#### Administrivia

• Homework 2 on Web, due next Monday.

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### Variables in C

- Simple variables (numbers, characters, etc.) are fairly similar to Java primitive variables. Key differences:
  - Sizes of numeric types aren't as strictly defined e.g., a Java int is exactly 32 bits, but a C int may be more. (Why? to allow implementations to use whatever is most efficient.)
  - No boolean in C89.
  - char is an ASCII (not Unicode) character.
- Arrays syntactically similar to Java, but more primitive (more about them later).
- Pointers later.

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# Expressions, Statements, and Control Structures

• Most syntax is similar to Java (which is no accident) — within each function, code is organized into statements, which may contain expressions.

- Control structures are mostly the same as in Java if, while, do, switch, for, etc. C doesn't have the simpler/newer form of for (referred to as "foreach").
- Key difference is the lack of classes (and supporting syntax), and addition of pointers (more later).

#### **Functions**

- Functions also are similar to those in Java, with a couple of key distinctions:
  - They have to be declared (or defined) before being referenced.
  - Pass-by-value semantics for parameters means you need pointers if you want to modify/return more than a single value.
- Library functions (e.g., printf) documented in man page. To use them, be sure to include the appropriate #include.

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# Sidebar — Compiler Options

 Earlier I showed the simplest way to use gcc to compile a program. But there are many variations — options. Specify on the command line, ahead of name of input file.

- Some of the most useful:
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- Wall and -pedantic warn you about dangerous and non-standard things.
- -std=c99 allows you to use full C99.
- -○ allows you to name the output file (default a.out).

(The right way to use all of these — makefiles, next time.)

# **Examples**

First let's write a program to calculate the roots of a quadratic equation, using
the quadratic formula. (We'll hard-code input values for now — a discussion
of getting input should wait until after we talk about pointers next time.)

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