Slide 1

Administrivia

- Reminder: Homework 5 due next week.
- Examples from last week's class on sample programs page now (sorry about the delay).

Slide 2

Minute Essay From Last Lecture

- Some people commented on how this assignment was a little more difficult, or longer, or something, than previous ones — "not just an exercise in syntax". True. Reflected in how many points it's worth?
- A few people commented on how they weren't sure they understood the algorithm(s). Be advised that in my opinion it's a useful skill to be able to translate math algorithms into code even if you can't completely understand them (though complete understanding is a plus).
- A couple of people mentioned `-Wall` as being helpful. (Indeed.)

Slide 3

Character-Oriented I/O in C

- Two useful functions to know about: `getchar` and `putchar`.
- Both treat characters as integers (which is allowed). `getchar` returns a special value, `EOF`, at "end of file". How to signal this when standard input is from keyboard is system-dependent — often(?) control-D on UNIX-like systems.

Slide 4

I/O in C — Recap

- `getchar` and `putchar` provide simple character-at-a-time I/O to standard input/output.
- `printf` and `scanf` provide more sophisticated functionality, but again for standard input/output.
- Reading text strings *safely* is surprisingly difficult, so I say when you *can* read text a character at a time it may make sense to do so (as in one of the problems on Homework 5).
- I/O redirection provides one way to work with files. Is there something more general? Yes. ("Of course"?)

Slide 5

File I/O — Streams

- C's notion of file I/O is based on the notion of a *stream* — a sequence of characters/bytes. Streams can be *text* (characters arranged into lines separated by something platform-dependent) or *binary* (any kind of bytes). UNIX/Linux doesn't make a distinction, but some other operating systems do.
- An input stream is a sequence of characters/bytes coming into your program (think of characters being typed at the console).
- An output stream is a sequence of characters/bytes produced by your program (think of characters being printed to the screen, including special characters such as the one for going to the next line).

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Streams in C

- In C, streams are represented by the type `FILE *` — i.e., a pointer to a `FILE`, which is something defined in `stdio.h`.
- A few streams are predefined — `stdin` for standard input, `stdout` for standard output, `stderr` for standard error (also output, but distinct from `stdout` so you can separate normal output from error messages if you want to).
- To create other streams . . .

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Creating Streams in C

- To create a stream connected with a file — `fopen`.
- Parameters, from its `man` page:
  - First parameter is the name of the file, as a C string.
  - Second parameter is how we want to access the file – read or write, overwrite or append — plus a `b` for binary files, also a string.
  - Return value is a `FILE *` — a somewhat mysterious thing, but one we can pass to other functions. If `NULL`, the open did not succeed. (Can you think of reasons this might happen?)

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Working With Streams in C

- To read from an input stream — `fscanf`, almost identical to `scanf`. To write to an output stream — `fprintf`, almost identical to `printf`. `fgetc` and `fputc` provide single-character input and output.
- When done with a stream, `fclose` to tidy up. (Particularly important for output files, which otherwise may not be completely written out.)

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Reading Text Strings

- As noted previously, getting text-string input is surprisingly tricky. `scanf` (or `fscanf`) seems like an obvious choice, but it has limitations. Getting a whole line is probably better, and for that `fgets()` is the better choice.
- Because of this, I think it's simpler to pass such things as filenames as command-line arguments.

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Simple Examples

- First do a simple example of character-oriented I/O, using `getchar` and `putchar` for a first version and then `fgetc` and `fputc`.
- Then try an example (a revised program to sum inputs) of using `fscanf` and `fprintf` to read/write integers. Notice that `fscanf` "fails" in two situations — end of file and bad input. One way to tell which has happened is with `feof()`, which returns "true" at EOF. *Notice* that this function only returns "true" *after* you've tried to read something but EOF was detected. (Some published examples get this wrong!)

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Pointers and Strings in C — One More Example

- (Time permitting.) An interesting(?) example might be a function that determines whether a string is a palindrome, defining "palindrome" such that non-letter characters don't matter nor does case.

Slide 12

Minute Essay

- Did you buy a copy of the recommended-but-not-required textbook, and if so are you finding the assigned readings helpful? If instead you're reading sections of that online tutorial, are they helpful?