



# Modern C for Absolute Beginners

A Friendly Introduction to the  
C Programming Language

—  
Slobodan Dmitrović

Apress®

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ISBN-13 (pbk): 978-1-4842-6642-7  
<https://doi.org/10.1007/978-1-4842-6643-4>

ISBN-13 (electronic): 978-1-4842-6643-4

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Cover designed by eStudioCalamar

Cover image by Kyler Nixon on Unsplash ([www.unsplash.com](http://www.unsplash.com))

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*For Sanja and Katarina*

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# About the Author



**Slobodan Dmitrović** is a software consultant, trainer, and entrepreneur. He is the founder and CEO of “Clear Programming Paradigm,” an LLC that provides outsourcing and training services. Slobodan’s ability to summarize complex topics and provide insightful training made him a sought-after consultant for automotive, fintech, and other industries. He has a strong interest in C, C++, software architecture, training, and R&D. Slobodan can be reached at [www.cppandfriends.com](http://www.cppandfriends.com).

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# Acknowledgments

I would like to thank my friends and fellow peers who have supported me in writing my second book.

I am forever indebted to Peter Dunne, Glenn Dufke, Bruce McGee, Tim Crouse, Jens Fudge, Rainer Grimm, and Rob Machin for all their work, help, and support.

I am grateful to the outstanding professionals at Apress who have supported me during the entire writing process.

I am thankful to all of the amazing software developers, architects, and entrepreneurs I met and collaborated with throughout the years.

**PART I**

# **The C Programming Language**

# CHAPTER 1

# Introduction

Dear reader, congratulations on choosing to learn the C programming language, and thank you for picking up this book. My name is Slobodan Dmitrović, and I will try to introduce you to a wonderful world of C programming to the best of my abilities. This book is divided into four parts. In Part 1, we cover the C language basics. Part 2 explains the C standard library, and Part 3 introduces us to modern C standards. The final part explains the dos and don'ts in modern C. Let us get started!

## 1.1 What Is C?

C is a programming language, a general-purpose, procedural, compiled programming language. C language was created by Dennis Ritchie in the late 1960s and early 1970s. The C program is a collection of C source code spread across one or more source and header files. Source files by convention have the `.c` extension, and header files have the `.h` extension. Source and header files are plain text files that contain some C code.

## 1.2 What Is C Used For?

C is often used for so-called *systems programming*, which is operating systems programming, application programming, and embedded systems programming, to name a few. A large portion of Linux and Windows operating systems was programmed using C. C is often used as a replacement for an assembly language. C language constructs efficiently translate to the hardware itself. Whenever we want to get *down to the metal*, we can opt for C.

## 1.3 C Compilers

To compile and run a C program, we need a C compiler. A compiler compiles a C program and turns the source code into an object file. The linker then links the object files together and produces an executable file or a library, depending on our intention. For the most part, we say we *compile* the program and assume the compilation process results in an executable file that we can run. At the time of writing, some of the more popular C compilers are:

- gcc – as part of the GCC toolchain
- Clang – as part of the LLVM toolchain
- Visual C/C++ compiler – as part of the Visual Studio IDE
- MinGW – a Windows port of the GCC

### 1.3.1 Installing Compilers

Here we describe how to install C compilers on Linux and Windows and how to compile and run our programs.

#### 1.3.1.1 On Linux

To install a GCC compiler on Linux, open a terminal window and type:

```
sudo apt install build-essential
```

This command installs a GCC toolchain, which we can use to compile, debug, and run our C programs. Using a text editor of our choice, let us create a file with the following code:

```
#include <stdio.h>

int main(void)
{
    printf("Hello World!\n");
}
```

Let us save the file as a *source.c*. To compile this program using GCC, we type:

```
gcc source.c
```

This will produce an executable file with a default name of *a.out*. To run this file, type the following in a console window:

```
./a.out
```

Running this program should output the Hello World! string in our console window.

---

**Note** For now, let us take the source code inside the *source.c* file for granted. The example is for demonstration purposes. We will get into detailed code explanation and analysis in later chapters.

---

To install a clang compiler on our Linux system, type:

```
sudo apt install clang
```

This command installs another compiler called *Clang*, which we can also use to compile our programs. To compile our previous program using a clang compiler, we type:

```
clang source.c
```

Same as before, the compiler compiles the source file and produces an executable file with the default name of *a.out*. To run this file, we type:

```
./a.out
```

The compiler choice is a matter of preference. Just substitute gcc with clang and vice versa. To compile with warnings enabled, type:

```
gcc -Wall source.c
```

Warnings are not errors. They are messages indicating that something in our program might lead to errors. We want to eliminate or minimize the warnings as well.

To produce a custom executable name, add the `-o` flag, followed by the custom executable name, so that our compilation string now looks like:

```
gcc -Wall source.c -o myexe
```

To run the executable file, we now type:

```
./myexe
```

The ISO C standard governs the C programming language. There are different versions of the C standard. We can target a specific C standard by adding the `-std=` flag, followed by a standard name such as `c99`, `c11`, or `c17`. To compile for a `c99` standard, for example, we would write:

```
gcc -std=c99 -Wall source.c
```

To compile for a `C11` standard, we use:

```
gcc -std=c11 -Wall source.c
```

If we want to adhere to strict C standard rules, we add the `-pedantic` compilation flag. This flag issues warnings if our code does not comply with the strict C standard rules. Some of the use cases are:

```
gcc -std=c99 -Wall -pedantic source.c
gcc -std=c11 -Wall -pedantic source.c
gcc -std=c17 -Wall -pedantic source.c
gcc -std=c2x -Wall -pedantic source.c
```

To compile and run the program using a single statement, we type:

```
gcc source.c && ./a.out
```

This statement compiles the program and, if the compilation succeeds, executes the *a.out* file.

Let us put it now all together and use the following compilation strings in our future projects. If using `gcc`:

```
gcc -Wall -std=c11 -pedantic source.c && ./a.out
```

If using `Clang`:

```
clang -Wall -std=c11 -pedantic source.c && ./a.out
```

### 1.3.1.2 On Windows

On Windows, we can install *Visual Studio*. Choose the *Create a new project* option, make sure the *C++* option is selected, choose *Empty Project*, and click *Next*. Modify the project and solution names or leave the default values, and click *Create*. We have now created an empty Visual Studio project. In the *Solution Explorer* window, right-click on a project name and choose *Add - New Item...*. Ensure the *Visual C++* tab is selected, click on the *C++ File (.cpp)* option, modify the file name to *source.c*, and click *Add*. We can use a different file name, but the extension should be *.c*. Double-click on the *source.c* file, and paste our previous *Hello World* source code into it. Press *F5* to run the program. To compile for the C11 standard, use the `/std:c11` compiler switch. To compile for the C17 standard, use the `/std:c17` compiler switch.

Alternatively, install the MinGW (Minimalist GNU for Windows) and use the compiler in a console window, the same way we would on Linux.

So far, we have learned how to set up the programming environments on Linux and Windows and compile and run our C programs. We are now ready to start with the C theory and examples.

## 1.4 C Standards

The C programming language is a standardized language. There were different C standards throughout history. The first notable standard was the ANSI C, and now it is the ISO standard known as the ISO/IEC:9899 standard. Some of the C standards throughout the years:

- **ANSI C Standard** (referred to as ANSI C and C89)
- **C90** (official name: ISO/IEC 9899:1990; it is the ANSI C Standard adopted by ISO; the C89 and C90 are the same things)
- **C99** (ISO/IEC 9899:1999)
- **C11** (ISO/IEC 9899:2011)
- **C17** (ISO/IEC 9899:2018)
- The upcoming standard informally named **C2x**

Each of the standards introduces new features and changes to the language and the standard library. Everything starting with C11 is often referred to as the *modern C*. And modern C is what we will be teaching in this book. Let us get started!

## CHAPTER 2

# Our First Program

This section describes the main program entry point, how to work with comments, and how to write a simple “Hello World” program.

## 2.1 Function `main()`

Every C program that produces an executable file must have a starting point. This starting point is the function `main`. The function `main` is the function that gets called when we start our executable file. It is the program’s main entry point. The signature of the function `main` is:

```
int main(void) {}
```

The function `main` is of type `int`, which stands for integer, followed by the reserved name `main`, followed by an empty list of parameters inside the parentheses (`void`). The name `void` inside the parentheses means the function accepts no parameters. Following is the function body marked with braces `{}`. The opening brace `{` marks the beginning of a code block, and the closing brace `}` marks the end of the code block. We write our C code inside the code block marked by these braces. The code we write there executes when we start our executable file.

For readability reasons, we can put braces on new lines:

```
int main(void)
{
}
```



We can keep the opening brace on the same line with the `main` function definition and have the ending brace on a new line:

```
int main(void) {  
}
```

---

**Note** Braces placement position is a matter of conventions, preferences, and coding styles.

---

In early C standards, the function `main` was required to have a `return 0;` statement. This statement ends the program and returns control to the operating system. The return value of 0 means the program finished the execution as expected. It ended normally. If the `main` function returns any value other than 0, it means the program ended unexpectedly. So, in previous standards, our blank program would look like:

```
int main(void)  
{  
    return 0;  
}
```

Statements in C end with a semicolon (;). The `return 0;` statement within the `main` function *is no longer required* in modern C. We can omit that statement. When the program execution reaches the closing brace, the effect is the same as if we explicitly wrote the statement. In modern standards, we can simply write:

```
int main(void)  
{  
}
```

We often see the use of the following, also valid `main` signature:

```
int main()  
{  
    return 0;  
}
```

While this signature indicates there are no parameters, in ANSI C, it could potentially allow us to call the function with any number of parameters. Since we want to avoid that, we will be using the `int main(void)` signature, which explicitly states the function does not accept parameters.

With that in mind, we will be using the following `main` skeleton to write our code throughout the book:

```
int main(void)
{
}
```

---

**Note** There is another `main` signature accepting two parameters: `int main(int argc, char* argv[])`. We will describe it later in the book when we learn about arrays, pointers, and character arrays.

---

## 2.2 Comments

We can have comments in our C program. A comment is a text that is useful to us but is ignored by the compiler. Comments are used to document the source code, serve as notes, or comment-out the part of the source code.

A C-style comment starts with `/*` characters and ends with `*/` characters. The comment text is placed between these characters. Example:

```
int main(void)
{
    /* This is a comment in C */
}
```

The comment can also be a multiline comment:

```
int main(void)
{
    /* This is a
    multi-line comment in C */
}
```

Starting with C99, we can write a single-line comment that starts with a double slash // followed by a comment text:

```
int main(void)
{
    // This is a comment
}
```

We can have multiple single-line comments on separate lines:

```
int main(void)
{
    // This is a comment
    // This is another comment
}
```

Comments starting with the double slash // are also referred to as *C++ style comments*.

## 2.3 Hello World

Let us write a simple program that outputs a “Hello World” message in the console window and explain what each line of code does. The full listing is:

```
#include <stdio.h>

int main(void)
{
    printf("Hello World!");
}
```

The first line `#include <stdio.h>` uses the `#include` preprocessor macro to include the content of the `<stdio.h>` header file into our source `.c` file. The standard-library header file name `stdio.h` is surrounded with matching `<>` parentheses. This standard-library header is needed to use the `printf()` function. We call this function inside the `main` function body using the following blueprint: `printf("Message we want to output");`

The `printf` function accepts an argument inside the parentheses (). In our case, this argument is a *string constant* or a *character string* "Hello World!". The string text is surrounded by double quotes (""). The entire `printf("Hello World!")` function call then ends with the semicolon (;), and then we call it a *statement*. Statements end with a semicolon in C. Macros such as the `#include <stdio.h>` do not end with a semicolon.

We can output text on multiple lines. To do that, we need to output a newline character, which is `\n`. Example:

```
#include <stdio.h>

int main(void)
{
    printf("Hello World!\nThis is a new line!");
}
```

*Output:*

---

Hello World!

---

We can split the text into two `printf` function calls for readability reasons. Remember, each time we want the text to start on a new line, we need to output the newline character `\n`:

```
#include <stdio.h>

int main(void)
{
    printf("Hello World!\n");
    printf("This is a new line!");
}
```

*Output:*

---

Hello World!  
This is a new line!

---

This has the same effect as if we placed a newline character at the beginning of the second `printf` function call:

```
#include <stdio.h>

int main(void)
{
    printf("Hello World!");
    printf("\nThis is a new line!");
}
```

*Output:*

---

```
Hello World!
This is a new line!
```

---

## CHAPTER 3

# Types and Declarations

In this section, we will learn about the built-in types in C and variable declarations.

## 3.1 Declarations

A *declaration* declares a (variable) name. When we declare a variable, we specify its type and variable's name. When we declare a variable, the compiler reserves memory for our variable. This occupied space is called an *object* or *data object* in memory. These data objects are accessed by names we call *variables*. We need to declare a variable before we can use it. To declare a variable, we put the *type\_name* before the *variable\_name* and end the entire statement with a semicolon (;). The declaration pseudo-code looks like:

```
type_name variable_name;
```

We can declare multiple variables of the same type by separating them with a comma:

```
type_name variable_name1, variable_name2, variable_name3;
```

Variable names can contain both letters and numbers but must not start with a number. C is a case-sensitive language, so `myvar` and `MyVar` are two different, independent names. Variable names should not start with underscore characters as in `_myvar` or `__myvar`.

## 3.2 Introduction

What is a *type*? A type is a range of values and allowed operations on those values. An instance of a type is called an *object* or a *data object*. When we declare a variable, we are creating an instance.

There are different built-in types in C. For example, one type can hold (store) characters, another type can hold whole numbers, and some other type can be used to store floating-point values. Some of the built-in types are:

- `char` – holds character values
- `int` – holds whole numbers
- `float` – holds floating-point values of single precision
- `double` – holds floating-point values of double precision

Our program data is stored in computer memory. Computer memory is an array of memory cells called *bits*. A bit can have two states we symbolically refer to as 1 and 0. A group of 8 bits is often called a *byte*. A byte of memory has its own label/number we call an *address*.

We can visualize a byte as a rectangular area, an occupied space in memory with its address. This address is a number, often represented by a hexadecimal number:



Types have different sizes. Data represented by variables of different types occupy a different amount of bytes in memory. For example, type `char` is *one* byte in size. We say that it is *one byte long* and can be used to store a single character. Other types have different sizes. For example, type `int` can be 4 bytes in size.

There are *lower* and *upper limits* to values each type can hold, a minimum or maximum values a type can store.

There are special *qualifiers* we can apply to the above types, such as *long* and *unsigned*. We discuss each type in more detail in the following sections.

### 3.3 Character Type

Type `char` allows us to store a single character. To declare a single variable of type `char` inside the `main` function body, we write:

```
int main(void)
{
    char mychar;
}
```

The statement `char mychar;` is a *variable declaration*. In simple words: *from now on, there will be a char variable called mychar*. We also say that *mychar is of char type*.

The variable declared inside the function `main` is also called a *local variable*. It is local to the `main` function. Local variables are not initialized by default and contain random values. Once declared, we can access the variable. For example, we can assign a value to it using an assignment operator:

```
int main(void)
{
    char mychar;
    mychar = 'a';
}
```

The first line inside the `main` function body declares a variable, and the second line assigns it a value of `'a'`. We used a character constant `'a'` to assign a value to our variable using the `=` assignment operator. Character constants are enclosed in single quotes (`' '`). Examples of character constants are `'a'`, `'A'`, `'z'`. Some character constants must be *escaped* using the backslash character `\`. Some of the escape-sequence characters are:

- The *newline character* `'\n'`
- A *single quote character* `'\''`
- A *double quote character* `'\"'`
- A *tab character* `'\t'`

The character type `char` is also an integral type. We can say it is a small integer. In type `char`, every character constant is represented by a matching number inside the *encoding table*. This encoding table is called a *character set*, and it might be ASCII or some other table, depending on the implementation. For example, the above character constant `'a'` is represented by a number 97 in the ASCII table. So, we can assign a value of 97 to our `mychar` variable, and the underlying byte value would be the same:

```
int main(void)
{
    char mychar;
    mychar = 97;
}
```



It represents the same byte value using different constants, by using either a character constant 'a' or an integer constant 97. For the most part, we will be using character constants to assign values to char variables.

Instead of declaring a variable and then assigning a value to it, we could *initialize* the variable:

```
int main(void)
{
    char mychar = 97;
}
```

To print out the value of our variable, we will be using the printf function. To print out a single variable value, we call the printf function using the following syntax:

```
printf("%format_specifier", variable_name);
```

If we want to print out multiple variables, we will use the multiple format specifiers/placeholders in the double quotes, followed by a comma-separated list of variables:

```
printf("%format_specifier1 %format_specifier2", variable_name1,
variable_name2);
```

The %format\_specifier1 part is a placeholder and a format specifier for the value of variable\_name1. The format specifier says how our variable should be formatted/interpreted when we send it to the output/console window. The %format\_specifier2 is a placeholder for the value of variable\_name2 and so on. The format specifier is also called a *conversion specifier*.

To print out the character variable as an actual character, we can use the c format specifier:

```
#include <stdio.h>

int main(void)
{
    char mychar;
    mychar = 'a';
    printf("%c", mychar);
}
```

*Output:*

---

a

---

Explanation: the `printf` function writes data to the *standard output*, which is our console window. The `printf` function accepts multiple arguments. The first argument is the double-quoted text. Inside the double-quoted text, there is a placeholder for our variable. This placeholder consists of a percentage sign `%` followed by the *format specifier*, which in our case is `c`. There are different format specifiers for different types. These determine how the value of our variable is to be presented/printed in the quoted text.

To print out the character variable value as an integral number, we use the `%d` or the `%i` format specifier:

```
#include <stdio.h>

int main(void)
{
    char mychar;
    mychar = 'a';
    printf("%d", mychar);
}
```

*Output:*

---

97

---

The size of type `char` is one byte. This means that `mychar` occupies exactly 1 byte of memory storage. We can check the size of the object by using the `sizeof` operator. The `sizeof` operator returns the object's or type's size in bytes:

```
#include <stdio.h>

int main(void)
{
    char mychar;
    mychar = 'a';
    printf("The size of a character object is %zi byte(s).", sizeof(mychar));
}
```

*Output:*

---

The size of a character object is 1 byte(s).

---

The %zi or the %zu format specifier is used for the return type of the sizeof operator. Depending on the implementation, the char type range varies but is usually between -128 and +127.

A special unsigned qualifier can be applied to integral types, including type char. This qualifier means the type can now hold only positive values and a zero. The size remains 1 byte, but now the type can hold twice as many positive values. The maximum value of an unsigned char is usually 255. Example:

```
#include <stdio.h>

int main(void)
{
    unsigned char mychar = 255;
    printf("The value of mychar is: %d", mychar);
}
```

*Output:*

---

The value of mychar is: 255

---

There is a fair amount of theory surrounding even a simple thing such as the char type, but we need not worry. Each section is accompanied by plenty of source code examples and exercises.

## 3.4 Integer Type

Integer type called int is used for storing whole (integral) numbers/values and performing certain operations on them. To declare an integer variable, we write int variable\_name; Let us write a program that declares an integer variable and assigns a value to it:

```
int main(void)
{
    int x;
    x = 123;
}
```

There are different *integer constants* we can assign to `int` variables. They are *decimal integer constants* represented by negative and positive numbers, for example, 65535, 0, 123. The second kind is the *octal constant*. Octal constants begin with a zero sign 0, followed by numbers from 0 to 7. An example of an octal constant is 012, which is equal to a decimal value of 10. The third kind is a *hexadecimal constant*. This constant begins with 0x or 0X, followed by hexadecimal symbols from 0 to 9 and A to F. The hexadecimal value of 0xA represents a decimal number of 10. Let us write a program that assigns a value of 10 to three different integer variables using decimal, octal, and hexadecimal notation:

```
int main(void)
{
    int x;
    x = 10; // decimal constant
    int y;
    y = 012; // octal constant
    int z;
    z = 0xA; // hexadecimal constant
}
```

In this example, both `x`, `y`, and `z` have the same value of 10 (ten), represented by three different constants. All these constants are of type `int`.

We can print the integer value using different format specifiers, `%d` for decimal, `%o` for octal, and `%x` or `%X` for hexadecimal representation:

```
#include <stdio.h>

int main(void)
{
    int x;
    x = 10;
    printf("Decimal: %d Octal: %o Hexadecimal: %X", x, x, x);
}
```

*Output:*

---

Decimal: 10 Octal: 12 Hexadecimal: A

---

It is one value, but with three different representations.

Depending on the hardware and the implementation, the type `int` is usually 4 bytes wide. It can hold values from at least  $-32768$  to  $+32767$ , but on our computer, this range is usually from  $-2147483648$  to  $+2147483647$ .

Some *modifiers* or *qualifiers* can be applied to type `int`. They are signed, unsigned, short, and long. Integers are *signed* by default, so instead of saying signed `int`, we simply write `int`. The unsigned qualifier says the type `int` can only hold positive values and a zero. The size of the type is the same. Unsigned integers can now hold twice as many positive numbers as the regular (signed) `int`.

An example of unsigned `int` is:

```
#include <stdio.h>

int main(void)
{
    unsigned int x = 123456789u;
    printf("The value of an unsigned integer is: %u", x);
}
```

*Output:*

---

The value of an unsigned integer is: 123456789

---

We can rewrite the above example so that the `int` part is omitted:

```
#include <stdio.h>

int main(void)
{
    unsigned x = 123456789u;
    printf("The value of an unsigned integer is: %u", x);
}
```

*Output:*

---

The value of an unsigned integer is: 123456789

---

**Note** When using any of these specifiers on type `int`, we can omit the `int` part and write only the specifier(s) name(s).

---

The unsigned integer constants have `u` or `U` suffix, such as our `123456789u` value. We used the `%u` specifier to print out the value of an unsigned integer.

Other specifiers that can be applied are `short` and `long`. These specifiers change the length of the integer type. Type `short` is often 2 bytes in length, and `long` is at least 4 bytes in length. Examples of short and long types:

```
#include <stdio.h>

int main(void)
{
    short x;
    x = 1234;
    printf("The value of a short integer is: %d\n", x);

    long y;
    y = 123456789l;
    printf("The value of a long integer is: %ld\n", y);
}
```

*Output:*

---

The value of a short integer is: 1234  
The value of a long integer is: 123456789

---

The first part declares a `short` integer `x` and prints its value using the `%d` format. The `\n` after the `%d` placeholder is just a newline character, and it is not part of the specifier. The second part declares a `long` integer `y`. Long integer constants have the `l` or `L` suffix, such as our `123456789l` value. We used the `%ld` format to print out the value of a long integer.

These type specifiers can be chained together so that we can have an unsigned short:

```
#include <stdio.h>

int main(void)
{
    unsigned short x;
    x = 1234u;
    printf("The value of an unsigned short integer is: %hu\n", x);
}
```

*Output:*

---

The value of an unsigned short integer is: 1234

---

Here we used the %hu format specifier to format and print out the value of an unsigned short. Our 1234u constant also has the u suffix as it is of unsigned type. There is no specific suffix for a short type.

To declare and print out the unsigned long value, we write:

```
#include <stdio.h>

int main(void)
{
    unsigned long y;
    y = 123456789ul;
    printf("The value of an unsigned long variable is: %lu\n", y);
}
```

*Output:*

---

The value of an unsigned long variable is: 123456789

---

We used the %lu format to print out the value of an unsigned long. Notice that our 123456789ul constant now carries both u and l suffixes, since it is of unsigned long type.

Starting with the C99 standard, there is also a long long integer type that is at least 8 bytes long. Its constants have the `ll` or `LL` suffixes. To print out the value of the long long type, we use the `%lld` or `%lli` format specifier:

```
#include <stdio.h>

int main(void)
{
    long long x;
    x = 123456789ll;
    printf("The value of a long long integer is: %lld", x);
}
```

Remember to compile for at least the C99, C11, or the C17 standard such as:

```
gcc -Wall -std=c99 -pedantic source.c && ./a.out
```

or:

```
gcc -Wall -std=c11 -pedantic source.c && ./a.out
```

From C99 onward, there can also be an unsigned long long type. Its constants carry the `ull`, `ULL`, `llu`, or `LLU` suffixes. We use the `%llu` format specifier to print out the value:

```
#include <stdio.h>

int main(void)
{
    unsigned long long x;
    x = 123456789llu;
    printf("The value of an unsigned long long integer is: %llu", x);
}
```

## 3.5 Floating-Point Types

There are three types for representing floating-point numbers. The first is called `float`, the second type is called `double`, and the third type is called a long double.



### 3.5.1 float

Type `float` is a type used for storing the single-precision floating-point numbers. The type is 4 bytes wide. Floating-point numbers are also called *real numbers*. In a floating-type number such as `123.456`, there is the *whole number part* (123), the *decimal separator* (`.`), and the *fractional/decimal part* 456. To declare a variable of type `float`, we write:

```
int main(void)
{
    float myfloat;
    myfloat = 123.456f;
}
```

We will describe two floating-point constants used to represent `float` values. The *floating-point constant*, such as the `123.456f`, carries a suffix `f` or `F`, which makes it of type `float`. The same value represented by an *exponent constant* has the form `123456e-3f`. It means *123456 times 10 to the power of -3*. To represent a number 100 using an exponent constant, we would write `1e2f`. To represent a value of `0.123` using a decimal constant, we can also write `.123` without the leading `0`.

To print out a value of type `float`, we use the `%f` format specifier:

```
#include <stdio.h>

int main(void)
{
    float myfloat;
    myfloat = 123.456f;
    printf("The value of a floating-point variable is: %f", myfloat);
}
```

*Output:*

---

The value of a floating-point variable is: 123.456001

---

This example prints out the value of 123.456001 because the default precision of a %f format specifier is 6, so it also adds the (imprecise) 001 part. To print out only the three decimal places, we use the %.3f format:

```
#include <stdio.h>

int main(void)
{
    float myfloat;
    myfloat = 123.456f;
    printf("The value of a floating-point variable is: %.3f", myfloat);
}
```

The result is now 123.456. We can also explicitly specify the whole and the fractional part's length using the %3.3f format specifier.

## 3.5.2 double

Another type for storing floating-point values is type double. It is 8 bytes wide and offers increased precision and range as compared to type float. To declare a variable of type double, we write:

```
int main(void)
{
    double d;
    d = 123.456;
}
```

Floating-point constants without suffixes such as our 123.456 are of type double by default. So, for a simple decimal constant of type double, we write 123.456, and for an exponent constant, we write 123456e-3.

To print out the value of type double, we use the %f or the %lf format specifier inside the printf function:

```
#include <stdio.h>

int main(void)
{
    double mydouble;
    mydouble = 123.456;
    printf("The value of a double variable is: %.3f", mydouble);
}
```

*Output:*

---

The value of a double variable is: 123.456

---

When to use float and when to use double? It depends on the context, the hardware, and our needs. Float occupies less memory than double, might be faster than double, but is less precise. When increased precision is required, we can opt for double. In general, we should prefer double to float.

### 3.5.3 long double

The third floating type is called a long double. The type has increased precision and range. To declare a variable of this type, we write:

```
int main(void)
{
    long double mylongdouble;
    mylongdouble = 123456.7891;
}
```

Long double constants have `l` or `L` suffixes. To print out the value of a long double, we use the `%Lf` format specifier:

```
#include <stdio.h>

int main(void)
{
    long double mylongdouble;
    mylongdouble = 123456.789l;
    printf("The value of a long double variable is: %.3Lf",
        mylongdouble);
}
```

*Output:*

---

The value of a long double variable is: 123456.789

---

## CHAPTER 4

# Exercises

### 4.1 Hello World with Comments

Let us write a program that has comments in it and outputs a “Hello World!” message on one line and “C rocks!” on a new line.

```
#include <stdio.h>

int main(void)
{
    // this is a comment
    /* This is an
    multi-line comment */
    printf("Hello World.\n");
    printf("C rocks!.\n");
}
```

*Output:*

---

```
Hello World.
C rocks!.
```

---

## 4.1.1 Declaration

Write a program that declares four variables of type char, int, float, and double, respectively:

```
int main(void)
{
    char c;
    int x;
    float f;
    double d;
}
```

## 4.1.2 Definition

Write a program that declares and initializes four variables of type char, int, float, and double, respectively:

```
int main(void)
{
    char c = 'a';
    int x = 123;
    float f = 123.456f;
    double d = 789.101112;
}
```

## 4.1.3 Outputting Values

Write a program that initializes and prints four variables of type char, int, float, and double, respectively.

```
#include <stdio.h>

int main(void)
{
    char c = 'a';
    int x = 123;
    float f = 123.456f;
```

```
double d = 789.101112;  
printf("%c\n", c);  
printf("%d\n", x);  
printf("%f\n", f);  
printf("%f\n", d);  
}
```

*Output:*

---

```
a  
123  
123.456001  
789.101112
```

---

## CHAPTER 5

# Operators

Operators are an essential part of the language. This section explains what they are and how they are used. It might seem that there is plenty of theory surrounding this subject, but do not worry. We need to adopt the theoretical part to use it in practical code examples later in the book.

## 5.1 Introduction

What is the operator? An operator is a language entity that performs operations on its arguments. One or more different symbols represent operators. To better understand the terminology, let us look at a simple mathematical expression:  $x + y$ . Here,  $+$  is an *operator*. It performs an addition operation on  $x$  and  $y$ . Here,  $x$  and  $y$  are called *operands*, where  $x$  is a *left operand* and  $y$  is the *right operand*. The entire  $x + y$  part is called an *expression*.

Depending on the type of operation, we can have different categories of operators. Some of them are *arithmetic*, *relational*, *assignment*, *logical*, *bitwise*, and other operators.

## 5.2 Arithmetic Operators

Arithmetic operators perform arithmetic operations on their arguments. Arithmetic operators are:

- $+$  – addition
- $-$  – subtraction
- $*$  – multiplication
- $/$  – division
- $\%$  – modulus



The *addition operator* + allows us to add the operands together. The subtraction allows us to subtract y from x. The multiplication operator multiplies the x and y, and the division operator divides x with y.

The division can be an *integer division* or a *floating-point division*. The integral division occurs when both operands are of some integral type, such as int. The result of such division is the whole number only, and the remainder (the decimal part) is discarded. For example, the result of the 9 / 2 expression is 4, and the remainder of .5 is discarded. Since both 9 and 2 are of type int, the result of the entire expression is also of type int. If only one operand is of floating-point type, the entire expression is of the floating-point type. For example, the result of 9.0 / 2 is 4.5 as at least one of the operands is of a floating-point type.

Let us look at what the % modulus (or modulo) operator does. The result of the x % y expression is the remainder of the x / y division. It is the whole number in the decimal part (the remainder) of the result but without the dot part. For example, the result of the 9 % 2 is equal to 1. In mathematical terms, 9 divided by 2 equals 4.5, so the result of the modulus operation is 1.

As in math, the precedence of \*, /, and % operators is higher than the + and - operators. In an expression like x + y \* z, the subexpression y \* z is evaluated first. The x + (the result of the y \* z subexpression) is evaluated next.

## 5.3 Assignment Operator

The assignment operator = assigns a value to the variable/expression. A source code example of a simple assignment operator would be:

```
#include <stdio.h>

int main(void)
{
    int x;
    x = 123;
    printf("%d", x);
}
```

In an x = 123 expression, the value of 123 gets assigned to variable x. In this expression, everything occurring on the left side of the assignment operator = is called a *left-hand side* expression or *lhs* for short. In our case, it is a simple variable x. And

everything occurring on the right of the assignment operator is called a *right-hand side* expression or *rhs* for short, which in this example is an integer constant 123. We say that the assignment operator *assigns a value of rhs to lhs*. In our case, it assigns a value of 123 to our variable *x*. We can also assign the value of one variable to another:

```
#include <stdio.h>

int main(void)
{
    int x;
    int y;
    x = 123;
    y = x;
    printf("%d", y);
}
```

In a `y = x;` statement, we assigned the value of `x` to `y`. In a `y = x` expression, we only assigned the *value* of `x` to `y`, not the memory address. The two data objects `x` and `y` are two different data objects in memory. Changing the value of either one does not affect the value of the other one.

Let us use the assignment operator to assign values to variables of different types such as `char`, `int`, and `float`:

```
#include <stdio.h>

int main(void)
{
    char c;
    c = 'A';
    int x;
    x = 123;
    float f;
    f = 123.456f;
    printf("Char: %c int: %d float: %.3f", c, x, f);
}
```

Here, we declare the variables, assign the values of constants to our variables, and then print them. We used three different types, constants, and format specifiers.

## 5.4 Compound Assignment Operators

Compound assignment performs binary operation on both operands and then assigns the value to its left-hand side operand. Some of the compound assignments are +=, -=, \*=, /=, and %=.

The compound assignment operator += in the `x += 123` expression is equivalent to `x = x + 123`. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 0;
    x += 123;
    printf("%d", x);
}
```

To use a \*= compound assignment operator, we would need to initialize `x` to 1 as we use the multiplication inside the compound statement operator:

```
#include <stdio.h>

int main(void)
{
    int x = 1;
    x *= 123;
    printf("%d", x);
}
```

As before, the `x *= 123;` statement is a shorter way of writing the `x = x * 123;` statement.

## 5.5 Relational Operators

Relational operators compare the values of two operands/expressions. They are:

- > - greater than
- < - less than

- `>=` – greater than or equal to
- `<=` – less than or equal to

In an expression `x < y`, we check if `x` is less than `y`. If that is true, the entire `x < y` expression gets the value 1, which stands for *true*. If `x` is not less than `y`, the entire expression is evaluated to 0, which is *false*. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int y = 456;
    int islessthan = x < y;
    int isgreaterthan = x > y;
    printf("The value of \"is less than\" expression is: %d\n",
        islessthan);
    printf("The value of \"is greater than\" expression is: %d\n",
        isgreaterthan);
}
```

*Output:*

---

```
The value of "is less than" expression is: 1
The value of "is greater than" expression is: 0
```

---

## 5.6 Equality Operators

There are two kinds of equality operators:

- `==` – equal to
- `!=` – not equal to

In an `x == y` expression, we check if (the value of) `x` equals `y`. If that is the case, the entire `x == y` expression gets the value of 1, which stands for *true*. If not, the expression

gets the value of 0, which means false. In an  $x \neq y$  expression, we check if  $x$  is *not equal* to  $y$ . If true, the expression is evaluated to 1; else, it gets the value of 0. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int y = 456;
    int isequalto = x == y;
    int isnotequalto = x != y;
    printf("The value of \"is equal to\" expression is: %d\n", isequalto);
    printf("The value of \"is not equal\" to expression is: %d\n",
        isnotequalto);
}
```

*Output:*

---

```
The value of "is equal to" expression is: 0
The value of "is not equal" to expression is: 1
```

---

Let us explain what the “*entire  $x == y$  expression gets the value of 1 or 0*” means. It means expressions themselves are of a certain type, and they hold values.

These expressions are often used as *conditions* in the so-called *conditional statement*. Their value is inspected. If the expression evaluates to 1, the condition is *true*; if it evaluates to 0, the condition is *false*. We cover these topics in more detail later in the book when we discuss the *if-statement*.

## 5.7 Logical Operators

The logical operators perform logical (bool/Boolean) operations on their operands and return the result of such operations. The logical operators are:

- `&&` – logical AND operator
- `||` – logical OR operator
- `!` – unary negation operator

The logical operator `&&` performs the logical AND operation on its operands and returns the value of 1 when both operands are 1. In all other cases, it returns a value of 0.

The logical operator `||` performs the logical OR operation and returns 0 when both operands are 0. In all other cases, it evaluates the expression to 1. The unary negation operator `!` performs the *negation operation* on its only right-hand side operand. So 0 becomes 1, and 1 or any other non-zero value becomes 0.

Example:

```
#include <stdio.h>

int main(void)
{
    int x = 1;
    int y = 0;
    int myand = x && y;
    int myor = x || y;
    int mynegation = !x;
    printf("The value of an AND expression is: %d\n", myand);
    printf("The value of an OR expression is: %d\n", myor);
    printf("The value of a NEGATION expression is: %d\n", mynegation);
}
```

*Output:*

---

```
The value of an AND expression is: 0
The value of an OR expression is: 1
The value of a NEGATION expression is: 0
```

---

## 5.8 Increment and Decrement Operators

Increment operator `++` is used to add 1 to a variable, and decrement operator `--` is used to subtract 1 from a variable.

Both these operators can be used in their so-called *prefix* or *postfix* forms. When used before the variable name, as in `++my_var` or `--my_var`, they are called *prefix operators*.

When they are used after the variable name, as in `my_var++` or `my_var--`, they are called *postfix operators*. We now have four possible combinations:

- `++var_name` - prefix ++ operator
- `var_name++` - postfix ++ operator
- `--var_name` - prefix -- operator
- `var_name--` - postfix -- operator

The prefix operator increments/decrements the value of a variable before the variable is used in an expression. When used as a postfix operator, the program evaluates a variable in an expression and then increments its value.

A simple example:

```
#include <stdio.h>

int main(void)
{
    int x = 10;
    int y = 10;
    int myprefix = ++x;
    int mypostfix = y++;
    printf("The prefix result: %d, the postfix result: %d\n", myprefix,
        mypostfix);
}
```

*Output:*

---

```
The prefix result: 11, the postfix result: 10
```

---

Explanation: we have two `int` variables, `x` and `y`, both having a value of 10. We use the prefix ++ operator on `x`. The `x` is incremented by 1 before the result of an expression is assigned to `myprefix` variable. Then we use a postfix operator on `y`. The result of an expression is assigned to `mypostfix` var, and then the value is incremented by one.

Increment and decrement operators increment/decrement a variable value by 1, and save of from typing the: `my_var = myvar + 1` or `my_var = myvar - 1`.

---

**Note** Whether we use a *prefix* or a *postfix* form is relevant only in the context of the **current** *expression/statement* where these operators are used. By the time the program flow reaches the `printf` point, both `x` and `y` will have the value of 11.

---

There are also other kinds of operators, which we explain later in the book, as we learn further and adopt new things.

## 5.9 Operator Precedence

Some operators have higher precedence than the others. For example, operators `/` and `*` have higher precedence over operators `+` and `-`. This is also true in the science of math. For example, in an expression `x + y * z`, the `y * z` part/subexpression gets evaluated first. Then, this subexpression result gets added to `x`, as the `*` operator has higher precedence over the `+` operator.

If we need the `x + y` subexpression to be evaluated first, we surround the subexpression with parentheses `()`:

```
(x + y) * z
```

This forces the `x + y` subexpression to be evaluated first. Then, the result of this subexpression gets multiplied by `z`. This is because the `()` operator has higher precedence over `+` and `*` operators. The `()` operator groups the items together.

Here is the list of some of the operators sorted by precedence, from higher to lower:

- ++ --** postfix increment and decrement
- ()** function call operator
- []** array subscript
- .** structure member access
- >** structure member access through a pointer
- ++ --** prefix increment and decrement
- + -** unary plus and minus
- !** logical NOT



**(type\_name)** cast operator

\* dereference operator

**&** address-of

\* / % multiplication, division, and remainder

+ - addition and subtraction

<< >> bitwise left shift and right shift

< <= relational operators

> >= relational operators

== != equality operators

**&&** logical AND

**||** logical OR

**?:** ternary conditional operator

= assignment operator

**+= -=** compound assignments

## CHAPTER 6

# Expressions

What is an *expression*? An expression can be operators and operands grouped to perform some calculations and yield a result. There are different kinds of expressions. There are *arithmetic expressions*, as in  $x + y$ ; *comparison expressions*, as in  $x > y$ ; *assignment expressions*, as in  $x = y$ ; and *logical expressions* such as  $x \ \&\& \ y$ .

An expression can consist of multiple *sub-expressions*, as in  $z = x + y$ . Here the  $x + y$  can be treated as an *arithmetic sub-expression* inside the *assignment expression*.

The entire expression is of a particular type. What that type is depends on the nature of the result of the entire expression. For example, if we had a simple expression  $x + y$ , and  $x$  and  $y$  were of type `int`, then the entire expression would be of type `int` too. But what if one operand was of type `double` and the other was of type `int`? What would the expression result/type be? The result would be `double` as the `int` operand is *promoted* to type `double`. In general, *smaller/narrower* types are converted to *wider* types in arithmetic expressions. For example, `char` becomes `int`, `float`, or a `double`, depending on the second operand type.

## 6.1 Initialization

We can declare a variable and assign a value to it on the same line. This approach is called *initialization*. We say we *initialize* the variable to a certain value. The blueprint for the initialization is:

```
type_name variable_name = some_value;
```

Initialization example:

```
#include <stdio.h>

int main(void)
{
    char c = 'a';
    int x = 123;
```

```

float f = 123.456f;
double d = 789.123;
printf("The values are: %c, %d, %.3f, %.3f\n", c, x, f, d);
}

```

*Output:*

---

The values are: a, 123, 123.456, 789.123

---

This example initializes and prints out several different variables using appropriate format specifiers. If we only declare and do not initialize those variables, they would hold random, garbage values.

Having `some_type myvar;` is called *declaration*, and having `some_type myvar = some_value;` is called *initialization* or *definition*. Initialization (definition) is also a declaration.

---

**Tip** It is a good practice to always initialize your variables before using them.

---

## 6.2 Type Conversion

Expressions of one type can be converted to expressions of another type. Some conversions are implicit and occur automatically. We can also *explicitly* convert an expression to a certain type using the `(convert_to_type)expression` syntax. A simple example where we *explicitly* convert the type `char` to type `int`:

```

#include <stdio.h>

int main(void)
{
    char c = 'A';
    int x;
    x = (int)c;
    printf("The result is: %d\n", x);
}

```

The following example relies on implicit conversion from `int` to `double`:

```
#include <stdio.h>

int main(void)
{
    int x = 10;
    int y = 30;
    double d = x / y;
    printf("The result is: %f\n", d);
}
```

*Output:*

---

```
The result is: 0.000000
```

---

The result of an integer division is implicitly converted to type `double`, and we get the value of `0.000000`. Suppose we explicitly cast the first operand `x` to `double`. In that case, we get the expected result of a floating-point division, which is `0.333333`. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 10;
    int y = 30;
    double d = (double)x / y;
    printf("The result is: %f\n", d);
}
```

*Output:*

---

```
The result is: 0.333333
```

---

## CHAPTER 7

# Statements

This section explains statements in general – expressions ending with a semicolon (;) and statements built into the language itself.

## 7.1 Introduction

What is a *statement*? A statement is an expression ending with a semicolon symbol (;). For example,  $x + y$  is an *expression*, but  $x + y;$  is a *statement*. Let us list a few simple statements we have used so far:

- `int x;` – a statement containing a declaration
- `int x = 123;` – a statement containing an initialization
- `x = 123;` – a simple assignment statement
- `z = x + y;` – a statement with multiple expressions
- `x++;` – a statement having a postfix increment expression
- `printf("Hello World!");` – a function call statement

Every statement except the last one is called an *expression statement* because they consist solely of *expressions*. The last statement is a *function call statement*. We often say that statements are *executed* and expressions are *evaluated*.

Let us write a simple source code example to explain the terminology:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int y = 456;
```

```
int z = x + y;
printf("The result is: %d\n", z);
}
```

*Output:*

---

The result is: 579

---

In this example, statements inside the function `main()` are executed in a *sequence*, one after the other. Statements inside the function body marked with `{ }` are also called *compound statements*. The entire block is often referred to as a *block of statements* or code block.

---

**Note** There is no semicolon sign after the right brace `}` marking the end of a code block.

---

Now, with the terminology out of the way, let us learn about the *built-in statements*. These statements are part of the C programming language itself. They have reserved names and special syntax and can be divided into several categories:

*Selection statements (conditional statements):*

- `if` statement
- `if-else` statement
- `switch` statement

*Iteration statements or loops:*

- `for` statement
- `while` statement
- `do-while` statement

## 7.2 Selection Statements

Selection statements execute other statements based on some expression (condition). If that expression evaluates to anything other than 0, they proceed to execute other statements. Here we will explain the following selection statements:

- if statement
- if-else statement
- switch statement

### 7.2.1 if

The if statement is of the following syntax:

```
if (some_condition)
    some_statement;
```

The if statement checks an expression (a condition) first. The condition is surrounded by parentheses (). If that condition (expression) evaluates to true (anything other than 0), the specified statement is executed. If the condition is false (the condition evaluates to 0), the statement will not be executed.

The following example uses an if statement to execute a single printf statement:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    if (x < 150)
        printf("The x is less than 150.\n");
}
```

The if statement checks the condition first. In our case, it checks if x is less than some arbitrary number 150. If so, the condition is true, and the printf statement is executed. If the condition is false, the printf call will not be executed.

The if statement can also execute a block of statements/multiple statements marked with braces {}. The syntax is:

```
if (some_condition)
{
    some_statement_1;
    some_statement_2;
    some_statement_3;
    // ...
}
```

An example that uses the if statement to execute a block of statements:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    if (x < 150)
    {
        printf("The x is less than 150.\n");
        printf("This is a second statement.\n");
    }
}
```

*Output:*

---

```
The x is less than 150.
This is a second statement.
```

---

The if statement is a perfect use case for logical operators && and || where these operators can appear as part of the condition expression. An example that uses the logical AND operator &&:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
```



```

int y = 456;
if (x < 150 && y > 150)
{
    printf("The condition is true.\n");
}
}

```

*Output:*

---

The condition is true.

---

The condition in this if statement says: If **both** *x is less than 150* **and** *y is greater than 150*, the entire condition is true, and the `printf` statement gets executed. Let us now write a similar example that uses a logical OR operator `||` instead:

```

#include <stdio.h>

int main(void)
{
    int x = 123;
    int y = 456;
    if (x < 150 || y > 150)
    {
        printf("The condition is true.\n");
    }
}

```

*Output:*

---

The condition is true.

---

This condition checks if **either** *x is less than 150* **or** *y is greater than 150*. If **either** of these is true, the entire expression is true, and the `printf` function gets called/executed inside the code block.

To use a negation operator `!` inside the `if` statement condition, we write:

```
#include <stdio.h>

int main(void)
{
    int x = 0;
    if (!x)
    {
        printf("The condition is true.\n");
    }
}
```

*Output:*

---

The condition is true.

---

In this example, the negation operator `!` negates the value of `x`. Since `x` was `0`, the negation operator turns it into `1`, which stands for `true`, rendering the entire `!x` expression `true`. Since now the condition is `true`, the `if` statement executes the code block with our `printf` function in it.

---

**Note** It is a good practice always to use the code block marked with `{ }` inside the **if** and other conditional statements, even when the code block contains only one statement. This is for readability reasons.

---

## 7.2.2 if-else

In addition to an `if` statement, there is also an `if-else` variation. The `if-else` statement is of the following syntax:

```
if (some_condition)
    some_statement_1;
else
    some_statement_2;
```

The if-else statement checks the condition value, and if the condition is true, it executes `some_statement1`. If the condition is false, it executes `some_statement_2` coming after the else keyword. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    if (x < 150)
        printf("The condition is true. X is less than 150.\n");
    else
        printf("The condition is false. X is not less than 150.\n");
}
```

*Output:*

---

The condition is true. X is less than 150.

---

This example uses a simple condition to check if `x` is less than some arbitrary number 150. If the condition is true, the first `printf` function executes. Otherwise, when `x` is not less than 150, (when the condition is false), the second `printf` statement executes.

To execute more than one statement in either `if` or `else` sections, we surround the statements with code blocks `{}`:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    if (x < 150)
    {
        printf("The condition is true. X is less than 150.\n");
        printf("This is the second statement in the if-block\n");
    }
}
```

```

    else
    {
        printf("The condition is false. X is not less than 150.\n");
        printf("This is the second statement in the else-block\n");
    }
}

```

*Output:*

---

```

The condition is true. X is less than 150.
This is the second statement in the if-block

```

---

As before, when executing statement(s) from conditional statements, it is a good practice to use the code blocks {}, even if there is only one statement to be executed:

```

#include <stdio.h>

int main(void)
{
    int x = 123;
    if (x < 150)
    {
        printf("The condition is true. X is less than 150.\n");
    }
    else
    {
        printf("The condition is false. X is not less than 150.\n");
    }
}

```

*Output:*

---

```

The condition is true. X is less than 150.

```

---

## 7.2.3 switch

The `switch` statement executes a code based on integral expression value. It is of the following syntax:

```
switch (expression)
{
    case value_1:
        statements;
        break;
    case value_2:
        statements;
        break;
    case value_3:
        statements;
        break;

    default:
        statement;
        break;
}
```

The code above is a `switch` statement blueprint. Let us break the above wordy syntax into pseudo-code segments and analyze the `switch` statement structure, one segment at a time.

The `switch` statement evaluates the value of an expression inside parentheses followed by a `switch` statement body marked with `{}`. The expression inside parentheses must be of type `char`, `int`, `signed`, `unsigned`, or `enum` (we cover `enums` later in the book). So far, it looks like the following:

```
switch (expression)
{
}
```

The switch statement body can have one or more case: labels. Each case label has a *constant expression* that is of char, int, signed, unsigned, or enum type followed by a colon sign (:). Now the switch statement looks like this:

```
switch (expression)
{
    case value_1:
    case value_2:
    case value_3:
}
```

If the constant-expression value inside the case: label matches the value of the expression, the statement inside that case label is executed. The statement needs to be followed by a break; statement. A break or return statement exits the switch statement. If we leave out the break; statement, the code would fall through, meaning the code in the next case label would also execute. Now, our switch statement looks like:

```
switch (expression)
{
    case value_1:
        some_statement;
        break;
    case value_2:
        some_statement;
        break;
    case value_3:
        some_statement;
        break;
}
```

And finally, there is a default: label. If none of the case label values match the expression value, the statement inside the default: label gets executed. It is good practice to put a break statement inside the default label as well. Our full pseudo-code switch statement now looks like:

```
switch (expression)
{
    case value_1:
        statements;
        break;
    case value_2:
        statements;
        break;

    default:
        statement;
        break;
}
```

Now we are ready to write a complete source code example that uses the switch statement:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    switch (x)
    {
        case 100:
            printf("The value of x is 100.\n");
            break;
        case 123:
            printf("The value of x is 123.\n");
            break;
        case 456:
            printf("The value of x is 456.\n");
            break;
    }
}
```

```

    default:
        printf("None of the above values matches the value of x.\n");
        break;
    }
}

```

*Output:*

---

The value of x is 123.

---

This example initializes an integer variable `x` to the value of 123. Then, it uses the `switch` statement to check if the value of `x` is equal to either 100, 123, or 456. Since the second case label indeed checks for the value of 123, the `printf` statement in that label is executed.

Let us now write an example that uses type `char`:

```

#include <stdio.h>

int main(void)
{
    char c = 'a';
    switch (c)
    {
        case 'a':
            printf("The value of c is 'a'.\n");
            break;
        case 'b':
            printf("The value of c is 'b'.\n");
            break;
        case 'c':
            printf("The value of x is 'c'.\n");
            break;
    }
}

```



```

    default:
        printf("None of the above values matches the value of c.\n");
        break;
    }
}

```

*Output:*

---

The value of c is 'a'.

---

We initialize a char variable to the value of 'a'. The switch statement checks for matching value and executes the code in the appropriate case label. We are now using the type char. This means the constant expressions inside the case labels can now use *character constants* marked with single quotes '. Here, the value inside the first case label matches the value of the variable c, and the statement inside this label is executed.

We use the switch statement when we want to check for multiple values and then act accordingly. The switch statement is equivalent to having multiple if branches.

## 7.3 Iteration Statements

Iteration statements allow us to execute other statements multiple times/repeatedly. These statements are also called *loops*. There are three different loops in C:

- while loop
- do-while loop
- for loop

### 7.3.1 while

The while statement is of the following syntax:

```

while(some_expression)
{
    some_statements;
}

```

The `while` statement executes one or more statements while the expression inside the parentheses is true/not equal to 0. A simple example that prints out a message 5 times:

```
#include <stdio.h>

int main(void)
{
    int mycounter = 0;
    while (mycounter < 5)
    {
        printf("Hello World from a while loop.\n");
        mycounter++;
    }
}
```

Explanation: we initialize a variable that represents a counter to a value of 0. The `while` statement evaluates the expression `mycounter < 5` inside the parentheses. If the expression is true/other than 0, the `while` loop executes the code inside the `while` loop body. This process repeats until the `mycounter < 5` becomes false/0. In this example, there are two statements inside the `while` loop body. The first statement prints out a simple message, and the second statement `mycounter++`; increases the counter by one. At some point, the `mycounter` will get the value of 5, causing the condition `mycounter < 5` to become 0 and the `while` statement to end. In general, the `while` loop may execute 0 or more times as its condition is at the beginning.

## 7.3.2 do-while

The `do-while` statement is of the following syntax:

```
do
{
    some_statements;
} while (some_expression);
```

The do-while loop continues to execute statements until the condition/expression while the condition is true/ other than 0. In different words, it repeatedly executes a code block until the condition becomes equal to 0/false. The do-while statement is guaranteed to execute the statements inside its body *at least once*. This is because the condition is placed at the end, after the do-while code block. Let us write an example that uses a do-while loop to display a message 5 times:

```
#include <stdio.h>

int main(void)
{
    int mycounter = 0;
    do
    {
        printf("Hello World from a do-while loop.\n");
        mycounter++;
    } while (mycounter < 5);
}
```

Explanation: the example initializes the integer variable to 0. Then the do-while code block executes the `printf` and the `mycounter++` statements. Then it checks the condition `mycounter < 5`. If the condition evaluates to anything other than 0, the code inside the code block is executed again. Once the `mycounter` reaches the value of 5, the condition `mycounter < 5` evaluates to 0 and the do-while loop exits.

### 7.3.3 for

The for loop has the following blueprint:

```
for (initialization; condition; iteration;)
{
    // loop body
}
```

The for loop repeatedly executes the statements in its loop body as long as the *condition* is true. In addition to a condition, the for loop also has its *initialization* and *iteration* parts.

The for loop initializes a counter variable in the initialization part, checks the condition, executes the loop body, and then increments or decrements the counter in the iteration part. The loop continues to execute the statements in the loop body as long as the condition is true.

In plain words, the for loop is like a while loop, but with its own *counter*, a *condition*, and an *iteration* part. Let us write an example that prints out a message 5 times:

```
#include <stdio.h>

int main(void)
{
    for (int i = 0; i < 5; i++)
    {
        printf("Hello World from a for loop.\n");
    }
}
```

Explanation: in the for loop section, we declare an integer variable called *i* and initialize it to 0. This variable will serve as our counter, and this expression is evaluated only once. Next, the condition  $i < 5$  is evaluated. If it evaluates to true/other than 0, the statement in the for loop body is executed. Then the *i* variable is incremented by one in the  $i++$ ; part. Now the entire process (except the initialization part) repeats itself. When *i* reaches 5, the condition  $i < 5$  evaluates to 0 and the for loop exits.

To execute a loop body 10 times, we would rewrite the condition to  $i < 10$  and so on. The counter can also use the prefix variation in the iteration segment:

```
#include <stdio.h>

int main(void)
{
    for (int i = 0; i < 5; ++i)
    {
        printf("Hello World from a for loop.\n");
    }
}
```

To print out the value of a counter, we write:

```
#include <stdio.h>

int main(void)
{
    for (int i = 0; i < 5; i++)
    {
        printf("Counter value: %d\n", i);
    }
}
```

The type of the counter variable `i` can also be `size_t` (which stands for unsigned integer type), unsigned.

The counter itself does not have to start from 0, it can start from any number. It is zero by convention. `for` loops are often used to print out array elements which themselves are indexed from 0. We will cover this in more detail when we learn about *arrays* and *array indexes*.

In a nutshell, the `for` loop is a convenient way to repeatedly execute statements a given (fixed) number of times while having access to an index/counter. One example is iterating over array elements. We discuss this topic in the next section.

## CHAPTER 8

# Exercises

### 8.1 Arithmetic Operations

Write a program that initializes two int numbers. Declare a third int variable that represents the sum of the previous two integers. Print out the result:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int y = 456;
    int z = x + y;
    printf("The result is: %d\n", z);
}
```

*Output:*

---

The result is: 579

---

### 8.2 Integral Division

Write a program that performs an integer division:

```
#include <stdio.h>

int main(void)
{
    int x = 9;
```

```
int y = 2;
int z = x / y;
printf("The result is: %d\n", z);
}
```

*Output:*

---

The result is: 4

---

## 8.3 Floating-Point Division and Casting

Write a program that performs a floating-point division using integral operands. Cast one of the operands to type double to obtain a floating-point result:

```
#include <stdio.h>

int main(void)
{
    int x = 9;
    int y = 2;
    double z = (double)x / y;
    printf("The result is: %.3f\n", z);
}
```

*Output:*

---

The result is: 4.500

---

## 8.4 Equality Operator

Write a program that checks if two integer variables are of the same value.

```
#include <stdio.h>

int main(void)
{
    int x = 10;
```

```
int y = 20;
if (x == y)
{
    printf("The values are equal.\n");
}
else
{
    printf("The values are not equal.\n");
}
}
```

*Output:*

---

The values are not equal.

---

## 8.5 Relational and Logical Operators

Write a program that checks if an integer variable is greater than 50 and less than 100.

```
#include <stdio.h>

int main(void)
{
    int x = 75;
    if (x > 50 && x < 100)
    {
        printf("The value is greater than 50 and less than 100.\n");
    }
    else
    {
        printf("The value is not within the (50..100) range.\n");
    }
}
```



*Output:*

---

The value is greater than 50 and less than 100.

---

## 8.6 The switch Statement

Write a program that defines a simple integer variable with a value of 2. Use the `switch` statement to check if the value is inside the `[1..3]` range:

```
#include <stdio.h>

int main(void)
{
    int x = 2;
    switch (x)
    {
        case 1:
            printf("The value is equal to 1.\n");
            break;
        case 2:
            printf("The value is equal to 2.\n");
            break;
        case 3:
            printf("The value is equal to 3.\n");
            break;
        default:
            printf("The value is not inside the [1..3] range.\n");
            break;
    }
}
```

*Output:*

---

The value is equal to 2.

---

## 8.7 Iteration Statements

Write a program that increments and prints out an integer variable five times using a for loop and a while loop:

```
#include <stdio.h>

int main(void)
{
    printf("Using a for-loop:\n");
    for (int i = 0; i < 10; i++)
    {
        printf("%d ", i);
    }

    printf("\nUsing a while-loop:\n");
    int counter = 0;
    while (counter < 10)
    {
        printf("%d ", counter);
        counter++;
    }
}
```

*Output:*

---

```
Using a for loop:
0 1 2 3 4 5 6 7 8 9
Using a while loop:
0 1 2 3 4 5 6 7 8 9
```

---

## CHAPTER 9

# Arrays

What is an array? An array is one or more data objects of the same type positioned next to each other in memory. Once declared, the array size is fixed, we cannot add nor remove elements to and from the array. The array itself is also a type.

## 9.1 Declaration

An array is a sequence of (one or more) elements of a certain type. To declare an array, we use the following syntax:

```
type_name array_name[array_size];
```

To declare an array of five integers, we write:

```
int main(void)
{
    int myarr[5];
}
```

The number 5 in the square brackets [ ] says how many array elements there are. We declared an array of five elements in our example, so the compiler reserves the space in memory for five integers.

To declare an array of, for example, five floats, we would write:

```
int main(void)
{
    float myarr[5];
}
```

Array elements are indexed. The first array element has an index of 0, and the last array element has an index of *number\_of\_elements - 1*.

## 9.2 Subscript Operator

Individual array elements are accessed using a subscript operator [ ] and an index. To access the first array element, we write `myarr[0]`. To access the second array element, we write `myarr[1]`. Using this operator, we can assign values to each array element. Example:

```
int main(void)
{
    int myarr[5];
    myarr[0] = 10;
    myarr[1] = 20;
    myarr[2] = 30;
    myarr[3] = 40;
    myarr[4] = 50;
}
```

To print out the entire array, we can use a for loop and a subscript operator []:

```
#include <stdio.h>

int main(void)
{
    int myarr[5];
    myarr[0] = 10;
    myarr[1] = 20;
    myarr[2] = 30;
    myarr[3] = 40;
    myarr[4] = 50;

    for (int i = 0; i < 5; i++)
    {
        printf("%d ", myarr[i]);
    }
}
```

*Output:*

---

10 20 30 40 50

---

In this example, we used a for loop to go through the entire array and print out the individual array elements. The loop has a counter `i` that goes from 0 to 4. We use this variable as an index inside the subscript operator `[i]` to access and print out individual array elements with `myarr[i]`.

Let us now print out both the array indexes and array values:

```
#include <stdio.h>

int main(void)
{
    int myarr[5];
    myarr[0] = 10;
    myarr[1] = 20;
    myarr[2] = 30;
    myarr[3] = 40;
    myarr[4] = 50;

    for (int i = 0; i < 5; i++)
    {
        printf("myarr[%d] = %d\n", i, myarr[i]);
    }
}
```

*Output:*

---

```
myarr[0] = 10
myarr[1] = 20
myarr[2] = 30
myarr[3] = 40
myarr[4] = 50
```

---

In this example, the counter `i` represents an array element's index, and the expression `myarr[i]` represents the array element's value.

## 9.3 Array Initialization

Instead of assigning array values one by one, we can also *initialize* the entire array using the *brace-enclosed list* {value1, value2, value3, ...}. Example:

```
#include <stdio.h>

int main(void)
{
    int myarr[5] = {10, 20, 30, 40, 50};

    for (int i = 0; i < 5; i++)
    {
        printf("%d ", myarr[i]);
    }
}
```

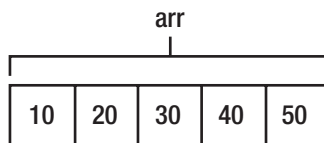
*Output:*

---

10 20 30 40 50

---

This line – `int myarr[5] = {10, 20, 30, 40, 50};` – declares and initializes an array of five elements using the values inside the initializer list `{}`.



The comma-separated values (numbers in our case) inside the brace-init list `{}` are called *initializers*. The first array element is initialized with the first value inside the initializer list, which is 10. The second array element is initialized with the second value inside the list, which is 20, and so on.

Let us write an example that initializes the array and then uses the subscript operator to change the initial values of individual elements:

```

#include <stdio.h>

int main(void)
{
    int myarr[5] = {10, 20, 30, 40, 50}; /* initialize the array */
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", myarr[i]);
    }

    printf("\n");
    myarr[0] = 100; /* change the value of the first element */
    myarr[2] = 300; /* change the value of the third element */
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", myarr[i]);
    }
}

```

Output:

---

```

10 20 30 40 50
100 20 300 40 50

```

---

This example declares and initializes an array of five integers and prints out the entire array. Then, we assign new values to the first and the third array element using the subscript `[]` and the assignment operator `=`. As before, we print out the entire array using the for loop.

When using an initializer to define arrays, we do not have to specify the array length explicitly; the compiler will do this for us. Example:

```

#include <stdio.h>

int main(void)
{
    int myarray[] = {10, 20, 30, 40, 50};
    for (int i = 0; i < 5; i++)
    {

```

```

        printf("%d ", myarray[i]);
    }
}

```

*Output:*

---

```
10 20 30 40 50
```

---

The compiler deduces the size of the array based on the number of initializers in the brace-enclosed list, which is 5. The array declaration would be identical to having `int myarray[5] = {10, 20, 30, 40, 50};`.

## 9.4 Character Arrays

To initialize an array of characters, we use the *string constant* as an initializer. Example:

```

#include <stdio.h>

int main(void)
{
    char myarray[] = "Hello";
    printf("%s", myarray);
}

```

*Output:*

---

```
Hello
```

---

The "Hello" is a *string constant*, also called a *character string literal*. It is an array of characters enclosed in double quotes (""). This string constant also has a hidden `\0` character at the end, marking the end of a string:

H	e	l	l	o	\0
---	---	---	---	---	----

Instead of using the `for` loop to print out the characters in an array, we used the `printf` function with the `%s` format specifier instead. The `%s` format specifier is used to print out the string characters.



The length of the "Hello" string constant is 6, five for the characters, plus one for the invisible *null terminator* `\0` character. We did not specify the array size explicitly. But, since we have the initializer, the compiler will deduce the size of the array to be 6 for us. It is the same as if we explicitly wrote `char myarray[6] = "Hello";`.

We use arrays when we want to group data objects of the same type. So instead of having to declare five individual variables of type `int` like `int myvar1, myvar2, myvar3, myvar4, myvar5;`, we declare a single array variable having five elements: `int myarr[5];`.

## 9.5 Multidimensional Arrays

There are also arrays of arrays or the so-called *multidimensional arrays*. To declare a two-dimensional array, we use the following blueprint:

```
some_type myarr[number_of_rows][number_of_columns]
```

Let us write an example that declares and initializes an array of integers with two rows and three columns:

```
int main(void)
{
    int myarr[2][3] = {{1, 2, 3},
                      {4, 5, 6}};
}
```

This example defines a two-dimensional array with two rows (rows are horizontal) and three columns (columns are vertical). We used as many inner initialization lists as there are rows with as many elements as there are columns to initialize our entire array. The inner initialization lists `{1, 2, 3}` and `{4, 5, 6}` are comma-separated and surrounded by an outer initialization list.

To print out this two-dimensional array, we use two `for` loops. Example:

```
#include <stdio.h>

int main(void)
{
    int myarr[2][3] = {{1, 2, 3},
                      {4, 5, 6}};
```

```

for (int i = 0; i < 2; i++)
{
    for (int j = 0; j < 3; j++)
    {
        printf("%d ", myarr[i][j]);
    }
    printf("\n");
}

```

*Output:*

---

```

1 2 3
4 5 6

```

---

The example initializes a two-dimensional array. We use two for loops to print out the values. There is one *outer* loop going from zero to 1, and there is one *inner* loop (the loop inside a loop) going from zero to 2. To access an element in a two-dimensional array, we use two subscript operators, one next to the other like `myarr[row_index][column_index]`; . For example, to access the first element in a second row, we write `myarr[0][1]`; to access the third element in the first column, we write `myarr[2][0]`; and so on. The outer loop is used for indexing rows, and the inner loop is used for indexing columns. That way, we can loop through all the rows and all the columns and print out the array.

## 9.6 Array Size and Count

To determine the array size in bytes, we can use the `sizeof` operator. Example:

```

#include <stdio.h>

int main(void)
{
    int arr[3] = {1, 2, 3};
    size_t arrsize = sizeof(arr);
    printf("Total array size in bytes: %ld\n", arrsize);
}

```

*Output:*

---

Total array size in bytes: 12

---

This example uses the `sizeof(arr)` expression to determine the entire array's size in bytes. The size is equal to the size of `int` (which is probably 4 bytes on our machines) times the number of array elements, which is 3. So, depending on the machine and the compiler, the result will likely be equal to 12 bytes.

To obtain the number of elements in the array, we divide the total array size `sizeof(arr)` by the size of the type (`sizeof(int)` in our case). Example:

```
#include <stdio.h>

int main(void)
{
    int arr[3] = {1, 2, 3};
    size_t arrcount = sizeof(arr) / sizeof(int);
    printf("The number of array elements is: %ld\n", arrcount);
}
```

*Output:*

---

The number of array elements is: 3

---

The number of elements can also be obtained by dividing the total array size by the size of the first array element `sizeof(arr[0])`:

```
#include <stdio.h>

int main(void)
{
    int arr[3] = {1, 2, 3};
    size_t arrcount = sizeof(arr) / sizeof(arr[0]);
    printf("The number of array elements is: %ld\n", arrcount);
}
```

*Output:*

---

The number of array elements is: 3

---

## CHAPTER 10

# Pointers

Data is stored in computer memory. The CPU reads from and writes to this memory. Computer memory, in simple terms, is an array of cells, where each cell has its own number we call *an address*. Our data objects reside in these memory cells, and each of these data objects has its address. If we know the address of an object, we can use pointers to access data objects in memory.

## 10.1 Introduction

So far, we have used regular variables to access these data objects in memory. Another way to manipulate data in these data objects is through pointers. A pointer is just like any other variable. It is of a certain type and has certain values. The type of the pointer is called a *pointer type*. The value of a pointer is the address of another variable/data object in memory. Since pointers hold addresses of other variables or array elements, we say they *point to* other objects.

## 10.2 Declaration and Initialization

To declare a pointer, we use the following syntax:

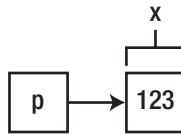
```
some_type* pointer_name;
```

The star symbol `*` after the type name signals this is a *pointer type*. To declare a pointer to `int` (a pointer to another variable of type `int`), we write `int *p;`, a pointer to type `float` is `float *p;`, a pointer to type `char` is `char *p;`, and so on.

Let us declare and initialize the pointer to `int`. To initialize the pointer with the address of another object, we use the address-of operator `&`. This operator returns the address (in memory) of its operand. Example:

```
int main(void)
{
    int x = 123;
    int *p = &x;
}
```

Here we declare a variable of type `int` and initialize it to a value of 123. Then we declare a pointer of type `int*` and initialize it with the address of `x`. We say that `p` now *points to* `x`, and its value is the address of `x` in memory.



To access the value the `p` points to, we prepend the pointer name with the `*` symbol as in `*p`. This `*` symbol is called the *dereference* operator. We say we *dereference the pointer*. This allows us to access and change the value the `p` points at:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    printf("The value before the change: %d\n", x);
    int* p = &x;
    *p = 456;
    printf("The value after the change: %d\n", x);
}
```

*Output:*

---

```
The value before the change: 123
The value after the change: 456
```

---

We initialize a simple integer variable called `x` to the value of 123. Then we declare a pointer and make it *point* to this variable (data object in memory) using the *address of* `&` operator. Then we dereference the pointer with `*p` and assign a new value to the pointed-to object.

In a nutshell, *\*p* is the value of *x*, and we use it to manipulate the value of *x*.

Let us now write an example where we have multiple pointers to multiple types:

```
#include <stdio.h>

int main(void)
{
    char c = 'a';
    int x = 123;
    float f = 456.789f;

    char *mycharp = &c;
    int *myintp = &x;
    float *myfloatp = &f;

    printf("The value of a pointed-to char: %c\n", *mycharp);
    printf("The value of a pointed-to int: %d\n", *myintp);
    printf("The value of a pointed-to float: %.3f\n", *myfloatp);
}
```

*Output:*

---

```
The value of a pointed-to char: a
The value of a pointed-to int: 123
The value of a pointed-to float: 456.789
```

---

Here we define variables of type `char`, `int`, and `float`, respectively. Then we declare pointers to each of these types and initialize them with addresses of the variables. We print out the values of pointed-to objects by dereferencing the pointers.

There are a few points we should remember:

- We can declare a pointer type by placing a star next to the type name as in `some_type* p`; or placing a star symbol next to the variable name as in `some_type *p`; . It makes no difference. It is a matter of coding style and preference.
- When used in different contexts, the star symbol `*` means different things. When used in a declaration such as `some_type *p`;, it denotes a *pointer type*. When used in front of the variable name, as in the expressions `*p`; or `*p = some_value`;, the star symbol denotes a *dereferencing operator*.

We can re-assign a pointer and make it point at another object in memory. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 10;
    int y = 20;
    printf("The value of x and y before the change: %d, %d\n", x, y);
    int *p; /* declare a pointer to int called p */
    p = &x; /* p points at x */
    *p = 100; /* change the value of x by dereferencing a pointer */
    p = &y; /* p now points at y */
    *p = 200; /* change the value of y */
    printf("The value of x and y after the change: %d, %d\n", x, y);
}
```

*Output:*

---

```
The value of x and y before the change: 10, 20
The value of x and y after the change: 100, 200
```

---

Here we define two integer variables. We then declare a pointer `p` and assign it the address of `x` with `p = &x;`. We then use the dereferenced pointer to access and change the value of `x` with `*p = 100;`. After that, we re-assign a pointer to point at the `y` with `p = &y;`. We then change the value of a pointed-to object (`y`) to 200 with `*p = 200;`. We print out the `x` and `y` values before and after the changes. Here we used one pointer to change the values of several variables of the same type.

## 10.3 Pointers and Arrays

There are many similarities between arrays and pointers. We can use a pointer to point to an array and use it to access array elements. We simply assign the pointer to the array name. Example:

```
#include <stdio.h>

int main(void)
{
    int arr[5] = {10, 20, 30, 40, 50};
    int *p = arr; /* p now points at the first array element */
    printf("The first array element is: %d\n", *p);
}
```

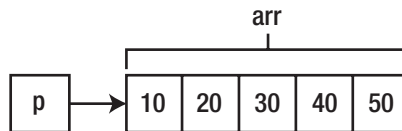
*Output:*

---

The first array element is: 10

---

The pointer now points at the first array element:



To print out the entire array, we can dereference a pointer using a subscript [] operator. Example:

```
#include <stdio.h>

int main(void)
{
    int arr[5] = {10, 20, 30, 40, 50};
    int *p = arr; /* p now points at the first array element */
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", p[i]);
    }
}
```

*Output:*

---

10 20 30 40 50

---



The `p[i]` expression is equivalent to a `*(p + i)` expression. Each time, we increment the pointer value by `i` to point at the next array element. Then we dereference the pointer and print the *pointed-to* value.

We can access individual array elements using a pointer. We simply use the address of an appropriate array element. If we want to access the first and the last array elements through a pointer, we write:

```
#include <stdio.h>

int main(void)
{
    int arr[5] = {10, 20, 30, 40, 50};
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", arr[i]);
    }

    int *p;
    p = &arr[0]; /* get the address of the first array element */
    *p = 11;     /* change its value */
    p = &arr[4]; /* get the address of the last array element */
    *p = 55;    /* change its value */

    printf("\nAfter the changes:\n");
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", arr[i]);
    }
}
```

Output:

---

```
10 20 30 40 50
After the changes:
11 20 30 40 55
```

---

This example defines an array of five integers and a pointer to `int`. We assign the address of the first array element to our pointer using the `p = &arr[0];` statement. We change the element's value by dereferencing a pointer with `*p = 11;`. We repeat this process for the last array element `arr[4]`. Remember, array elements are indexed from 0, not 1. In an array declared as `int arr[5];`, the last array element is `arr[4]`, not `arr[5]`. We assign the address of the last array element to our pointer with `p = &arr[4];`. By dereferencing a pointer, we change the pointed-to object's value with `*p = 55;`.

---

**Note** When used as function arguments, arrays get converted to a pointer to the array's first element. We say the array *decays to a pointer*. So if a function signature has a pointer type parameter, we can pass in either a pointer variable or an array name variable.

---

## 10.4 Pointer Arithmetics

The expressions `&arr[0]` and `arr` are equivalent, as the name of the array `arr` is also an address of the first element in an array. The previous example will serve as an introduction to *pointer arithmetic*. We can apply arithmetic operators to pointers, and we can add or subtract numbers to and from a pointer. For example, let us have a pointer that points at the first array element, similar to what we had in the previous example.

```
#include <stdio.h>

int main(void)
{
    int arr[5] = {10, 20, 30, 40, 50};
    int* p = arr; /* the same as int *p = &arr[0]; */
    printf("The pointed-to value is: %d.\n", *p);
    p++;
    printf("The pointed-to value is: %d.\n", *p);
}
```

*Output:*

---

The pointed-to value is: 10.  
The pointed-to value is: 20.

---

This example defines an array of 5 integers and initializes the pointer to point to the first array element with `int *p = arr;`. We print out the value by dereferencing a pointer with `*p`. We then increment the pointer by one by applying the `++` operator. What does it mean to increment the pointer by one? It means that it now points at the next data object in memory. And since array elements are positioned sequentially in memory, the pointer now points to the next array element, which has a value of 20. The pointer is incremented by *one times the size of the type of the element* it points to. The number we add to the pointer scales to the size of the pointed-to object; it scales to the number of bytes of that object.

If we wanted to print out the third array element, we would add 2 to the pointer:

```
#include <stdio.h>

int main(void)
{
    int arr[5] = {10, 20, 30, 40, 50};
    int* p = arr; /* the same as int* p = &arr[0]; */
    p += 2;
    printf("The pointed-to value is: %d.\n", *p);
}
```

*Output:*

---

The pointed-to value is: 30.

---

Here we define an array of five elements and make our pointer point to the first element in an array.

Then we increment the pointer by 2 so that it now *moves by two integer places in memory and points* at the third array element. When adding 2 to our pointer, the actual value of the pointer is incremented by *2 times the size of an int*. But for us, it just increments by two (integers).

---

**Note** Adding/subtracting/multiplying one pointer by another pointer is **not** allowed.

---

## 10.5 Void Pointers

Pointers point only to specific types. A pointer of type `int*` can only point to an `int` value in memory. It cannot point to, for example, a `float`. But the pointer of type `void*` can point to *any type*. All pointer types are implicitly convertible to type `void*`. The `void*` type is also called a *pointer to void* or a *generic pointer type*. Let us write a simple example that uses a `void*` pointer to access the value of an `int*` pointer:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int *ip = &x; // get an address of an integer object
    void *vp;
    vp = ip; // void pointer gets the value of an integer pointer
    printf("The pointed-to value is: %d\n", *((int *)vp));
}
```

*Output:*

---

The pointed-to value is: 123

---

This example defines a pointer of type `int*` and then assigns that value to a `void` pointer. Void pointers must be cast to the appropriate pointer type before they are dereferenced. So, we are not allowed to type the `*vp`. First, we must cast the `void` pointer to the appropriate pointer type. In our case, it is the `int*` type, and we use the `(int*)vp` expression. Only then can we dereference the entire expression with `*(int*(vp))`.

One use of the `void*` type is when printing out the value of a pointer (the memory address it points to). To print out the value of a pointer, we need to cast/convert the pointer to type `void*` using the `(void*)some_pointer_name` syntax and then utilize the `%p` format specifier. Example:

```
#include <stdio.h>

int main(void)
{
    char c = 'a';
    int x = 123;
    float f = 456.789f;

    char *mycharp = &c;
    int *myintp = &x;
    float *myfloatp = &f;

    printf("The value of a char pointer: %p\n", (void *)mycharp);
    printf("The value of an int pointer: %p\n", (void *)myintp);
    printf("The value of a float pointer: %p\n", (void *)myfloatp);
}
```

*Output:*

---

```
The value of a char pointer: 0x7ffd3dbcde17
The value of an int pointer: 0x7ffd3dbcde18
The value of a float pointer: 0x7ffd3dbcde1c
```

---

The value printed out using the `%p` specifier is the value of the pointer itself. That value is the memory address of another object. Depending on the C implementation, this address value might be printed out as a hexadecimal number similar to `0x7ffd3dbcde1c`.

---

**Note** This example prints the value of the pointer itself, not the value of the pointed-to object. The value of a pointed-to object is obtained by dereferencing a pointer.

---

All pointers can also have a special value of `NULL`. When a pointer has a value of `NULL`, it *does not point to any other object*. We say it *points to nothing*, or it is a *NULL pointer*. The value of `NULL` can be used to initialize pointers to point to nothing. Example:

```
#include <stdio.h>

int main(void)
{
    char* mycharp = NULL;
    int* myintp = NULL;
    float* myfloatp = NULL;

    printf("The value of a char pointer: %p\n", (void *)mycharp);
    printf("The value of an int pointer: %p\n", (void *)myintp);
    printf("The value of a float pointer: %p\n", (void *)myfloatp);
}
```

*Output:*

---

```
The value of a char pointer: (nil)
The value of an int pointer: (nil)
The value of a float pointer: (nil)
```

---



---

**Note** Pointer arithmetics on a **void** pointer is **not** allowed.

---

## 10.6 Pointer to Character Arrays

We can initialize a pointer with a string constant such as "Hello World!".

```
#include <stdio.h>

int main(void)
{
    char* p = "Hello World!";
    printf("%s", p);
}
```

*Output:*


---

Hello World!

---

The string constant "Hello World!" is an array of characters enclosed in double quotes. Our `char*` pointer `p` points at the beginning of that array – at the first element. We use the `%s` format specifier to print out the entire string pointed to by `p`. The `%s` specifier prints out the entire string pointed to by `p`. The `%c` format specifier prints out only one (the first) character in a string when using a dereferenced string pointer `*p`. Example:

```
#include <stdio.h>

int main(void)
{
    char* p = "Hello World!";
    printf("%c", *p);
}
```

*Output:*


---

H

---

## 10.7 Arrays of Pointers

Since a pointer type is just another type, we can have *arrays of pointers*. To declare an array of pointers, we use the following syntax:

```
some_type* pointer_name[number_of_elements];
```

One use case is an array of `char*` type. To declare an array of pointers to char, we write:

```
#include <stdio.h>

int main(void)
{
    char *p[] = {"First sentence.",
                "Second sentence.",
```

```

        "Third sentence.});
for (int i = 0; i < 3; i++)
{
    printf("%s\n", p[i]);
}
}

```

*Output:*

---

```

First sentence.
Second sentence.
Third sentence.

```

---

This statement:

```
char *p[] = {"First sentence", "Second sentence.", "Third sentence."};
```

declares an array of three pointers of type `char*` and initializes them with string constants. The compiler inserts the number 3 as a length of our array, and the statement now becomes `char *p[3]`; These three pointers point at three different character strings. We can look at these strings as having three separate sentences.

We then use the for loop to print out all three sentences by accessing an appropriate pointer through a subscript operator as in `p[i]`. So `p[0]` points at the "First sentence.", `p[1]` points at the "Second sentence.", and `p[2]` points at the "Third sentence."

The subscript operator `[]` acts as a dereference operator as the `p[i]` expression is equivalent to `*(p+i)`. Using a subscript operator with an index on a pointer as in `p[i]` means *increment a pointer by i places and dereference it*.

---

**Note** So far, we have used pointers with automatic variables. In later sections, we will explore how pointers are used in dynamic memory allocations.

---



## CHAPTER 11

# Command-Line Arguments

There is another `main` function signature that allows us to work with the command-line arguments. These are arguments we can pass to our executable file in the command line. Example:

```
myexe param1 param2
```

Here, the `myexe` is the name of our executable file, and `param1` and `param2` are some arbitrary arguments we pass in. The function `main` that allows us to parse these arguments has the following signature:

```
int main(int argc, char *argv[])
```

The `argc` is the number of command-line arguments we pass to our executable. The `argv` is the pointer to an array of strings that represent the arguments. If we pass no arguments to our executable file, the `argc` is 1. The first pointer to an array of strings `argv[0]` is the name of our executable. Suppose we pass two parameters to our executable file as in the example above. In that case, the `argc` is equal to 3 as there are three arguments in total, one that represents the name of our executable and the additional two arguments, `param1` and `param2`, we explicitly pass in. In that case, `argv[1]` is equal to `param1`, and `argv[2]` is equal to `param2`. Example:

```
#include <stdio.h>

int main(int argc, char *argv[])
{
    printf("The command-line arguments are:\n");
    for (int i = 0; i < argc; i++)
    {
```

```
        printf("%s\n", argv[i]);
    }
}
```

If we invoke our executable with `./a.out param1 param2`, the output would be:

---

The command-line arguments are:

```
./a.out
param1
param2
```

---

## CHAPTER 12

# Exercises

## 12.1 Character Array

Write a program that defines and initializes a character array. Print the array using the %s format specifier:

```
#include <stdio.h>

int main(void)
{
    char arr[] = "Hello World!";
    printf("The value is: %s\n", arr);
}
```

*Output:*

---

The value is: Hello World!

---

## 12.2 Array Elements

Write a program that defines and initializes an array of five integers. Change the values of the first and last array elements. Print out the array:

```
#include <stdio.h>

int main(void)
{
    int arr[] = {10, 20, 30, 40, 50};
    arr[0] = 11; // change the first element
    arr[4] = 55; // change the last element
}
```

```
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", arr[i]);
    }
}
```

*Output:*

---

11 20 30 40 55

---

## 12.3 Pointer to an Existing Object

Write a program that defines a simple double variable and a pointer that points to that variable. Print the variable's value by dereferencing a pointer. Change the variable's value by dereferencing a pointer:

```
#include <stdio.h>

int main(void)
{
    double d = 123.456;
    double* p = &d;

    printf("The value before the change is: %f\n", *p);
    *p = 789.101;
    printf("The value after the change is: %f\n", *p);
}
```

*Output:*

---

The value before the change is: 123.456000  
The value after the change is: 789.101000

---

## 12.4 Pointers and Arrays

Write a program that defines an array of five integers. Use a pointer to print out the entire array:

```
#include <stdio.h>

int main(void)
{
    int arr[] = {10, 20, 30, 40, 50};
    int *p = arr;

    for (int i = 0; i < 5; i++)
    {
        printf("%d\n", p[i]);
    }
}
```

*Output:*

---

10 20 30 40 50

---

## 12.5 Pointer to a Character Array

Write a program that defines a pointer to a character array. Print the character array using a pointer:

```
#include <stdio.h>

int main(void)
{
    char *p = "This is a character array.";
    printf("The result is: %s", p);
}
```

*Output:*

---

The result is: This is a character array.

---

## 12.6 Pointer Arithmetics

Write a program that defines an array of five integers. Use pointer arithmetics to printout the third and fourth array element:

```
#include <stdio.h>

int main(void)
{
    int arr[] = {10, 20, 30, 40, 50};
    int *p = arr;

    p += 2; // p now points at the third array element
    printf("The third array element is: %d\n", *p);
    p += 1; // p now points at the fourth array element
    printf("The fourth array element is: %d\n", *p);
}
```

*Output:*

---

```
The third array element is: 30
The fourth array element is: 40
```

---

## 12.7 Array of Pointers

Write a program that defines an array of four pointers to sentences. Sentences themselves are arrays of characters:

```
#include <stdio.h>

int main(void)
{
    char *p[] = {"This is the first sentence.",
                "This is the second sentence.",
                "This is the third sentence.",
                "This is the last sentence."};
}
```

```
for (int i = 0; i < 4; i++)  
{  
    printf("%s\n", p[i]);  
}  
}
```

*Output:*

---

This is the first sentence.  
This is the second sentence.  
This is the third sentence.  
This is the last sentence.

---

## CHAPTER 13

# Functions

In short, functions are named reusable pieces of code. A function is made up of a function body associated with a function name. A function can accept zero or more parameters and optionally return a result.

## 13.1 Introduction

A function has a type, a name, a list of optional parameters, and a function body. The function blueprint is of the following syntax:

```
some_type function_name(optional_parameters_declarations)
{
    // function body with declarations and statements
    return some_value; // optional return statement
}
```

So far, we have used only a `main()` function, which is the main program entry point. Let us now learn how to create our user-defined functions. The following program defines a simple user-defined function that outputs a "Hello World from a function." message and calls this function from our main program. Example:

```
#include <stdio.h>

void printMessage(void)
{
    printf("Hello World from a function.\n");
}
```



```
int main(void)
{
    printMessage();
}
```

*Output:*

---

Hello World from a function.

---

Here we define a function called `printMessage()` before our `main()` function. The `printMessage(void)` function outputs a simple message to the console window. The function is of type `void`, followed by a function name `printMessage` followed by an empty list of parameters inside parentheses indicated by `(void)` followed by a function body marked with braces `{}`. Inside a function body, we execute statements. In our case, it is a simple `printf` statement that outputs a message.

We call the `printmessage` function from our main program by specifying a function name followed by parentheses `printMessage()`; We also say we *invoke the function*.

Let us now write a function called `mySum()` that sums the two integer numbers and returns a result:

```
#include <stdio.h>

int mySum(int x, int y)
{
    return x + y;
}

int main(void)
{
    int myresult = mySum(10, 20);
    printf("The result is: %d\n", myresult);
}
```

*Output:*

---

The result is: 30

---

This example defines a function called `mySum`. The function is of type `int` and accepts two parameters we named `x` and `y`. Both parameters are of type `int`. We declare these two parameters by specifying their types and names. We separate the declarations with a comma sign as with `int x, int y` function parameters signature.

The `return` statement terminates the function and returns the result of the `x + y` expression to the *function call expression* which in our case is the `mySum(10, 20)` expression. We sometimes simplify and say the `return` statement assigns the value of the `x + y` expression to our `mySum` function.

We then call/invoke the `mySum` function in our main program by writing the function name followed by the actual *arguments* for our parameters inside parentheses as in `mySum(10, 20);`. The first parameter `x` now becomes (receives a value of) 10, and the second parameter `y` now becomes 20. The function performs the calculation, and the `return` statement assigns the value of an `x + y` expression to a function call expression `mySum(10, 20)` and *returns the control* to our caller. A *caller* is another function that calls/invokes our function. In this case, our `main()` function is the *caller*, as it *calls* the `mySum()` function. The main program assigns the value of the `mySum()` function to a local variable `mySum` and prints out the result.

## 13.2 Function Declaration

Similar to the variable declaration, we can have a function declaration. A function declaration *introduces* the function type, name, and parameter declarations list into the current scope. A function declaration does not have a function body and ends with a semicolon. The blueprint for the function declaration is:

```
some_type function_name(optional_parameters_declarations);
```

Let us write an example that declares a simple function called `myFunction` that accepts no parameters and does not return a value:

```
#include <stdio.h>

void myFunction(void);

int main(void)
{
    printf("Function declared.");
}
```

*Output:*

---

Function declared.

---

Function's return type `void` indicates the function does not return a value. The `void` inside parentheses (`void`) indicates the function accepts no parameters.

To declare a function that accepts two integer parameters and returns an integer type, we write:

```
#include <stdio.h>

int myFunction(int x, int y);

int main(void)
{
    printf("Function declared.\n");
}
```

*Output:*

---

Function declared.

---

When declaring a function that has parameters, we can omit the names of the parameters and supply only the parameter types:

```
#include <stdio.h>

int myFunction(int, int);

int main(void)
{
    printf("Function declared.\n");
}
```

*Output:*

---

Function declared.

---

If you are asking yourself, "So what is the point of these function declarations?", you are asking a valid question. The answer is as follows:

The function can indeed be split into a function declaration and a function definition. If we declare a function, we assume it is defined somewhere else. By declaring a function, we are saying to our compiler/linker: “There is this function called *myFunction*, and I know for sure it is fully defined somewhere else, whether in an external source file or a library. So here is the function declaration, and I want to be able to call this function from my program.” The compiler and linker then search for the function definition by following a set of predetermined rules. We discuss these in more detail later in the book.

In general, we keep the function declarations in header files (.h files), and we keep the function definitions in source files (.c files). This way, we separate the declarations from the implementations (definitions). And indeed, if we open a header file that is part of the standard library, we will see a lot of function declarations there. In our examples above, we put the function declarations in .c files for illustrative purposes.

For example, the `printf` function is declared inside the `<stdio.h>` header file. And when we want to use the `printf` function in our main program, we must include this header file.

## 13.3 Function Definition

A function definition is a whole function with a function signature plus the function body. To define a function, we use the following blueprint:

```
some_type function_name(optional_parameters_declarations)
{
    // function body with declarations and statements
    return some_value; // optional return statement
}
```

To define a simple function that outputs a simple message and accepts no parameters, we write:

```
#include <stdio.h>

void myFunction(void)
{
    printf("Function defined.\n");
}
```

```
int main(void)
{
    myFunction();
}
```

*Output:*

---

Function defined.

---

To define a function of type `int` that returns the sum of two integer parameters, we write:

```
#include <stdio.h>

int myFunction(int x, int y)
{
    return x + y;
}

int main(void)
{
    int myresult = myFunction(10, 20);
    printf("The result is: %d\n", myresult);
}
```

*Output:*

---

The result is: 30

---

While the function declaration can be placed inside another function's body, a function definition must be placed outside any other function's body, including the function `main`. We say we place the function definition in a *file scope*.

Notice how we placed the `myFunction` definition before the `main`'s definition. If we place the user-defined function definition after the `main`'s definition, there will be a compiler error. The compiler encounters a function call `myFunction(10, 20);` inside a `main`'s body but does not know what function this is. To overcome this, we can put a function declaration before the `main`'s body and the function definition after the `main`'s body. The program now compiles successfully:

```

#include <stdio.h>

//function declaration
int myFunction(int x, int y);

int main(void)
{
    int myresult = myFunction(10, 20);
    printf("The result is: %d\n", myresult);
}

// function definition
int myFunction(int x, int y)
{
    return x + y;
}

```

*Output:*

---

The result is: 30

---

## 13.4 Parameters and Arguments

Parameters are variable declarations inside parentheses in a function declaration or a function definition. A function can have zero, one, or fixed number of parameters. If a function accepts no parameters, we write `my_function_name(void)`. If it has one parameter, we use the following blueprint: `my_function_name(some_type parameter_name)`. If a function has a fixed number of parameters, we use the comma-separated declarations like `my_function_name(some_type param_name1, some_type param_name2)`.

Let us write an example that demonstrates the use of no parameters function:

```

#include <stdio.h>

void myFunction(void)
{
    printf("No parameters function.\n");
}

```

```
int main(void)
{
    myFunction();
}
```

*Output:*

---

No parameters function.

---

When we define a function that accepts no parameters, we use the (void) function signature. When calling a function, we simply use the function call operator () as in myFunction();.

An example that uses a function accepting one parameter:

```
#include <stdio.h>

int myFunction(int x)
{
    return x;
}

int main(void)
{
    int myresult;
    myresult = myFunction(5);
    printf("One parameter function result: %d\n", myresult);
}
```

*Output:*

---

One parameter function result: 5

---

We defined a function that accepts one parameter. The x parameter in the function definition is also called a *formal parameter*. We then call the function in our main program and pass it a value of 5. This value is called an *argument*. So, argument 5 replaces the formal parameter x. Wherever there was a formal parameter x in our function, we now use the actual value of 5 to do whatever the calculation is needed.

We can also use local variables as arguments. Example:

```
#include <stdio.h>

int myFunction(int x)
{
    return x;
}

int main(void)
{
    int myint = 5;
    int myresult;
    myresult = myFunction(myint);
    printf("One parameter function result: %d\n", myresult);
}
```

*Output:*

---

```
One parameter function result: 5
```

---

Here we used the local variable `myint` as a function argument. So now `x` gets the value of `myint`, which is 5. More precisely, it gets a copy of the value of `myint`, as arguments are passed *by value*. The function makes a copy of `myint` and works on that copy. Any changes done to a parameter inside a function do not affect the original `myint` variable.

To use a function with multiple parameters, we can write:

```
#include <stdio.h>

int myFunction(int x, int y)
{
    return x + y;
}

int main(void)
{
    int myresult;
    myresult = myFunction(10, 20);
}
```



```
    printf("Two parameters function result: %d\n", myresult);
}
```

*Output:*

---

```
Two parameters function result: 30
```

---

In this example, we defined a function accepting two parameters. We separate the parameter declarations with a comma, as in `(int x, int y)`. We then call a function and supply two comma-separated arguments 10 and 20 as in `myfunction(10, 20)`. Parameter `x` now takes the value of 10, and parameter `y` receives the value of 20.

As before, we can use the local variables as arguments:

```
#include <stdio.h>

int myFunction(int x, int y)
{
    return x + y;
}

int main(void)
{
    int a = 10;
    int b = 20;
    int myresult;
    myresult = myFunction(a, b);
    printf("Two parameters function result: %d\n", myresult);
}
```

*Output:*

---

```
Two parameters function result: 30
```

---

## 13.4.1 Passing Arguments

Arguments, in general, can be passed *by value* or *by reference/pointer/address*. By default, all arguments are passed *by value* in C. Here we discuss both scenarios.

### 13.4.1.1 Passing by Value

When we pass an argument to a function, a function makes a copy and works on that copy. The original argument value is unaffected. For example, let us have a function that has one parameter and assigns a new value to that parameter inside the function body:

```
#include <stdio.h>

void myFunction(int x)
{
    x = 456;
}

int main(void)
{
    int a = 123;
    printf("The value before the function call: %d\n", a);
    myFunction(a);
    printf("The value after the function call: %d\n", a);
}
```

*Output:*

---

```
The value before the function call: 123
The value after the function call: 123
```

---

The function has a parameter `x` that takes the value of the argument `a`. The function makes a copy of `a` and does not affect the original `a` variable. The value of `a` remains the same before and after the function call. The function makes temporary copies of `a` and works on those copies, not the argument `a` itself.

### 13.4.1.2 Passing by Pointer/Address

To change the actual values of arguments `a` using a function, we use the pointer type parameter in the function signature. And when we call the function, we supply the address of the argument using an *address-of operator* `&`. Let us rewrite the above example so that the function changes the value of argument `a`:

```

#include <stdio.h>

void myFunction(int *x)
{
    *x = 456;
}

int main(void)
{
    int a = 123;
    printf("The value before the function call: %d\n", a);
    myFunction(&a);
    printf("The value after the function call: %d\n", a);
}

```

*Output:*

---

```

The value before the function call: 123
The value after the function call: 456

```

---

The function accepts a pointer to `int`. It then dereferences the pointer and assigns a new value to a pointed-to object. We then call the function, and instead of supplying `a` as an argument name, we supply the addresses of `a` by using `&a`. The function is now able to modify the argument itself. This trick allows us to mimic the behavior of *passing by reference* present in other languages.

---

**Note** By default, all arguments are passed by copy/value, and the function cannot modify the arguments' values. Using pointer parameters and addresses of arguments, we can pass arguments by address/reference and change the arguments' values.

---

## 13.5 Return Statement

The return statement inside our function body is of the following syntax:

```

return;
return some_expression_or_value;

```

The return statements *return* a control (of the program flow) and a value to the caller/calling function. But in everyday life, we simply say it *returns a value to our function*. However, the correct way to put it is to say it *returns a value to our function call*, the place where our function is called using the `myFunction();` statement. An example with a simple function that returns a hard-coded integer value of 10:

```
#include <stdio.h>

int myFunction()
{
    return 10;
}

int main(void)
{
    int x;
    x = myFunction();
    printf("The function returned a value of: %d\n", x);
}
```

*Output:*

---

The function returned a value of: 10

---

The return statement causes our function to exit. Statements following the return statement will not be executed. Example:

```
#include <stdio.h>

int myFunction()
{
    return 10;
    printf("This statement will not be executed.\n");
}

int main(void)
{
    int x;
    x = myFunction();
}
```

```
    printf("The function returned a value of: %d\n", x);  
}
```

*Output:*

---

The function returned a value of: 10

---

A function can have multiple return statements. Example:

```
#include <stdio.h>  
  
int myFunction(int a)  
{  
    if (a > 0)  
    {  
        return 1;  
    }  
    if (a < 0)  
    {  
        return -1;  
    }  
    return 0;  
}  
  
int main(void)  
{  
    int x;  
    x = myFunction(10);  
    printf("The function returned a value of: %d\n", x);  
}
```

*Output:*

---

The function returned a value of: 1

---

This function has three return statements. When any of these is encountered, the function will return the value and the control to the caller. The remaining statements in the function body will not be executed. Return values of 1, 0, and -1 are here for illustrative purposes.

## CHAPTER 14

# Exercises

### 14.1 A Simple Function

Write a program that defines a function of type `void` called `printMessage()`. The function outputs a simple message on the standard output. Call the user-defined function from the `main` function:

```
#include <stdio.h>

void printMessage()
{
    printf("Hello World! from a function.\n");
}

int main(void)
{
    printMessage();
}
```

*Output:*

---

Hello World! from a function.

---

### 14.2 Function Declaration and Definition

Write a program that both declares and defines a function of type `void` called `printMessage()`. The function outputs a simple message on the standard output. Call the user-defined function from the `main` function:

```
#include <stdio.h>

void printMessage(); // function declaration

int main(void)
{
    printMessage(); // function call
}

void printMessage() // function definition
{
    printf("Hello World! from a function.\n");
}
```

*Output:*

---

Hello World! from a function.

---

## 14.3 Passing Arguments by Value

Write a program that defines a function that accepts a single argument by value. In its body, the function increments an argument by one. Invoke the function in the main program:

```
#include <stdio.h>

void byValue(int arg)
{
    arg++;
}

int main(void)
{
    int x = 123;
    printf("The value before the function call: %d\n", x);
    byValue(x);
    printf("The value after the function call: %d\n", x);
}
```

*Output:*

---

```
The value before the function call: 123
The value after the function call: 123
```

---

## 14.4 Passing Arguments by Pointer/Address

Write a program that defines a function that accepts a single argument by a pointer (an address). In its body, the function increments an argument by one. Invoke the function in the main program by passing in the address of a local variable:

```
#include <stdio.h>

void byAddress(int *arg)
{
    (*arg)++;
}

int main(void)
{
    int x = 123;
    printf("The value before the function call: %d\n", x);
    byAddress(&x);
    printf("The value after the function call: %d\n", x);
}
```

*Output:*

---

```
The value before the function call: 123
The value after the function call: 124
```

---

## 14.5 Function – Multiple Parameters

Write a program that defines a function called `multiply`. The function accepts two arguments of type `int`, multiplies them, and returns a result. Invoke the function inside the function `main`. Assign the result of a function call to a local variable and print the result:



CHAPTER 14 EXERCISES

```
#include <stdio.h>

int multiply(int a, int b)
{
    return a * b;
}

int main(void)
{
    int x = 123;
    int y = 456;
    int z = multiply(x, y);
    printf("The result is: %d\n", z);
}
```

*Output:*

---

The result is: 56088

---

## CHAPTER 15

# Structures

A structure is a type that has *members*. These members can be variables of other types.

## 15.1 Introduction

The structure declaration is of the following syntax:

```
struct some_name
{
    type_name member_name_1;
    type_name member_name_2;
    // ...
};
```

A structure is also a *type*. The name of this type is the name of the structure. A structure is a collection of variables, an excellent way to group the variables and organize data.

Let us write a simple example that declares a structure with three members:

```
#include <stdio.h>

struct MyStruct
{
    char c;
    int x;
    double d;
};

int main(void)
{
    printf("Declared a structure of type: struct MyStruct.\n");
}
```

*Output:*

---

Declared a structure of type: struct MyStruct.

---

This example declares a structure called `MyStruct`. The structure name `MyStruct` is also called a *tag*. This structure has three different members. The first member is of type `char` and is called `c`. The remaining two members are of other types, and we gave them different names `x` and `d`. The structure declaration ends with a semicolon after the closing brace as in `};`.

We can now declare a variable `s` of this `struct MyStruct` type either by placing the variable name after the structure's closing brace:

```
#include <stdio.h>

struct MyStruct
{
    char c;
    int x;
    double d;
} s;

int main(void)
{
    printf("Structure type struct MyStruct declared.\n");
    printf("Variable s of type struct MyStruct declared.\n");
}
```

*Output:*

---

```
Structure type struct MyStruct declared.
Variable s of type struct MyStruct declared.
```

---

or by writing `struct MyStruct s;` as in:

```
#include <stdio.h>

struct MyStruct
{
    char c;
```

```

    int x;
    double d;
};

int main(void)
{
    printf("Structure type struct MyStruct declared.\n");
    struct MyStruct s;
    printf("Variable s of type struct MyStruct declared.\n");
}

```

Both examples declare a structure called `MyStruct` and a variable `s` of that `struct MyStruct` type. We say that `s` is a structure of type `struct MyStruct` type. We can eliminate the lengthy `struct MyStruct` wording when defining a structure type by utilizing the `typedef` declaration:

```

#include <stdio.h>

typedef struct MyStruct MyStruct;

struct MyStruct
{
    char c;
    int x;
    double d;
};

int main(void)
{
    MyStruct s;
    printf("Variable s of type MyStruct declared.\n");
}

```

The `typedef struct MyStruct MyStruct;` statement creates an *alias* for a `struct MyStruct` type. This alias is now simply called `MyStruct`, so we can now omit the `struct` part when declaring a variable of this type.

Another way to create an alias for a structure type is to use the following code:

```
#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct s;
    printf("Variable s of type MyStruct declared.\n");
}
```

## 15.2 Initialization

A structure can be *initialized* by providing an initializer list with comma-separated values, as in {value\_1, value\_2, value\_n}:

```
#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct s = {'a', 123, 456.789};
    printf("Variable s of type MyStruct initialized.\n");
    printf("Member c has a value of %c\n", s.c);
    printf("Member x has a value of %d\n", s.x);
    printf("Member d has a value of %f\n", s.d);
}
```

*Output:*


---

```
Variable s of type MyStruct initialized.
Member c has a value of a
Member x has a value of 123
Member d has a value of 456.789000
```

---

Member *c* is initialized with a value of 'a', member *x* is initialized with a value of 123, and member *d* receives a value of 456.789. Members are initialized in the order in which they are declared.

We can also initialize a structure using the so-called *designated initializers*. These allow us to initialize the structure not just in the order in which the members are declared but in *any order*. We specify the member name and the value for that particular member using the `{.member_name_1 = value_1, .member_name_2 = value_2, .member_name_n = value_n}` syntax. Example:

```
#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct s = {.x = 123, .c = 'a', .d = 456.789};
    printf("Variable s of type MyStruct initialized.\n");
    printf("Member c has a value of %c\n", s.c);
    printf("Member x has a value of %d\n", s.x);
    printf("Member d has a value of %f\n", s.d);
}
```

Here we initialized member *x* first, then *c*, and then *d*. We print out the values of individual members using the *member access operator* (`.`).

The following variant where we declare a structure and initialize a variable in the same statement is also valid:

```
#include <stdio.h>

struct MyStruct
{
    char c;
    int x;
    double d;
} s = {'c', 123, 456.789};

int main(void)
{
    printf("Structure initialized.\n");
    printf("Member c has a value of %c\n", s.c);
    printf("Member x has a value of %d\n", s.x);
    printf("Member d has a value of %f\n", s.d);
}
```

## 15.3 Member Access Operator

To access individual structure members, we use the variable *s* name, followed by a *member access operator*., followed by the name of the appropriate member:

```
#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct s = {'a', 123, 456.789};
    printf("Variable s of type MyStruct initialized.\n");
}
```

```

    printf("Member c has a value of %c\n", s.c);
    printf("Member x has a value of %d\n", s.x);
    printf("Member d has a value of %f\n", s.d);
}

```

*Output:*

---

```

Variable s of type MyStruct initialized.
Member c has a value of a
Member x has a value of 123
Member d has a value of 456.789000

```

---

Here we access and print out the individual members by using the `variable_name.member_name` syntax as in `s.c`, `s.x`, and `s.d`. This *member access operator* `.` is also referred to as a *dot operator*.

To access and change the values of individual members, we write:

```

#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct s = {'a', 123, 456.789};
    printf("Variable s of type MyStruct initialized.\n");
    printf("Changing member values...\n");
    s.c = 'b';
    s.x = 456;
    s.d = 789.101;
    printf("Member c has a value of %c\n", s.c);
    printf("Member x has a value of %d\n", s.x);
    printf("Member d has a value of %f\n", s.d);
}

```



*Output:*

---

```
Variable s of type MyStruct initialized.
Changing member values...
Member c has a value of b
Member x has a value of 456
Member d has a value of 789.101000
```

---

In this example, we used the member access operator `.` to access, change, and print out the values of individual members.

## 15.4 Copying Structures

We can assign (copy) one variable of type struct to another variable of the same type. When assigning, we are copying member values, the assignment operator `=` copies member values:

```
#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct s1 = {'a', 123, 456.789};
    MyStruct s2;
    s2 = s1; /* copies member values */
    printf("Values from s1 copied to s2.\n");
    printf("Member s2.c has a value of %c\n", s2.c);
    printf("Member s2.x has a value of %d\n", s2.x);
    printf("Member s2.d has a value of %f\n", s2.d);
}
```

*Output:*

---

```

Values from s1 copied to s2.
Member s2.c has a value of a
Member s2.x has a value of 123
Member s2.d has a value of 456.789000

```

---

In this example, we have two variables of type `MyStruct`, named `s1` and `s2`. We initialized `s1` with some arbitrary values. Then we copied values from `s1` to `s2` using the `s2 = s1;` statement. We can also say we *assigned* `s1` to `s2`. The copy of the `s1`'s member values is made and then assigned to appropriate `s2` members. Now both struct variables have identical values. Remember, at this point, changing the value of one structure does not affect the value of another and vice-versa.

## 15.5 Pointers to Structures

We can also use *pointers to structures*. Let us see how to create a pointer to a structure and assign it an address of an existing structure variable:

```

#include <stdio.h>

struct MyStruct
{
    char c;
    int x;
    double d;
};

int main(void)
{
    struct MyStruct s = {'a', 123, 456.789};
    struct MyStruct *ps = &s;
    printf("Member c has a value of %c\n", (*ps).c);
    printf("Member x has a value of %d\n", (*ps).x);
    printf("Member d has a value of %f\n", (*ps).d);
}

```

*Output:*


---

```
Member c has a value of a
Member x has a value of 123
Member d has a value of 456.789000
```

---

Here we declared a simple structure. Then, in the main program, we initialized a variable `s` of that `struct MyStruct` type. Then we declared a variable `ps` that is a pointer to that structure type. We initialize this variable with an address of a data object `s`. To access a structure member via a pointer, we dereference the pointer using a `*` symbol. We then use the member access operator, followed by a member name as in `(*ps).c` to access and print the member value. The `.` operator has higher precedence than the `*` operator, so we must use parentheses to ensure the dereferencing happens before the member access.

Another way to access the structure member through a pointer is by using the *arrow operator* `->`. This operator both dereferences the pointer to a structure and accesses a member. Example:

```
#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct s = {'a', 123, 456.789};
    MyStruct *ps = &s;
    printf("Member c has a value of %c\n", ps->c);
    printf("Member x has a value of %d\n", ps->x);
    printf("Member d has a value of %f\n", ps->d);
}
```

*Output:*

---

```
Member c has a value of a
Member x has a value of 123
Member d has a value of 456.789000
```

---

The use of an `->` operator replaces the need for both the dereference (`*`) and member access operator (`.`), as it does both operations. To access a single member, instead of having to write the `(*ps).c` expression, we simply write `ps->c`.

## 15.6 Self-Referencing Structures

A structure can have a field that is a pointer to the structure type itself. This field is not an instance of a structure but a pointer to a structure type. Example:

```
struct MyStruct
{
    int x;
    struct MyStruct* next;
};
```

This declaration allows us to create multiple objects of type `struct MyStruct` representing a *singly linked list*.

To declare a structure that can represent a *doubly-linked list*, we need two pointer fields, one that will point to the previous element in the list and another that will point to the next element in the list. Example:

```
struct MyStruct
{
    int x;
    struct MyStruct* previous;
    struct MyStruct* next;
};
```

Similarly, to declare a structure that will represent a node in the binary tree, we can write:

```
struct MyNode
{
    int x;
    struct MyNode* left;
    struct MyNode* right;
};
```

## 15.7 Structures as Function Arguments

We can use a structure as a function argument. The function argument is passed *by value*, meaning the function makes a copy of the arguments and continues to work with that copy. The original argument is unaffected by function. To pass the structure by value, we write:

```
#include <stdio.h>

struct MyStruct
{
    char c;
    int x;
    double d;
};

void myfunction(struct MyStruct myparameter)
{
    printf("Member c has a value of %c\n", myparameter.c);
    printf("Member x has a value of %d\n", myparameter.x);
    printf("Member d has a value of %f\n", myparameter.d);
}

int main(void)
{
    struct MyStruct s = {'a', 123, 456.789};
    myfunction(s);
}
```

*Output:*

---

```
Member c has a value of a
Member x has a value of 123
Member d has a value of 456.789000
```

---

This example uses a function that accepts the structure as a parameter. We have one function parameter called `myparameter` of type `struct MyStruct`. In the main program, we initialize a variable of type `struct MyStruct` called `s`. Then we pass this variable as an argument to our `myfunction` function, which prints out its member values.

To avoid typing a lengthy `struct MyStruct` type name, we can use a `typedef` to create an alias and shorten the declaration:

```
#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

void myfunction(MyStruct myparameter)
{
    printf("Member c has a value of %c\n", myparameter.c);
    printf("Member x has a value of %d\n", myparameter.x);
    printf("Member d has a value of %f\n", myparameter.d);
}

int main(void)
{
    MyStruct s = {'a', 123, 456.789};
    myfunction(s);
}
```

*Output:*


---

```
Member c has a value of a
Member x has a value of 123
Member d has a value of 456.789000
```

---

Instead of having to type the entire struct `MyStruct` type name in the declarations, we can now simply use the `MyStruct` name.

Let us now create a function that is of some structure type and returns a structure value. Function parameters represent the values for the structure members. Example:

```
#include <stdio.h>

struct MyStruct
{
    char c;
    int x;
    double d;
};

struct MyStruct createStruct(char cparam, int xparam, double dparam)
{
    struct MyStruct temps;
    temps.c = cparam;
    temps.x = xparam;
    temps.d = dparam;
    return temps;
}

int main(void)
{
    struct MyStruct s;
    s = createStruct('c', 123, 456.789);
    printf("Member c has a value of %c\n", s.c);
    printf("Member x has a value of %d\n", s.x);
    printf("Member d has a value of %f\n", s.d);
}
```

*Output:*


---

```
Member c has a value of c
Member x has a value of 123
Member d has a value of 456.789000
```

---

Since a structure is a type, we can have a function of that (structure) type. Here, we created a function called `createStruct` of type `struct MyStruct`. The function accepts three parameters, which will be used to assign values to three structure members. The function body declares a temporary variable called `temps` of type `struct MyStruct`. We then assign the parameter values to this temporary structure variable and return the variable `temps` to our caller using the `return temps;` statement. In our main program, we declare a variable `s` of type `struct MyStruct` and assign it a value returned by a function call. We used arbitrary values of `'c'`, `123`, `456.789` as function arguments.

When a structure gets large, it is better/more efficient to pass the pointer to a structure, rather than a structure itself. Example:

```
#include <stdio.h>

struct MyStruct
{
    char c;
    int x;
    double d;
};

void printStruct(struct MyStruct *myparameter)
{
    printf("Member c has a value of %c\n", myparameter->c);
    printf("Member x has a value of %d\n", myparameter->x);
    printf("Member d has a value of %f\n", myparameter->d);
}

int main(void)
{
    struct MyStruct s = {'a', 123, 456.789};
    printStruct(&s);
}
```



*Output:*

---

```
Member c has a value of a
Member x has a value of 123
Member d has a value of 456.789000
```

---

Here we defined a function called `printStruct` that accepts a pointer to a structure as a parameter. Since this function accepts a pointer type, we use an address of an existing variable `&s` as an argument, not the `s` itself.

## CHAPTER 16

# Unions

A union is a user-defined type whose members overlap in memory. Unlike a structure whose members occupy separate regions of memory, the union's members all occupy the same memory region. The size of the union is equal to the size of its largest field. When declaring a union, we use the following syntax:

```
union some_name
{
    type_name member_name_1;
    type_name member_name_2;
    // ...
};
```

To define and use a simple union having three fields, we write:

```
#include <stdio.h>

union MyUnion
{
    char c;
    int x;
    double d;
};

int main(void)
{
    union MyUnion u;
    u.c = 'A';
    printf("The union's char member value: %c\n", u.c);
    u.x = 123;
    printf("The union's int member value: %d\n", u.x);
}
```

```
    u.d = 456.789;
    printf("The union's double member value: %f\n", u.d);
}
```

*Output:*

---

```
The union's char member value: A
The union's int member value: 123
The union's double member value: 456.789000
```

---

With unions, we can access only the last modified field. In this example, we set the `c` field to the value of 'A' and then print/access it using the `printf` function. We did the same for `x` and `d`. Trying to access the field that was not the last one to be modified results in undefined behavior. Since all three members share the same memory, we cannot do `u.x = 123`; and then try to access `u.c` or `u.d`. We can only access the `u.x`, since it was the last modified field.

## CHAPTER 17

# Conditional Expression

The following example uses the if-else statement to assign the revalue to our result variable based on some ( $x > 10$ ) condition:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int result;

    if (x > 10)
    {
        result = 456;
    }
    else
    {
        result = 789;
    }
    printf("The result is: %d\n", result);
}
```

*Output:*

---

The result is: 456

---

The same behavior can be achieved using the *conditional expression*, which has the following syntax:

(condition) ? expression1 : expression2

The conditional expression inspects the value of a condition. If the condition is true / anything else than 0, the conditional expression returns the expression1. Otherwise, it returns the expression2. The `?:` is a ternary operator used in the syntax. The above code example can be rewritten as:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int result;

    result = (x > 10) ? 456 : 789;
    printf("The result is: %d\n", result);
}
```

*Output:*

---

The result is: 456

---

We can use the conditional expression in the same way we would use any other expression. An example where we use the conditional expression inside the `printf` function:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    printf("Conditional expression result: %d\n", (x > 10) ? 456 : 789);
}
```

*Output:*

---

Conditional expression result: 456

---

## CHAPTER 18

# Typedef

The typedef declaration creates a synonym for the existing type. We use the typedef to create an *alias name* for the existing type name. The usage is of the following syntax:

```
typedef some_type our_new_name;
```

To create a new synonym for the type `int` and, for example, call it `MyInteger`, we type:

```
typedef int MyInteger;
```

Now, we can use the new `MyInteger` alias in the same way we would use `int`. Example:

```
#include <stdio.h>

typedef int MyInt;

int main(void)
{
    MyInt x = 123;
    printf("The value is: %d\n", x);
}
```

*Output:*

---

The value is: 123

---

We can also create an alias for a pointer type:

```
#include <stdio.h>

typedef char* MyString;

int main(void)
{
    MyString s = "Hello World!";
    printf("The value is: %s\n", s);
}
```

*Output:*

---

The value is: Hello World!

---

To create an alias for a structure type, we write:

```
#include <stdio.h>

typedef struct MyStruct MyStruct;

struct MyStruct
{
    char c;
    int x;
    double d;
};

int main(void)
{
    MyStruct s;
    printf("Variable s of type MyStruct declared.\n");
}
```

*Output:*

---

Variable s of type MyStruct declared.

---

or the equivalent, more widely used `typedef struct {} MyStruct;` approach:

```
#include <stdio.h>

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct s;
    printf("Variable s of type MyStruct declared.\n");
}
```

*Output:*

---

Variable s of type MyStruct declared.

---

The alias `MyStruct`, in this case, has the same name as the structure tag, which is allowed. Now, instead of typing the lengthy structure type name `struct MyStruct`, we simply type `MyStruct`.

---

**Note** With structs, the entire `struct MyStruct` wording represents the type name. To avoid having to type the lengthy `struct MyStruct` name, we create a *type alias* using the `typedef struct {} MyStruct;` approach. Now our type is simply called `MyStruct`.

---



## CHAPTER 19

# Const Qualifier

To make the variable a *read-only*, we apply the `const` qualifier to its declaration. Once initialized or assigned to, these variables become read-only. Attempting to change their values results in a *compile-time error*. Let us write an example that defines a few simple constants:

```
#include <stdio.h>

int main(void)
{
    const char c = 'a';
    const int x = 123;
    const double d = 456.789;
    printf("We have defined three constants.\n");
    printf("Their values are: %c, %d, %.3f.\n", c, x, d);
}
```

*Output:*

---

```
We have defined three constants.
Their values are: a, 123, 456.789.
```

---

This example defines three constants of three different types, `const char`, `const int`, and `const double`. These variables are now *read-only*. From now on, any attempt to change their values will result in a compile-time error. Example:

```
#include <stdio.h>

int main(void)
{
    const char c = 'a';
    const int x = 123;
```

```

    const double d = 456.789;
    c = 'b'; // compile-time error
    x = 124; // compile-time error
    d = 457.789; // compile-time error
    printf("Defined three constants.\n");
    printf("Their values are: %c, %d, %.3f.\n", c, x, d);
}

```

In this example, we tried to change the values of constant (read-only) variables. This results in three compile-time errors similar to:

```

error: assignment of read-only variable 'c'
error: assignment of read-only variable 'x'
error: assignment of read-only variable 'd'

```

We can also apply a const qualifier to pointer types. But, with pointers, we have two things, a pointer variable itself and a pointed-to object. To make a pointer variable read-only, we put the const qualifier after the type name, using the `some_type* const p` syntax:

```

#include <stdio.h>

int main(void)
{
    int x = 123;
    int *const p = &x; // constant pointer
    printf("Defined a constant pointer.\n");
    printf("Pointer value is: %p\n", (void *)p);
    printf("Pointed-to object value is: %d\n", *p);
}

```

*Output:*

---

```

Defined a constant pointer.
Pointer value is: 0x7fff8cb8dc7c
Pointed-to object value is: 123

```

---

If we now try to change the value of a pointer, for example, using a `p = NULL;`, we get a compile-time error as `p` is a constant.

To make a pointed-to object a read-only object, we place the `const` qualifier before the pointer type name using the `const some_type*` syntax. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    const int *p = &x; // constant pointed-to object
    printf("Defined a constant, pointed-to object.\n");
    printf("Pointer value is: %p\n", (void *)p);
    printf("Pointed-to object value is: %d\n", *p);
}
```

*Output:*

---

```
Defined a constant, pointed-to object.
Pointer value is: 0x7ffdce8d2cac
Pointed-to object value is: 123
```

---

If we now attempt to change a pointed-to object's value, using a `*p = 456;`, we get a compile-time error as `*p` is a constant. This only makes the pointed-to object a read-only object when trying to modify its value via the dereferenced pointer. But we are still able to change the value of that object using the variable `x`.

To make both the pointer and the pointed-to object read-only, we place the `const` qualifier both before and after the pointer type name using the `const some_type* const` syntax. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    const int *const p = &x; // constant pointer and constant pointed-to
                             object
```

```

    printf("Defined a constant pointer and a constant pointed-to
    object.\n");
    printf("Pointer value is: %p\n", (void *)p);
    printf("Pointed-to object value is: %d\n", *p);
}

```

*Output:*

---

```

Defined a constant pointer and a constant pointed-to object.
Pointer value is: 0x7ffd3c1cc12c
Pointed-to object value is: 123

```

---

If we now try to change the pointer value or the pointed-to object value, we get a compile-time error.

Similar to making variables constant, we can also have constant function parameters. Declaring a constant function parameter ensures the function cannot alter the parameter's value. An example of a function having a constant parameter:

```

#include <stdio.h>

void myfunction(const int *myparam)
{
    printf("Using a constant function parameter.\n");
    printf("Pointer value is: %p\n", (void *)myparam);
    printf("Pointed-to object value is: %d\n", *myparam);
}

int main(void)
{
    int x = 123;
    int *p = &x;
    myfunction(p);
}

```

*Output:*


---

```
Using a constant function parameter.
Pointer value is: 0x7fff605a268c
Pointed-to object value is: 123
```

---

This example defines a function that declares a constant parameter called `myparam`. Having a constant parameter ensures the function does not alter the parameter value.

Constants can be used when declaring an array of constant size:

```
#include <stdio.h>

int main(void)
{
    const int maxSize = 3;

    int arr[maxSize];
    arr[0] = 1;
    arr[1] = 2;
    arr[2] = 3;

    for (int i = 0; i < maxSize; i++)
    {
        printf("%d\n", arr[i]);
    }
}
```

*Output:*


---

```
1
2
3
```

---

Here we initialized a constant variable `maxSize` with a value of 3. Then we used this constant as an array size in the array declaration `int arr[maxSize]`; We also used this constant as a condition in our `for` loop. If there is a need to change the array size in the future, we simply change the value of our constant. That way, we do not have to type the hard-coded values in our code manually every time. We simply update our constant variable.

## CHAPTER 20

# Enumerations

Enumerations are types whose values have symbolic names. These names have underlying integral values. To declare an enumeration type, we use the following syntax:

```
enum MyEnumName { Some_Enum_Name1, Some_Enum_Name2 };
```

We give enum a name, and then we provide a list of enumerator names inside the curly braces. These names are also called *enumerators* or *enumeration constants*. The first enumerator has an underlying value of 0. The subsequent enumerators have the value of 2, 3, ... To declare an enum type and a variable of that type, we write:

```
#include <stdio.h>

int main(void)
{
    enum MyEnum
    {
        FIRST,
        SECOND,
        THIRD
    };
    enum MyEnum myEnumVar;
    myEnumVar = SECOND;
    printf("Declared an enum. Setting the value to: %d\n", myEnumVar);
}
```

*Output:*

---

```
Declared an enum. Setting the value to: 1
```

---

This example declares an enum type called `MyEnum`. The type has three symbolic constants we named `FIRST`, `SECOND`, and `THIRD`. These enumerators have underlying values of 0, 1, and 2, respectively. We then declare a variable of this type and assign it a value of `SECOND`. When declaring a variable of enum type, we must also use the enum word as in `enum MyEnum myEnumVar;`.

We can also explicitly specify the underlying enum values. An example where we declare an enum whose first enumerator starts from 3:

```
#include <stdio.h>

int main(void)
{
    enum Days
    {
        WEDNESDAY = 3,
        THURSDAY,
        FRIDAY
    };
    enum Days myDays;
    myDays = FRIDAY;
    printf("Declared an enum. Setting the value to: %d\n", myDays);
}
```

*Output:*

---

```
Declared an enum. Setting the value to: 5
```

---

In this example, we explicitly specify that the first enum has a value of 3 and subsequent enums have a value of 4 and 5, respectively.

Another way to declare a variable of enum type is to put the variable name after the enum declaration. Example:

```

#include <stdio.h>

int main(void)
{
    enum Days
    {
        WEDNESDAY = 3,
        THURSDAY,
        FRIDAY
    } myDays;
    myDays = FRIDAY;
    printf("Declared an enum. Setting the value to: %d\n", myDays);
}

```

*Output:*

---

```
Declared an enum. Setting the value to: 5
```

---

Enums can also be declared in a global scope and can be converted to integers.

Example:

```

#include <stdio.h>

enum Lights
{
    RED,
    YELLOW,
    GREEN
};

int main(void)
{
    enum Lights myLights;
    myLights = GREEN;
    int x = myLights;
    printf("Converting an enum to integer. The value is: %d\n", x);
}

```



*Output:*

---

Converting an enum to integer. The value is: 2

---

In this example, we declared an enum type inside a global/file scope, outside the function `main`. We then used a variable of enum type to initialize another variable of an `int` type.

In short, enums are a convenient way of having a list of named integral constants.

## CHAPTER 21

# Function Pointers

Functions are not variables, but we can still have *pointers to functions* or *function pointers*. For example, if we have a simple function:

```
void myfunction()
{
    printf("Hello World from a function.\n");
}
```

and we want to declare a function pointer to this function, we write:

```
void (*fp)();
```

We need to enclose the function pointer name in parentheses due to `*` operator precedence.

The return type of a function pointer matches the function's return type, which in our case is `void`. To assign a function to our function pointer, we write:

```
fp = myfunction;
```

Now, we can invoke a function using a function pointer:

```
#include <stdio.h>

void myfunction()
{
    printf("Hello World from a function.\n");
}
```

```
int main(void)
{
    void (*fp)();
    fp = myfunction;
    fp();
}
```

*Output:*

---

Hello World from a function.

---

Suppose our function has one parameter, of type `char*` for example. In that case, we modify the function pointer declaration to include that argument's type:

```
#include <stdio.h>

void myfunction(char *arg)
{
    printf("%s\n", arg);
}

int main(void)
{
    void (*fp)(char *);
    fp = myfunction;
    fp("This is a function argument.");
}
```

*Output:*

---

This is a function argument.

---

Similarly, if a function has multiple parameters, we match those parameters' types in the function pointer declaration as well:

```
#include <stdio.h>

void myfunction(char *arg1, int arg2)
{
    printf("%s %d\n", arg1, arg2);
}

int main(void)
{
    void (*fp)(char *, int);
    fp = myfunction;
    fp("The value of an int argument is:", 123);
}
```

*Output:*

---

The value of an int argument is: 123

---

Please note that we do not need to free the function pointer explicitly.

## CHAPTER 22

# Exercises

### 22.1 Structure Definition

Write a program that defines a simple structure called `Person`. The structure has the `char*`, `int`, and `double` fields. Declare a variable of this structure type inside the `main` and assign values to each member field. Print out the values:

```
#include <stdio.h>

struct Person
{
    char *name;
    int age;
    double salary;
};

int main(void)
{
    struct Person o;

    o.name = "John Doe";
    o.age = 35;
    o.salary = 2500.00;

    printf("Name: %s\n", o.name);
    printf("Age: %d\n", o.age);
    printf("Salary: %.2f\n", o.salary);
}
```

*Output:*

---

Name: John Doe  
Age: 35  
Salary: 2500.00

---

## 22.2 Structure Typedef Alias

Write a program that defines a typedef alias for the structure type called TPerson. The structure has the char\*, int, and double fields. Declare a variable of this structure type inside the main and assign values to each member field. Print out the values:

```
#include <stdio.h>

typedef struct
{
    char *name;
    int age;
    double salary;
} TPerson;

int main(void)
{
    TPerson o;

    o.name = "Sample Name";
    o.age = 35;
    o.salary = 2500.00;

    printf("Name: %s\n", o.name);
    printf("Age: %d\n", o.age);
    printf("Salary: %.2f\n", o.salary);
}
```

*Output:*

---

Name: John Doe  
 Age: 35  
 Salary: 2500.00

---

## 22.3 Structure Initialization

Write a program that defines a structure. The structure has the `char[]`, `int`, and `double` fields. Declare and initialize a variable of this structure type. Print out the values:

```
#include <stdio.h>

typedef struct
{
    char name[50];
    int age;
    double salary;
} TPerson;

int main(void)
{
    TPerson o = {"John Doe", 25, 2500.00};

    printf("Name: %s\n", o.name);
    printf("Age: %d\n", o.age);
    printf("Salary: %.2f\n", o.salary);
}
```

*Output:*

---

Name: John Doe  
 Age: 25  
 Salary: 2500.00

---

**Note** Since we are *initializing* and not *assigning to* a variable, we can use the type `char[ ]` instead of `char*`. Remember, arrays can only be initialized, not assigned to.

---

## 22.4 Pointers to Structures

Write a program that defines an arbitrary structure. Create an instance of this structure in the main program. Define a pointer variable that points at this structure instance. Print the object fields using a pointer:

```
#include <stdio.h>

typedef struct
{
    char arr[50];
    int x;
    double d;
} TMyStruct;

int main(void)
{
    TMyStruct o = {"Hello World from a struct!", 123, 456.789};
    TMyStruct *p = &o;

    printf("Array field: %s\n", p->arr);
    printf("Integer field: %d\n", p->x);
    printf("Double field: %f\n", p->d);
}
```

*Output:*

---

```
Array field: Hello World from a struct!
Integer field: 123
Double field: 456.789000
```

---



## 22.5 Unions

Write a program that defines a union type using a typedef alias. The union has the fields of type `char*`, `int`, and `double`. Create an instance of this union in the main program. Modify and print each of the fields. Ensure that only the last modified field is accessed:

```
#include <stdio.h>

typedef union
{
    char *arr;
    int x;
    double d;
} TMyUnion;

int main(void)
{
    TMyUnion u;
    u.arr = "Hello World from a union!";
    printf("Union's array field: %s\n", u.arr);
    u.x = 123;
    printf("Union's integer field: %d\n", u.x);
    u.d = 456.789;
    printf("Union's double field: %f\n", u.d);
}
```

*Output:*

---

```
Union's array field: Hello World from a union!
Union's integer field: 123
Union's double field: 456.789000
```

---

## 22.6 Const Variables and Pointers

Write a program that defines a const variable, a const pointer, and a const pointee. The values are arbitrary:

```

#include <stdio.h>

int main(void)
{
    // const variable
    const int x = 123;

    // const pointer, can not use: p = "Something else";
    char *const p = "Hello World";

    int y = 456;
    // const pointee, can not use: *p2 = 789;
    const int *p2 = &y;

    printf("Constant variable: %d\n", x);
    printf("Constant pointer: %p\n", (void *)p);
    printf("Constant pointee: %d\n", *p2);
}

```

*Output:*

---

```

Constant variable: 123
Constant pointer: 0x5570c62d0004
Constant pointee: 456

```

---

## 22.7 Constant Function Parameters

Write a program that defines a function having constant parameters. Invoke the function in the main program. Function parameter types and argument values are arbitrary:

```

#include <stdio.h>

double myfunction(const int a, const double b)
{
    return a / b;
}

```

```
int main(void)
{
    int x = 123;
    double y = 456.789;
    double result = myfunction(x, y);
    printf("The function call result is: %f\n", result);
}
```

*Output:*

---

The function call result is: 0.269271

---

## 22.8 Enums

Write a program that defines an enum type called `MyEnum`. The enum has three enumerators, representing arbitrary colors. Create an object of that enum and use it in a switch statement. Use the switch statement to print the value of an enum object:

```
#include <stdio.h>

enum MyEnum
{
    Red,
    Yellow,
    Green
};

int main(void)
{
    enum MyEnum myenum;
    myenum = Green;
    switch (myenum)
    {
        case Red:
            printf("The color is Red.\n");
            break;
```

```

    case Yellow:
        printf("The color is Yellow.\n");
        break;
    case Green:
        printf("The color is Green.\n");
        break;
    default:
        break;
}
}

```

*Output:*

---

The color is Green.

---

## 22.9 Pointers to Functions

Write a program that defines two functions. The types of functions and the types of parameters are arbitrary. Define function pointers to these two functions. Invoke the functions using function pointers:

```

#include <stdio.h>

void printmessage(const char *arg)
{
    printf("%s\n", arg);
}

double division(int a, double b)
{
    return a / b;
}

int main(void)
{
    void (*fp1)(const char *);
    double (*fp2)(int, double);
}

```

```
fp1 = printmessage;
fp2 = division;

fp1("This is the function call through a function pointer.");
double result = fp2(123, 456.789);
printf("The result obtained through a function pointer is: %f\n", result);
}
```

*Output:*

---

```
This is the function call through a function pointer.
The result obtained through a function pointer is: 0.269271
```

---

## CHAPTER 23

# Preprocessor

When we compile our program, roughly three things happen in sequence:

- Preprocessing
- Compilation
- Linking

The *preprocessing* is a process in which the preprocessor modifies the content of our source file(s) in various ways. The compiler then *compiles* the source code and turns it into *object files*. The linker then *links* the object files together and produces an executable file or a library.

When we start the compilation process, a preprocessor tool modifies our file's source code before the compilation process begins. It does so by using various *preprocessor directives*. Directives start with a # sign and do not end with a semicolon. Directives are not statements. Although they appear as statements to us humans when we are reading the code, they are instructions to a preprocessor on how to modify our source code's content before the compilation phase. Remember the use of `#include <stdio.h>`? That is also a preprocessor directive. Let us start with the `#include` directive.

## 23.1 #include

The `#include` directive includes/inserts the content of a specified file into our source file. The files to be included are usually header files with the extension of (.h). The directive is of the following syntax:

```
#include <filename.ext>
```

and:

```
#include "filename.ext"
```

When we need to include the file that is part of the standard library, we enclose the file name in angle brackets `< >`. This tells the compiler to search for the file in a predetermined standard-library location.

We can create header files of our own and refer to them as *user-defined header files*. To include the user-defined header file, we enclose the file name with double quotes (`" "`). Now, the compiler searches for the file in the same directory where our source code file is. If it cannot find it there, it searches in the standard-library location too.

Let us create an example that includes several standard-library files:

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

int main(void)
{
    printf("Included several standard-library headers.\n");
}
```

*Output:*

---

Included several standard-library headers.

---

This example includes multiple standard-library header files. This enables us to use the facilities declared in those header files in our main program. We discuss the standard library in greater detail in Part 2.

Let us now create a header file of our own, name it *myheaderfile.h*, and place it in the same folder where our *source.c* file is. The header file can be empty for now as we are only using it to demonstrate how to include the user-defined header file into our source file. The content of our *source.c* file is:

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

int main(void)
{
    printf("Included one standard-library header and one user-defined
        header file.\n");
}
```

*Output:*

---

Included one standard-library header and one user-defined header file.

---

The first `#include` directive includes the standard-library header file called *stdio.h*, and the second `#include` directive includes our user-defined header file called *myheaderfile.h* into our *source.c* file.

So, instead of copying the header file content by hand and then pasting it into our source file, we simply use the `#include` directive, which does this job for us.

## 23.2 #define

The `#define` directive creates a macro name. It is of the following syntax:

```
#define some_identifier replacement_text
```

The `#define` directive replaces an *identifier* with the *replacement\_text* in our source code. The preprocessor *replaces* all occurrences of *some\_identifier\_name* with the *some\_replacement\_text* in our source code when the compilation begins. Example:

```
#include <stdio.h>

#define MAX 100

int main(void)
{
    printf("Symbolic identifier MAX is: %d\n", MAX);
}
```

*Output:*

---

Symbolic identifier MAX is: 100

---

This example defines a symbolic name `MAX` that we can use in our program. Every occurrence of this identifier gets replaced by the text `100`. The macro identifier name is all uppercase by convention. We can use this macro as an initializer for our variables:



```
#include <stdio.h>

#define MAX 100

int main(void)
{
    int x = MAX;
    printf("The value of x is: %d\n", x);
}
```

*Output:*

---

The value of x is: 100

---

or in array declarations and loops:

```
#include <stdio.h>

#define ARRAY_ELEMENTS 3

int main(void)
{
    int arr[ARRAY_ELEMENTS];
    arr[0] = 10;
    arr[1] = 20;
    arr[2] = 30;

    for (int i = 0; i < ARRAY_ELEMENTS; i++)
    {
        printf("%d\n", arr[i]);
    }
}
```

*Output:*

---

10  
20  
30

---

Remember, identifier `ARRAY_ELEMENTS` here is just a text macro that gets *expanded* to some other text when the compilation begins. The name itself is not a variable/object that occupies a memory. The pre-processor simply replaces every occurrence of `ARRAY_ELEMENTS` with `100` when the compilation begins. It is more meaningful to us to use some symbolic name `ARRAY_ELEMENTS` instead of a magic number `100`.

We can also define a macro that represents a character value:

```
#include <stdio.h>

#define MY_NEW_LINE '\n'
#define MY_SPACE ' '

int main(void)
{
    printf("This example%cuses %cmacros.", MY_SPACE, MY_NEW_LINE);
}
```

*Output:*

---

This example uses  
macros.

---

## 23.3 #undef

When we no longer need a macro, or we want to redefine a macro, we use the `#undef` directive to *undefine* a macro name. An example where we undefine a macro:

```
#include <stdio.h>

#define MY_MAX 123

int main(void)
{
    int x = MY_MAX;
    printf("The value is: %d\n", x);
#undef MY_MAX
    printf("Macro undefined. The name MY_MAX no longer exists.\n");
}
```

*Output:*

---

```
The value is: 123
Macro undefined. The name MY_MAX no longer exists.
```

---

Before we can *redefine* a macro, we must first *undefine* it. Example:

```
#include <stdio.h>

#define MY_MAX 123

int main(void)
{
    int x = MY_MAX;
    printf("The value is: %d\n", x);
#undef MY_MAX
    printf("Macro undefined. The name MY_MAX no longer exists.\n");
#define MY_MAX 456
    printf("Macro MY_MAX redefined and exists again.\n");
    x = MY_MAX;
    printf("The value is: %d\n", x);
}
```

*Output:*

---

```
The value is: 123
Macro undefined. The name MY_MAX no longer exists.
Macro MY_MAX redefined and exists again.
The value is: 456
```

---

This example *redefines* an `MY_MAX` macro with a new value. The workflow was as follows: define a macro, use it, undefine it, and then define it again with a new value. If we left out the `#undef` step, the compiler would issue a warning.

## 23.4 Conditional Compilation

We can compile parts (portions, sections, areas) of the source code and exclude others. We do so by utilizing a few *conditional directives*.

## 23.4.1 #if

The `#if` directive is of the following syntax:

```
#if some_condition_that_is_constant_expression
    Our source code
#endif
```

The portion of the code surrounded by the `#if` and `#endif` directives will get compiled if the condition is true.

The `#if` directive checks the value of a condition (that is a constant expression). It marks the beginning of the source code that we want to compile. Every `#if` directive is matched by an `#endif` directive. The `#endif` directive marks the end of the `#if` block – the end of the source code chunk we want to compile. If the condition checked by the `#if` directive is true, the portion of the code gets compiled. If not, it is skipped. Example:

```
#include <stdio.h>

#define MY_FLAG 123

int main(void)
{
    #if MY_FLAG < 123
        printf("This portion of the code (A)\n");
        printf("will not get compiled.\n");
    #endif
        printf("This portion of the code (B)\n");
        printf("Will get compiled.\n");
}
```

*Output:*

---

```
This portion of the code (B)
Will get compiled.
```

---

Here we define a macro called `MY_FLAG` that expands to a constant expression of 123. We then use the `#if` directive to check if the macro expression *is less* than 123. Since it is not, the portion of the code surrounded by the `#if` and `#endif` directive will not be compiled. It will be skipped.

We can also include additional `#else` and `#elseif` directives inside the `#if` `#endif` block to make multiple branches or check for multiple conditions. Example:

```
#include <stdio.h>

#define MY_FLAG 123

int main(void)
{
    #if MY_FLAG < 123
        printf("This portion of the code (A)\n");
        printf("will not get compiled.\n");
    #elif MY_FLAG == 123
        printf("This portion of the code (B)\n");
        printf("will get compiled.\n");
    #else
        printf("This portion of the code (C)\n");
        printf("will also be skipped.\n");
    #endif
}
```

*Output:*

---

```
This portion of the code (B)
Will get compiled.
```

---

In this example, only the source code portion in the `#elif` part/branch will be compiled because only the `MY_FLAG == 123` condition evaluates to true.

## 23.4.2 #ifdef

The `#ifdef` directive checks if a macro name is defined. The directive is of the following syntax:

```
#ifdef macro_name
    Our source code
#endif
```

We use the `#ifdef` directive to conditionally compile parts of the source code by checking if some macro was previously defined. If true, the source code portion gets compiled. Example:

```
#include <stdio.h>

#define MY_MACRO

int main(void)
{
#ifdef MY_MACRO
    printf("This portion of the code (A)\n");
    printf("will get compiled.\n");
#endif

#ifdef NON_EXISTING_MACRO
    printf("This portion of the code (B)\n");
    printf("will not get compiled.\n");
#endif
}
```

*Output:*

---

```
This portion of the code (A)
will get compiled.
```

---

Explanation: in this example, we define a macro called `MY_MACRO` using the `#define MY_MACRO` statement (without specifying the replacement value, it is ok, we can do that with `#define`). Then we check if this macro is defined with the `#ifdef MY_MACRO` preprocessor command. Since it is defined, the source code chunk gets compiled.

Then we proceed to check if some nonexistent macro called `NON_EXISTING_MACRO` is defined using the `#ifdef NON_EXISTING_MACRO` command. It is not, as there is no previously defined macro with the name of `NON_EXISTING_MACRO`, and the source code below gets excluded from the compilation.

## 23.4.3 #ifndef

The `#ifndef` directive checks if a macro name *is not defined*. The directive uses the following syntax:

```
#ifndef macro_name
    Our source code
#endif
```

This directive checks if a given macro name is *not defined* and, if that is the case, compiles the portion of source code ending with a `#endif` directive. Example:

```
#include <stdio.h>

#define MY_MACRO

int main(void)
{
    #ifndef MY_MACRO
        printf("This portion of the code (A)\n");
        printf("will not get compiled.\n");
    #endif

    #ifndef NON_EXISTING_MACRO
        printf("This portion of the code (B)\n");
        printf("will get compiled.\n");
    #endif
}
```

*Output:*

---

```
This portion of the code (B)
will get compiled.
```

---

This example defines a macro called `MY_MACRO` and then checks if this macro is *not* defined. Since the macro is defined earlier, the portion of the source code is skipped and not compiled.

The example then checks if a `NON_EXISTING_MACRO` is not defined. This is true, the macro indeed is not defined, and the source code that follows gets compiled.

We can utilize this directive to define a macro in case it was not already defined.

Example:

```
#include <stdio.h>

int main(void)
{
#ifdef MY_MACRO
#define MY_MACRO
    printf("Macro defined.\n");
#endif
}
```

*Output:*

---

Macro defined.

---

This example checks if `MY_MACRO` is not defined. Since it is not, we continue and define it in the code that follows. This code is also referred to as a *code guard*, often used in header files to avoid multiple file inclusions. We discuss code guards in more detail in later sections.

## 23.5 Built-in Macros

There are built-in macros we can use. For example, the `__LINE__` built-in macro gives us the line number of the statement in which the macro is used:

```
#include <stdio.h>

int main(void)
{
    printf("The current source code line is: %d\n", __LINE__);
    printf("This statement is on line: %d\n", __LINE__);
}
```

*Output:*

---

The current source code line is: 5  
This statement is on line: 6

---



The `__FILE__` macro gives us (expands to) the name of the source code file:

```
#include <stdio.h>

int main(void)
{
    printf("This source code file is called: %s\n", __FILE__);
}
```

*Output:*

---

This source code file is called: source2.c

---

There are also `__TIME__` and `__DATE__` macros that expand to the time and date the preprocessor is used. Another built-in macro is the `__STDC_VERSION__` macro that expands to a constant integer value representing the C standard used for compilation.

The `__func__` string returns the name of the calling function. Example:

```
#include <stdio.h>

void myfunction()
{
    printf("This function's name is: %s\n", __func__);
}

int main(void)
{
    myfunction();
}
```

*Output:*

---

This function's name is: myfunction

---

## 23.6 Function-Like Macros

There are more complex macros that can accept arguments. These are called *function-like macros*. We invoke these macros the same way we call the functions.

Let us write a simple function-like macro that accepts two arguments and expands into a text that represents the sum of these two arguments:

```
#include <stdio.h>

#define MY_SUM(x, y) ((x) + (y))

int main(void)
{
    int mysum = MY_SUM(10, 20);
    printf("The result is: %d\n", mysum);
}
```

*Output:*

---

The result is: 30

---

This example defines a function-like macro that has two parameters *x* and *y*. The macro then *expands* into a `((x) + (y))` text that uses the same arguments. We used *extra parentheses* around parameters in the macro expansion to avoid any operator precedence issues. In the main program, we call this macro the same way we would call a function, and we provide two arbitrary arguments 10 and 20. At that point, the preprocessor substitutes the `MY_SUM(10, 20)` text with the `((10) + (20))` text. We can also say the macro `MY_SUM(10, 20)` *expands to* `((10) + (20))` text.

We can also use the above macro to sum two floating-point numbers:

```
#include <stdio.h>

#define MY_SUM(x, y) ((x) + (y))

int main(void)
{
    double mysum = MY_SUM(123.456, 789.101);
    printf("The result is: %.3lf\n", mysum);
}
```

*Output:*

---

The result is: 912.557

---

This example uses the same macro `MY_SUM` but with different types of arguments. Here we used the macro to sum two arguments of type `double`.

While macro-like functions and macro-programming might look useful at first glance, they should be avoided for several reasons. Function-like macros are evaluated twice, do not preserve the type safety, are harder to read, and introduce unnecessary complexity.

---

**Note** Prefer real functions to macro-like functions.

---

## CHAPTER 24

# Exercises

### 24.1 Define and Undefine a Macro

Write a program that defines uses and then undefines a macro. The macro names and their contents are arbitrary:

```
#include <stdio.h>

// define the macro
#define MAX 999

int main(void)
{
    printf("Macro defined. The name MAX exists.\n");
    int x = MAX;
    printf("The variable assigned to macro has a value: %d\n", x);
    // undefine the macro
#undef MAX
    printf("Macro undefined. The name MAX no longer exists.\n");
}
```

*Output:*

---

```
Macro defined. The name MAX exists.
The variable assigned to macro has a value: 999
Macro undefined. The name MAX no longer exists.
```

---

## 24.2 Conditional Compilation

Write a program that defines an arbitrary macro called `MY_CONDITIONAL_MACRO`. Perform a conditional compilation based on existing and nonexisting macros. Utilize the `#define`, `#ifdef`, and `#endif` directives:

```
#include <stdio.h>

#define MY_CONDITIONAL_MACRO

int main(void)
{
#ifdef MY_CONDITIONAL_MACRO
    printf("This code will get compiled.\n");
#endif

#ifdef NON_EXISTING_MACRO
    printf("This code will not get compiled.\n");
#endif
}
```

*Output:*

---

This code will get compiled.

---

## 24.3 Built-in Macros

Write a program that utilizes built-in macro names. The program prints out the statement's line number, the file name, the date when the file was created, the name of the function called, and the current C standard used:

```
#include <stdio.h>

void myfunction()
{
    printf("The name of the function called is: %s\n", __func__);
}
```

```
int main(void)
{
    printf("This statement is on line: %d\n", __LINE__);
    printf("The name of the source file is: %s\n", __FILE__);
    printf("The file was created on: %s\n", __DATE__);
    myfunction();
    printf("The C standard used is: %ld\n", __STDC_VERSION__);
}
```

*Output:*

---

```
This statement is on line: 10
The name of the source file is: source.c
The file was created on: Nov 18 2020
The name of the function called is: myfunction
The C standard used is: 201112
```

---

## 24.4 Function Macros

Write a program that defines two function-like macros. The first macro accepts two parameters and returns the lesser out of two values. The second macro also accepts two parameters and returns the greater out of two arguments. Call the macros in the main program:

```
#include <stdio.h>

#define MY_MIN(a, b) (((a) < (b)) ? (a) : (b))
#define MY_MAX(a, b) (((a) > (b)) ? (a) : (b))

int main(void)
{
    int x = 123;
    int y = 456;
```

CHAPTER 24 EXERCISES

```
    printf("The MY_MIN macro expands to: %d.\n", MY_MIN(x, y));  
    printf("The MY_MAX macro expands to: %d.\n", MY_MAX(x, y));  
}
```

*Output:*

---

The MY\_MIN macro expands to: 123.  
The MY\_MAX macro expands to: 456.

---

## CHAPTER 25

# Dynamic Memory Allocation

So far, we have used pointers that point to regular, statically allocated variables. We used an address-of operator `&` to assign the address of an existing object to our pointer.

Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int *p = &x;
    printf("The value of a pointed-to object is: %d\n", *p);
}
```

*Output:*

---

The value of a pointed-to object is: 123

---

We also showed how a pointer could point to an array:

```
#include <stdio.h>

int main(void)
{
    int arr[] = {10, 20, 30, 40, 50};
    int *p = arr;
    printf("The first array element is: %d\n", *p);
}
```



*Output:*


---

The first array element is: 10

---

or a string constant:

```
#include <stdio.h>

int main(void)
{
    char *p = "Hello World!";
    printf("String constant: %s\n", p);
}
```

*Output:*


---

String constant: Hello World!

---

So far, we have used pointers only as another level of indirection for existing objects in memory.

There is another way we can utilize a pointer. During our program's execution, we can *dynamically* allocate the needed memory, use it, and free it. To do so, we use a few functions and a pointer. In this section, we discuss the functions and techniques involved in dynamic memory allocation.

## 25.1 malloc

The `malloc` function allocates `n` bytes of memory from a system and returns a pointer to the newly allocated memory. The function has the following signature:

```
void* malloc(size_t size_in_bytes);
```

We need to include the `<stdlib.h>` header when using this function. To learn how to work with this function, we start with small, incomplete code examples and build in complexity until we have covered all the concepts.

To allocate memory for a single integer, we write:

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

int main(void)
{
    int *p = malloc(sizeof(int));
    *p = 123;
    printf("The value is: %d\n", *p);
}
```

*Output:*

---

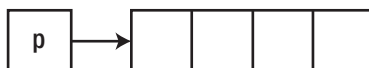
The value is: 123

---

Here, the `malloc` function allocates memory for a single integer. The pointer `p` now points at the beginning of the allocated memory block. We used the `sizeof(int)` expression to determine how many bytes we need for a single integer:



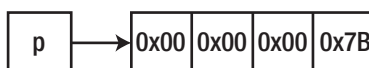
We have allocated space for a single integer. Assuming the size of the `int` is 4 bytes on our machine, we have allocated 4 bytes of memory:



When we dereference a pointer and assign a value of 123 to a pointed-to object, the image becomes:



If we inspect the individual bytes and their hexadecimal values and assume big-endian, the image might look like:



If the allocation fails, the function returns NULL. It is good practice to check for the malloc's return result using an if statement:

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

int main(void)
{
    int *p = malloc(sizeof(int));
    if (p)
    {
        *p = 123;
        printf("The value is: %d\n", *p);
    }
}
```

*Output:*

---

The value is: 123

---

If we want to check if the result of memory allocation is NULL, we could write:

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

int main(void)
{
    int *p = malloc(sizeof(int));
    if (p == NULL)
    {
        printf("Error allocating the memory. Exiting. ");
        return -1;
    }
    *p = 123;
}
```

---

**Note** The previous examples are missing an important piece of code, and that is the `free` function.

---

The expression `sizeof(int)` could have been rewritten as `sizeof *p` so that we do not repeat the type name. The type `size_t` represents an unsigned integer type often used for indexing and as a loop counter. It is also the return type of the `sizeof` operator.

Once allocated, we **must** manually release (`free`) the memory when we are done using it. We do so by using a `free()` function to which we pass the pointer returned by `malloc` as in `free(p)`; . If we left out the `free` part, we would cause the so-called *memory leak*. This means that the dynamically allocated memory (using `malloc`) is never freed. We are leaking away available memory. It cannot be allocated again. So, the situation where we fail to release the dynamically allocated memory is called a *memory leak*. With that in mind, let us now write a complete example:

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

int main(void)
{
    int *p = malloc(sizeof(int));
    if (p)
    {
        *p = 123;
        printf("The value is: %d\n", *p);
    }
    free(p);
}
```

*Output:*

---

The value is: 123

---

One school of thought says it is good practice to set the pointer to `NULL` after we have freed the memory. While this might not be the case in modern C, we will provide a simple example:

```

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

int main(void)
{
    int *p = malloc(sizeof(int));
    if (p)
    {
        *p = 123;
        printf("The value is: %d\n", *p);
    }
    free(p);
    p = NULL;
}

```

*Output:*

---

The value is: 123

---

Instead of using the `sizeof(type_name)` expression, we can also use the size of the dereferenced pointer, `sizeof *p`, which is the same. Example:

```

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

int main(void)
{
    int *p = malloc(sizeof *p);
    if (p)
    {
        *p = 123;
        printf("The value is: %d\n", *p);
    }
    free(p);
}

```

*Output:*

---

The value is: 123

---

Let us write an example that allocates space for five integers, sets the values of all five members, and frees the memory once done:

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

int main(void)
{
    int *p = malloc(5 * sizeof(int));
    if (p)
    {
        p[0] = 10;
        p[1] = 20;
        p[2] = 30;
        p[3] = 40;
        p[4] = 50;
        printf("Allocated an array of 5 integers.\n");
        // print out the array
        for (int i = 0; i < 5; i++)
        {
            printf("%d ", p[i]);
        }
    }
    free(p);
}
```

*Output:*

---

Allocated an array of 5 integers.  
10 20 30 40 50

---

In this example, we allocated the space for five integers using the `malloc` function and the `5 * sizeof(int)` expression. This expression evaluates to a number of bytes capable of holding five integers. Then we assign the values to each (array) element and print out the values.

In plain words, the workflow is as follows:

1. Allocate (reserve/borrow) enough heap (free-store) memory from the system using a `malloc` function.
2. Access and manipulate this memory using a pointer.
3. Free the memory using a `free` function which will free (release/return) the previously allocated memory to the system, so that it can be allocated again.

We can similarly allocate memory for a char:

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

int main(void)
{
    char *p = malloc(sizeof(char));
    if (p)
    {
        *p = 'A';
        printf("The value is: %c\n", *p);
    }
    free(p);
}
```

*Output:*

---

The value is: A

---

To dynamically allocate a memory space for a structure, we write:

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

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;

int main(void)
{
    MyStruct *p = malloc(sizeof(MyStruct));
    if (p)
    {
        p->c = 'A';
        p->x = 123;
        p->d = 456.789;
        printf("The value is: %c\n", p->c);
        printf("The value is: %d\n", p->x);
        printf("The value is: %f\n", p->d);
    }
    free(p);
}
```

*Output:*

---

```
The value is: A
The value is: 123
The value is: 456.789000
```

---



We declare a structure called `MyStruct`. The structure has three fields, `char c`, `int x`, and `double d`. We then allocate memory space for one data object of type `MyStruct` using a `malloc` function. The function returns a pointer `p`. We use this pointer to access our object in memory and populate the fields using the `->` operator. We print out the values and, finally, free the memory.

This `struct-malloc` combination is often used when creating data structures in memory, such as *linked lists*, *binary trees*, and similar.

## 25.2 calloc

The memory block allocated with `malloc` is *uninitialized*. Bytes inside this block do not hold any meaningful values. If we need to allocate space that will be initialized with zeros, we use the `calloc` function instead. Unlike `malloc`, this function accepts two parameters and has the following signature:

```
void* calloc(size_t number_of_objects, size_t size_of_the_object)
```

To allocate space for a single integer and fill the allocated memory with zero(s), we write:

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

int main(void)
{
    int *p = calloc(1, sizeof(int));
    if (p)
    {
        printf("The initial value is: %d\n", *p);
    }
    free(p);
}
```

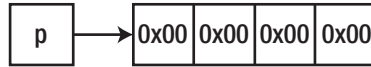
*Output:*

---

The initial value is: 0

---

The `calloc` function allocates the memory space needed and initializes all the allocated bytes with zeros:



To allocate space for a single integer, fill the memory with zeros, and then change the value of the pointed-to data object in memory, we write:

```

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

int main(void)
{
    int *p = calloc(1, sizeof(int)); // or (1, sizeof *p)
    if (p)
    {
        printf("The initial value is: %d\n", *p);
        *p = 123;
        printf("The new value is: %d\n", *p);
    }
    free(p);
}
  
```

*Output:*

---

```

The initial value is: 0
The new value is: 123
  
```

---

To allocate a space for an array of five, initially zeroed-out integers, we write:

```

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

int main(void)
{
    int *p = calloc(5, sizeof(int));
    if (p)
    {
  
```

```

    printf("Initial values:\n");
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", p[i]);
    }
    // set some values and print them out
    printf("\nNew values:\n");
    for (int i = 0; i < 5; i++)
    {
        p[i] = (i + 1) * 10;
        printf("%d ", p[i]);
    }
}
free(p);
}

```

*Output:*

---

Initial values:

0 0 0 0 0

New values:

10 20 30 40 50

---

## 25.3 realloc

Once we allocate space using `malloc` or `calloc`, we can grow or shrink that memory space using `realloc`. The `realloc` function has the following signature:

```
void *realloc(void *pointer_to_a_previously_allocated_memory, size_t
new_size_in_bytes)
```

The function takes two parameters. The first is the original pointer, and the second is the new memory size. The function returns a pointer to the newly allocated/reallocated memory block. For now, let us start with a simple yet *incomplete* example with error checking omitted:

```

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

int main(void)
{
    int *p = malloc(sizeof(int));
    printf("Allocated %zu bytes.\n", sizeof *p);
    printf("Resizing allocated memory...\n");
    int *pnew = realloc(p, 10 * sizeof(int));
    printf("The memory block is now %zu bytes long.\n", 10 * sizeof(int));
}

```

*Output:*


---

```

Allocated 4 bytes.
Resizing allocated memory...
The memory block is now 40 bytes long.

```

---

This example allocates the memory block large enough to hold a single integer using the `malloc` function. It then assigns the address of this newly allocated memory block to pointer `p`. We then pass this pointer to the `realloc` function as a first argument. The second argument is the new size of a memory block. In our case, we want to expand the memory block so that it can hold ten integers using the `10 * sizeof(int)` expression.

Let us now write a complete example with error checking and properly placed free functions:

```

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

int main(void)
{
    int *p = malloc(sizeof(int));
    if (p)
    {
        printf("Allocated %zu bytes.\n", sizeof *p);
    }
}

```

```

int *pnew = realloc(p, 10 * sizeof(int));
if (pnew)
{
    printf("Resizing allocated memory...\n");
    printf("The memory block is now %zu bytes long.\n", 10 *
    sizeof(int));
    // reallocation successful, free the new pointer
    free(pnew);
}
else
{
    // if reallocation fails, free the original pointer
    free(p);
}
}

```

*Output:*


---

```

Allocated 4 bytes.
Resizing allocated memory...
The memory block is now 40 bytes long.

```

---

This example allocates space for a single int and then reallocates/grows space so that it can hold ten integers. If reallocation succeeds, a new pointer is returned, and the old/original pointer is invalidated. We need to free this new/reallocated pointer using `free(pnew)`. If reallocation fails, the function returns `NULL`, and the old/original pointer is preserved, so we must free the original memory/pointer using `free(p)`.

## CHAPTER 26

# Storage and Scope

Variables and data objects have certain properties, such as *visibility*, *scope*, *storage*, and *lifetime*. These terms are all closely related, and here we explain how they affect each other. We describe how names are visible to other names and how much time the data objects spend in memory.

## 26.1 Scope

When a variable (or a function) is declared, its name is only valid inside some portion/section of a source code. That section of a source code is called a *scope*. There are different kinds of scopes – local scope and global scope.

### 26.1.1 Local Scope

A function body starting with the { and ending with a } can be seen as a *local scope*. It is local to a function. Variables declared inside a function are visible and accessible only there. They are not accessible outside the function scope. We say those variables have a local scope. Example:

```
#include <stdio.h>

void myFunction(void)
{
    int x = 10; // x is a local variable, local to myFunction
    printf("Local scope variable x value: %d\n", x);
}
```

```
int main(void)
{
    myFunction();
    int y = 20; // y is a local variable, local to main
    printf("Local scope variable y value: %d\n", y);
}
```

*Output:*

---

```
Local scope variable x value: 10
Local scope variable y value: 20
```

---

In this example, `x` is only visible and accessible within the `myFunction` and nowhere else. Similarly, `y` is only visible inside the function `main` and nowhere else.

## 26.1.2 Global Scope

When we look at the source file as a whole, we are looking at the *file scope* or a *global scope*. Everything declared inside a file scope is accessible and visible to everything else in the file scope that follows its declaration. Example:

```
#include <stdio.h>

int x = 123; // x has a global scope

int main(void)
{
    printf("X has a global scope and a value of: %d\n", x);
}
```

*Output:*

---

```
X has a global scope and a value of: 123
```

---

Variables and functions (names) inside a global scope are visible to names in a local scope. Example:

```
#include <stdio.h>

int x = 123; // x has a global scope

void printX(void)
{
    // x is visible here because it has a global scope
    printf("X has a global scope and a value of: %d\n", x);
}

int main(void)
{
    printX();
}
```

*Output:*

---

X has a global scope and a value of: 123

---

Names in a local scope are not visible to names inside a global scope. Example:

```
#include <stdio.h>

void myFunction(void)
{
    int x = 123; // x has a local scope
    // and is only visible in this block
}

// x is not visible here because it has a local scope

int main(void)
{
    // x is not visible here because it has a local scope
}
```



## 26.2 Storage

Every data object has its *storage* or *storage duration*. The storage duration determines the object's *lifetime*. The lifetime is a period of time (while our program is executing) during which the object occupies a memory. There are different kinds of storage durations. Here we discuss a few.

### 26.2.1 Automatic Storage Duration

The default storage duration is *automatic* storage duration. This storage is allocated when the control flow enters the block in which the data object is declared. It is automatically deallocated when the control flow exits the block marked with `}`. Here we can say the scope determines the lifetime of automatic storage variables. When our program's control flow reaches the function's closing brace (`}`), the variable *goes out of scope*. Once it goes out of scope, it gets destroyed, and the previously occupied memory is automatically released. The automatic storage is often referred to as *stack memory*. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123; // x is declared here
    printf("Variable x has automatic storage and a value of: %d\n", x);
} // x goes out of scope here
```

*Output:*

---

```
Variable x has automatic storage and a value of: 123
```

---

Our variable `x` is declared inside a function `main`. This variable's storage is allocated when our program starts when the control flow enters the `main`'s `{` brace and deallocated when the control flow hits the closing brace `}`. Here, the `x` goes out of scope, and the memory it occupied is automatically released. The same applies to user-defined functions:

```
#include <stdio.h>

void myFunction(void)
{
    int x = 123; // x is declared here
    printf("Variable x has an automatic storage and a value of: %d\n", x);
} // x goes out of scope here

int main(void)
{
    myFunction();
}
```

*Output:*

---

Variable x has an automatic storage and a value of: 123

---

## 26.2.2 Static Storage Duration

When we apply a static specifier to our variable declaration, our data object then has a static storage duration. It remains in memory throughout the execution of our program. Objects marked with `static` and objects declared in global/file scope have this duration. The static storage duration object is initialized only once and preserves its (last) value across multiple function calls. Example:

```
#include <stdio.h>

void myCounter(void)
{
    static int x = 10; // initialized only once
    x++;
    printf("Static variable value: %d\n", x);
}
```

```
int main(void)
{
    myCounter(); // x == 11
    myCounter(); // x == 12
    myCounter(); // x == 13
}
```

*Output:*

---

```
Static variable value: 11
Static variable value: 12
Static variable value: 13
```

---

Also, applying the static specifier to a variable or a function declared inside the global (file) scope makes them visible only inside that file/translation unit.

### 26.2.3 Allocated Storage Duration

Objects that are dynamically allocated have a so-called *allocated storage duration*. This means the storage for these objects dynamically changes throughout the execution of our program. We manually allocate memory for an object, use it, and then manually deallocate it when we no longer need it. It is our responsibility to manually and explicitly free the memory once we no longer need it. Objects with allocated storage duration do not automatically deallocate the memory once they go out of scope. We need to deallocate the memory manually. Example:

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

int main(void)
{
    printf("Allocating an object...\n");
    int *p = malloc(sizeof(int));
    *p = 123;
    printf("Object with allocated storage has a value of: %d\n", *p);
}
```

```
    printf("Deallocating an object...\n");  
    free(p);  
    printf("Done.\n");  
}
```

*Output:*

---

```
Allocating an object...  
Object with allocated storage has a value of: 123  
Deallocating an object...  
Done.
```

---

Objects allocated with `malloc`, `calloc`, and `realloc` have an *allocated storage duration*.

## CHAPTER 27

# Exercises

## 27.1 Dynamic Memory Allocation

Write a program that dynamically allocates space for a single double using the size of a type and a space for a single int using a dereferenced pointer size. Free the memory blocks afterward:

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

int main(void)
{
    // allocate space for a double
    double *p1 = malloc(sizeof(double));
    if (p1)
    {
        *p1 = 123.456;
        printf("The value is: %f\n", *p1);
    }
    free(p1);

    // allocate space for an int
    int *p2 = malloc(sizeof *p2);
    if (p2)
    {
        *p2 = 789;
        printf("The value is: %d\n", *p2);
    }
    free(p2);
}
```

*Output:*

---

The value is: 123.456000

The value is: 789

---

## 27.2 Dynamic Memory Allocation: Arrays

Write a program that dynamically allocates space for an array of five doubles. Using a for loop, set and print out all the array elements. Free the memory afterward:

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

int main(void)
{
    // allocate space for 5 doubles
    double *p = malloc(5 * sizeof(double));
    if (p)
    {
        printf("The values are:\n");
        for (int i = 0; i < 5; i++)
        {
            p[i] = i;
            printf("%.2f ", p[i]);
        }
        free(p);
    }
}
```

*Output:*

---

The values are:

0.00 1.00 2.00 3.00 4.00

---

## 27.3 Dynamic Memory Resizing

Write a program that dynamically allocates memory for an array of five integers and then resizes the allocated block so that it can now hold an array of ten integers. Free the memory afterward:

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

int main(void)
{
    int *p = malloc(5 * sizeof(int));
    if (p)
    {
        printf("Allocated %zu bytes.\n", 5 * sizeof(int));
    }
    int *pnew = realloc(p, 10 * sizeof(int));
    if (pnew)
    {
        printf("Resizing allocated memory...\n");
        printf("The memory block is now %zu bytes long.\n", 10 *
            sizeof(int));
        // resizing successful, free the realloc pointer
        free(pnew);
    }
    else
    {
        // resizing fails, free the original pointer
        free(p);
    }
}
```

*Output:*

---

```
Allocated 20 bytes.
Resizing allocated memory...
The memory block is now 40 bytes long.
```

---

## 27.4 Automatic and Allocated Storage

Write a program that defines two variables. The first variable will have an automatic storage duration, and the second variable will have an allocated storage duration:

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

int main(void)
{
    int x = 123;
    printf("The variable with an automatic storage duration: %d\n", x);
    int *p = malloc(sizeof(int));
    printf("The variable with an allocated storage duration: %p\n",
        (void *)p);
    free(p); // p is manually freed here
} // x is automatically freed here
```

*Output:*

---

```
The variable with an automatic storage duration: 123
The variable with an allocated storage duration: 0x555fd1ec16b0
```

---



## CHAPTER 28

# Standard Input and Output

The C standard library provides functions that allow us to accept data/characters from the *standard input* and to output data/characters to the *standard output*. The *standard input* is usually a keyboard. The *standard output* is usually a monitor/console window to which we output the data.

## 28.1 Standard Input

This chapter describes a few functions that allow us to accept data from the standard input/keyboard. Here, we mention the `scanf` and the `fgets` functions. Worth noticing is that these functions are not part of the language per se, but rather a part of the standard library.

### 28.1.1 `scanf`

The `scanf` function allows us to accept the formatted data from the standard input and store it into a variable(s). The function is declared inside the `<stdio.h>` header and has the following signature:

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

The function accepts the following arguments: *format specifiers* and *addresses of variables* that will store/hold the input data. The format specifier interprets/formats the data from the standard input. The addresses of variables are used for storing the read data. The function returns the number of successfully assigned variables or EOF on error.

To accept a single character from a keyboard and store it into our `char` variable, we would use the `%c` format specifier and an address of a `char` variable:

```
#include <stdio.h>

int main(void)
{
    printf("Enter a single character: ");
    char mychar;
    scanf("%c", &mychar);
    printf("You entered: %c\n", mychar);
}
```

*Output:*

---

```
Enter a single character: a
You entered: a
```

---

To accept an integer number from a keyboard and store it into our `int` variable, we use the `%d` format specifier and an address of an `int` variable. Example:

```
#include <stdio.h>

int main(void)
{
    printf("Enter an integer number: ");
    int x;
    scanf("%d", &x);
    printf("You entered: %d\n", x);
}
```

*Output:*

---

```
Enter an integer number: 123
You entered: 123
```

---

To accept multiple values from the standard input, we can use multiple format specifiers separated by spaces and multiple addresses of variables, separated by commas. For example, to accept an `int` and a `double` from a keyboard, we write:

```
#include <stdio.h>

int main(void)
```

```

{
    printf("Enter an integer and a double: ");
    int x;
    double d;
    scanf("%d %lf", &x, &d);
    printf("You entered: %d and %lf\n", x, d);
}

```

*Output:*

---

```

Enter an integer and a double: 123 456.789
You entered: 123 and 456.789000

```

---



---

**Note** The `scanf` function does not perform bounds checking and can cause a buffer overflow.

---

## 28.1.2 `sscanf`

The `sscanf` function reads from a character array buffer instead of a standard input. It stores the read data into a comma-separated list of variables based on the provided format specifiers. The function has the following syntax:

```
int sscanf ( const char * buffer, const char * format, ...);
```

To extract a character array buffer into separate variables, we write:

```

#include <stdio.h>

int main(void)
{
    char buff[50] = "A 123 456.789";
    char c;
    int x;
    double d;
    sscanf(buff, "%c %d %lf", &c, &x, &d);
    printf("The values are: %c, %d and %lf\n", c, x, d);
}

```

*Output:*

---

The values are: A, 123 and 456.789000

---

In this example, the character buffer of "A 123 456.789" is matched by a "%c %d %f" format descriptor inside the `sscanf` function. If the string in the buffer contained the comma-separated values of "A,123,456.789", we would match those with the "%c,%d,%f" specifier in the `sscanf` function.

## 28.1.3 `fgets`

When accepting a string, it is better to use a `fgets` function instead of `scanf`. The `scanf` can cause the so-called *buffer overflow*. A buffer overflow occurs when the number of characters read is greater than the buffer size. It occurs when trying to accept a string larger than the buffer size. The `fgets` function is safe in that regard and does not cause the mentioned error. The `fgets` function is defined inside the `<stdio.h>` header, accepts three parameters, and has the following signature:

```
char *fgets(char *str, int how_many_characters, FILE *stream_name);
```

The `fgets` function reads the input/characters from the given stream and stores the read characters into a character array/buffer pointed to by `str`. The function stops reading the input when we press ENTER, that is, when a newline character is encountered in a stream. To read (accept an input) from a keyboard, we pass in the `stdin` parameter representing our keyboard.

The following example reads the input from the keyboard and stores it into our character array. A simple example with error checking omitted:

```
#include <stdio.h>

int main(void)
{
    // error checking omitted
    printf("Enter a string: ");
    char str[10];
    fgets(str, 10, stdin);
    printf("You entered: %s\n", str);
}
```

*Output:*


---

```
Enter a string: Sample string
You entered: Sample st
```

---

This example accepts an input from the keyboard and stores it into an `str` buffer. It does so by accepting at most nine characters, reserving the tenth place for the null character `'\0'`. Any remaining characters are discarded.

We provide the pointer to buffer `str`, a simple array of ten characters. We then tell the `fgets` function how many characters it should accept: 10 (actually 9 as the tenth place is reserved for null character). This number is often the same as the array size. Finally, with the third argument, we tell the function where to accept the input from, which is a keyboard in our case (represented by `stdin`).

If the function succeeds, it returns the pointer to the buffer we provided, `str` in our case. If it fails, the function returns `NULL`. Here is a full example with the error checking:

```
#include <stdio.h>

int main(void)
{
    printf("Enter a string: ");
    char str[10];
    if (fgets(str, 10, stdin) != NULL)
    {
        printf("You entered: %s\n", str);
    }
    else
    {
        printf("Failure. No characters are read.\n");
    }
}
```

*Output:*


---

```
Enter a string: Sample string
You entered: Sample st
```

---

## 28.2 Standard Output

This section describes the functions that allow us to write/output data to a *standard output stream*, which in most cases is our console window.

### 28.2.1 printf

The `printf` function sends/outputs a formatted string to standard output. It can read our variables, format them according to the format specifier, and place them in an output string. The function has the following signature:

```
int printf(const char *message, optional_var1, optional_var2...);
```

To output a simple string to our console window, we write:

```
#include <stdio.h>

int main(void)
{
    printf("This message ends with a new-line character.\n");
}
```

*Output:*

---

This message ends with a new-line character.

---

To output the values of our variables, we write:

```
#include <stdio.h>

int main(void)
{
    char c = 'A';
    int x = 123;
    double d = 456.789;
    printf("The values are: %c, %d, and %3.2lf\n", c, x, d);
}
```

*Output:*

---

The values are: A, 123, and 456.79

---

Here we used three different format specifiers `%c`, `%d`, and `%f` to format `char`, `int`, and `double` values. The format specifier describes how the content of our variable should be formatted for the output. The format specifier also acts as a placeholder for the values, a placeholder within the output string.

The format specifier can also include the length/the number of characters needed to output our value. For example, to output a double value of `123.456` using three character spaces for an integral part and two spaces for the fractional part, we use the `%3.2f` format specifier:

```
#include <stdio.h>

int main(void)
{
    double d = 123.456;
    printf("%3.2lf\n", d);
}
```

*Output:*

---

123.46

---

This example displays a rounded second decimal. The value of the variable remains unchanged.

The following list includes some of the most used *format specifiers*:

- `%c` - writes one character, used for type `char`
- `%s` - writes a string, used for `char` arrays
- `%d` or `%i` - writes (converts) an integer, used for types `char`, `short`, or `int`
- `%u` - used for unsigned `char`, unsigned `short`, or unsigned `int`
- `%ld` - outputs a long `int`
- `%f` - outputs a float or a double value into a decimal representation
- `%lf` - outputs a double value into a decimal representation
- `x` - writes a hexadecimal representation of `char`, `short`, or `int`

## 28.2.2 puts

This function simply writes a string and a newline character to the standard output (a console window). The function is defined inside the `<stdio.h>` header and has the following syntax:

```
int puts(const char *message);
```

To use this function, we type:

```
#include <stdio.h>

int main(void)
{
    puts("This is a puts() message.");
}
```

*Output:*

---

This is a puts() message.

---

The function outputs a simple message to the standard output. It also adds an extra newline character to the output string. This saves us from having to explicitly type the `\n` character at the end of our message.

## 28.2.3 fputs

Another function for writing to the output stream is `fputs`. The function writes the null-terminated string to the chosen output stream. This function is defined inside the `<stdio.h>` header and has the following signature:

```
int fputs(const char *message, FILE *stream_name);
```



To write to the standard output, we supply the message string and the `stdout` parameter for the *standard output*. Example:

```
#include <stdio.h>

int main(void)
{
    fputs("This is a fputs() message.\n", stdout);
}
```

*Output:*

---

This is a fputs() message.

---

## 28.2.4 putchar

The `putchar` function outputs/writes a character to the standard output. The function is declared inside a `<stdio.h>` header and has the following syntax:

```
int putchar (int ch);
```

To write a single character to the standard output, we use:

```
#include <stdio.h>

int main(void)
{
    char c = 'A';
    putchar(c);
}
```

*Output:*

---

A

---

To print out a character array, one character at a time, without error checking, we write:

```
#include <stdio.h>

int main(void)
{
    char arr[] = "Hello!";
    for (size_t i = 0; i < 7; i++)
    {
        putchar(arr[i]);
    }
}
```

*Output:*

---

Hello!

---

If the function fails to print the character, it returns an `int` value equal to `EOF`.

## CHAPTER 29

# File Input and Output

A file is an array of bytes, usually stored on mediums such as drives. We can write to and read from a file using a few C standard-library functions. The following sections explain the workflow and the functions used.

## 29.1 File Input

To be able to read from a file, we need to utilize a couple of functions. The workflow is as follows:

- Open a file for reading using the `fopen` function.
- Read a line of text from a file using the `fgets` function.
- Close the file using the `fclose` function when done.

Let us first create a text file called `myfile.txt` and fill it with arbitrary text. We then place the text file in the same folder as our executable. A simple example with error checking omitted:

```
#include <stdio.h>

int main(void)
{
    char str[100];
    FILE *fp = fopen("myfile.txt", "r"); // open a file
    while (fgets(str, 100, fp) != NULL) // read line of text
    {
        printf("%s", str); // print the line of text
    }
    fclose(fp); // close the file
}
```

*Possible Output:*


---

```
This is line no. 1
Sample text
Hello World!
```

---

The statement `FILE *fp = fopen("myfile.txt", "r");` opens a file for reading using the `fopen` function. The `fopen` function returns a pointer to a file stream represented by a `FILE *` type. The function accepts two parameters. The first parameter is a *file name*, in our case `"myfile.txt"`. The second parameter is a *read mode*, in our case `"r"`, which specifies we are opening a file for reading.

Then, inside a loop, we read from a file, one line at the time, using the `fgets` function: `while (fgets(str, 100, fp) != NULL).`

Inside the `while` loop, we print out the read lines using the `printf` function. When we reach the end of the file, the `fgets` function returns `NULL` and the `while` loop exits.

Finally, we close the file handle by using the `fclose(fp);` statement. All these functions are defined inside the `<stdio.h>` header.

To check if the file can be opened, we inspect the pointer's value using the `if (!fp)` expression. If it is `NULL`, the opening of a file failed, and we exit the program:

```
#include <stdio.h>

int main(void)
{
    char str[100];
    FILE *fp = fopen("myfile.txt", "r"); // open a file for reading
    if (!fp)
    {
        printf("Error opening the file. Exiting...\n");
        return 1; // exit the program with an error
    }
    while (fgets(str, 100, fp) != NULL) // read line of text
    {
        printf("%s", str); // print line of text
    }
    fclose(fp); // close the file
}
```

*Possible Output:*

---

```
This is line no. 1
Sample text
Hello World!
```

---

## 29.2 File Output

To write to a file, we use several functions in a sequence. The workflow when writing to a file is:

- Open a file for writing using the `fopen` function.
- Write to a file using the `fprintf` function.
- When done writing, close the file using the `fclose` function.

The following example creates a file named `myfile.txt` and writes a single line of text to it:

```
#include <stdio.h>

int main(void)
{
    FILE *fp = fopen("myfile.txt", "w"); // open a file for writing
    fprintf(fp, "%s", "my line of text"); // write a line of text
    fclose(fp); // close the file
}
```

This statement opens/creates a file for writing: `FILE *fp = fopen("myfile.txt", "w");`. The `fopen` function returns a pointer to the file stream which is our `fp`. We then use the `fprintf` function to write a single line of text to this stream/file. The `fprintf` function is similar to `fprint` but accepts one more parameter, which is our pointer to a file stream.

When done writing, we need to close the file handle by passing a file pointer `fp` to our `fclose` function using the `fclose(fp);` statement.

To write two lines of text, we use the following example:

```
#include <stdio.h>

int main(void)
{
    FILE *fp = fopen("myfile.txt", "w"); // open a file for writing
    fprintf(fp, "%s\n%s", "Line 1", "Line 2"); // write two lines
    fclose(fp); // close the file
}
```

## CHAPTER 30

# Exercises

### 30.1 Standard Input

Write a program that accepts two variables of type `int` and `double` from the standard input. Use the `fgets` function to store the input into a buffer. Use the `sscanf` function to extract the buffer into variables:

```
#include <stdio.h>

int main(void)
{
    printf("Enter an int and a double and press <enter>: \n");
    char buffer[50];
    int x;
    double d;
    // read the input and store it into a buffer string
    if (fgets(buffer, 50, stdin) != NULL)
    {
        // read from a buffer string into our variables
        sscanf(buffer, "%d %lf", &x, &d);
        printf("You entered: %d and %lf\n", x, d);
    }
    else
    {
        printf("Failure. No characters are read.\n");
    }
}
```

*Output:*


---

Enter an int and a double and press <enter>:

123 456.789

You entered: 123 and 456.789000

---

## 30.2 Standard Output

Write a program that defines several variables of built-in types. Print the variables using the appropriate format specifiers inside the `printf` function:

```
#include <stdio.h>

int main(void)
{
    char c = 'A';
    int x = 123;
    double d = 456.789;
    size_t size = sizeof(long);
    int *p = &x;
    long l = 12345678910L;
    char str[] = "Hello World!";

    printf("Type char: %c\n", c);
    printf("Type int: %d\n", x);
    printf("Type double: %f\n", d);
    printf("Type size_t: %zu\n", size);
    printf("Pointer type: %p\n", (void *)p);
    printf("Type long: %ld\n", l);
    printf("Character array: %s\n", str);
}
```



*Output:*

---

```
Type char: A
Type int: 123
Type double: 456.789000
Type size_t: 8
Pointer type: 0x7ffcc5acd424
Type long: 12345678910
Character array: Hello World!
```

---

## CHAPTER 31

# Header and Source Files

Our C source code can be divided into multiple files called *header files* and *source files*. These files are plain text files containing C source code. By convention, the header files have the .h extension, and source files have the .c extension. Other extensions are also possible.

Standard-library header files are included by surrounding the header name with angle brackets <> as in:

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

And user-defined header files are included by surrounding the header file name with double quotes:

```
#include "someheader.h"
```

In general, we can place variable and function declarations/interfaces in header files, and we can place the implementation/definitions in source files. In simple words, we declare things in header files, include that header file in the source files, and define things in source files. This way, we can organize the code and separate the declarations from the definitions.

The compiler does not make a distinction between the header and the source files. When the compilation begins, the content of the included header is stitched together with the source file. This produces one source code file, the so-called *translation unit*. So, having the `#include "someheader.h"` is the same as if we manually typed the header file's entire content in our source file.

Having declarations in header files allows us to share these declarations with multiple source files. For example, let us create a header file titled *myutils.h* where we declare some function, for example:

```
#include <stdio.h>

void myFunction();
```

Let us then create a source file called *myutils.c* where we include this header and define a function:

```
#include "myutils.h"

void myFunction()
{
    printf("Declared in a header file and defined in a source file.\n");
}
```

Finally, we include the *myutils.h* header in our main *source.c* file and call the function:

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

int main(void)
{
    myFunction();
}
```

*Output:*

---

Declared in a header file and defined in a source file.

---

To compile this program, we must compile all the source files:

```
gcc -Wall source.c myutils.c -std=c11 -pedantic && ./a.out
```

One final thing left to do is to have the *code guards* in the shared header file. Code guard is a macro that prevents the inclusion of the header file contents more than once. Now our *myutils.h* header looks like:

```
#ifndef MY_UTILS_H
#define MY_UTILS_H

#include <stdio.h>

void myFunction();

#endif
```

We still include our header file in multiple files using the `#include "myutils.h"` directive. But, now, the code guards ensure that the header file source code is included only once when compiling multiple files. As before, we compile with:

```
gcc -Wall source.c myutils.c -std=c11 -pedantic && ./a.out
```

**PART II**

# **The C Standard Library**

## CHAPTER 32

# Introduction to C Standard Library

The C compiler is accompanied by a number of useful functions and macros called *the C standard library*. These functions are defined in standard-library header files. To use the C standard-library functions, we simply include the appropriate header into our program. Here are some of the C standard-library headers:

---

***Available in all C standards:***

<assert.h>	Assertion macros
<ctype.h>	Utils for individual characters
<errno.h>	Macros reporting error conditions
<float.h>	Floating type limits
<limits.h>	Sizes of basic types
<locale.h>	Localization utils
<math.h>	Math functions
<setjmp.h>	Jumps
<signal.h>	Signal functions
<stdarg.h>	Variable arguments
<stddef.h>	Common macros
<stdio.h>	Input and output functions

---

*(continued)*

---

<code>&lt;stdlib.h&gt;</code>	General utilities for memory, string and program flow
<code>&lt;string.h&gt;</code>	String manipulation functions
<code>&lt;time.h&gt;</code>	Time and date
<code>&lt;wchar.h&gt;</code>	Multibyte and wide characters utilities
<code>&lt;wctype.h&gt;</code>	Wide character types
<code>&lt;iso646.h&gt;</code>	Macros for alternative operator spellings

***Available since C99:***

<code>&lt;complex.h&gt;</code>	Complex number arithmetic
<code>&lt;fenv.h&gt;</code>	Floating-point environment
<code>&lt;inttypes.h&gt;</code>	Format conversion of integer types
<code>&lt;stdbool.h&gt;</code>	Type bool
<code>&lt;stdint.h&gt;</code>	Fixed-width integer types
<code>&lt;tgmath.h&gt;</code>	Generic math and complex macros

***Available since C11:***

<code>&lt;threads.h&gt;</code>	Thread library
<code>&lt;stdalign.h&gt;</code>	<code>alignas</code> and <code>alignof</code> macros
<code>&lt;stdatomic.h&gt;</code>	Atomic types
<code>&lt;stdnoreturn.h&gt;</code>	<code>noreturn</code> macros
<code>&lt;uchar.h&gt;</code>	UTF-16 and UTF-32 utils

---

The following sections describe some of the most used functions inside the library.

## 32.1 String Manipulation

Here we describe a couple of useful functions we use to manipulate our character arrays (strings).

## 32.1.1 strlen

The `strlen` function returns the number of characters inside a null-terminated character array, excluding the null-terminating character. The function is of the following signature:

```
size_t strlen (const char* str);
```

To use this function, we include the `<string.h>` header and supply a character array as an argument. Example:

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

int main(void)
{
    const char str[] = "How many characters here?";
    size_t myStrLength = strlen(str);
    printf("The string contains %zu characters.\n", myStrLength);
}
```

*Output:*

---

The string contains 25 characters.

---

We could rewrite the above example to use a `const char *p` pointer to a character string:

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

int main(void)
{
    const char *p = "How many characters here?";
    size_t myStrLength = strlen(p);
    printf("The string contains %zu characters.\n", myStrLength);
}
```

*Output:*

---

The string contains 25 characters.

---



## 32.1.2 strcmp

The `strcmp` function compares two strings. If strings are equal, the function returns the value of 0. If strings are not equal, the function returns a value of either  $< 0$  or  $> 0$ . The function compares strings one character at a time. When a character from the left-hand string does not match the character from the right-hand-side string, the function can either:

- Return a value less than 0 if unmatched left-hand side character comes before the right-hand side character in lexicographical order
- Return a value greater than 0 if unmatched left-hand side character comes after the right-hand side character in lexicographical order

For the most part, we will be checking if two strings are equal. Example:

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

int main(void)
{
    const char *str1 = "Hello World!";
    const char *str2 = "Hello World!";
    if (strcmp(str1, str2) == 0)
    {
        printf("The strings are equal.\n");
    }
    else
    {
        printf("The strings are not equal.\n");
    }
}
```

*Output:*

---

The strings are equal.

---

### 32.1.3 strcat

The `strcat` function concatenates two strings. It appends the `source_str` string to the `destination_str` string. The function is of the following signature:

```
char *strcat(char *destination_str, const char *source_str);
```

To concatenate two strings, we write:

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

int main(void)
{
    char destination_str[30] = "Hello ";
    char source_str[30] = "World!";
    strcat(destination_str, source_str);
    printf("The concatenated string is: %s\n", destination_str);
}
```

*Output:*

---

```
The concatenated string is: Hello World!
```

---

The destination string array must be large enough to accept the concatenated string.

### 32.1.4 strcpy

The `strcpy` function copies one string to another. It copies the characters from the `source_str` string to the `destination_str` string. The function signature is:

```
char *strcpy(char *destination_str, const char *source_str);
```

To copy one string to another, we write:

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

int main(void)
{
```

```

char destination_str[30];
char source_str[30] = "Hello World!";
strcpy(destination_str, source_str);
printf("The copied string is: %s\n", destination_str);
}

```

*Output:*

---

The copied string is: Hello World!

---

The destination array must be large enough to accommodate the copied characters, including the (invisible) null terminating character.

## 32.1.5 strstr

The `strstr` function searches for a substring inside a string. It returns the first position at which the substring is found. The function is of the following signature:

```
char *strstr(const char* string, const char* substring);
```

To search for a substring within a string, we write:

```

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

int main(void)
{
    char myString[] = "Hello World!";
    char mySubstring[] = "World";

    if (strstr(myString, mySubstring))
    {
        printf("Substring found.\n");
    }
    else
    {
        printf("Substring not found.\n");
    }
}

```

*Output:*

---

Substring found.

---

To print out the position at which the substring was found, we subtract the original string's address from the `strstr`'s function return value as in `posFound - myString`. Remember, array names get converted to pointers when used as function arguments. Subtracting pointers gives us a position of a substring:

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

int main(void)
{
    char myString[] = "Hello World!";
    char mySubstring[] = "World";
    char *posFound = strstr(myString, mySubstring);
    if (posFound)
    {
        printf("Substring found at position: %ld.\n", posFound - myString);
    }
    else
    {
        printf("Substring not found.\n");
    }
}
```

*Output:*

---

Substring found at position: 6.

---

## 32.2 Memory Manipulation Functions

The C standard library provides several functions that allow us to work with bytes inside memory blocks. For example, these functions allow us to set the values of the entire memory block, copy bytes from one memory block to another, compare memory blocks, and more. Note that type `unsigned char` can be used to represent a single byte.

## 32.2.1 memset

The memory obtained through `malloc` is not initialized. The allocated memory blocks hold no meaningful values. Trying to read uninitialized memory will result in *undefined behavior*. Earlier, we have used the `calloc` function to allocate and initialize the memory blocks to zero.

Another way to initialize the memory is through a `memset` function declared inside the `<string.h>` header file. The function has the following signature:

```
void *memset(void *destination, int value, size_t N);
```

The function accepts a pointer to allocated memory here called `destination`, the value to fill the allocated bytes, and the memory block's size in bytes, here named `N`.

To allocate space for five integers and then fill the entire memory block/all the bytes in the allocated memory with zeros, we write:

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

int main(void)
{
    int *p = malloc(5 * sizeof(int));
    if (p)
    {
        memset(p, 0, 5 * sizeof(int));
        for (int i = 0; i < 5; i++)
        {
            printf("%d ", p[i]);
        }
    }
    free(p);
}
```

*Output:*

---

```
0 0 0 0 0
```

---

## 32.2.2 memcpy

The `memcpy` function copies `N` bytes/characters from a memory location/block pointed to by `source`, to a memory area pointed to by `destination`. The function is of the following signature:

```
void* memcpy( void *destination, const void *source, size_t N );
```

The function interprets memory bytes as unsigned `char`. The function is defined inside the `<string.h>` header. For example, to copy 5 bytes from one string array to another string array, we write:

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

int main(void)
{
    char source[] = "Hello World.";
    char destination[5];
    memcpy(destination, source, sizeof destination);
    printf("The source is: %s\n", source);
    printf("The destination after copying 5 characters is:\n");
    // write a character, one by one using putchar() function
    for (size_t i = 0; i < sizeof destination; i++)
    {
        putchar(destination[i]);
    }
}
```

*Output:*

---

```
The source is: Hello World.
The destination after copying 5 characters is:
Hello
```

---

This example copies five characters from a source array to a destination array and uses the `putchar()` function to print out the destination characters one by one.

To copy an array of elements into a dynamically allocated memory block, we write:

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

int main(void)
{
    int myArr[] = {10, 20, 30, 40, 50};
    // allocate space for 5 integers
    int *p = malloc(5 * sizeof(int));
    // copy bytes from an array to an allocated space
    memcpy(p, myArr, 5 * sizeof(int));
    printf("Copied bytes from an array to an allocated space. The values
are:\n");
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", p[i]);
    }
    free(p);
}
```

*Output:*

---

```
Copied bytes from an array to an allocated space. The values are:
10 20 30 40 50
```

---

To copy a struct data object into another struct object, we write:

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

typedef struct
{
    char c;
    int x;
    double d;
} MyStruct;
```

```

int main(void)
{
    MyStruct source, destination;
    source.c = 'a';
    source.x = 123;
    source.d = 456.789;
    memcpy(&destination, &source, sizeof(destination));
    printf("The result after copying bytes from source to destination:\n");
    printf("Member destination.c has a value of: %c\n", destination.c);
    printf("Member destination.x has a value of: %d\n", destination.x);
    printf("Member destination.d has a value of: %f\n", destination.d);
}

```

*Output:*

---

```

The result after copying bytes from source to destination:
Member destination.c has a value of: a
Member destination.x has a value of: 123
Member destination.d has a value of: 456.789000

```

---

Here, we declared two variables of type `MyStruct`, called `source` and `destination`. We populate the data of the source struct and then copy individual bytes of source into destination using `memcpy` function. Since the `memcpy` function accepts pointers, we use our structs' addresses: `&destination` and `&source`. Now both structs have identical data.

### 32.2.3 memcmp

The `memcmp` function compares the first `N` bytes from the memory block pointed by `p1` to the first `N` bytes pointed to by `p2`. The function returns 0 if the byte values match. The function has the following signature:

```
int memcmp( const void* p1, const void* p2, size_t N );
```

To compare two arrays byte by byte using `memcmp`, we write:

```

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

```



```
int main(void)
{
    int arr1[] = {10, 20, 30, 40, 50};
    int arr2[] = {10, 20, 20, 40, 50};

    int myResult = memcmp(arr1, arr2, 5 * sizeof(int));
    if (myResult == 0)
    {
        printf("The arrays values match.\n");
    }
    else
    {
        printf("The arrays values do not match.\n");
    }
}
```

*Output:*

---

The arrays values do not match.

---

This example compares the individual bytes of `arr1` and `arr2`. It compares the first 20 bytes of both arrays. Remember, the size of `int` is 4, times 5 elements, equals 20 bytes in total, the number calculated using the `5 * sizeof(int)` expression. Since the arrays are not equal, the function returns a value other than 0.

If the bytes do not match, the `memcmp` function can return one of the following:

- a. `<0`, if the first byte that does not match has a lower value in `p1` than in `p2`
- b. `>0`, if the first byte that does not match has a higher value in `p1` than in `p2`

The `memcmp` function is a convenient way to compare two data objects in memory, byte by byte.

## 32.2.4 memchr

The `memchr` function searches for a particular byte `c` in the initial `N` characters within a memory block pointed to by `p`. The function is declared inside the `<string.h>` header and is of the following signature:

```
void* memchr( const void* p, int c, size_t N );
```

The function searches for the first occurrence of `c`, and if the byte/char is found, the function returns a pointer to the location of `c`. If the byte value is not found, the function returns a `NULL`. Internally, the `c` byte is interpreted as unsigned `char`. The following example searches for a byte with a value of 'W' inside a "Hello World!" character array:

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

int main(void)
{
    char mystr[] = "Hello World!";
    char *pfound = memchr(mystr, 'W', strlen(mystr));
    if (pfound != NULL)
    {
        printf("Character/byte found at: %s\n", pfound);
    }
    else
    {
        printf("Character/byte not found: %s\n", pfound);
    }
}
```

*Output:*

---

```
Character/byte found at: World!
```

---

## 32.3 Mathematical Functions

The C standard library provides a set of useful mathematical functions. The functions are defined inside different header files. Here we discuss some of the most widely used ones.

### 32.3.1 abs

The `abs` function returns an absolute value of an integer argument. The function is defined inside the `<stdlib.h>` header. Example:

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

int main(void)
{
    int x = -123;
    int y = 456;
    printf("The absolute value of x is: %d\n", abs(x));
    printf("The absolute value of y is: %d\n", abs(y));
}
```

*Output:*

---

```
The absolute value of x is: 123
The absolute value of y is: 456
```

---

There are also `labs` and `llabs` functions that return absolute values of long and long long arguments, respectively.

### 32.3.2 fabs

The `fabs` function returns an absolute value of a double argument. The function is defined inside the `<math.h>` header. Example:

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

int main(void)
{
    double x = -123.456;
    double y = 789.101;
    printf("The absolute value of x is: %f\n", fabs(x));
    printf("The absolute value of y is: %f\n", fabs(y));
}
```

*Output:*

---

```
The absolute value of x is: 123.456000
The absolute value of y is: 789.101000
```

---

There are also `fabsf` and `fabsl` versions that return absolute values of `float` and `long double` arguments, respectively.

### 32.3.3 pow

The `pow` function returns the value of *base* raised to the power of the *exponent*. The function has the following syntax:

```
double pow(double base, double exponent);
```

The function is declared inside the `<math.h>` header file. Example:

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

int main(void)
{
    printf("The value of 2 to the power of 10 is: %f\n", pow(2, 10));
    printf("The value of 2 to the power of 20 is: %f\n", pow(2, 20));
}
```

*Output:*

---

```
The value of 2 to the power of 10 is: 1024.000000
The value of 2 to the power of 20 is: 1048576.000000
```

---

There are also `powf` and `powl` variants that accept `float` and `long double` arguments.

### 32.3.4 round

The `round` returns the result of rounding the floating-point argument to the nearest integer, rounding halfway away from 0. The function is declared inside the `<math.h>` header file and has the following syntax:

```
double round(double argument);
```

Example:

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

int main(void)
{
    double d = 1.5;
    printf("The result of rounding the %f is: %f\n", d, round(d));
    d = 1.49;
    printf("The result of rounding the %f is: %f\n", d, round(d));
}
```

*Output:*

---

```
The result of rounding the 1.500000 is: 2.000000
The result of rounding the 1.490000 is: 1.000000
```

---

To run this example on Linux, we also need to link with the math library by supplying the `-lm` flag to our compilation string.

There are also `roundf` and `roundl` versions that accept float and long double arguments.

To have a rounding function that will return an integral type, we use the `lround` function. Example:

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

int main(void)
{
    double d = 1.5;
    printf("The result of rounding the %f is: %ld\n", d, lround(d));
    d = 1.49;
    printf("The result of rounding the %f is: %ld\n", d, lround(d));
}
```

*Output:*

---

```
The result of rounding the 1.500000 is: 2
The result of rounding the 1.490000 is: 1
```

---

## 32.3.5 sqrt

The `sqrt` function returns the square root of an argument. This function is declared inside the `<math.h>` header and has the following syntax:

```
double sqrt(double argument);
```

Example:

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

int main(void)
{
    double d = 64.;
    printf("The square root of %f is: %f\n", d, sqrt(d));
    d = 256.00;
    printf("The square root of %f is: %f\n", d, sqrt(d));
}
```

*Output:*

---

```
The square root of 64.000000 is: 8.000000
The square root of 256.000000 is: 16.000000
```

---

We use the `sqrtf` variant for the type `float` and `sqrtl` for the type `long double`.

## 32.4 String Conversion Functions

There are functions in the C standard library that allow us to convert a string to a number and vice versa. Here we discuss the `strtol` for converting a string to a number and `snprintf` for converting a number to a string.

### 32.4.1 strtol

The `strtol` function allows us to convert a string to a long `int` number. The function is defined inside the `<stdlib.h>` header and has the following syntax:

```
long strtol(const char *restrict str, char **restrict str_end, int base);
```

**Note** The `restrict` keyword was introduced in C99. It helps the compiler to optimize the code. It also says no other parameter in the function list will point to this address/object.

---

The `strtol` function takes as many characters as possible from `str` to form an integer number of base `base`. The base represents the base of the interpreted integer and can have values from 2 to 36.

The function can also set the pointer pointed to by `str_end` to point at the one past the last character interpreted. We can also ignore this pointer by passing it a null pointer. To convert a string to a base 10 integer, where we ignore the `str_end` pointer, we write:

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

int main(void)
{
    const char * str = "123 to a number.";
    long result = strtol(str, NULL, 10);
    printf("The result is: %ld\n", result);
}
```

*Output:*

---

The result is: 123

---

To convert a string to an integer and get the remainder of the string that could not be converted, we write:

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

int main(void)
{
    const char * str = "123 to a number.";
    char* str_end;
    long result = strtol(str, &str_end, 10);
    printf("The result is: %ld\n", result);
    printf("The remainder of the string is: %s\n", str_end);
}
```

*Output:*

---

```
The result is: 123
The remainder of the string is:  to a number.
```

---

## 32.4.2 snprintf

The `snprintf` function allows us to convert a number to a formatted string. Whereas the `printf` writes to standard output, the `snprintf` writes to a character array. The function is declared inside the `<stdio.h>` header and has the following syntax:

```
int snprintf(char *restrict str_buffer, size_t buffer_size,
             const char *restrict format, ... );
```

The function writes the result into a string buffer pointed to by `str_buffer`. The `buffer_size` is the maximum number of characters to be written. The function writes at most `buffer_size - 1` characters, plus the automatically added null-terminating character. To convert a single integer `x` to a string buffer pointed to by `strbuffer`, without checking for the return value, we write:

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

int main(void)
{
    int x = 123;
    char strbuffer [100];
    snprintf(strbuffer, sizeof strbuffer, "%d", x);
    printf("The result is: %s\n", strbuffer);
}
```

*Output:*

---

```
The result is: 123
```

---

If successful, the `snprintf` function returns a number of characters written minus the null terminator. If the conversion was unsuccessful, the function returns a negative number. To convert a single integer to a string and check how many characters were written, we use:



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

int main(void)
{
    int x = 123;
    char strbuffer [100];
    int nc = snprintf(strbuffer, sizeof strbuffer, "%d", x);
    printf("The result is: %s\n", strbuffer);
    printf("The number of characters written is: %d\n", nc);
}
```

*Output:*

---

```
The result is: 123
The number of characters written is: 3
```

---

To form a more descriptive string out of int and double values, we use the string constant with format specifiers. We also pass in the comma-separated list of numbers.

Example:

```
#include <stdio.h>
#include <stdlib.h>
int main(void)
{
    int x = 123;
    double d = 456.789;
    char strbuffer[100];
    int nc = snprintf(strbuffer, sizeof strbuffer, "int: %d, double: %g",
        x, d);
    printf("%s\n", strbuffer);
    printf("The number of characters written is: %d\n", nc);
}
```

*Output:*

---

```
int: 123, double: 456.789
The number of characters written is: 25
```

---

**PART III**

**Modern C Standards**

## CHAPTER 33

# Introduction to C11 Standard

The C11 standard, formally known as ISO/IEC 9899:2011, was a C standard adopted in late 2011. The C11 standard replaced the C99 standard and was superseded by C17. C11 introduces new features to the C language and C standard library and modifies a few existing ones. Here, we discuss some of the notable features.

### 33.1 `_Static_assert`

The `_Static_assert` performs assertion during compile time, before our program starts. The static assertion has the following syntax:

```
_Static_assert(expression, message);
```

The static assertion evaluates the constant *expression* during compile time. If the expression is evaluated to 0 (false), a *message* is displayed, and the compilation fails. If the expression does not evaluate to 0, no message is displayed, and nothing happens. For example, let us check if the size of type `int` is equal to 8 using static assertion. Chances are the size of our `int` is equal to 4, and the assertion will fail. Example:

```
int main(void)
{
    _Static_assert(sizeof(int) == 8, "The size of int is not 8.\n");
}
```

If we used `long` instead of `int`, chances are there will be no error message, and the compilation will continue. Example:

```
int main(void)
{
    _Static_assert(sizeof(long) == 8, "The size of long is not 8.\n");
}
```

The `_Static_assert` keyword can be replaced by a `static_assert` macro declared inside the `<assert.h>` header. Example:

```
#include <assert.h>

int main(void)
{
    static_assert(sizeof(int) == 8, "The size of int is not 8.\n");
}
```

In short, static assertions are a convenient way to enforce assertions and catch errors during compile time.

## 33.2 The `_Noreturn` Function Specifier

The `_Noreturn` function specifier, when applied to a function declaration, specifies that the function *does not return*. More precisely, it specifies that the function does not return by:

- Executing a return statement
- Hitting the end of the function block marked by the closing brace (`}`)

Having the `_Noreturn` specifier suppresses some of the spurious warnings and further optimizes the code. Example:

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

```

_Noreturn void justExit()
{
    printf("This function does not return. Exiting...\n");
    exit(0);
}

int main(void)
{
    justExit();
}

```

The specifier can be replaced by the equivalent `noreturn` macro declared inside the `<stdnoreturn.h>` header. Example:

```

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

noreturn void justExit()
{
    printf("This function does not return. Exiting...\n");
    exit(0);
}

int main(void)
{
    justExit();
}

```

### 33.3 Type Generic Macros Using `_Generic`

The use of `_Generic` provides a way to select one of several expressions during compile time, based on a type of a given controlling expression. The blueprint for a generic expression/macro is:

```

_Generic ( controlling_expression, list_of_associations)

```

The *controlling expression* is an expression whose type will be compared to types listed in the association list. The association list is a comma-separated list of the following content:

```
type1 : expression1,
type2 : expression2,
default : default_expression
```

The type of the controlling expression is compared to the types in the list. If it matches one of them, the generic selection becomes the expression after the colon.

Let us assume we had several functions that accept different types of parameters. We then want to choose the appropriate function based on a type of argument while using a single generic macro name. In that case, we utilize the `_Generic` selection in the following way:

```
#include <stdio.h>

#define myfn(X) _Generic((X), \
                          int : myfn_i, \
                          float : myfn_f, \
                          double : myfn_d, \
                          default : myfn_ld \
                          )(X)

void myfn_i(int x)
{
    printf("Printing int: %d\n", x);
}

void myfn_f(float x)
{
    printf("Printing float: %f\n", x);
}

void myfn_d(double x)
{
    printf("Printing double: %f\n", x);
}
```

```

void myfn_ld(long double x)
{
    printf("Printing long double: %Lf\n", x);
}

int main(void)
{
    int x = 123;
    float f = 456.789f;
    double d = 101.112;
    long double ld = 134.456l;

    myfn(x);
    myfn(f);
    myfn(d);
    myfn(ld);
}

```

*Output:*

---

```

Printing int: 123
Printing float: 456.789001
Printing double: 101.112000
Printing long double: 134.456000

```

---

This example expands the `myfn` macro to the appropriate expression based on the type of `X`. If no type can be matched in the association list, the macro expands to the default expression. The default expression, in our case, is the `myfn_ld` function. This approach closely matches the *function overloading* concept found in other languages.

## 33.4 The `_Alignof` Operator

The `_Alignof` operator returns the *alignment requirements* of the type. Let us assume we have two data objects in memory of the same type, positioned in successive memory addresses. The alignment requirement is the property of an object that says how many bytes there must be between these two addresses in order to store the objects successfully. The `_Alignof` operator gets this number for us and has the following blueprint:

```
_Alignof(type_name)
```

Example:

```
#include <stdio.h>

struct S1
{
    char c;
    char d;
};

struct S2
{
    char c;
    int x;
};

int main(void)
{
    printf("The alignment of char: %zu\n", _Alignof(char));
    printf("The alignment of int: %zu\n", _Alignof(int));
    printf("The alignment of struct S1: %zu\n", _Alignof(struct S1));
    printf("The alignment of struct S2: %zu\n", _Alignof(struct S2));
}
```

*Output:*

---

```
The alignment of char: 1
The alignment of int: 4
The alignment of struct S1: 1
The alignment of struct S2: 4
```

---



There is also a convenience macro called `alignof` inside the `<stdalign.h>` header that expands to our `_Alignof` operator.

## 33.5 The `_Alignas` Specifier

The `_Alignas` specifier modifies the alignment requirement when declaring an object. The `_Alignas` specifier has two syntaxes, one in which it accepts an *expression* that evaluates to the number of bytes and one in which it accepts a *type name*:

```
_Alignas (constant_int_expression)
_Alignas (type_name)
```

The alignment expression must be a positive power of 2. For example, if we want to enforce a specific alignment of our structure, we write:

```
#include <stdio.h>

struct MyStruct
{
    _Alignas(16) int x[4];
};

int main(void)
{
    printf("The alignment of MyStruct is: %zu bytes\n", _Alignof(struct
MyStruct));
}
```

*Output:*

---

The alignment of MyStruct is: 16 bytes

---

In this example, every object of type `struct MyStruct` will be aligned to a 16-byte boundary. We can also use the `alignas` macro defined inside the `<stdalign.h>` header. The compiler will issue an error if:

- The value is not 0 or a positive power of 2
- The value exceeds the maximum allowed alignment
- The value is less than physically possible minimum alignment

## 33.6 Anonymous Structures and Unions

Structures (or unions) without a name are called *anonymous structures*. They come in handy when we want to nest a structure (or a union) inside another structure (or a union). Example:

```
#include <stdio.h>

struct MyStruct
{
    int a;
    struct // anonymous structure
    {
        int b;
        int c;
    };
};

int main(void)
{
    struct MyStruct s;
    s.a = 123;
    s.b = 456;
    s.c = 789;
    printf("Field a: %d\n", s.a);
    printf("Inner field b: %d\n", s.b);
    printf("Inner field c: %d\n", s.c);
}
```

*Output:*

---

```
Field a: 123
Inner field b: 456
Inner field c: 789
```

---

In this example, we used a structure and called it `MyStruct`. Inside that structure, there is one integer field called `a`, and a nested, anonymous structure having two fields, `b` and `c`. To access these fields, we simply use the `s.b` and `s.c` syntax as anonymous struct members are members of the enclosing struct.

## 33.7 Aligned Memory Allocation: `aligned_alloc`

The C11 standard introduces an `aligned_alloc` function, which allocates a memory block with a specified alignment. The syntax is:

```
void *aligned_alloc(size_t alignment_in_bytes, size_t size_in_bytes);
```

The function is defined inside the `<stdlib.h>` header. The memory is not initialized and must be freed with `free` or deallocated with `realloc`. The size in bytes must be a multiple of alignment. Example:

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

int main(void)
{
    int *p = aligned_alloc(512, 512 * sizeof *p);
    printf("Allocated a 512-byte aligned memory block.\n");
    printf("The address is: %p\n", (void *)p);
    free(p);
}
```

*Output:*

---

```
Allocated a 512-byte aligned memory block.
The address is: 0x55ca95945200
```

---

## 33.8 Unicode Support for UTF-16 and UTF-32

The C11 standard provides types for storing UTF-16 and UTF-32 encoded strings. They are `char16_t` and `char32_t`. Both types and the Unicode conversion functions are declared in a `<uchar.h>` header file. Example:

```
#include <uchar.h>

int main(void)
{
    char16_t arr16[] = u"Our 16-bit wide characters here.\n";
    char32_t arr32[] = U"Our 32-bit wide characters here.\n";
}
```

We use the **u** prefix for the `char16_t` character array and **U** prefix for the `char32_t` character array.

The width of the type `char16_t` can be larger than 16 bits, but the size of the value stored will be exactly 16 bits wide. Similarly, for a `char32_t` type, the size of the `char32_t` type itself can be larger than 32 bits, but the value stored inside this type will be exactly 32 bits wide.

## 33.9 Bounds Checking and Threads Overview

While the detailed analysis of the following features is out of scope for this book, we will briefly mention two additional things introduced in the C11 standard. They are *bounds checking (safe) functions* and *thread support library*.

### 33.9.1 Bounds-Checking Functions

A few string and I/O functions can cause a *buffer overflow*. The C11 standard offers an optional extension containing the so-called *bounds checking functions* that rectify this problem. These functions are also referred to as safety functions and carry the `_s` suffix. Some of them are `gets_s`, `fopen_s`, `printf_s`, `scanf_s`, `strcpy_s`, and `wcscpy_s`. The compiler might not provide these, and they are only available if the `__STD_LIB_EXT1__` macro is defined.

## 33.9.2 Threads Support

The C11 standard offers an optional thread support library. The functions are defined inside the `<threads.h>` header. These functions bring the native thread support to the C language. They allow for creating and joining threads, creating mutexes, synchronizing access, working with conditional variables, and more.

The following example creates a thread that executes a code from a function which accepts one argument:

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

int dowork(void *arg)
{
    thrd_t mythreadid = thrd_current();
    for (int i = 0; i < 5; i++)
    {
        printf("Thread id: %lu, counter: %d, code: %s\n", mythreadid,
            i, (char *)arg);
    }
    return 0;
}

int main(void)
{
    thrd_t mythread;
    // create a thread that executes a function code
    if (thrd_success != thrd_create(&mythread, dowork, "Hello from a
        thread!"))
    {
        printf("Could not create a thread.\n");
        return 1;
    }
    // join a thread to the main thread
    thrd_join(mythread, NULL);
}
```

*Output:*

---

```
Thread id: 140647017862912, counter: 0, code: Hello from a thread!  
Thread id: 140647017862912, counter: 1, code: Hello from a thread!  
Thread id: 140647017862912, counter: 2, code: Hello from a thread!  
Thread id: 140647017862912, counter: 3, code: Hello from a thread!  
Thread id: 140647017862912, counter: 4, code: Hello from a thread!
```

---

This example defines a function that will be executed by our thread. In the main program, we create/spawn the thread by calling the `thrd_create` function to which we pass the address of our local `mythread` variable, the name of the function to be executed, `dowork`, and a string representing the function argument. Inside the user-defined function `dowork`, we also print out the current thread id obtained through a `thrd_current()` function call.

When compiling a multithreaded application on Linux, we need to add the `-pthread` flag to the compilation string:

```
gcc -Wall source.c -std=c11 -pedantic -pthread
```

Note that `<threads.h>` support is optional, and might not be fully implemented in GCC.

## CHAPTER 34

# The C17 Standard

At the time of writing, the C17 standard, officially named ISO/IEC 9899:2018, is the last published C standard. It replaces the C11 standard, does not introduce new features, and fixes defects reported for C11. The `__STDC_VERSION__` macro for this standard has the value of 201710L. To compile for a C17 standard, we include the `-std=c17` flag. Example:

```
gcc -Wall source.c -std=c17 -pedantic
```

The C17 standard is sometimes also referred to as the *C18 standard*. The C17 standard will be replaced by the upcoming standard, informally referred to as the C2X standard.

## CHAPTER 35

# The Upcoming C2X Standard

At the time of writing, there is a new C standard in the making. This standard is informally referred to as the C2X and is expected to be voted on in 2021. Here we describe some of the proposed features. We need to include the `-std=c2x` flag when compiling for the C2X standard.

### 35.1 `_Static_assert` Without a Message

The `_Static_assert` in C2X performs a static assertion without issuing a message.

Example:

```
int main(void)
{
    _Static_assert(sizeof(int) == 8);
}
```

*Output:*

---

```
source.c: In function 'main':
source.c:3:2: error: static assertion failed
  3 | _Static_assert(sizeof(int) == 8);
```

---



## 35.2 Attributes

There have been many implementation-defined language extensions throughout the years. Adoption of attributes in C2X is an attempt to present a uniform, standard syntax for specifying these extensions/attributes. Attributes are mostly used in declarations and definitions, and they can relate to types, variables, declarations, and code. The attributes syntax is:

```
[[attribute-list]] what_the_attribute_relates_to
```

One of the attributes can be `[[deprecated]]`. It marks the declaration as deprecated/obsolete, causing the compiler to issue a warning. Example:

```
#include <stdio.h>

// deprecated definition
[[deprecated]]
void myoldfunction()
{
    printf("This is a deprecated function.\n");
}

int main(void)
{
    myoldfunction();
    printf("Using deprecated code.\n");
}
```

Some of the other attributes are:

- `[[fallthrough]]`, where the fallthrough from the previous case is indeed expected
- `[[maybe_unused]]`, when we want to suppress compiler warnings on unused names
- `[[nodiscard]]`, where we expect the compiler to issue a warning when the return value is discarded

## 35.3 No Parameters Function Declaration

We can now declare a function that accepts no parameters without the need for the inclusion of a void text inside parentheses. We can now ensure the function's behavior will be as intended. Example:

```
#include <stdio.h>

void noparamsfn()
{
    printf("This function does not accept parameters.\n");
}

int main(void)
{
    noparamsfn();
}
```

*Output:*

---

This function does not accept parameters.

---

## 35.4 The strdup Function

The `strdup` function returns a pointer to a copy of a string. It does so as if though the place for a copy was allocated using `malloc`. The function is declared inside the `<string.h>` header and has the following syntax:

```
char *strdup(const char* arg);
```

The pointer obtained through `strdup` must be freed afterward. Example:

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

```
int main(void)
{
    const char *s1 = "This will be duplicated.";
    char *s2 = strdup(s1);
    printf("The result is: %s\n", s2);
    free(s2);
}
```

*Output:*

---

The result is: This will be duplicated.

---

There is also a `strndup` variant that copies `N` bytes from the source string and has the following syntax:

```
char *strndup(const char* arg, size_t N);
```

Example:

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

int main(void)
{
    const char *s1 = "This will be duplicated.";
    char *s2 = strndup(s1, 17);
    printf("The result is: %s\n", s2);
    free(s2);
}
```

*Output:*

---

The result is: This will be dupl

---

## 35.5 The memccpy Function

The `memccpy` functions copies characters from a data object pointed to by *source* to a memory/object pointed to by *destination*. The function stops copying after any of the two conditions are met:

- N characters were copied.
- The character *c* is found.

The function is declared inside the `<string.h>` header and has the following syntax:

```
void *memccpy(void *restrict destination, const void *restrict source,
int c, size_t N);
```

Example:

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

int main(void)
{
    const char source[] = "Copy this until ~ is found.";
    char destination[sizeof source];
    const char stopchar = '~';
    void *p = memccpy(destination, source, stopchar, sizeof destination);
    if (p)
    {
        printf("Terminating character found. The result is:\n");
        printf("%s\n", destination);
    }
    else
    {
        printf("Terminating character not found. The result is:\n");
        printf("%s\n", destination);
    }
}
```

*Output:*

---

```
Terminating character found. The result is:  
Copy this until ~
```

---

If the terminating character `stopchar` is found, the function returns a pointer to the next character in the destination string after the `stopchar`. If the terminating character is not found, the function returns a null pointer.

# PART IV

## Dos and Don'ts

In the fourth part, we discuss some of the dos and don'ts when programming in C. We talk about deprecated functions and dangers they pose, such as buffer overflow attacks. We inspect workarounds, mention best practices, and, finally, provide a few suggestions about lessons learned throughout the years. Let us get started!

## CHAPTER 36

# Do Not Use the gets Function

The `gets` function is declared inside the `<stdio.h>` header, reads the input into a character array pointed to by `str`, and has the following syntax:

```
char *gets (char* str);
```

This function is extremely dangerous as it can cause a buffer overflow and allows for potential buffer-overflow attacks. The function is deprecated in the C99 standard and removed in the C11 standard. Do not use this function!

The workaround is to use the `fgets` alternative. Unlike `gets`, the `fgets` function performs bounds checking and is safe from buffer overflow scenario.

To use the `fgets`, we simply pass in the pointer to a buffer `buff`, the maximum number of characters that can be read, and `stdin` representing our standard input/keyboard. A simple example:

```
#include <stdio.h>

int main(void)
{
    char buff[100];
    printf("Please enter a string:\n");
    fgets(buff, 100, stdin);
    printf("The result is: %s\n", buff);
}
```

*Output:*

---

```
Please enter a string:  
Do not use the gets function!  
The result is: Do not use the gets function!
```

---

Alternatively, opt for a `gets_s` function, which might be available on our computer as part of the optional, bounds-checking interfaces extension.



## CHAPTER 37

# Initialize Variables Before Using Them

When we declare local variables, they are not initialized. Their values are undetermined. Trying to access uninitialized variables causes *undefined behavior*. One use case would be trying to print local, uninitialized variables. The following example demonstrates what should be avoided:

```
#include <stdio.h>

int main(void)
{
    char c;
    int x;
    double d;

    printf("Accessing uninitialized variables...\n");
    printf("%c, %d, %f\n", c, x, d); // undefined behavior
}
```

*Possible Output:*

---

```
Accessing uninitialized variables...
[, 32767, 0.000000
```

---

In this example, we are trying to access/print out uninitialized local variables. This leads to undefined behavior and, consequently, the strange output.

We should always initialize our variables before using them. Example:

```
#include <stdio.h>

int main(void)
{
    char c = 'a';
    int x = 0;
    double d = 0.0;

    printf("Accessing initialized variables...\n");
    printf("%c, %d, %f\n", c, x, d); // OK
}
```

*Output:*

---

```
Accessing initialized variables...
a, 0, 0.000000
```

---

## CHAPTER 38

# Do Not Read Out of Bounds

Trying to access an array element that is not there invokes *undefined behavior*. We say we are *reading out of bounds*. The following example demonstrates a common scenario of trying to access a nonexistent, out of bounds array element:

```
#include <stdio.h>

int main(void)
{
    int arr[5] = {10, 20, 30, 40, 50};
    printf("Trying to read out of bounds...\n");
    printf("The non-existent array element is: %d\n", arr[5]);
}
```

*Possible Output:*

---

```
Trying to read out of bounds...
The non-existent array element is: 32767
```

---

In this example, we declared an array of five integers. We then try to access a sixth array element using `a[5]`. But since there is no element `a[5]`, we are invoking undefined behavior. This might cause our program to do anything, including the strange output result above. The same effect would be if we tried to access `a[10]`, `a[256]`, and so on. We can only access elements `a[0]` through `a[4]`. If we want to access only the last array element, we can rewrite the above example to be:

```
#include <stdio.h>

int main(void)
{
    int arr[5] = {10, 20, 30, 40, 50};
    printf("Accessing the existent array element...\n");
    printf("The existent array element is: %d\n", arr[4]);
}
```

*Output:*

---

```
Accessing the existent array element...
The existent array element is: 50
```

---

## CHAPTER 39

# Do Not Free the Allocated Memory Twice

Trying to free the allocated memory *two times* causes undefined behavior. The following example shows the wrong usage of two free statements:

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

int main(void)
{
    printf("Allocating memory...\n");
    int *p = malloc(sizeof(int));
    *p = 123;
    printf("The value is: %d\n", *p);
    printf("Freeing twice - undefined behavior.\n");
    free(p);
    free(p); // undefined behavior
}
```

*Possible Output:*

---

```
Allocating memory...
The value is: 123
Freeing twice - undefined behavior.
free(): double free detected in tcache 2
Aborted (core dumped)
```

---

In this example, we wrongly tried to free the already freed memory by invoking a second `free(p);` statement.

The correct way is to free the allocated memory *only once*:

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

int main(void)
{
    printf("Allocating memory...\n");
    int *p = malloc(sizeof(int));
    *p = 123;
    printf("The value is: %d\n", *p);
    printf("Freeing once.\n");
    free(p); // OK
}
```

*Output:*

---

```
Allocating memory...
The value is: 123
Freeing once.
```

---

## CHAPTER 40

# Do Not Cast the Result of malloc

In C, we do not need to cast the result of `malloc`. The following example wrongly performs the cast:

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

int main(void)
{
    printf("Casting the result of malloc. Not needed!\n");
    int *p = (int *)malloc(sizeof(int));
    *p = 123;
    printf("The result is: %d\n", *p);
    free(p);
}
```

*Output:*

---

```
Casting the result of malloc. Not needed!
The result is: 123
```

---

This example casts the result of `malloc` to type `int*`. This is not needed as the `malloc`'s return value type is `void*`. And `void*` is safely and implicitly convertible to the correct pointer type. The cast also adds unneeded code clutter. The proper example would be:

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

```
int main(void)
{
    printf("Allocating memory without casting.\n");
    int *p = malloc(sizeof(int));
    *p = 123;
    printf("The result is: %d\n", *p);
    free(p);
}
```

*Output:*

---

```
Allocating memory without casting.
The result is: 123
```

---

Furthermore, we could also replace the `sizeof(int)` expression with the `sizeof *p` expression, to not depend on the type name. Example:

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

int main(void)
{
    printf("Allocating memory without casting.\n");
    int *p = malloc(sizeof *p);
    *p = 123;
    printf("The result is: %d\n", *p);
    free(p);
}
```

*Output:*

---

```
Allocating memory without casting.
The result is: 123
```

---

This casting habit probably stems from the world of C++, where the cast is needed. The rule of thumb is as follows: in C, we do not need to cast the result of `malloc`, while in C++, we should. C and C++ are two completely different programming languages with different sets of rules.



## CHAPTER 41

# Do Not Overflow a Signed Integer

There are lower and upper limits to values a signed integer can hold. The maximum signed integer value is represented by an `INT_MAX` macro, and the minimum signed integer value is represented by the `INT_MIN` macro. These macros are declared inside the `<limits.h>` header.

Trying to store the value that is higher than the allowable maximum or lower than the allowable minimum causes *undefined behavior*. Example:

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

int main(void)
{
    int x = INT_MAX;
    printf("The maximum integer value is: %d\n", x);
    printf("Trying to store a value higher than the maximum...\n");
    x = INT_MAX + 1; // undefined behavior
    printf("The variable value is now: %d\n", x);
}
```

*Output:*

---

```
The maximum integer value is: 2147483647
Trying to store a value higher than the maximum...
The variable value is now: -2147483648
```

---

This example tries to store the number that is higher than the allowable maximum for type `int`. This causes undefined behavior and the so-called *integer overflow*, resulting in strange negative value output. We should make sure we do not try to store signed integer values outside the allowable range.

---

**Note** Overflowing an **unsigned** integer is well defined, but it should also be avoided.

---

## CHAPTER 42

# Cast a Pointer to void\* When Printing Through printf

When printing out a pointer's value (the memory address it points to) using a `printf` function and a `%p` format specifier, we need to cast that pointer to type `void*` first. Simply trying to print out the pointer value through `printf` causes undefined behavior. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int *p = &x;
    printf("The pointer value is: %p\n", p); // undefined behavior
}
```

*Possible Output:*

---

The pointer value is: 0x7ffc57d762ec

---

This example causes undefined behavior because the `%p` format specifier expects a type `void*`, and we are passing in `int*`. The same applies when trying to print out any other pointer type.

We need to cast the pointer to type `void*` when printing out the pointer's value using a `printf` function. Example:

```
#include <stdio.h>

int main(void)
{
    int x = 123;
    int *p = &x;
    printf("The pointer value is: %p\n", (void *)p); // OK
}
```

*Possible Output:*

---

The pointer value is: 0x7ffe9d9262dc

---

## CHAPTER 43

# Do Not Divide by Zero

Trying to divide by zero (0) causes undefined behavior, as shown in the following example:

```
#include <stdio.h>

int main(void)
{
    printf("Trying to divide with zero...\n");
    int x = 123;
    int y = x / 0; // undefined behavior
    printf("The result is: %d\n", y);
}
```

*Possible Output:*

---

```
Trying to divide with zero...
Floating point exception (core dumped)
```

---

Similar to math rules, we should not divide by zero in C either. The above example causes undefined behavior. We should replace the zero with any other value.

## CHAPTER 44

# Where to Use Pointers?

In this chapter, we discuss several pointers use cases, including the use of pointers as function parameters.

## 44.1 Pointers to Existing Objects

Pointers can point to existing data objects using the address-of operator `&`. Example:

```
#include <stdio.h>

int main(void)
{
    char mychar = 'A';
    char *p = &mychar;
    printf("The pointed-to value is: %c\n", *p);
}
```

*Output:*

---

The pointed-to value is: A

---

This example defines a variable of type `char` and makes the pointer point at that variable/data object using the `&` operator. The variable's type `char` is matched by pointers `char *` type. If we want to have a pointer that points to an existing `int` object, we will use the `int *` type for a pointer. Example:

```
#include <stdio.h>

int main(void)
{
    int myvar = 123;
    int *p = &myvar;
    printf("The pointed-to value is: %d\n", *p);
}
```

*Output:*

---

The pointed-to value is: 123

---

## 44.2 Pointers to Arrays

A pointer can point to an array. We can simply assign the *array name* to a *pointer name* without using the `&` operator. The pointer then points at the first element of the array.

Example:

```
#include <stdio.h>

int main(void)
{
    int arr[] = {10, 20, 30, 40, 50};
    int *p = arr;
    printf("The first array element is: %d\n", *p);
}
```

*Output:*

---

The first array element is: 10

---

To print out the next array element, we can use pointer arithmetics. By adding 1 to our pointer, we increase the address it points to by 1 (1 times the size of the pointed-to element), which is the second array element with a value of 20. Example:

```
#include <stdio.h>

int main(void)
{
    int arr[] = {10, 20, 30, 40, 50};
    int *p = arr;
    printf("The first array element is: %d\n", *p);
    p++;
    printf("The next array element is: %d\n", *p);
}
```

*Output:*

---

```
The first array element is: 10
The next array element is: 20
```

---

To access all array elements using a pointer, we can dereference a pointer using a subscript operator [ ] in combination with an index/counter to iterate through all array elements:

```
#include <stdio.h>

int main(void)
{
    int arr[] = {10, 20, 30, 40, 50};
    int *p = arr;
    printf("Printing array elements using a pointer:\n");
    for (int i = 0; i < 5; i++)
    {
        printf("%d ", p[i]);
    }
}
```



*Output:*


---

 Printing array elements using a pointer:  
 10 20 30 40 50
 

---

## 44.3 Pointers to String Constants

A string constant is an array of characters enclosed in double quotes. The following is a string constant:

```
"Hello World!"
```

The string constant is a character array made up of visible characters plus one invisible, null terminating `\0` character at the end. The type of string constant/character array is `char[]`. We can directly assign this string constant to our pointer of type `char*`. Example:

```
#include <stdio.h>

int main(void)
{
    char *str = "Hello World!";
    printf("The value is: %s\n", str);
}
```

*Output:*


---

 The value is: Hello World!
 

---

Since the string constant itself is read-only and cannot be modified, we should also add the `const` qualifier:

```
#include <stdio.h>

int main(void)
{
    const char *str = "This string can not be modified!";
    printf("The value is: %s\n", str);
}
```

*Output:*

---

The value is: This string can not be modified!

---



---

**Note** We **do not** free the pointers to existing variables, arrays, and string constants. We only free the pointers to dynamically allocated memory.

---

We discuss pointers to dynamically allocated memory in the following sections.

## 44.4 Pointers to Dynamically Allocated Memory

Memory obtained through calls to `malloc`, `calloc`, and `realloc` is referred to as *dynamically allocated memory*. Pointers can point to this newly allocated memory (block). The dynamically allocated memory must be explicitly freed when we no longer need it. The following example dynamically allocates a memory block for one integer using `malloc`:

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

int main(void)
{
    printf("Allocating memory...\n");
    int *p = malloc(sizeof(int)); // allocate the memory
    if (p)
    {
        *p = 123456; // manipulate memory
        printf("The value is: %d\n", *p);
    }
    printf("Deallocating memory...\n");
    free(p); // deallocate the memory
    printf("Done.\n");
}
```

*Output:*

---

```
Allocating memory...
The value is: 123456
Deallocating memory...
Done.
```

---



---

**Note** Dynamically allocated memory obtained through `malloc`, `calloc`, or `realloc` **must be** explicitly freed/deallocated.

---

## 44.5 Pointers as Function Arguments

Functions can have parameters of pointer types. We pass pointers to these functions as arguments. The following example defines a function that expects an integer pointer as an argument and modifies the pointed-to value. Example:

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

void myfunction(int *arg)
{
    *arg = 456;
}

int main(void)
{
    int x = 123;
    int *p = &x;
    printf("The pointed-to value before the function call: %d\n", *p);
    myfunction(p);
    printf("The pointed-to value after the function call: %d\n", *p);
}
```

*Output:*

---

```
The pointed-to value before the function call: 123
The pointed-to value after the function call: 456
```

---

This example defines a function that accepts a pointer as an argument. The function then modifies the pointed-to value by dereferencing an argument. In the main function, we have one pointer `p` that points to an `int` variable called `x`. We pass that pointer to our function, and the function modifies the pointed-to value.

To pass a *regular variable* to our function accepting a pointer, we pass in the *address of a variable/object*. Example:

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

void myfunction(int *arg)
{
    *arg = 456;
}

int main(void)
{
    int x = 123;
    printf("The value before the function call: %d\n", x);
    myfunction(&x); // pass in the address of x
    printf("The value after the function call: %d\n", x);
}
```

*Output:*

---

```
The value before the function call: 123
The value after the function call: 456
```

---

This example uses the address of `x` (`&x`) expression as an argument for our function accepting a pointer type. We say we pass the argument *by address/reference*.

Suppose a function needs to modify the pointer's value (not the pointed-to value). For example, the function increments the value of a pointer by one. In that case, we use a double pointer for a function parameter and pass in the address of a pointer variable in the main program. Example:

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

void myfunction(int **arg)
{
    (*arg)++;
}

int main(void)
{
    int arr[] = {10, 20, 30};
    int *p = arr;
    printf("Pointer value before the function call: %p\n", (void *)p);
    printf("Pointed-to value before the function call: %d\n", *p);
    myfunction(&p); // pass in the pointer
    printf("Pointer value after the function call: %p\n", (void *)p);
    printf("Pointed-to value after the function call: %d\n", *p);
}
```

*Possible Output:*

---

```
Pointer value before the function call: 0x7fffe590b22c
Pointed-to value before the function call: 10
Pointer value after the function call: 0x7fffe590b230
Pointed-to value after the function call: 20
```

---

The function accepts an argument of type `int **` (a pointer to a pointer type). It dereferences the double-pointer using the `*arg` expression (to an actual type of the pointer, which is `int*`) and increments it using the `++` operator. The parentheses inside the `(*arg)++` expression ensure the dereferencing occurs before incrementing. The function increments the value of a pointer itself. In the main program, we have a pointer that points to the first element of an array. After the function call, its value is incremented, and the pointer `p` now points at the second array element.

## CHAPTER 45

# Prefer Functions to Function-Like Macros

Prefer writing and using *real functions* to *function-like macros*. While it might be tempting to write and use function-like macros instead of functions, this might not be a good choice for the following reasons:

- Macros can cause side effects.
- No type checking is performed.
- Macros are preprocessed, not compiled.
- They do not check compiler errors and are harder to debug.

Consider the following example, which uses a macro-like function to square a given parameter:

```
#include <stdio.h>

#define SQR(a) ((a) * (a))

int main(void)
{
    int x = 1;
    int result = SQR(++x);
    printf("With the macro: %d\n", result);
}
```

*Output:*

---

With the macro: 9

---

This example defines a function-like macro that squares a value. For illustration purposes, we pass in a `++x` expression as an argument. We get the value of 9 and not 4 as otherwise expected. This is because the `SQR` macro expands to `((++a) * (++a))`, and the value `a` gets incremented two times. Value `a` now becomes 3, and 3 squared is equal to 9.

When using a function, we get the expected result of 4. Example:

```
#include <stdio.h>

#define SQR(a) ((a) * (a))

int sqr(int a)
{
    return a * a;
}

int main(void)
{
    int x = 1;
    int result = SQR(++x);
    printf("With the macro: %d\n", result);

    int y = 1;
    result = sqr(++y);
    printf("With the function: %d\n", result);
}
```

*Output:*

---

```
With the macro: 9
With the function: 4
```

---

## CHAPTER 46

# static Global Names

When we define a variable or a function inside the file/global scope, they have *external linkage* by default. They can be referred to from other .c files/translation units. The `static` keyword in front of variables and functions in a global scope marks them visible only to the current source file/translation unit, the unit in which they are declared/defined. We say the `static` specifier makes them have *internal linkage*. So, globals we do not want to share with other .c files should be marked as `static`. Here, both `globalx` and `globalfn()` are defined inside the *source.c* file and can be referred to from other .c files as well:

```
#include <stdio.h>

// global scope
int globalx = 123;
void globalfn(void)
{
    printf("The value of a global var is: %d\n", globalx);
}

int main(void)
{
    // local scope
    int localx = 456;
    globalfn();
    printf("The value of a local var is: %d\n", localx);
}
```



*Output:*

---

```
The value of a global var is: 123
The value of a local var is: 456
```

---

We can opt for static globals declarations instead, rendering our `globalx` and `globalfn()` globals visible only to our *source.c* file/translation unit:

```
#include <stdio.h>

// global scope
static int globalx = 123;
static void globalfn(void)
{
    printf("The value of a global var is: %d\n", globalx);
}

int main(void)
{
    // local scope
    int localx = 456;
    globalfn();
    printf("The value of a local var is: %d\n", localx);
}
```

*Output:*

---

```
The value of a global var is: 123
The value of a local var is: 456
```

---

The static specifier is now applied to our globals, making them invisible to other translation units. We say the names now have *internal linkage*, making them visible to the current translation unit/source file only.

## CHAPTER 47

# What to Put in Header Files?

This chapter explains what to and what not to keep in header files. In general, when we want to share data between multiple source files, we create a common header file and include it in each source file. For the following examples, we will use two source files and one common header file:

- `myheaderfile.h` – shared header file
- `source.c` – main source file
- `source2.c` – second source file

A good practice is to guard the content of the *myheaderfile.h* file with the *include guards/header guards*:

```
#ifndef MYHEADERFILE_H
#define MYHEADERFILE_H

// code goes here

#endif
```

## 47.1 Shared Macros

We can include a macro definition in our header file. This will make it accessible across multiple source files/translation units. The *myheaderfile.h* file:

```
#ifndef MYHEADERFILE_H
#define MYHEADERFILE_H

#define MYMACRO 123

#endif
```

Then we include that header file into our *source.c* file:

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

void myfunction(); // declaration of a function defined inside a source2.c

int main(void)
{
    printf("Calling macro from a main: %d\n", MYMACRO);
    myfunction();
}
```

And we include the same header file in our *source2.c* file:

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

void myfunction(void)
{
    printf("Calling macro from a function inside a source2.c: %d\n",
        MYMACRO);
}
```

We compile both source files using the following syntax:

```
gcc -Wall source.c source2.c -std=c11 -pedantic && ./a.out
```

*Output:*

---

```
Calling macro from a main: 123
Calling macro from a function inside a source2.c: 123
```

---

Summary: we created a common header file and put a macro definition code in that file. We then included the header file in both source files. The MYMACRO is now accessible from both the main (and any other) function inside *source.c* and myfunction (and any other) function inside *source2.c*.

Note how we also needed to create a myfunction declaration inside a *source.c* to be able to call it. The next section explains how we can move the function declaration to our header file.

## 47.2 Function Declarations

When we want to share access to global functions across multiple source files, we put those function declarations inside a common header file. If a function is defined inside a file scope in any source file and we want to use it in other source files, we put that function's declaration inside a shared header file. Example of a *myheaderfile.h* file:

```
#ifndef MYHEADERFILE_H
#define MYHEADERFILE_H

void myfunction(); // function declaration
// this function is defined inside the source2.c file

#endif
```

The *source.c* file content:

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

int main(void)
{
    printf("Calling a function defined in the source2.c file:\n");
    myfunction();
}
```

The *source2.c* file:

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

// function definition
void myfunction(void)
{
    printf("This function is defined inside the source2.c.\n");
}
```

We compile both source files and observe the following output:

---

```
Calling a function defined in the source2.c file:
This function is defined inside the source2.c.
```

---

Summary: in our *myheaderfile.h*, we provided a `myfunction` declaration. Then we included the header file in both source files. The `myfunction` function itself is defined in a global/file scope inside a *source2.c* file. We can now call a `myfunction` function from any source file that includes the *myheaderfile.h* file. We say the function now has *shared access*.

## 47.3 Shared extern Variables and Constants

With shared global variables or constants, things are more involved than just putting the variable definition inside a shared file. We need to put the shared variables declarations inside the header file and mark them as `extern`. Then we need to define them only once in some source file.

The `extern` specifier says the name has external linkage and is accessible across multiple source files/translation units. Global names, including functions, are `extern` by default, and we do not need to use `extern` on global functions explicitly. The `extern` also means the object will have a static storage duration.

While the use of global variables is debatable, this approach allows us to have a centralized place for all our shared constants and variables. The *myheaderfile.h* file is:

```
#ifndef MYHEADERFILE_H
#define MYHEADERFILE_H

// shared constants and variables declarations
extern const int MY_MAX;
extern const char *MY_MESSAGE;
extern const double MY_PI;

// shared variables
extern int mysharedint;
extern double myshareddouble;

#endif
```

The *source.c* file is:

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

// myfunction declaration
void myfunction(void);

int main(void)
{
    printf("Accessing shared constants from source.c:\n");
    printf("%d, %s, %f\n", MY_MAX, MY_MESSAGE, MY_PI);
    printf("Accessing shared global variables from source.c:\n");
    printf("%d %f\n", mysharedint, myshareddouble);

    myfunction(); // defined inside the source2.c file
}
```

And the *source2.c* file is:

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

// shared constants definitions
const int MY_MAX = 123;
const char *MY_MESSAGE = "This is a constant string.";
const double MY_PI = 3.14;

// shared variables definitions
int mysharedint = 123;
double myshareddouble = 456.789;

void myfunction(void)
{
    printf("\nAccessing shared constants from source2.c:\n");
    printf("%d, %s, %f\n", MY_MAX, MY_MESSAGE, MY_PI);

    printf("Accessing shared global variables from source2.c:\n");
    printf("%d %f\n", mysharedint, myshareddouble);
}
```

*Output:*

---

```

Accessing shared constants from source.c:
123, This is a constant string., 3.140000
Accessing shared global variables from source.c:
123 456.789000

Accessing shared constants from source2.c:
123, This is a constant string., 3.140000
Accessing shared global variables from source2.c:
123 456.789000

```

---

With shared global variables and shared constants, things are a bit more involved. First, we need to declare the shared variables and constants in the *myheaderfile.h* file and marked them as `extern`. Then we need to define them *only once* inside one of the source files. By including the shared *myheaderfile.h* file in both source files, we can access shared globals from any source file.

The header file should not provide the definition, only the declaration. The source file should not contain external declarations, only definitions.

## 47.4 Other Header Files

Our header file can also include other header files if needed. For example, our user-defined header file can include both the standard-library and user-defined header files.

The *myheaderfile.h* file that includes other headers can look like:

```

#ifndef MYHEADERFILE_H
#define MYHEADERFILE_H

#include <stdio.h> // include the standard library header
#include "userdefined.h" // include the user-defined header

#endif

```

# PART V

## Appendices

The following appendices describe some of the C language and C standard library features and concepts we are likely to encounter when working with C programs.



## APPENDIX A

# Linkage

When we compile our source code, the compiler stitches a header and source file's content to create a single source file called a *translation unit*. The translation unit is then used to produce an *object file*. If we compile multiple source files, we get multiple object files. The linker then assembles these object files to produce an *executable file*.

A *linkage* can be seen as a name's property that determines the name's accessibility across translation units. By *name*, we mean *variables and functions*. If a name is visible only to/inside a *current* translation unit, we say it has *internal linkage*. If a name is visible to *all* translation units, we say it has *external linkage*.

Static global names have internal linkage. Example:

```
#include <stdio.h>

// global scope

static int x = 123; // internal linkage
static void myfunction() // internal linkage
{
    printf("The value is: %d\n", x);
}

int main(void)
{
    printf("Calling a global function with internal linkage.\n");
    myfunction();
}
```

*Output:*

---

```
Calling a global function with internal linkage.
The value is: 123
```

---

Names declared inside a global/file scope have *external linkage* by default. Example:

```
#include <stdio.h>

// global scope

int x = 123; // external linkage
void myfunction() // external linkage
{
    printf("The value is: %d\n", x);
}

int main(void)
{
    printf("Calling a global function with external linkage.\n");
    myfunction();
}
```

*Output:*

---

```
Calling a global function with external linkage.
The value is: 123
```

---

Local names (names local to a function) have no linkage. Example:

```
#include <stdio.h>

// global scope

int main(void)
{
    // local scope

    int x = 123; // no linkage
    printf("The value of a variable with no linkage is: %d\n", x);
}
```

*Output:*

---

```
The value of a variable with no linkage is: 123
```

---

## APPENDIX B

# Time and Date

The `<time.h>` header declares functions that allow us to work with date/time. In this appendix, we explain how to obtain and format the current time and date.

The `time` function is declared inside the `<time.h>` header and returns the current date-time (date-time since epoch) as an object of type `time_t`. The function has the following signature:

```
time_t time(time_t *arg);
```

The type `time_t` is a type capable of storing times. The `time` function can return the calendar time when `arg` is `NULL`:

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

int main(void)
{
    time_t mytime = time(NULL);
    printf("Obtained the current time to a mytime variable.\n");
}
```

or store it inside an object pointed to by `arg`:

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

int main(void)
{
    time_t mytime;
    time(&mytime);
    printf("Obtained the current time to a mytime variable.\n");
}
```

There are a number of steps involved when getting and formatting the time.

- Get the current date-time using a time function.
- Store/convert the obtained date-time into a `tm` struct using `localtime` or `gmtime`.
- Format the obtained time using the `strftime`.

The following example obtains a date-time and stores it into a `tm` struct using a `localtime` function:

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

int main(void)
{
    time_t mytime = time(NULL);
    struct tm *now;
    now = localtime(&mytime);
    printf("Obtained and stored the current time.\n");
}
```

The `localtime` function converts obtained local time to a `tm` calendar time. The `tm` structure holds the calendar date and time. The `tm` structure has the following predefined member fields of type `int`:

- `tm_sec` – seconds from 0 to 60
- `tm_min` – minutes from 0 to 59
- `tm_hour` – hours from 0 to 23
- `tm_mday` – days from 1 to 31
- `tm_mon` – months from 0 to 11
- `tm_year` – years since 1900
- `tm_wday` – days since Sunday from 0 to 6
- `tm_yday` – days since January the 1st from 0 to 365
- `tm_isdst` – daytime saving value, positive if active, zero if not

The final thing left to do is to convert the `tm` time to a string using a `strftime` function and appropriate format specifiers:

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

int main(void)
{
    time_t mytime = time(NULL);
    struct tm *nowtm;
    char str[70];
    nowtm = localtime(&mytime);
    strftime(str, sizeof str, "%T", nowtm);
    printf("The time is: %s\n", str);
}
```

*Output:*

---

The time is: 23:02:10

---

The `strftime` function converts the calendar date/time stored inside the `tm` structure to a string according to format specifiers used. Here we used the `%T` format specifier, which is the same as the `%H:%M:%S` format.

To format the obtained date/time as a date only, we can use the `%D` format specifier. Example:

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

int main(void)
{
    time_t mytime = time(NULL);
    struct tm *nowtm;
    char str[70];
    nowtm = localtime(&mytime);
    strftime(str, sizeof str, "%D", nowtm);
    printf("The date is: %s\n", str);
}
```

*Output:*


---

The date is: 11/26/20

---

This example uses the %D format specifier inside the strftime function to output only the date part of the obtained date-time. The %D format specifier is equivalent to %m/%d/%y format.

When we populate the tm structure, we can access its individual fields. For example, if we need to access and display minutes and seconds as integers, we write:

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

int main(void)
{
    time_t mytime = time(NULL);
    struct tm *nowtm;
    nowtm = localtime(&mytime);
    printf("Minutes and seconds are: %d:%d\n", nowtm->tm_min,
        nowtm->tm_sec);
}
```

*Output:*


---

Minutes and seconds are: 42:12

---

In this example, we do not convert the obtained date-time to a string strftime function. We simply use the tm structure's fields representing minutes and numbers, called tm\_min and tm\_sec, and print them out using the printf function.

## APPENDIX C

# Bitwise Operators

So far, we have talked about data in terms of bytes. A *byte* is the smallest addressable region of memory/data storage. We access and manipulate this memory through variables and pointers. One byte can be used to represent the value of a single `char` variable. Four bytes can be used to represent the value of a single `int`.

A single byte usually consists of eight smaller parts called *bits*. A bit can have one of two values we symbolically refer to as 0 and 1. A single byte that represents the decimal number 1 can have the following bit representation:

0	0	0	0	0	0	0	1
---	---	---	---	---	---	---	---

A single byte representing the decimal value of 10 (usually, depending on the implementation and endianness) has the following bits:

0	0	0	0	1	0	1	0
---	---	---	---	---	---	---	---

Bitwise operators allow us to manipulate individual bits of a byte or bytes in several ways. The first bitwise operator we discuss is the bitwise NOT operator `~`.

## C.1 The Bitwise NOT Operator `~`

The bitwise NOT operator `~`, also called a *unary complement operator*, returns the result of converting/flipping every bit inside an expression. The operator has the following signature:

```
~expression_of_an_integral_type
```

Every bit's value of 1 becomes 0, and the value of 0 becomes 1. The following example flips the bits of an integer constant 10 and stores the result into our char variable:

```
#include <stdio.h>

int main(void)
{
    char c = 10;
    printf("The value is: %d\n", c);
    printf("Applying the bitwise ~ operation...\n", c);
    c = ~10; // bitwise NOT
    printf("The value is: %d\n", c);
}
```

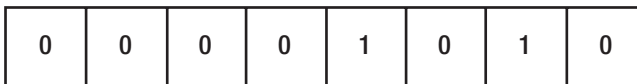
*Output:*

---

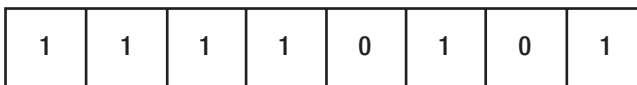
The value is: 10  
Applying the bitwise ~ operation...  
The value is: -11

---

This example first assigns the value of 10 to our char variable *c*. Remember, we can assign both numbers and character constants to our chars. The decimal value of 10 is equal to the binary value of 00001010. Now, our byte might look like:



Next, we perform the bitwise NOT operation on the integer constant 10 using the `~10` expression and assign the result to our char variable. All the bits are flipped, and the resulting byte now looks like:



Our variable *c* now holds a decimal value of -11, which is equal to 11110101 in binary.



## C.2 Bitwise Shift Operators << and >>

The bitwise shift operators << and >> return the result of shifting the bits of an integral expression to the left/right by N places. The bitwise operands have the following signatures:

```
integral_expressions << n_places - shifts bits to the left by
n_places
```

```
integral_expressions >> n_places - shifts bits to the right by
n_places
```

To shift the bits to the left by four places, we write:

```
#include <stdio.h>

int main(void)
{
    char c = 10;
    printf("The value before the bit shifting is: %d\n", c);
    c = c << 4;
    printf("The value after the bit shifting is: %d\n", c);
}
```

*Output:*

---

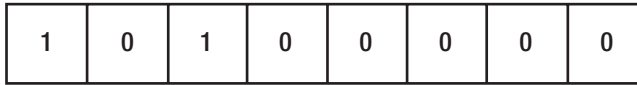
```
The value before the bit shifting is: 10
The value after the bit shifting is: -96
```

---

This example assigns the value of decimal 10 to our char variable. Then it performs the left shift by four places and assigns the result to the same variable. When shifting bits to the left, the vacant bits are filled with zeros. Our byte having a value of 10 before the left shift looked like:

0	0	0	0	1	0	1	0
---	---	---	---	---	---	---	---

After the left shift by four places, the byte looks like:



The binary value of 10100000 is equal to the decimal value of -96.

If we want to shift the bits to the right by four places, we use the right shift operator >>. Example:

```
#include <stdio.h>

int main(void)
{
    char c = 10;
    printf("The value before the bit shifting is: %d\n", c);
    c = c >> 4;
    printf("The value after the bit shifting is: %d\n", c);
}
```

*Output:*

---

The value before the bit shifting is: 10  
 The value after the bit shifting is: 0

---

In this example, we performed a right shift to the right by four places. In this case, the vacant bits are filled with zeros.

When performing the right shift of a signed integer, the vacant bits are filled either with 0 or with a sign bit, depending on the implementation. An example where we shift the bits of a signed number by four places:

```
#include <stdio.h>

int main(void)
{
    char c = -10;
    printf("The value before the bit shifting is: %d\n", c);
    c = c >> 4;
    printf("The value after the bit shifting is: %d\n", c);
}
```

*Output:*

---

The value before the bit shifting is: -10  
 The value after the bit shifting is: -1

---

Here we perform the bit shifting to the right by four places. The vacant bits are filled with a sign bit value (vacant bits are filled with 1), resulting in a decimal value of -1. Before the shift, the byte with a decimal value of -10 looked like:

1	1	1	1	0	1	1	0
---	---	---	---	---	---	---	---

After shifting all bits to the right by four places and filling the vacant bits with 1, the byte looks like:

1	1	1	1	1	1	1	1
---	---	---	---	---	---	---	---

---

**Hint** Try shifting the bits of values lesser than -16 to observe results other than -1.

---

Shifting the unsigned integer to the right always fills vacant bits with zeros. Example:

```
#include <stdio.h>

int main(void)
{
    unsigned x = 256;
    printf("The value before the bit shifting is: %d\n", x);
    x = x >> 4;
    printf("The value after the bit shifting is: %d\n", x);
}
```

*Output:*

---

The value before the bit shifting is: 256  
 The value after the bit shifting is: 16

---

In this example, we used a variable of an unsigned int type with a decimal value of 256. Since unsigned can be 4 bytes long, the decimal number of 256 can have the following binary representation:

```
00000000 00000000 00000001 00000000
```

After shifting all the bits to the right by four places, the binary value can look like:

```
00000000 00000000 00000000 00010000
```

The above bits represent the decimal value of 16.

**Note** The order of bytes in a multibyte type depends on endianness.

Endianness is the order of bytes (the sequence of bytes) in a multi-byte data/memory. Big-endian stores the most significant bytes at the beginning. The little-endian stores the most significant bytes at the end of a multi-byte memory region.

### C.3 The Bitwise AND Operator &

The bitwise AND operator & returns the result of a *logical AND* operation using bits from the left-hand side expression and the corresponding bits from a right-hand side argument. The & operator has the following syntax:

```
left_integral_expression & right_integral_expression
```

If both bits from the left-hand side and the right-hand side expressions are 1, the result will be 1, 0 otherwise. The following table shows the result of a bitwise AND operation:

X	Y	X & Y
1	1	1
0	1	0
1	0	0
0	0	0

An example where we use the logical AND bitwise operator using the 1111 and the 1010 pattern:

```
#include <stdio.h>

int main(void)
{
    unsigned x = 255;
    printf("The value before the bitwise AND: %d\n", x);
    x = x & 0xffff; // 0xffff has the 1111 pattern
    printf("After the bitwise AND using the 1111 mask: %d\n", x);

    unsigned y = 255;
    printf("The value before the bitwise AND: %d\n", y);
    y = y & 0xaaaa; // 0xaaaa has the 1010 pattern
    printf("After the bitwise AND using the 1010 mask: %d\n", y);
}
```

*Output:*

---

```
The value before the bitwise AND: 255
After the bitwise AND using the 1111 mask: 255
The value before the bitwise AND: 255
After the bitwise AND using the 1010 mask: 170
```

---

This example applies the bitwise & operator on its two operands. First, it uses the hexadecimal 0xffff constant as its right-hand side expression. The value of 0xffff corresponds to the 1111 pattern. The result of a 255 & 0xffff expression remains the same as the original 255 value. Next, we perform the bitwise AND operation on bits from y with bits from 0xaaaa hexadecimal constant. The value of 0xaaaa corresponds to the pattern of 1010, and the result of a 255 & 0xaaaa expression is 170 in decimal.

There are other, arguably less used bitwise operators as well. They are:

- Bitwise OR |
- Bitwise exclusive OR ^
- Compound left shift assignment >>=
- Compound right shift assignment <<=

## APPENDIX D

# Numeric Limits

The C standard library provides facilities that help us determine numeric limits for various integer and floating-point types.

## D.1 Integer Types Limits

The `<limits.h>` header provides useful macros for inspecting limits of various integer types and objects. Here we describe a few.

The `CHAR_BIT` macro constant represents the number of bits in a byte. Example:

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

int main(void)
{
    printf("The number of bits in a byte: %d\n", CHAR_BIT);
}
```

*Output:*

---

The number of bits in a byte: 8

---

The `CHAR_MIN` and `CHAR_MAX` macros represent the minimum and maximum values a type `char` can store on our implementation. Example:

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

```
int main(void)
{
    printf("The minimum value a char can store is: %d\n", CHAR_MIN);
    printf("The maximum value a char can store is: %d\n", CHAR_MAX);
}
```

*Output:*

---

```
The minimum value a char can store is: -128
The maximum value a char can store is: 127
```

---

The `INT_MIN` and `INT_MAX` macros represent the minimum and maximum values a type `int` can hold. Example:

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

int main(void)
{
    printf("The minimum value an int can store is: %d\n", INT_MIN);
    printf("The maximum value an int can store is: %d\n", INT_MAX);
}
```

*Output:*

---

```
The minimum value an int can store is: -2147483648
The maximum value an int can store is: 2147483647
```

---

Some of the other macro constants declared inside the `<limits.h>` header are:

- `LONG_MIN` – minimum value a type `long` can hold
- `LLONG_MIN` – minimum value a type `long long` can hold
- `LONG_MAX` – maximum value a type `long` can hold
- `LLONG_MAX` – maximum value a type `long long` can hold
- `UCHAR_MAX` – maximum value a type `unsigned char` can hold

- `UINT_MAX` – maximum value a type unsigned can hold
- `ULONG_MAX` – maximum value a type unsigned long can hold
- `ULLONG_MAX` – maximum value a type unsigned long long can hold

## D.2 Floating-Point Types Limits

As part of the C standard library, the `<float.h>` header defines several macros used to represent minimum and maximum values for floating-point types.

The `FLT_MIN` macro represents the minimum, positive value of type `float`. Example:

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

int main(void)
{
    printf("The minimum, positive value for a float is: %e\n", FLT_MIN);
}
```

*Output:*

---

The minimum, positive value for a float is: 1.175494e-38

---

In this example, we used the `%e` format specifier which converts the floating point value to an exponent decimal (scientific) representation.

The `FLT_MAX` macro represents the maximum value for type `float`. Example:

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

int main(void)
{
    printf("The maximum value for a float is: %f\n", FLT_MAX);
}
```



*Output:*


---

The maximum value for a float is: 340282346638528859811704183484516925  
440.000000

---

Another essential macro is the FLT\_EPSILON constant, representing the difference between 1.0 and the next number that can be represented using type float. Example:

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

int main(void)
{
    float f = 1.0f;
    printf("The value of f is: %e\n", f);
    printf("The next representable number is larger by: %e\n",
        FLT_EPSILON);
}
```

*Output:*


---

The value of f is: 1.000000e+00  
The next representable number is larger by: 1.192093e-07

---

Other floating-point macro constants are:

- DBL\_EPSILON – the difference between 1.0 and the next number that can be represented using the type double
- LDBL\_EPSILON – the difference between 1.0 and the next number that can be represented using the type long double
- DBL\_MIN – minimum, positive value for type double
- LDBL\_MIN – minimum, positive value for type long double
- DBL\_MAX – maximum value for type double
- LDBL\_MAX – maximum value for type long double

## APPENDIX E

# Summary and Advice

Dear reader, congratulations on finishing this book. At this point, you should be more than sufficiently familiar with the C language and C standard library essentials.

Even after many decades, the C programming language still grows strong. Where is C used in the real world? Major operating systems were written in C. Our vehicles are packed with sensors controlled by small computers whose software was written in C. Large industrial facilities are controlled by machines that run on software written in C. Majority of embedded development still relies on C. So, being a C developer is a good career choice.

## E.1 What to Learn Next?

When we write our program, we want to step through the code and inspect all the values. This is called *debugging*. Learn about debugging using *GDB* if on Linux or using a built-in debugger in Visual Studio.

When we have a large project consisting of multiple files, we want to compile them by invoking an underlying build system. Learn about build systems such as *MAKE* and *CMAKE*.

Software projects are managed using the so-called *source control* or *version-control* software. This software allows us to manage and control changes to our source code. We commit the source code to the repository, make changes, and revert the code when needed. Learn about version control software such as *GIT*, *Subversion*, and others.

Explore existing C projects found on GitHub as well as other open-source projects written in C.

## E.2 Online References

There is a user-maintained, well-written online reference at:

<https://en.cppreference.com/w/c>

There is a community-driven Q&A programming site called *Stack Overflow*. The Stack Overflow C section is located at:

<https://stackoverflow.com/questions/tagged/c>

The C language and standard library drafts can be downloaded as PDF documents from:

<https://en.cppreference.com/w/c/links>

Linux manual pages are available at:

<https://linux.die.net/man/>

and:

<https://man7.org/linux/man-pages/>

## E.3 Other C Books

For more C books, refer to a curated list of C books on Stack Overflow:

<https://stackoverflow.com/questions/562303/the-definitive-c-book-guide-and-list>

## E.4 Advice

C is a straightforward, procedural, and relatively concise language. It is a language that efficiently maps to hardware and gives us immense control over the machine. Below is some advice that might help you further advance your C knowledge.

Be sure to make the distinction between C and C++, as they are two completely different languages.

Aim to be around knowledgeable people, get a 9 to 5 C job, or start your own. Remember, C programmers are in high demand. The job pays well and also gets you places.

But above all, the world of C programming is a rewarding and exciting place to be in.

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