

*Programming in C:
How to Get Things Done!*

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Last Lecture

- Anatomy of a C program
 - A collection of short functions
- Built-in data types available in C
- The C standard library

Executing C Code

- C is a high level language
 - Relatively easy to understand
- Computer CPUs execute much more detailed, "lower-level" instructions
- A compiler performs the necessary translation...

Working in a UNIX Environment

- **GCC**
 - Compile code
- **GDB**
 - Debug and test code
- **GPROF**
 - Collect profiling information

GCC

- GCC is a free C compiler
 - GNU C Compiler
 - G++ is a companion tool for C++
- Versions available for
 - Linux
 - Unix
 - Mac
 - Windows
- Developed by Free Software Foundation



Simple Usage

```
gcc my_program.c -o my_program -lm
```

- Uses text file with C/C++ code as input
- Produces executable program as output

Compiling with multiple source files

- All “.cpp” files in current directory

```
gcc *.cpp -o my_program -lm
```

- All “.cpp” files in “my_directory”

```
gcc -Imy_directory my_program.cpp  
my_directory/*.cpp -o my_program -lm
```

A shortcut

- On Unix, it can be a time saver to create a “build.csh” script

```
#!/bin/tcsh  
gcc *.c -o my_program -lm
```

- Make it executable

```
chmod +x build.csh
```
- To compile

```
./build.csh
```


Programming errors

- **Compile time**
 - Program does not compile.
 - Compiler reports a “best guess” of the problem
- **Run time**
 - Executable crashes or has unexpected behavior
 - May not appear for all conditions or all data sets

Compiler output

- Errors or warnings
- Executable isn't created until all errors are corrected
- Program will still compile if warnings are not dealt with
- Good practice to correct compiler warnings as well

Common compiler errors

- Undeclared variables or functions
- Missing semicolon or brace
- Typos
- Missing files or libraries
- Type ambiguities

Common compiler errors

Undeclared variable

```
#include <stdio.h>

int main(int argc, char * argv[])
{
    printf("I am a computer program\n");

    printf("Value for variable %d", var);

    return 0;
}
```

Compiler message

```
./build.csh
basic.cpp: In function `int
    main(int, char**)':
basic.cpp:14: error: `var'
    undeclared (first use this
    function)
basic.cpp:14: error: (Each
    undeclared identifier is
    reported only once for each
    function it appears in.)
```

Common compiler errors

- Missing semicolon

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

```
void print_something()
```

```
int main(int argc, char * argv[])
{
    printf("I am a computer
    program\n");

    print_something();

    return 0;
}

void print_something()
{
    printf("Printing from a
    subroutine\n\n");
}
```

- Compiler message

```
./build.csh
print_something.cpp: In function `void
    print_something()':
print_something.cpp:5: error: parse
    error before `int'
print_something.cpp: In function `void
    print_something()':
print_something.cpp:17: error:
    redefinition of `void
    print_something()'
print_something.cpp:5: error: `void
    print_something()' previously
    defined here
print_something.cpp:17: error:
    redefinition of `void
    print_something()'
print_something.cpp:5: error: `void
    print_something()' previously
    defined here
```

Common compiler errors

- **Missing brace**

```
#include <stdio.h>

void print_something();
void print_something_else();

int main(int argc, char * argv[])
{
    printf("I am a computer program\n");
    return 0;
}

void print_something()
{
    printf("Printing from a subroutine\n");
    // }

void print_something_else()
{
    printf("Printing from subroutine II\n");
}
```

- **Compiler message**

```
./build.csh
basic.cpp: In function `void
    print_something()':
basic.cpp:18: error: parse error
    before `{ ' token
```

Common compiler errors

- Missing library

```
//include <stdio.h>

void print_something();

int main(int argc, char * argv[])
{
    printf("I am a computer program\n");
    return 0;
}

void print_something()
{
    printf("Printing from a subroutine\n");
}
```

- Compiler message

```
./build.csh
basic.cpp: In function `int
main(int, char**)':
basic.cpp:7: error: `printf'
undeclared (first use this
function)
basic.cpp:7: error: (Each
undeclared identifier is
reported only once for each
function it appears in.)
basic.cpp: In function `void
print_something()':
basic.cpp:14: error: `printf'
undeclared (first use this
function)
```

Common compiler errors

- Type ambiguity

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

int main(int argc, const char *argv[])
{
    printf("I am a computer program");

    int var = log(10);
    return 0;
}
```

- Compiler message

Visual C++

```
c:\Documents and Settings\Visual
studioProjects\Example\MyApplication.cp
p
(9): error C2668: 'log' : ambiguous
call to overloaded function
```

GCC

```
./build.csh
overload.cpp: In function `int
main(int, const char**)':
overload.cpp:9: warning: converting to
`int' from `double'
```


Tips for working through compiler errors

- Start at the top
- Compiler may be “confused” by missing semicolons or braces and produce many error messages that don’t seem logical.
- Recompile as you work out errors
- Check for missing header file declarations and code libraries

Common run-time errors

- Uninitialized variables
- Memory errors
- Numeric errors
- Type errors in print statements
- Closing a NULL file pointer
- Accessing a NULL pointer
- Variables out of scope

Tips for tracking down run-time errors

- Use a debugger
- Debug data not code
- Isolate a small case
- Understand what's happening before making changes
- For updated code with new run-time errors
 - Suspect recent changes
 - Can also be a pre-existing bug that was uncovered by code changes

Avoiding errors

- Declare and initialize new variables as you code
- Write paired coding constructs at the same time
 - Open paren/ close paren
 - Allocate/deallocate
 - Constructor / destructor
 - fopen/fclose
- Always consider end cases
- Pay attention to variable scope
- Use error check code

GDB

- A simple debugger
- Helps test and evaluate programs by:
 - Stopping program at specific points
 - Running program one line at a time
 - Displaying the values of specific variables

Simple Usage

- Compile program with debug information

```
gcc -pg my_program.c -o my_program -lm
```

- Load program into debugger

```
gdb my_program
```

- Use debugger commands to control execution of program ...

Essential GDB Commands

- `run`
 - Start execution of the program
- `next`
 - Execute a single line of code
- `step`
 - Execute a single line of code, stop at entry point of any called functions
- `continue`
 - Execute program until next *breakpoint*
- `where`
 - Reports line of code where crash occurs

More Essential GDB Commands

- `break main`
 - Stop program when `main` function is called
- `break n`
 - Stop program when line `n` is reached
- `print x`
 - Print contents of variable `x`
- `info locals`
 - Print all local variables


```
fantasia.sph.umich.edu - PuTTY
UW PICO(tm) 4.1.0 File: example2.cpp Modified
#include <stdio.h>
#define UPPER 10
int vals[UPPER];
void print_something();
int main(int argc, const char * argv[])
{
    printf("I am a computer program\n");
    for (int i = 0; i < UPPER; i++)
    {
        vals[i] = i + 1;
    }
    print_something();
    return 0;
}
void print_something()
{
    int var = 5, count;
    printf("\n\nPrinting from a subroutine\n");
    var ++;
}
^G Get Help      ^C WriteOut      ^R Read File     ^Y Prev Pg      ^K Cut Text      ^C Cur Pos
^X Exit          ^J Justify       ^W Where is     ^V Next Pg     ^U UnCut Text   ^T To Spell
```

```

(gdb) break 1
Breakpoint 1 at 0x8048444: file example2.cpp, line
1.
(gdb) list
2
3     #define UPPER 10
4
5     int vals[UPPER];
6
7     void print_something();
8
9     int main(int argc, const char * argv[])
10    {
11        printf("I am a computer program\n");

(gdb) run
Starting program:
/home/wiggie/powerpoint/biostat851/example

Breakpoint 1, main (argc=134513732, argv=0x1) at
example2.cpp:10
10    {
(gdb) n
11        printf("I am a computer program\n");
(gdb) n
I am a computer program
13        for (int i = 0; i < UPPER; i++)
(gdb) n
15            vals[i] = i + 1;
. (gdb) info locals
i = 0
(gdb) print vals[i]
$1 = 0
(gdb) s
13        for (int i = 0; i < UPPER; i++)
(gdb) print vals[i]
$2 = 1

```

```

(gdb) s
15            vals[i] = i + 1;
(gdb) break print_something()
Breakpoint 2 at 0x8048496: file example2.cpp, line
24.
(gdb) cont
Continuing.

Breakpoint 2, print_something () at example2.cpp:24
24        int var = 5, count;
(gdb) list
19            return 0;
20        }
21
22        void print_something()
23        {
24            int var = 5, count;
25            printf("\n\nPrinting from a
subroutine\n");
26            var ++;
27        }
28
(gdb) n
25            printf("\n\nPrinting from a
subroutine\n");
(gdb) print count
$3 = -1076624204
(gdb) print var var
A syntax error in expression, near `var'.
(gdb) print var
$4 = 5
(gdb) n

Printing from a subroutine
26            var ++;
(gdb) n

```

Debugging with printf

```
int printf(char * format, ...);
```

- Writes formatted output
- Help localize problems, particularly for tight loops or when array variables are suspect
- Output is buffered, so printf should be followed call to fflush(stdout)

printf

```
int printf(char * format, ...);
```

- Format string controls how arguments are converted to text
- Parameters are printed as specified in % fields
- %[flags][width][precision]type
- Otherwise, string is quoted

printf fields

`% [flags] [width] [precision] type`

Flags:

- "-" to left justify result • "+" to show sign in positive numbers

Width

- Minimum number of characters to print

Precision

- Number of digits after decimal (for floating point) • Maximum number of characters (for strings)

Type

- "s" for strings
- "d" for integers, "x" to print hexadecimal integers •
- "f" for floating point, "e" for exponential notation, "g" for automatic

About compiler flags

- Running GDB on executable that isn't compiled with debug flags, will produce confusing output

```
(gdb) run
Starting program: /home/wiggie/powerpoint/biostat851/basic
```

```
Breakpoint 1, 0x0804844a in main ()
```

```
(gdb) list
```

```
1   in ../sysdeps/i386/elf/start.S
```

```
(gdb) print
```

```
The history is empty.
```

```
.
```

```
(gdb) info locals
```

```
No symbol table info available.
```

- Recompile finished code without debug flags
- Optimization flags (-O2 -O3) can make executable faster
- -Wall for "picky" compilation

GPROF

- Works with GCC to collect information about a program's execution
 - How often is each function called?
 - How much time is spent in each function?
- Works in three steps
 - Compile code
 - Execute program
 - Tabulate profile information

Simple Usage

- Compile program with profile information

```
gcc -pg my_program.c -o my_program  
-lm
```

- Execute program

```
./my_program
```

- Summarize profile information

```
gprof my_program
```


time

```
fantasia:~/powerpoint/biostat851> time ./example
```

```
I am a computer program
```

```
I can count
```

```
1 potato
```

```
2 potato
```

```
3 potato
```

```
4 potato
```

```
5 potato
```

```
6 potato
```

```
7 potato
```

```
8 potato
```

```
9 potato
```

```
10 potato
```

```
Printing from a subroutine
```

```
0.004u 0.000s 0:00.02 0.0%          0+0k 0+0io 0pf+0w
```

```
fantasia:~/powerpoint/biostat851>
```

Getting Help

- From the UNIX prompt, you can use the `man` command to get help ...
- For example:
 - `man gcc` - info on how to run `gcc`
 - `man printf` - info on using `printf()`

Working in a Windows Environment

- Good integrated toolsets exist
- Good options include:
 - Microsoft Visual Studio / Visual C++
 - Discounted version available through the University
 - Turbo C++ Explorer
 - Free C/C++ compiler, www.turboexplorer.com

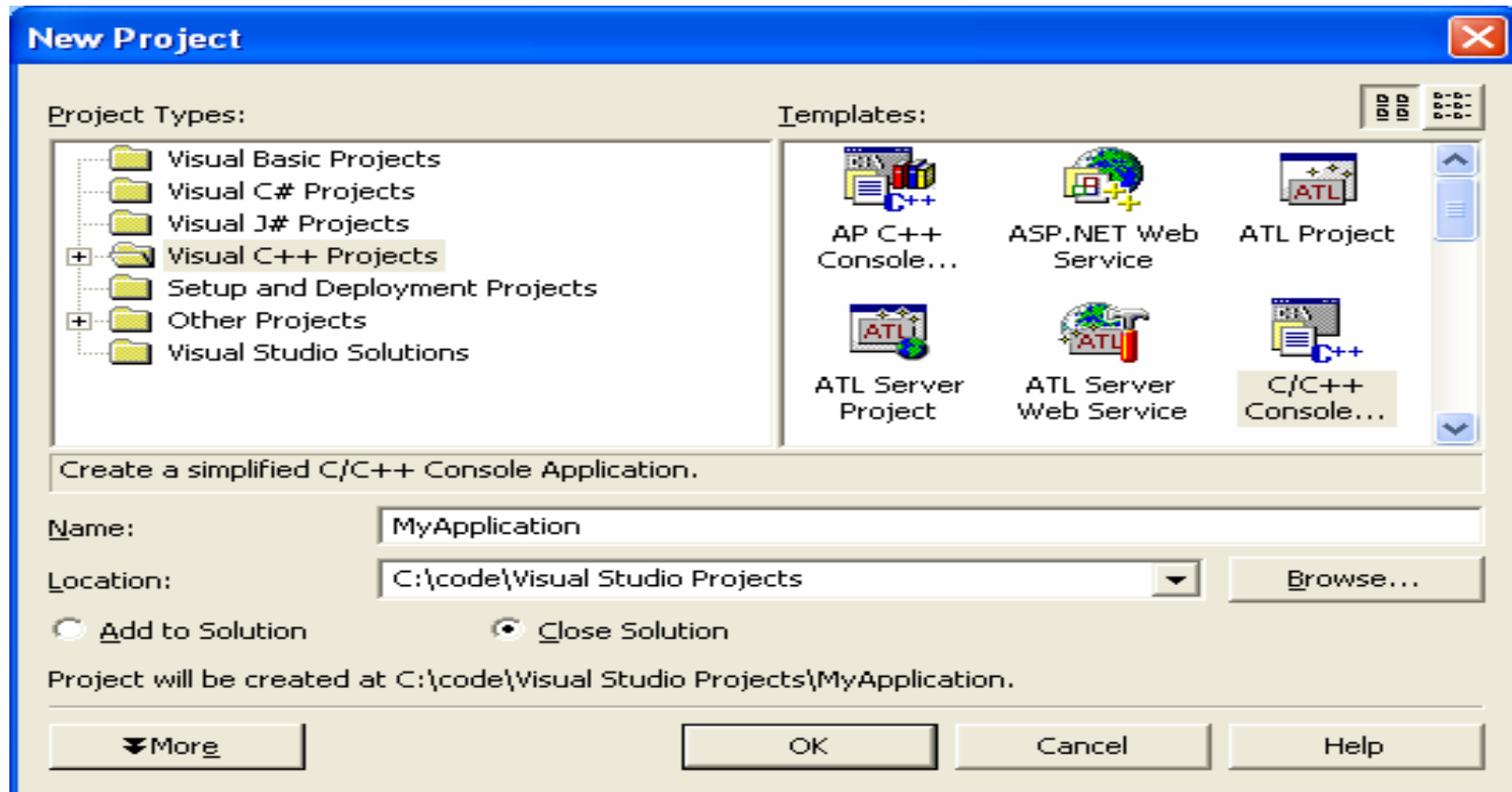
Microsoft Visual Studio

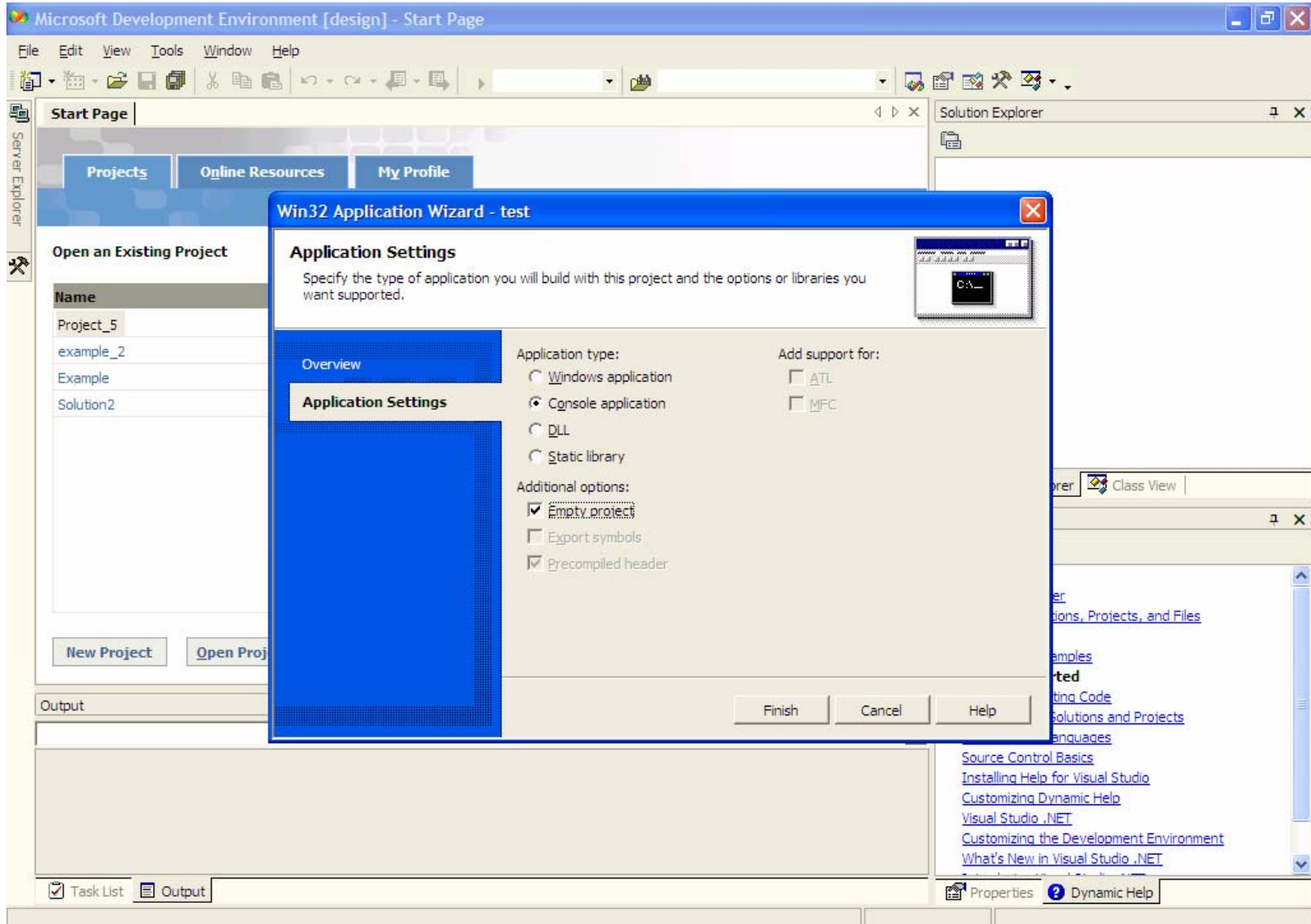
- “Student Tools for Visual Studio”
 - Included in Academic Edition
 - Simplifies environment slightly
- Each application you develop is a project
 - Can include a collection of source files
 - But only one for most of our examples
- Many types of applications possible ...
 - Our examples will be “Console Applications”

“All-In-One”

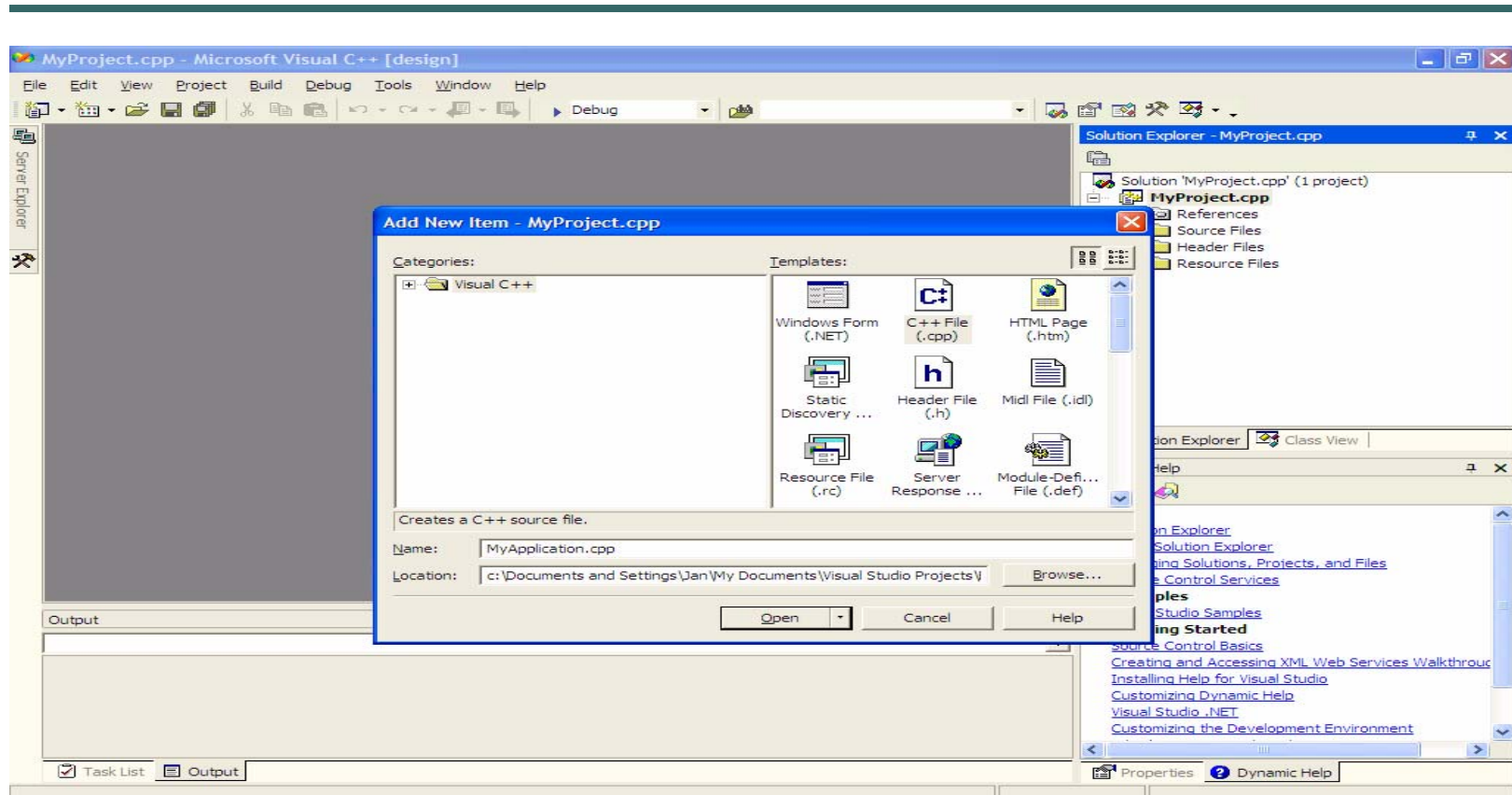
- Edit and manage source files
- Compile code
- Run, debug and test

File | New | Project ...



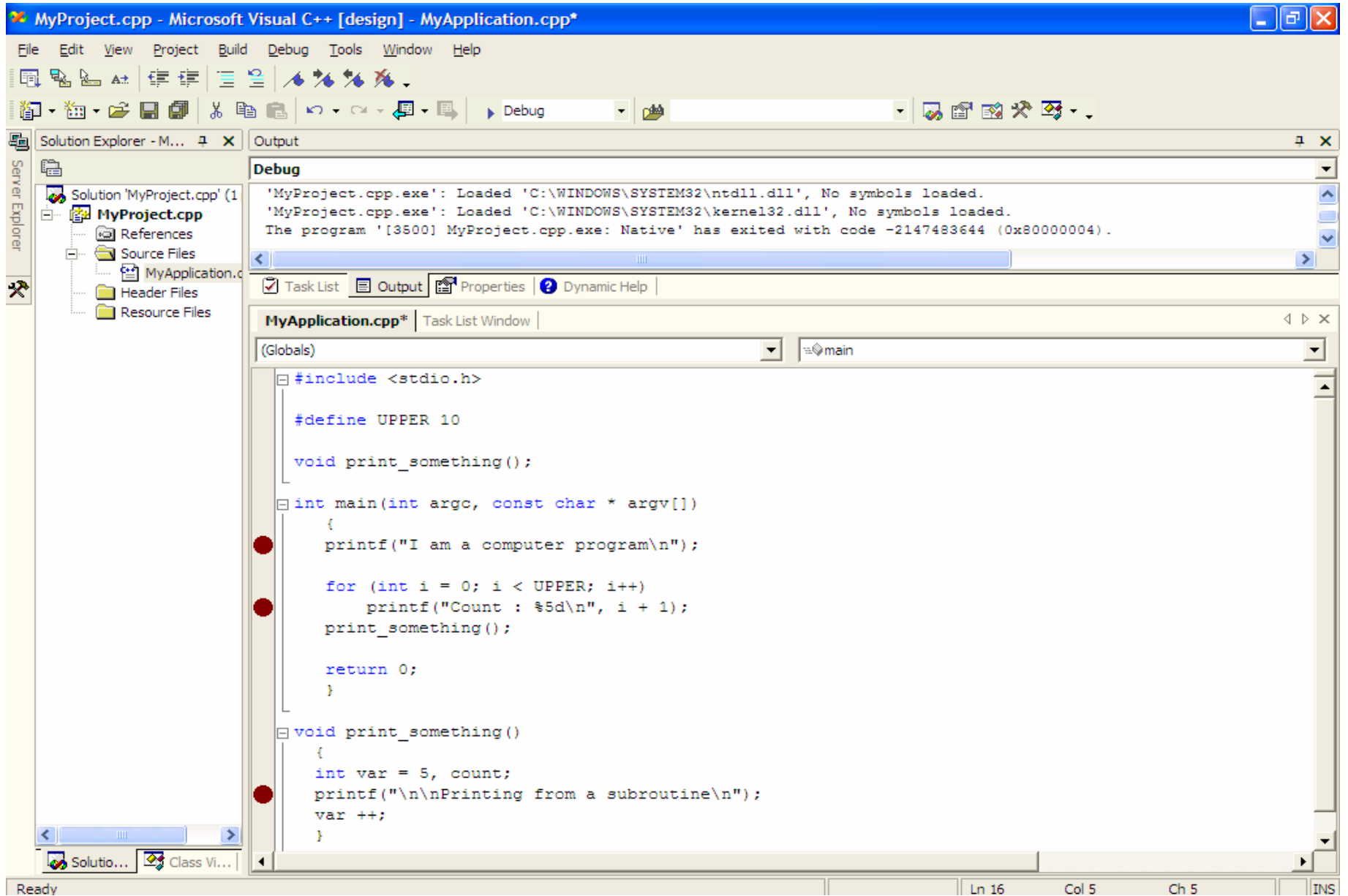


Project | Add New Item | C++ File



F1: Online Help System

- Visual Studio includes an extensive integrated help system
- Using the F1 key, you can get info on standard library functions:
 - Including examples of how the function should be used.



Important Commands

- Build | Build MyApplication
 - Compiles code, identifies problems with source
- Debug | Start, Step Into, Step Over
 - Manage execution of program
- Debug | QuickWatch
 - Examine contents of variables as program runs
- Click to the left of particular source lines to set breakpoints

Build | Build MyProject.cpp

The screenshot shows the Microsoft Visual C++ IDE with the following components:

- Solution Explorer:** Shows the project structure for 'MyProject.cpp', including 'References', 'Source Files', 'MyApplication.c', 'Header Files', and 'Resource Files'.
- Task List:** Displays 3 build error tasks. The errors are:
 - error C3861: 'printf': identifier not found, even with argument-dependent lookup (Line 9)
 - error C3861: 'printf': identifier not found, even with argument-dependent lookup (Line 14)
 - error C3861: 'printf': identifier not found, even with argument-dependent lookup (Line 23)
- Code Editor:** Shows the source code for 'MyApplication.cpp' with red error markers at lines 14 and 23. The code is:

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

#define UPPER 10

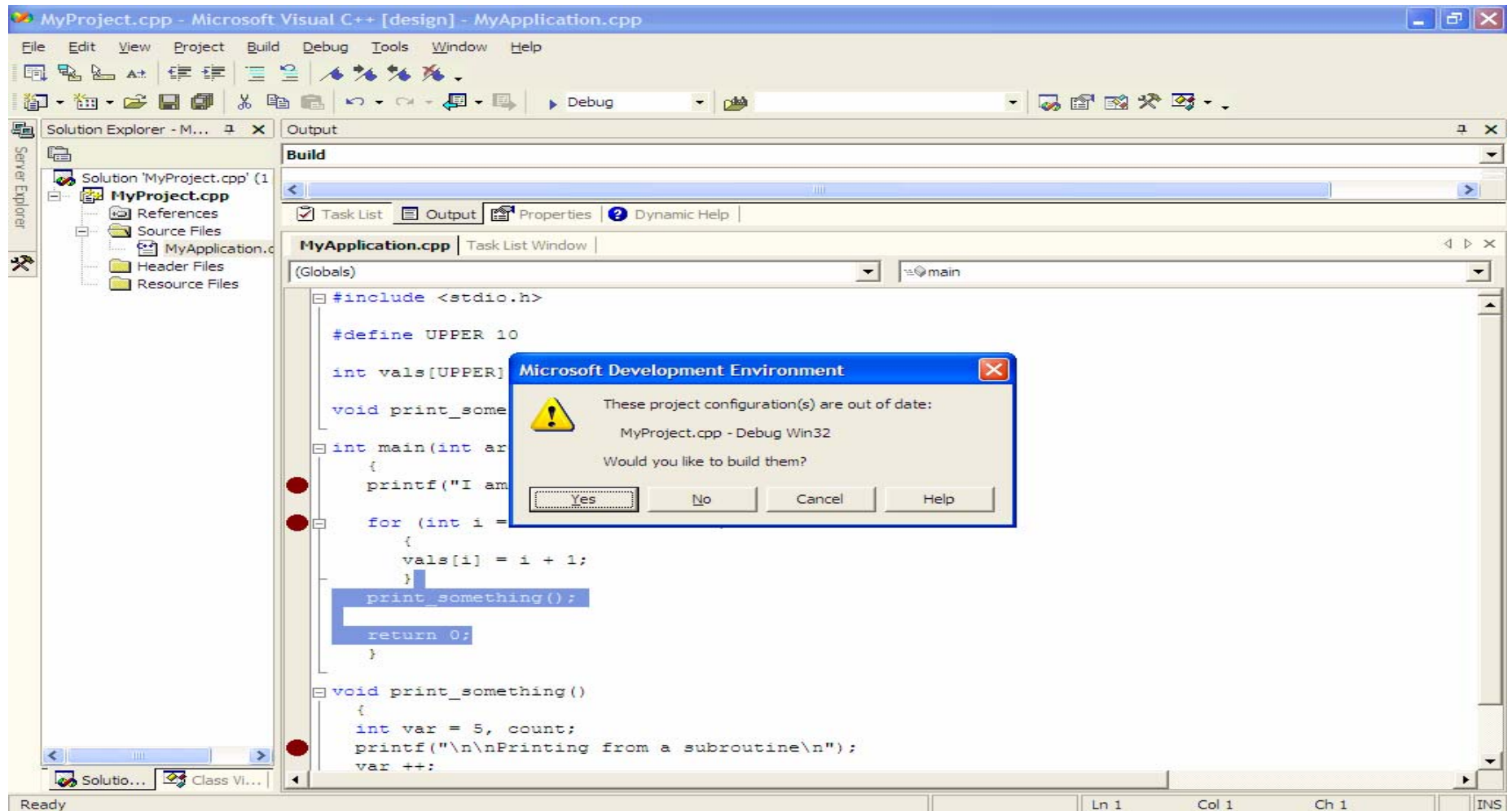
void print_something();

int main(int argc, const char * argv[])
{
    printf("I am a computer program ss\n");

    // printf("I can count\n\n");

    for (int i = 0; i < UPPER; i++)
        printf("Count : %5d\n", i + 1);
}
```

Debug | Start



Debug | Start

The screenshot shows the Microsoft Visual C++ IDE in debug mode. The main window displays the source code of `MyApplication.cpp`. A yellow arrow points to the line `print_something();` inside the `main` function. The console window shows the output `I am a computer program`. The bottom panels show the Autos window with variable values and the Output window with debug messages.

```
#include <stdio.h>

#define UPPER 10

int vals[UPPER];

void print_something();

int main(int argc, const char * argv[])
{
    printf("I am a computer program\n");

    for (int i = 0; i < UPPER; i++)
    {
        vals[i] = i + 1;
    }
    print_something();

    return 0;
}

void print_something()
{
}
```

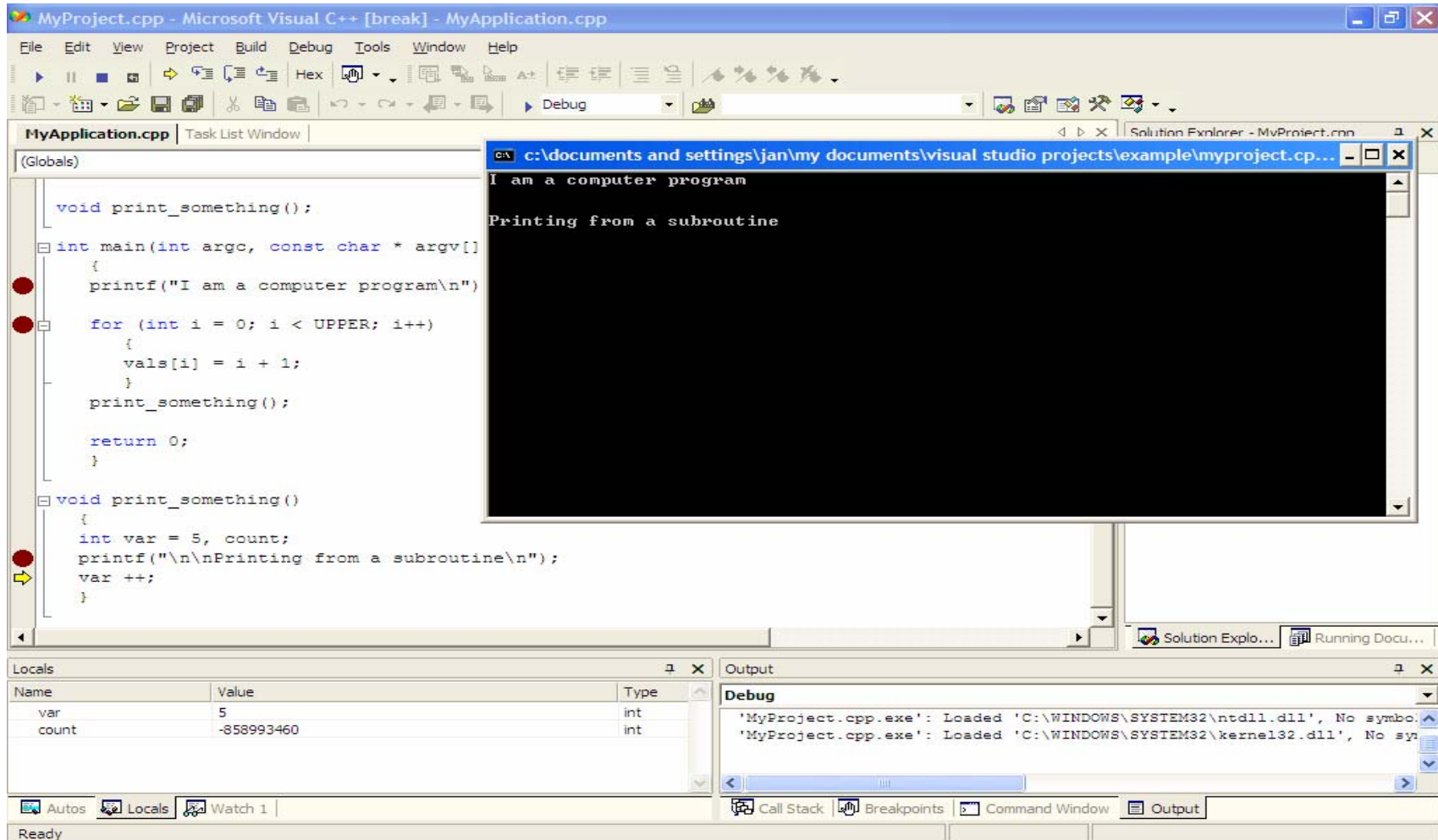
Name	Value	Type
i	0	int
vals	0x00428698 int * vals	int [10]
vals[]	1	int

Output

```
Debug
'MyProject.cpp.exe': Loaded 'C:\WINDOWS\SYSTEM32\ntdll.dll', No symbols loaded.
'MyProject.cpp.exe': Loaded 'C:\WINDOWS\SYSTEM32\kernel32.dll', No symbols loaded.
```

Build succeeded | Ln 16 | Col 1 | Ch 1 | INS

Stepping through code



The screenshot shows the Microsoft Visual C++ IDE in a debug state. The main window displays the source code for `MyApplication.cpp`. The code includes a `main` function and a `print_something` subroutine. A yellow arrow points to the `var ++;` line in the `print_something` function, indicating the current execution point. The `Locals` window shows the current values of `var` (5) and `count` (-858993460). The `Output` window displays the program's output, which includes the text "I am a computer program" and "Printing from a subroutine".

```
void print_something();
int main(int argc, const char * argv[])
{
    printf("I am a computer program\n");
    for (int i = 0; i < UPPER; i++)
    {
        vals[i] = i + 1;
    }
    print_something();
    return 0;
}
void print_something()
{
    int var = 5, count;
    printf("\n\nPrinting from a subroutine\n");
    var ++;
}
```

Name	Value	Type
var	5	int
count	-858993460	int

Output:

```
I am a computer program
Printing from a subroutine
```

Adding a watch variable

The screenshot displays the Microsoft Visual C++ IDE in a debug state. The main window shows the source code of `MyApplication.cpp`. The program has executed the `main` function, which prints "I am a computer program" and then calls `print_something()`. The `print_something` function is currently executing, printing "\n\nPrinting from a subroutine\n".

The Watch window at the bottom left shows a single watch variable:

Name	Value	Type
var	5	int

The Call Stack window at the bottom right shows the current call stack:

Name	Language
MyProject.cpp.exe!print_something() Line 26	C++
MyProject.cpp.exe!main(int argc=1, const char ** argv=0x00321838) Line 19	C++
MyProject.cpp.exe!mainCRTStartup() Line 259 + 0x19	C
kernel32.dll!7c816fd7()	
ntdll.dll!7c915b4f()	

The status bar at the bottom indicates the current line is 26, column 1, and the character is 'INS'.

Call stack

The screenshot shows the Microsoft Visual C++ IDE in a debug state. The main window displays the source code for `MyApplication.cpp`. The `main` function is at the top, and the `print_something` function is below it. The `main` function is currently executing, and the `print_something` function is also visible. The `print_something` function is currently executing, and the `main` function is also visible.

```
void print_something();  
int main(int argc, const char * argv[])  
{  
    printf("I am a computer program\n");  
    for (int i = 0; i < UPPER; i++)  
    {  
        vals[i] = i + 1;  
    }  
    print_something();  
    return 0;  
}  
void print_something()  
{  
    int var = 5, count;  
    printf("\n\nPrinting from a subroutine\n");  
    var ++;  
}
```

The `Output` window shows the following text:

```
I am a computer program  
Printing from a subroutine
```

The `Locals` window shows the following variables:

Name	Value	Type
i	10	int
argc	1	int
argv	0x00321838	const cha

The `Call Stack` window shows the following call stack:

Name	Lang
MyProject.cpp.exe!print_something() Line 26	C++
MyProject.cpp.exe!main(int argc=1, const char ** argv=0x00321838) Line 19	C++
MyProject.cpp.exe!mainCRTStartup() Line 259 + 0x19	C
kernel32.dll!7c816fd70	
ntdll.dll!7c915b4f0	

The `Call Stack` window shows the current function call and its callers, including the `main` function and system DLLs.

Today

- How to compile, run and debug C code
- GNU tool collection
 - Unix / Linux / newer Macs
- Integrated environments, such as Visual Studio
 - Windows

Questions/Clarification?

- Feel free to drop me an e-mail :

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