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Digernes

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Introduction to C

Welcome to R'lyeh

Torje Hoås Digernes

Programvareverkstedet - PVV

Trondheim 2017



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- Manual memory management



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- Manual memory management
- Archaic module system (glorified copy paste)



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- limited standard library



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- No builtin array



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- Blazing speed



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- Blazing speed (produces SEGFAULTS faster than you can imagine)



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- Blazing speed (produces SEGFAULTS faster than you can imagine)
- Actual threading



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- Actual threading (what is Global Interpreter Lock, snakey?)



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- Actual threading (what is Global Interpreter Lock, snakey?)
- bare bones,



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- Blazing speed (produces SEGFAULTS faster than you can imagine)
- Actual threading (what is Global Interpreter Lock, snakey?)
- bare bones, (low startup and time and low resource usage.
Looking at you Java)



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```
#include <stdio.h>
```

```
int main(){
    printf("%s\n", "Hello, World! \n");
    return 0;
}
```



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More pros

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- So close to hardware you can actually feel the current passing through the processor
- Perfect for reinventing the entire wheel, spokes, hub, and rim



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Call by value

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alt er call by value, selv pekere



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`printf(const char * format, ...)`

Skriver ut ... i henhold til format

`scanf(const char * format, ...)`

Leser input i henhold til format og lagrer til ...



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```
#include <stdio.h>
#define M_PI 3.14159;
double sin(double x);
double cos(double x);

int main(){
    double pi = M_PI;
    printf("sin(pi/4) = %f -- cos(pi/4) = %f\n", sin(pi/4), cos(pi/4));
    return 0;
}
```



printf() example

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

int main(){
    double pi = M_PI;
    printf("sin(pi/4) = %f -- cos(pi/4) = %f \n", si
    return 0;
}
```



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#include <math.h>

int main(){
    double pi = M_PI;
    printf("sin(pi/4) = %f -- cos(pi/4) = %f \n", si
    return 0;
}
```



malloc

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```
void *malloc(size_t bytes)
```

Ber operativsystemet om nytt minne og returnerer en peker til det



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pekere

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- endrer du på pekeren selv endrer du bare hvor du peker
- derefererer du først endrer du på det den peker på
- to måter å dereferere på: [], *



malloc eksempel

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

int main(){
    int length;
    printf("length: ");
    scanf("%i\n",&length );
    int * a = malloc(length*sizeof(int));
    for (size_t i = 0; i < length; i++) {
        scanf("%i ", a+i );
    }for (size_t i = 0; i < length; i++) {
        printf("%i ", a[i] );
    }
    return 0;
}
```



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egendefinerte datatyper som inneholder variabler.



struct square

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input examples struct square med utskrift og setting



Mer abstract struct: tabell med lengde

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- Pekere vet ikke lengde



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- Pekere vet ikke lengde
- vi kan kombinere pekere og lengde i en struct



Mer abstract struct: tabell med lengde

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- Pekere vet ikke lengde
- vi kan kombinere pekere og lengde i en struct og det kan være lurt å ta med brukte lengde



struct Array

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input example Array



ekstra funksjoner til Array

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- push
- resize
- pop



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push, pop, resize example



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plukk ut positive tall fra en liste



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inputex print all numbers larger than 0



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inputex push all numbers larger than 0 to Array



qsort

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```
void qsort(void *base, size_t nel, size_t width,  
          int (*compar)(const void *, const void *));
```



qsort

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```
void qsort(void *base, size_t nel, size_t width,  
int (*compar)(const void *, const void *));
```

enkelt, logisk



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```
void qsort(void *base, size_t nel, size_t width,  
int (*compar)(const void *, const void *));
```

enkelt, logisk og lett leselig.



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```
void qsort(void *base, size_t nel, size_t width,  
int (*compar)(const void *, const void *));
```

enkelt, logisk og lett leselig. tar inn startpunkt, antall, bredden
på elementene



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```
void qsort(void *base, size_t nel, size_t width,  
int (*compar)(const void *, const void *));
```

enkelt, logisk og lett leselig. tar inn startpunkt, antall, bredden
på elementene ... og påkaller ondskapen selv



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- Ingen lambdafunksjoner.
- Ingen sammenligningsoperatorer eller funksjoner innebygd i objektene.
- bare funksjoner



Funksjonspekere

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- Ingen lambdafunksjoner.
- Ingen sammenligningsoperatorer eller funksjoner innebygd i objektene.
- bare funksjoner som vi kan ta adressen til



hva må compar() gjøre?

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- parametre, to pekere
- returnerer et tall



strcmp

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```
int (*compar)(const void *, const void *);  
int    compar (const void *, const void *);  
  
int strcmp(const char *s1, const char *s2);
```



Men vi kan bruke strcmp

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```
int strcmp_indirect( void **a, void **b){  
    return strcmp((char*)*a,(char*)*b);  
}
```



endelig sortering

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```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>

int strcmp_indirect( char **a, char **b){
    return strcmp(*a,*b);
}

int main(){
    char *words []={"Iä!", "shub-niggurath!", "the", "Black",
                    "Goat", "in", "the", "Woods", "with", "a", "Thousand",
                    "Young", NULL};
    size_t length= 0;
    while(NULL!=words[length]) {length++;}
    qsort(words,length,sizeof(char*),strcmp_indirect);
    for (size_t index = 0; index < length; index++) {
        printf("%s ",words[index]);
    }
}
```