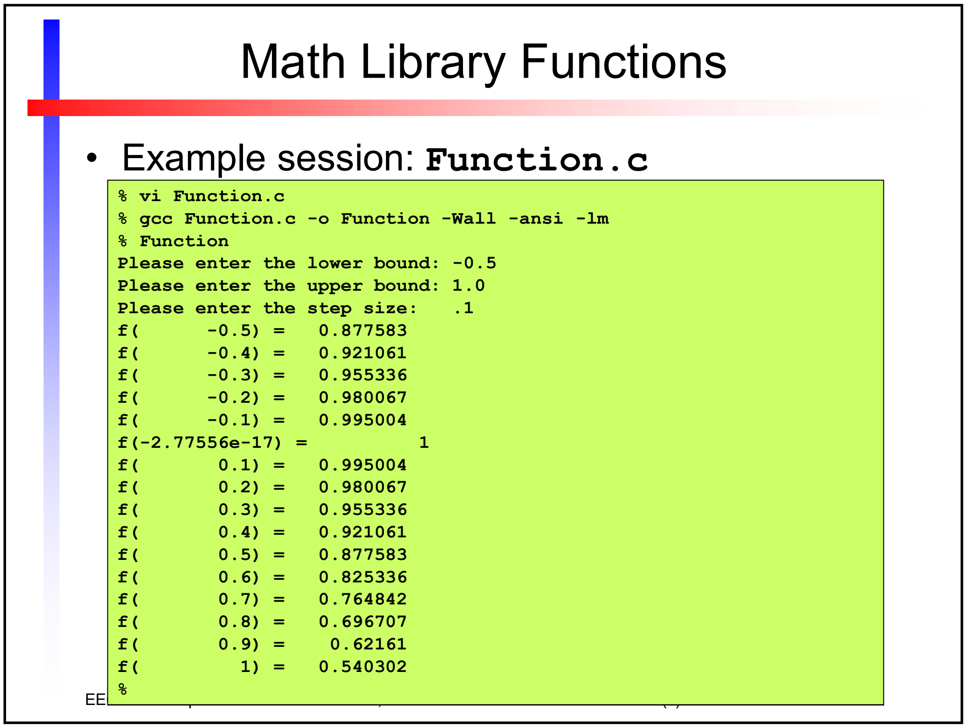
```
...
/* main function */

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);

...
```



Math Library Functions

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

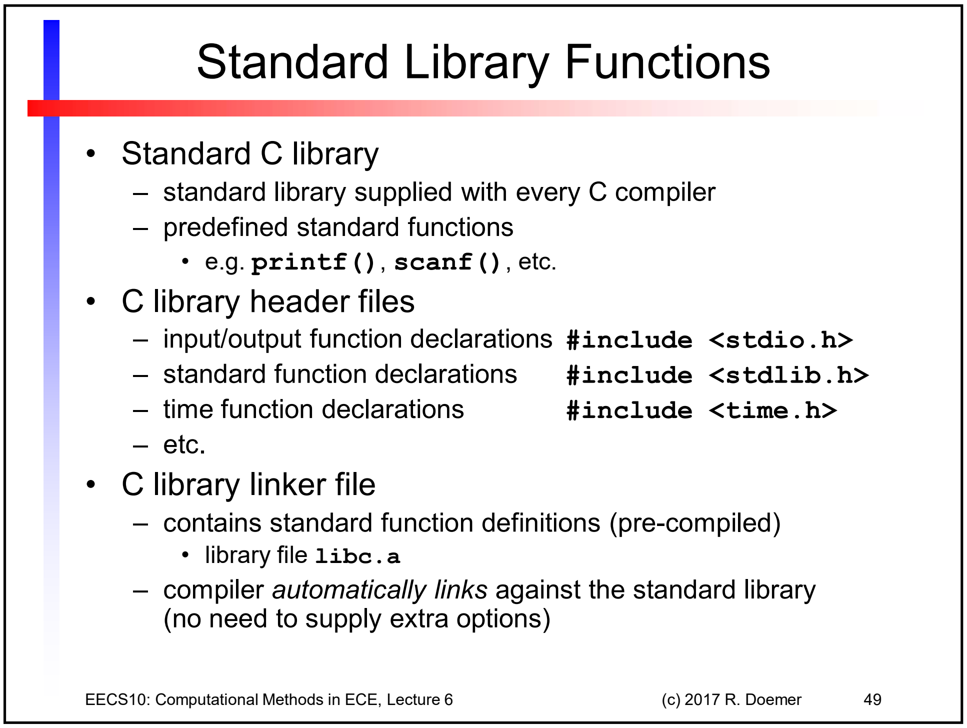
```
...

    /* 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 */
```



Math Library Functions

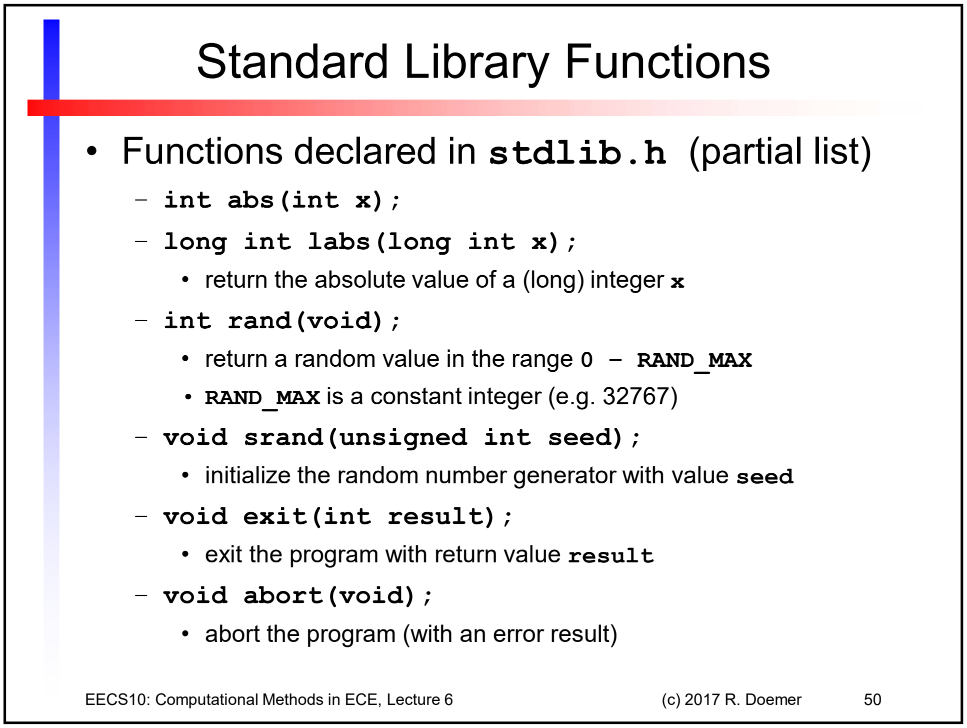
- Example session: **`Function.c`**

```
% 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
%
```



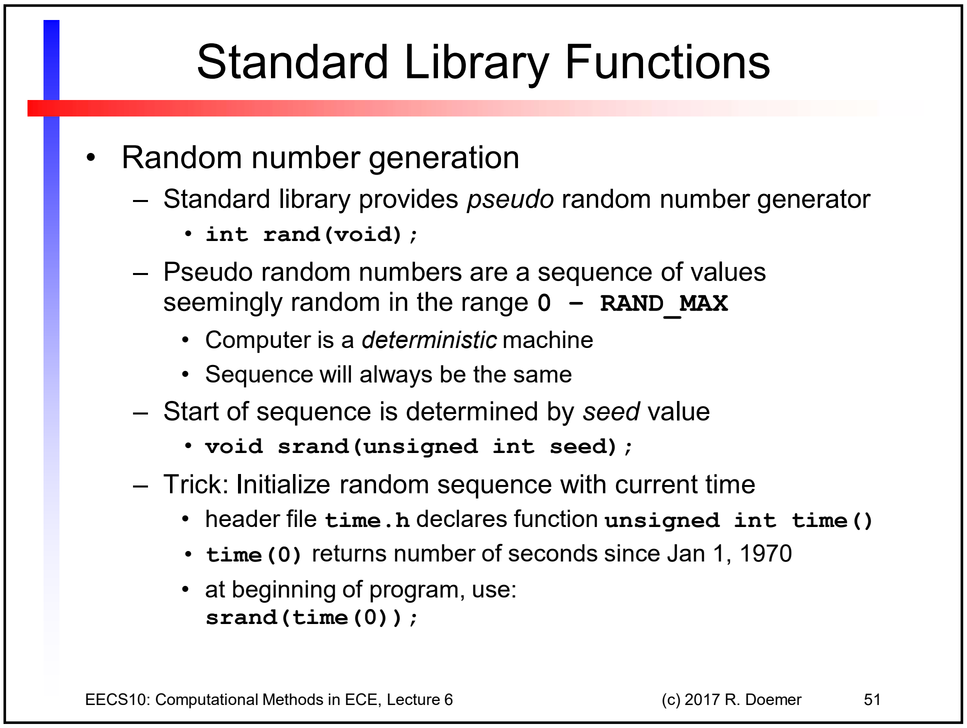
Standard Library Functions

- 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)



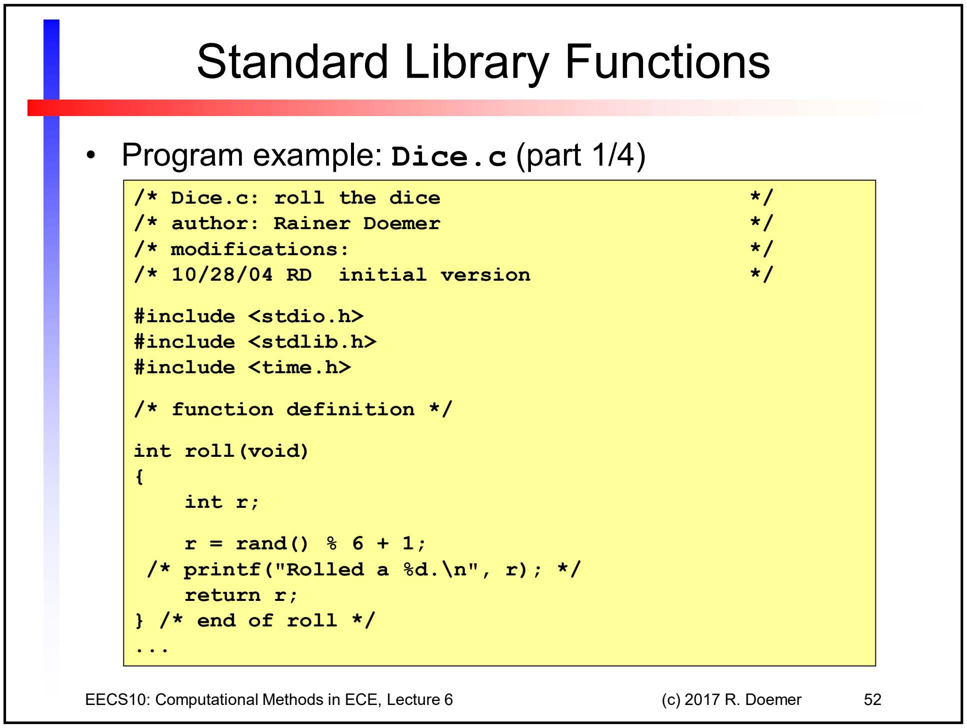
Standard Library Functions

- 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)



Standard Library Functions

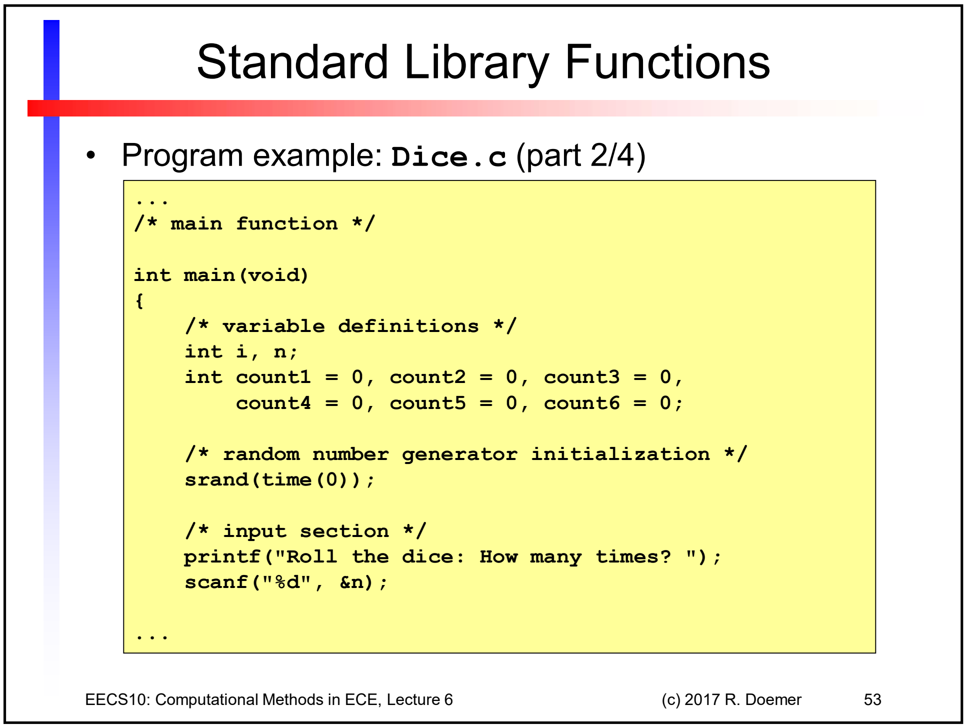
- Random number generation
  - Standard library provides *pseudo* random number generator
    - `int rand(void);`
  - Pseudo random numbers are a sequence of values seemingly random in the range **`0 – RAND_MAX`**
    - Computer is a *deterministic* machine
    - Sequence will always be the same
  - 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));`



Standard Library Functions

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

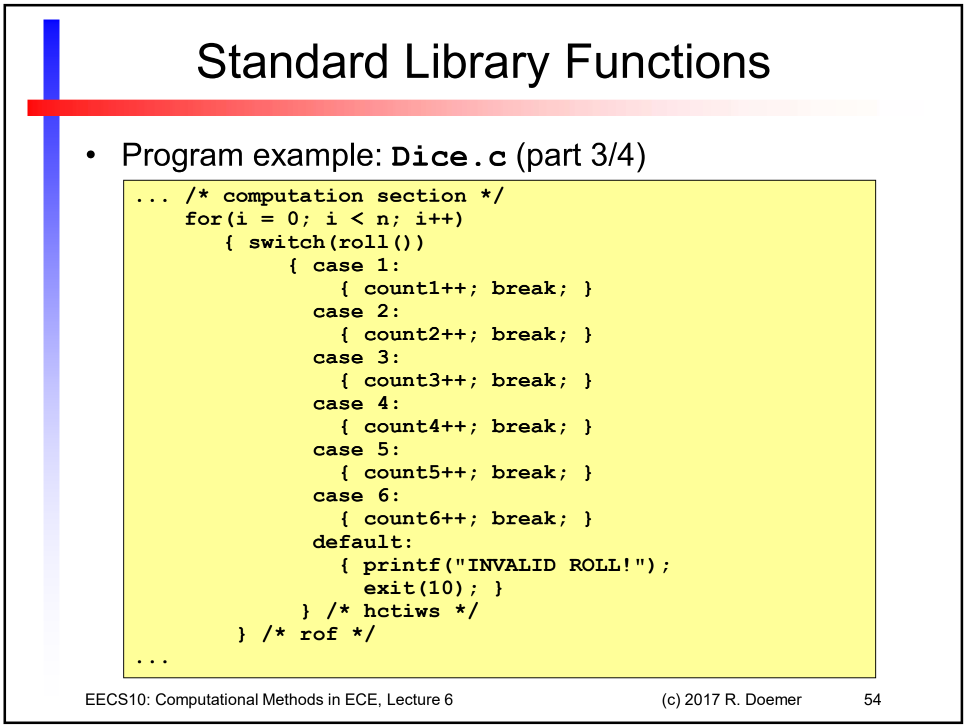
```
/* Dice.c: roll the dice                           */
/* author: Rainer Doemer                           */
/* modifications:                                  */
/* 10/28/04 RD  initial version                    */

#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 */
...
```



Standard Library Functions

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

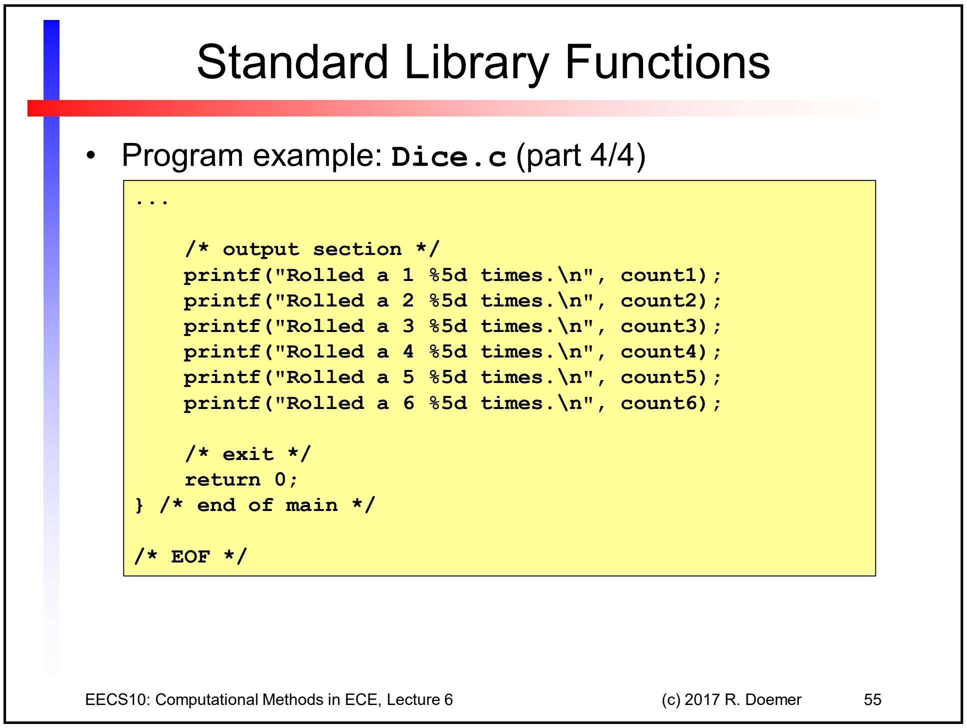
```
...
/* main function */

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);

...
```



Standard Library Functions

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

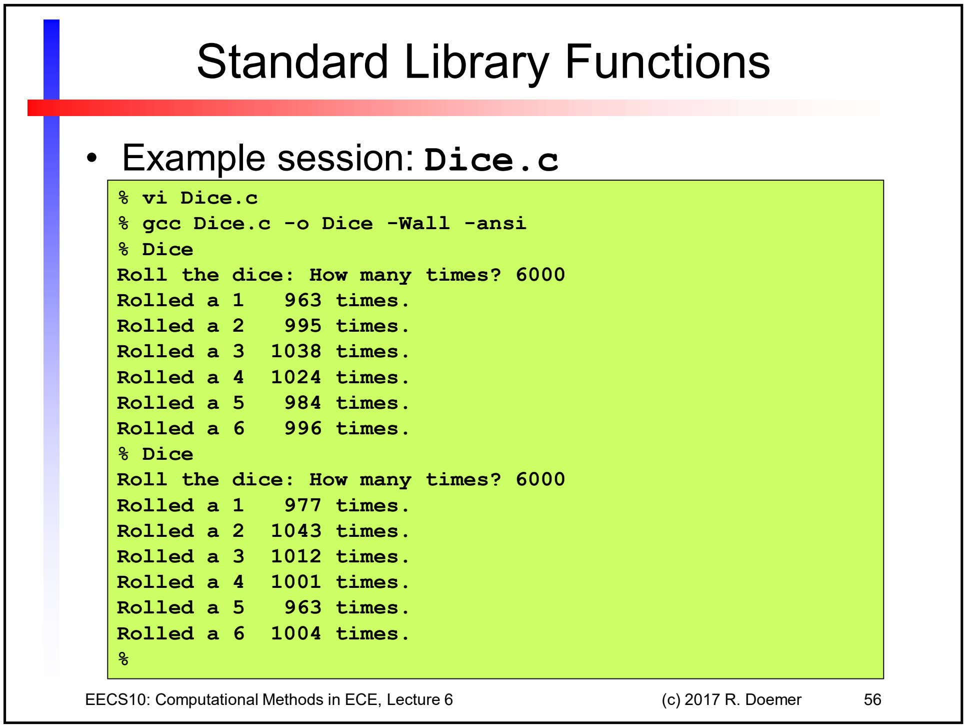
```
... /* computation section */
    for(i = 0; i < n; i++)
       { switch(roll())
            { case 1:
                { count1++; break; }
              case 2:
                { count2++; break; }
              case 3:
                { count3++; break; }
              case 4:
                {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



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 */
```



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.
%
```