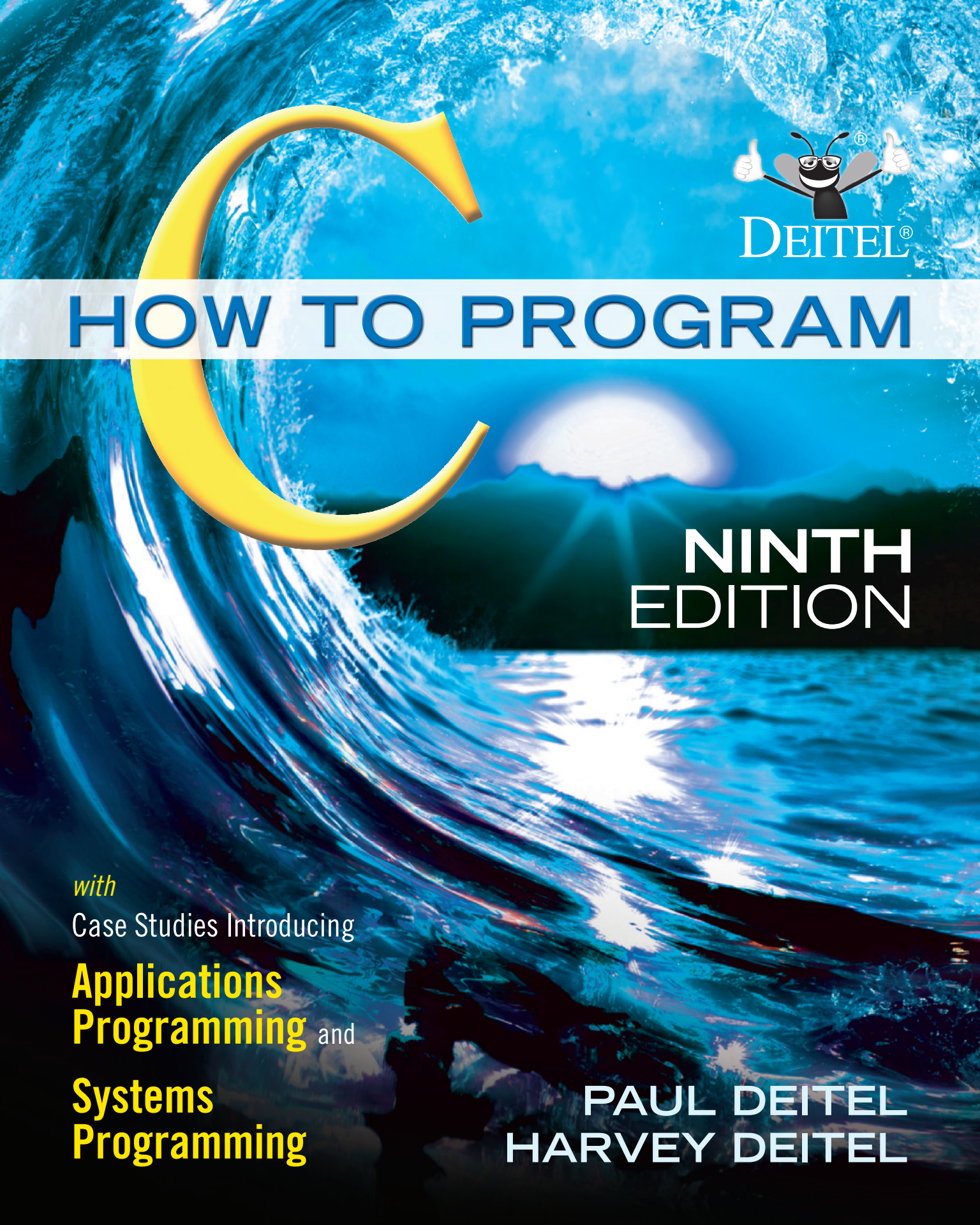
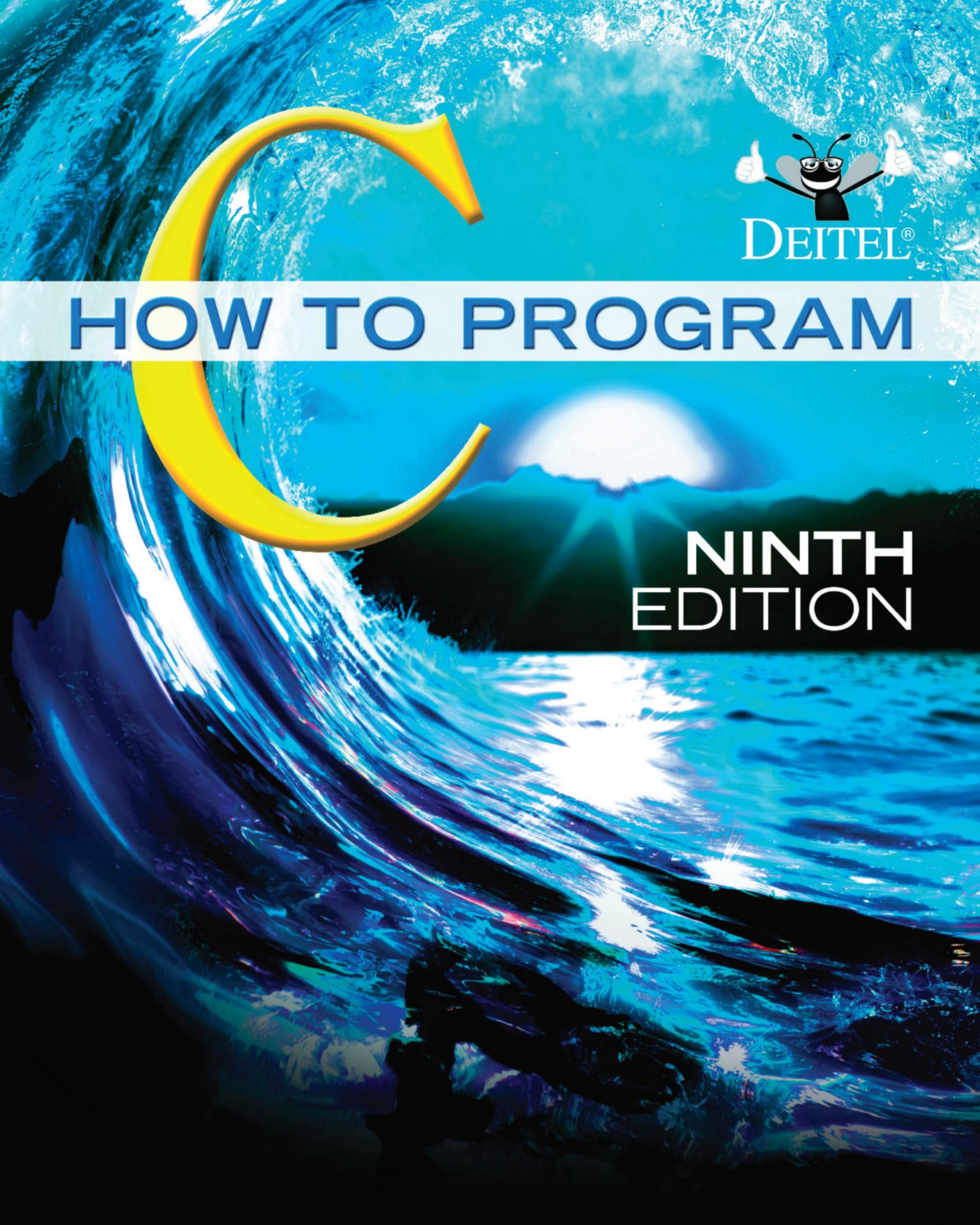

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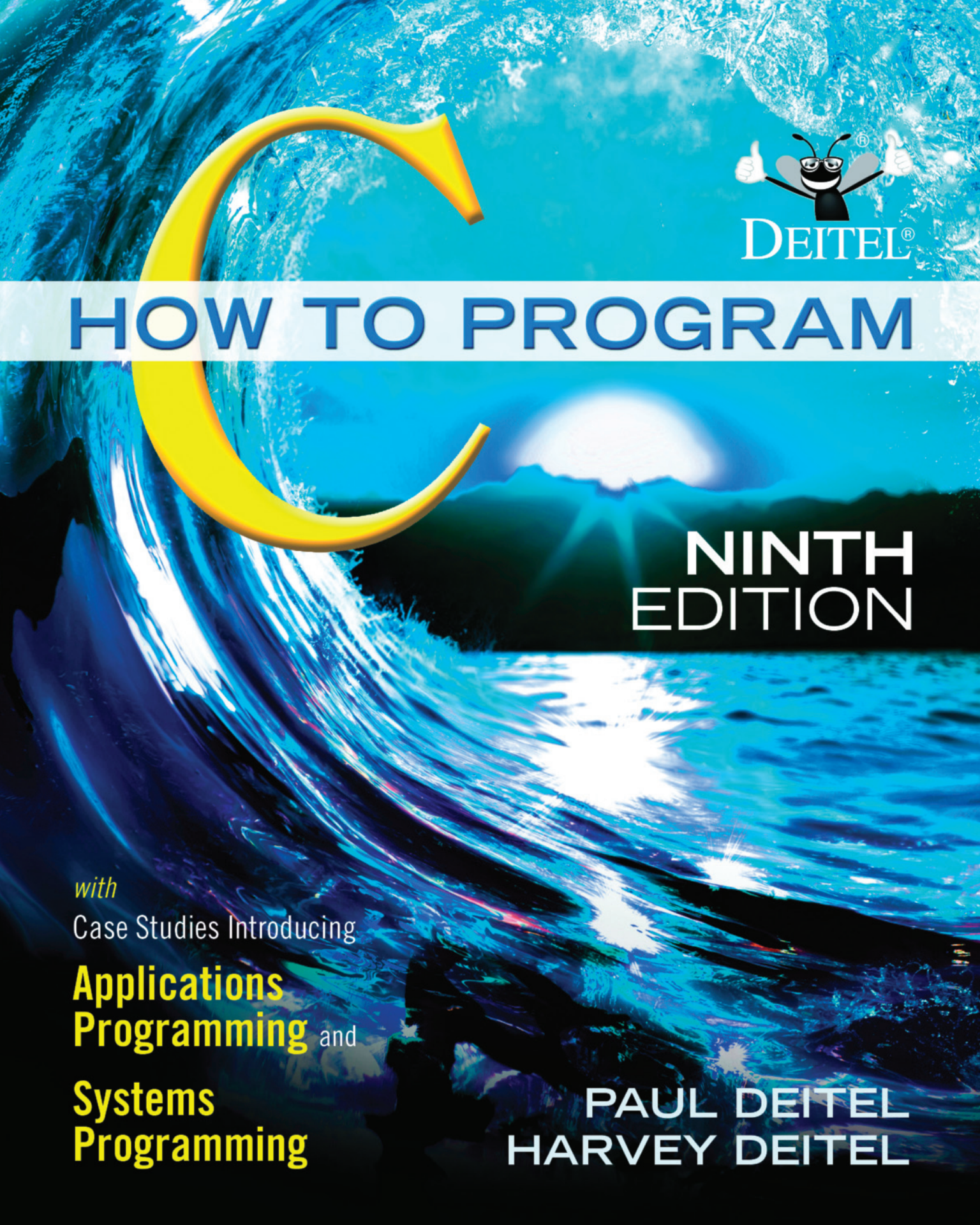
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creator of the C programming language
and co-creator of the UNIX operating system.

Paul and Harvey Deitel

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Contents

Appendices D–G are PDF documents posted online at the book's Companion Website (located at `https://www.pearson.com/deitel`).

Preface xix

Before You Begin li

1 Introduction to Computers and C 1

1.1 Introduction 2
1.2 Hardware and Software 4
1.2.1 Moore's Law 4
1.2.2 Computer Organization 5
1.3 Data Hierarchy 8
1.4 Machine Languages, Assembly Languages and High-Level Languages 11
1.5 Operating Systems 13
1.6 The C Programming Language 16
1.7 The C Standard Library and Open-Source Libraries 18
1.8 Other Popular Programming Languages 19
1.9 Typical C Program-Development Environment 21
1.9.1 Phase 1: Creating a Program 21
1.9.2 Phases 2 and 3: Preprocessing and Compiling a C Program 21
1.9.3 Phase 4: Linking 22
1.9.4 Phase 5: Loading 23
1.9.5 Phase 6: Execution 23
1.9.6 Problems That May Occur at Execution Time 23
1.9.7 Standard Input, Standard Output and Standard Error Streams 24
1.10 Test-Driving a C Application in Windows, Linux and macOS 24
1.10.1 Compiling and Running a C Application with Visual Studio 2019 Community Edition on Windows 10 25
1.10.2 Compiling and Running a C Application with Xcode on macOS 29

1.10.3 Compiling and Running a C Application with GNU gcc on Linux 32
1.10.4 Compiling and Running a C Application in a GCC Docker Container Running Natively over Windows 10, macOS or Linux 34
1.11 Internet, World Wide Web, the Cloud and IoT 35
1.11.1 The Internet: A Network of Networks 36
1.11.2 The World Wide Web: Making the Internet User-Friendly 37
1.11.3 The Cloud 37
1.11.4 The Internet of Things 38
1.12 Software Technologies 39
1.13 How Big Is Big Data? 39
1.13.1 Big-Data Analytics 45
1.13.2 Data Science and Big Data Are Making a Difference: Use Cases 46
1.14 Case Study—A Big-Data Mobile Application 47
1.15 AI—at the Intersection of Computer Science and Data Science 48

2 Intro to C Programming 55
2.1 Introduction 56
2.2 A Simple C Program: Printing a Line of Text 56
2.3 Another Simple C Program: Adding Two Integers 60
2.4 Memory Concepts 64
2.5 Arithmetic in C 65
2.6 Decision Making: Equality and Relational Operators 69
2.7 Secure C Programming 73

3 Structured Program Development 85
3.1 Introduction 86
3.2 Algorithms 86
3.3 Pseudocode 87
3.4 Control Structures 88
3.5 The `if` Selection Statement 90
3.6 The `if...else` Selection Statement 92
3.7 The `while` Iteration Statement 96
3.8 Formulating Algorithms Case Study 1: Counter-Controlled Iteration 97
3.9 Formulating Algorithms with Top-Down, Stepwise Refinement Case Study 2: Sentinel-Controlled Iteration 99
3.10 Formulating Algorithms with Top-Down, Stepwise Refinement Case Study 3: Nested Control Statements 106
3.11 Assignment Operators 110
3.12 Increment and Decrement Operators 111
3.13 Secure C Programming 114

4 Program Control 133

4.1 Introduction 134
4.2 Iteration Essentials 134
4.3 Counter-Controlled Iteration 135
4.4 `for` Iteration Statement 136
4.5 Examples Using the `for` Statement 140
4.6 `switch` Multiple-Selection Statement 144
4.7 `do...while` Iteration Statement 150
4.8 `break` and `continue` Statements 151
4.9 Logical Operators 153
4.10 Confusing Equality (==) and Assignment (=) Operators 157
4.11 Structured-Programming Summary 158
4.12 Secure C Programming 163

5 Functions 179

5.1 Introduction 180
5.2 Modularizing Programs in C 180
5.3 Math Library Functions 182
5.4 Functions 183
5.5 Function Definitions 184
5.5.1 `square` Function 184
5.5.2 `maximum` Function 187
5.6 Function Prototypes: A Deeper Look 188
5.7 Function-Call Stack and Stack Frames 191
5.8 Headers 195
5.9 Passing Arguments by Value and by Reference 197
5.10 Random-Number Generation 197
5.11 Random-Number Simulation Case Study: Building a Casino Game 202
5.12 Storage Classes 207
5.13 Scope Rules 209
5.14 Recursion 212
5.15 Example Using Recursion: Fibonacci Series 216
5.16 Recursion vs. Iteration 219
5.17 Secure C Programming—Secure Random-Number Generation 222
Random-Number Simulation Case Study: The Tortoise and the Hare 241

6 Arrays 243

6.1 Introduction 244
6.2 Arrays 244
6.3 Defining Arrays 246
6.4 Array Examples 246

6.4.1 Defining an Array and Using a Loop to Set the Array's Element Values 247
6.4.2 Initializing an Array in a Definition with an Initializer List 248
6.4.3 Specifying an Array's Size with a Symbolic Constant and Initializing Array Elements with Calculations 249
6.4.4 Summing the Elements of an Array 250
6.4.5 Using Arrays to Summarize Survey Results 250
6.4.6 Graphing Array Element Values with Bar Charts 252
6.4.7 Rolling a Die 60,000,000 Times and Summarizing the Results in an Array 253
6.5 Using Character Arrays to Store and Manipulate Strings 255
6.5.1 Initializing a Character Array with a String 255
6.5.2 Initializing a Character Array with an Initializer List of Characters 255
6.5.3 Accessing the Characters in a String 255
6.5.4 Inputting into a Character Array 255
6.5.5 Outputting a Character Array That Represents a String 256
6.5.6 Demonstrating Character Arrays 256
6.6 Static Local Arrays and Automatic Local Arrays 258
6.7 Passing Arrays to Functions 260
6.8 Sorting Arrays 264
6.9 Intro to Data Science Case Study: Survey Data Analysis 267
6.10 Searching Arrays 272
6.10.1 Searching an Array with Linear Search 272
6.10.2 Searching an Array with Binary Search 274
6.11 Multidimensional Arrays 278
6.11.1 Illustrating a Two-Dimensional Array 278
6.11.2 Initializing a Double-Subscripted Array 279
6.11.3 Setting the Elements in One Row 281
6.11.4 Totaling the Elements in a Two-Dimensional Array 281
6.11.5 Two-Dimensional Array Manipulations 281
6.12 Variable-Length Arrays 285
6.13 Secure C Programming 289

7 Pointers 309
7.1 Introduction 310
7.2 Pointer Variable Definitions and Initialization 311
7.3 Pointer Operators 312
7.4 Passing Arguments to Functions by Reference 315
7.5 Using the `const` Qualifier with Pointers 319
7.5.1 Converting a String to Uppercase Using a Non-Constant Pointer to Non-Constant Data 320

7.5.2 Printing a String One Character at a Time Using a Non-Constant Pointer to Constant Data 320
7.5.3 Attempting to Modify a Constant Pointer to Non-Constant Data 322
7.5.4 Attempting to Modify a Constant Pointer to Constant Data 323
7.6 Bubble Sort Using Pass-By-Reference 324
7.7 `sizeof` Operator 328
7.8 Pointer Expressions and Pointer Arithmetic 330
7.8.1 Pointer Arithmetic Operators 331
7.8.2 Aiming a Pointer at an Array 331
7.8.3 Adding an Integer to a Pointer 331
7.8.4 Subtracting an Integer from a Pointer 332
7.8.5 Incrementing and Decrementing a Pointer 332
7.8.6 Subtracting One Pointer from Another 332
7.8.7 Assigning Pointers to One Another 332
7.8.8 Pointer to `void` 332
7.8.9 Comparing Pointers 333
7.9 Relationship between Pointers and Arrays 333
7.9.1 Pointer/Offset Notation 333
7.9.2 Pointer/Subscript Notation 334
7.9.3 Cannot Modify an Array Name with Pointer Arithmetic 334
7.9.4 Demonstrating Pointer Subscripting and Offsets 334
7.9.5 String Copying with Arrays and Pointers 336
7.10 Arrays of Pointers 338
7.11 Random-Number Simulation Case Study: Card Shuffling and Dealing 339
7.12 Function Pointers 344
7.12.1 Sorting in Ascending or Descending Order 344
7.12.2 Using Function Pointers to Create a Menu-Driven System 347
7.13 Secure C Programming 349
Special Section: Building Your Own Computer as a Virtual Machine 362
Special Section—Embedded Systems Programming Case Study: Robotics with the Webots Simulator 369

8 Characters and Strings 387
8.1 Introduction 388
8.2 Fundamentals of Strings and Characters 388
8.3 Character-Handling Library 390
8.3.1 Functions `isdigit`, `isalpha`, `isalnum` and `isxdigit` 391
8.3.2 Functions `islower`, `isupper`, `tolower` and `toupper` 393
8.3.3 Functions `isspace`, `iscntrl`, `ispunct`, `isprint` and `isgraph` 394
8.4 String-Conversion Functions 396
8.4.1 Function `strtod` 396

8.4.2 Function `strtol` 397
8.4.3 Function `strtoul` 398
8.5 Standard Input/Output Library Functions 399
8.5.1 Functions `fgets` and `putchar` 399
8.5.2 Function `getchar` 401
8.5.3 Function `sprintf` 401
8.5.4 Function `sscanf` 402
8.6 String-Manipulation Functions of the String-Handling Library 403
8.6.1 Functions `strcpy` and `strncpy` 404
8.6.2 Functions `strcat` and `strncat` 405
8.7 Comparison Functions of the String-Handling Library 406
8.8 Search Functions of the String-Handling Library 408
8.8.1 Function `strchr` 409
8.8.2 Function `strcspn` 410
8.8.3 Function `strpbrk` 410
8.8.4 Function `strrchr` 411
8.8.5 Function `strspn` 411
8.8.6 Function `strstr` 412
8.8.7 Function `strtok` 413
8.9 Memory Functions of the String-Handling Library 414
8.9.1 Function `memcpy` 415
8.9.2 Function `memmove` 416
8.9.3 Function `memcmp` 416
8.9.4 Function `memchr` 417
8.9.5 Function `memset` 417
8.10 Other Functions of the String-Handling Library 419
8.10.1 Function `strerror` 419
8.10.2 Function `strlen` 419
8.11 Secure C Programming 420
Pqyoaf X Nylfomigrob Qwbbfmh Mndogvk: Rboqlrut yua Boklnxhmywex 434
Secure C Programming Case Study: Public-Key Cryptography 440

9 Formatted Input/Output 449
9.1 Introduction 450
9.2 Streams 450
9.3 Formatting Output with `printf` 451
9.4 Printing Integers 452
9.5 Printing Floating-Point Numbers 453
9.5.1 Conversion Specifiers `e`, `E` and `f` 454
9.5.2 Conversion Specifiers `g` and `G` 454
9.5.3 Demonstrating Floating-Point Conversion Specifiers 455
9.6 Printing Strings and Characters 456

9.7 Other Conversion Specifiers 457
9.8 Printing with Field Widths and Precision 458
9.8.1 Field Widths for Integers 458
9.8.2 Precisions for Integers, Floating-Point Numbers and Strings 459
9.8.3 Combining Field Widths and Precisions 460
9.9 `printf` Format Flags 461
9.9.1 Right- and Left-Alignment 461
9.9.2 Printing Positive and Negative Numbers with and without the + Flag 462
9.9.3 Using the Space Flag 462
9.9.4 Using the # Flag 463
9.9.5 Using the 0 Flag 463
9.10 Printing Literals and Escape Sequences 464
9.11 Formatted Input with `scanf` 465
9.11.1 `scanf` Syntax 466
9.11.2 `scanf` Conversion Specifiers 466
9.11.3 Reading Integers 467
9.11.4 Reading Floating-Point Numbers 468
9.11.5 Reading Characters and Strings 468
9.11.6 Using Scan Sets 469
9.11.7 Using Field Widths 470
9.11.8 Skipping Characters in an Input Stream 471
9.12 Secure C Programming 472

10 Structures, Unions, Bit Manipulation and Enumerations 481

10.1 Introduction 482
10.2 Structure Definitions 483
10.2.1 Self-Referential Structures 483
10.2.2 Defining Variables of Structure Types 484
10.2.3 Structure Tag Names 484
10.2.4 Operations That Can Be Performed on Structures 484
10.3 Initializing Structures 486
10.4 Accessing Structure Members with . and -> 486
10.5 Using Structures with Functions 488
10.6 `typedef` 488
10.7 Random-Number Simulation Case Study: High-Performance Card Shuffling and Dealing 489
10.8 Unions 492
10.8.1 `union` Declarations 493
10.8.2 Allowed `unions` Operations 493
10.8.3 Initializing `unions` in Declarations 493
10.8.4 Demonstrating `unions` 494

10.9 Bitwise Operators 495
10.9.1 Displaying an Unsigned Integer's Bits 496
10.9.2 Making Function `displayBits` More Generic and Portable 497
10.9.3 Using the Bitwise AND, Inclusive OR, Exclusive OR and Complement Operators 498
10.9.4 Using the Bitwise Left- and Right-Shift Operators 501
10.9.5 Bitwise Assignment Operators 503
10.10 Bit Fields 504
10.10.1 Defining Bit Fields 504
10.10.2 Using Bit Fields to Represent a Card's Face, Suit and Color 505
10.10.3 Unnamed Bit Fields 507
10.11 Enumeration Constants 507
10.12 Anonymous Structures and Unions 509
10.13 Secure C Programming 510
Special Section: Raylib Game-Programming Case Studies 520
Game-Programming Case Study Exercise: SpotOn Game 526
Game-Programming Case Study: Cannon Game 527
Visualization with raylib—Law of Large Numbers Animation 529
Case Study: The Tortoise and the Hare with raylib—a Multimedia "Extravaganza" 531
Random-Number Simulation Case Study: High-Performance Card Shuffling and Dealing with Card Images and raylib 533

11 File Processing 539
11.1 Introduction 540
11.2 Files and Streams 540
11.3 Creating a Sequential-Access File 542
11.3.1 Pointer to a `FILE` 543
11.3.2 Using `fopen` to Open a File 543
11.3.3 Using `feof` to Check for the End-of-File Indicator 543
11.3.4 Using `fprintf` to Write to a File 544
11.3.5 Using `fclose` to Close a File 544
11.3.6 File-Open Modes 545
11.4 Reading Data from a Sequential-Access File 547
11.4.1 Resetting the File Position Pointer 548
11.4.2 Credit Inquiry Program 548
11.5 Random-Access Files 552
11.6 Creating a Random-Access File 553
11.7 Writing Data Randomly to a Random-Access File 555
11.7.1 Positioning the File Position Pointer with `fseek` 557
11.7.2 Error Checking 558
11.8 Reading Data from a Random-Access File 558

11.9 Case Study: Transaction-Processing System 560
11.10 Secure C Programming 566
AI Case Study: Intro to NLP—Who Wrote Shakespeare's Works? 576
AI/Data-Science Case Study—Machine Learning with GNU Scientific Library 582
AI/Data-Science Case Study: Time Series and Simple Linear Regression 588
Web Services and the Cloud Case Study—libcurl and OpenWeatherMap 589

12 Data Structures 595
12.1 Introduction 596
12.2 Self-Referential Structures 597
12.3 Dynamic Memory Management 598
12.4 Linked Lists 599
12.4.1 Function `insert` 603
12.4.2 Function `delete` 605
12.4.3 Functions `isEmpty` and `printList` 607
12.5 Stacks 608
12.5.1 Function `push` 612
12.5.2 Function `pop` 613
12.5.3 Applications of Stacks 613
12.6 Queues 614
12.6.1 Function `enqueue` 619
12.6.2 Function `dequeue` 620
12.7 Trees 621
12.7.1 Function `insertNode` 624
12.7.2 Traversals: Functions `inOrder`, `preOrder` and `postOrder` 625
12.7.3 Duplicate Elimination 626
12.7.4 Binary Tree Search 626
12.7.5 Other Binary Tree Operations 626
12.8 Secure C Programming 627
Special Section: Systems Software Case Study—Building Your Own Compiler 636

13 Computer-Science Thinking: Sorting Algorithms and Big O 657
13.1 Introduction 658
13.2 Efficiency of Algorithms: Big O 659
13.2.1 $O(1)$ Algorithms 659
13.2.2 $O(n)$ Algorithms 659
13.2.3 $O(n^2)$ Algorithms 659

13.3 Selection Sort 660
13.3.1 Selection Sort Implementation 661
13.3.2 Efficiency of Selection Sort 664
13.4 Insertion Sort 665
13.4.1 Insertion Sort Implementation 665
13.4.2 Efficiency of Insertion Sort 668
13.5 Case Study: Visualizing the High-Performance Merge Sort 668
13.5.1 Merge Sort Implementation 669
13.5.2 Efficiency of Merge Sort 673
13.5.3 Summarizing Various Algorithms' Big O Notations 674

14 Preprocessor 681
14.1 Introduction 682
14.2 `#include` Preprocessor Directive 683
14.3 `#define` Preprocessor Directive: Symbolic Constants 683
14.4 `#define` Preprocessor Directive: Macros 684
14.4.1 Macro with One Argument 685
14.4.2 Macro with Two Arguments 686
14.4.3 Macro Continuation Character 686
14.4.4 `#undef` Preprocessor Directive 686
14.4.5 Standard-Library Macros 686
14.4.6 Do Not Place Expressions with Side Effects in Macros 687
14.5 Conditional Compilation 687
14.5.1 `#if...#endif` Preprocessor Directive 687
14.5.2 Commenting Out Blocks of Code with `#if...#endif` 688
14.5.3 Conditionally Compiling Debug Code 688
14.6 `#error` and `#pragma` Preprocessor Directives 689
14.7 `#` and `##` Operators 690
14.8 Line Numbers 690
14.9 Predefined Symbolic Constants 691
14.10 Assertions 691
14.11 Secure C Programming 692

15 Other Topics 699
15.1 Introduction 700
15.2 Variable-Length Argument Lists 700
15.3 Using Command-Line Arguments 702
15.4 Compiling Multiple-Source-File Programs 704
15.4.1 `extern` Declarations for Global Variables in Other Files 704
15.4.2 Function Prototypes 705
15.4.3 Restricting Scope with `static` 705
15.5 Program Termination with `exit` and `atexit` 706
15.6 Suffixes for Integer and Floating-Point Literals 708

15.7 Signal Handling 708
15.8 Dynamic Memory Allocation Functions `calloc` and `realloc` 711
15.9 `goto`: Unconditional Branching 713

A Operator Precedence Chart 719

B ASCII Character Set 721

C Multithreading/Multicore and Other C18/C11/C99 Topics 723

C.1 Introduction 724
C.2 Headers Added in C99 725
C.3 Designated Initializers and Compound Literals 725
C.4 Type `bool` 727
C.5 Complex Numbers 728
C.6 Macros with Variable-Length Argument Lists 730
C.7 Other C99 Features 730
C.7.1 Compiler Minimum Resource Limits 730
C.7.2 The `restrict` Keyword 730
C.7.3 Reliable Integer Division 731
C.7.4 Flexible Array Members 731
C.7.5 Type-Generic Math 732
C.7.6 Inline Functions 732
C.7.7 `__func__` Predefined Identifier 732
C.7.8 `va_copy` Macro 733
C.8 C11/C18 Features 733
C.8.1 C11/C18 Headers 733
C.8.2 `quick_exit` Function 733
C.8.3 Unicode® Support 733
C.8.4 `_Noreturn` Function Specifier 734
C.8.5 Type-Generic Expressions 734
C.8.6 Annex L: Analyzability and Undefined Behavior 734
C.8.7 Memory Alignment Control 735
C.8.8 Static Assertions 735
C.8.9 Floating-Point Types 735
C.9 Case Study: Performance with Multithreading and Multicore Systems 736
C.9.1 Example: Sequential Execution of Two Compute-Intensive Tasks 739
C.9.2 Example: Multithreaded Execution of Two Compute-Intensive Tasks 741
C.9.3 Other Multithreading Features 745

D Intro to Object-Oriented Programming Concepts 747
D.1 Introduction 747
D.2 Object-Oriented Programming Languages 747
D.3 Automobile as an Object 748
D.4 Methods and Classes 748
D.5 Instantiation 748
D.6 Reuse 748
D.7 Messages and Method Calls 749
D.8 Attributes and Instance Variables 749
D.9 Inheritance 749
D.10 Object-Oriented Analysis and Design (OOAD) 750

Index 751

Online Appendices

D Number Systems

E Using the Visual Studio Debugger

F Using the GNU gdb Debugger

G Using the Xcode Debugger



Preface

An Innovative C Programming Textbook for the 2020s

Good programmers write code that humans can understand.[1]
—Martin Fowler

I think that it's extraordinarily important that we in computer science keep fun in computing.[2]
—Alan Perlis

Welcome to *C How to Program, Ninth Edition*. We present a friendly, contemporary, code-intensive, case-study-oriented introduction to C—which is among the world's most popular programming languages.[3] Whether you're a student, an instructor or a professional programmer, this book has much to offer you. In this Preface, we present the "soul of the book."

At the heart of the book is the Deitel signature **live-code approach**—we generally present concepts in the context of **147 complete, working, real-world C programs**, rather than in code snippets. We follow each code example with one or more live program input/output dialogs. All the code is provided free for download at

```
https://deitel.com/c-how-to-program-9-e
https://pearson.com/deitel
```

You should execute each program in parallel with reading the text, making your learning experience "come alive."

For many decades:

- computer hardware has rapidly been getting faster, cheaper and smaller,
- Internet bandwidth (that is, its information-carrying capacity) has rapidly been getting larger and cheaper, and
- quality computer software has become ever more abundant and often free or nearly free through the **open-source movement**.

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1. Martin Fowler (with contributions by Kent Beck). *Refactoring: Improving the Design of Existing Code*. Addison-Wesley, 1999. p. 15.
2. Alan Perlis, Quoted in the book dedication of *The Structure and Interpretation of Computer Programs, 2/e* by Hal Abelson, Gerald Jay Sussman and Julie Sussman. McGraw-Hill. 1996.
3. Tiobe Index for November 2020. Accessed November 9, 2020. `https://www.tiobe.com/tiobe-index/`.

We'll say lots more about these important trends. The **Internet of Things** (**IoT**) is already connecting tens of billions of computerized devices of every imaginable type. These generate enormous volumes of data (one form of "**big data**") at rapidly increasing speeds and quantities. And most computing will eventually be performed online in "the **Cloud**"—that is, by using computing services accessible over the Internet.

For the novice, the book's early chapters establish a solid foundation in programming fundamentals. The mid-range to high-end chapters and the 20+ case studies ease novices into the world of professional software-development challenges and practices.

Given the extraordinary performance demands that today's applications place on computer hardware, software and the Internet, professionals often choose C to build the most performance-intensive portions of these applications. Throughout the book, we emphasize performance issues to help you prepare for industry.

The book's modular architecture (see the chart on the inside front cover) makes it appropriate for several audiences:

- **Introductory and intermediate college programming courses** in Computer Science, Computer Engineering, Information Systems, Information Technology, Software Engineering and related disciplines.
- **Science, technology, engineering and math** (**STEM**) **college courses** with a programming component.
- **Professional industry training courses**.
- **Experienced professionals** learning C to prepare for upcoming software-development projects.

We've enjoyed writing nine editions of this book over the last 29 years. We hope you'll find *C How to Program, 9/e* informative, challenging and entertaining as you prepare to develop leading-edge, high-performance applications and systems in your career.

New and Updated Features in This Ninth Edition

Here, we briefly overview some of this edition's new and updated features. There are many more. The sections that follow provide more details:

- We added a **one-page color Table of Contents chart** on the inside front cover, making it easy for you to see the entire book from "40,000 feet." This chart emphasizes the book's **modular architecture** and lists most of the case studies.
- Some of the case studies are book sections that walk through the complete source code—these are supported by end-of-chapter exercises that might ask you to modify the code presented in the text or take on related challenges. Some are exercises with detailed specifications from which you should be able to develop the code solution on your own. Some are exercises that ask you to visit websites that contain nice tutorials. And some are exercises that ask you to visit developer websites where there may be code to study, but no tutorials—and the code may not be well commented. Instructors will decide which of the case studies are appropriate for their particular audiences.

- We adhere to the **C11/C18 standards**.
- We tested all the code for correctness on the **Windows**, **macOS** and **Linux** operating systems using the latest versions of the **Visual C++**, **Xcode** and **GNU `gcc` compilers**, respectively, noting differences among the platforms. See the **Before You Begin** section that follows this Preface for software installation instructions.
- We used the **`clang-tidy` static code analysis tool** to check all the code in the book's **code examples** for improvement suggestions, from simple items like **ensuring variables are initialized** to **warnings about potential security flaws**. We also ran this tool on the code solutions that we make available to instructors for hundreds of the book's exercises. The complete list of code checks can be found at `https://clang.llvm.org/extra/clang-tidy/checks/list.html`.
- GNU `gcc` tends to be the most compliant C compiler. **To enable macOS and Windows users to use `gcc` if they wish, Chapter 1 includes a test-drive demonstrating how to compile programs and run them using `gcc` in the cross-platform GNU Compiler Collection Docker container**.
- We've added **350+ integrated Self-Check exercises**, each followed immediately by its answer. These are ideal for **self study** and for use in "**flipped classrooms**" (see the "Flipped Classrooms" section later in this Preface).
- To ensure that book content is **topical**, we did extensive Internet research on C specifically and the world of computing in general, which influenced our choice of case studies. We show C as it's intended to be used with a rich collection of applications programming and systems programming case studies, focusing on **computer-science**, **artificial intelligence**, **data science** and other fields. See the "Case Studies" section later in this Preface for more details.
- In the text, code examples, exercises and case studies, we familiarize students with **current topics of interest to developers**, including open-source software, virtualization, simulation, web services, multithreading, multicore hardware architecture, systems programming, game programming, animation, visualization, 2D and 3D graphics, artificial intelligence, natural language processing, machine learning, robotics, data science, secure programming, cryptography, Docker, GitHub, StackOverflow, forums and more.
- We adhere to the latest **ACM/IEEE computing curricula recommendations**, which call for covering security, data science, ethics, privacy and performance concepts and using real-world data throughout the curriculum. See the "Computing and Data Science Curricula" section for more details.
- Most chapters in this book's recent editions end with **Secure C programming sections** that focus on the SEI CERT C Coding Standard from the CERT group of Carnegie Mellon University's Software Engineering Institute (SEI). For this edition, we tuned the SEI CERT-based sections. We also added **security icons in the page margin** whenever we discuss a security-related issue in the text. All of this is consistent with the **ACM/IEEE computing curricula docu-**



ments' enhanced emphasis on security. See the "Computing and Data Science Curricula" section later in this Preface for a list of the key curricula documents.

- Consistent with our richer treatment of security, we've added case studies on secret-key and public-key cryptography. The latter includes a detailed walkthrough of the enormously popular RSA algorithm's steps, providing hints to help you build a working, simple, small-scale implementation.
- We've enhanced existing case studies and added new ones focusing on AI and data science, including simulations with random-number generation, survey data analysis, natural language processing (NLP) and artificial intelligence (machine-learning with simple linear regression). Data science is emphasized in the latest ACM/IEEE computing curricula documents.
- We've added exercises in which students use the Internet to research **ethics** and **privacy** issues in computing.
- We tuned our **mutltithreading and multicore performance** case study. We also show a **performance icon in the margin** whenever we discuss a performance-related issue in the text.



- We integrated the previous edition's hundreds of software-development tips directly into the text for a smoother reading experience. We call out **common errors** and **good software engineering practices** with new margin icons.



- We upgraded our appendix on additional sorting algorithms and analysis of algorithms with Big O to full-chapter status (Chapter 13).
- C programmers often subsequently learn one or more C-based object-oriented languages. We added an appendix that presents a friendly intro to object-oriented programming concepts and terminology. C is a procedural programming language, so this appendix will help students appreciate differences in thinking between C developers and the folks who program in languages like C++, Java, C#, Objective-C, Swift and other object-oriented languages. We do lots of things like this in the book to prepare students for industry.
- Several case studies now have you use free open-source libraries and tools.
- We added a case study that performs visualization with gnuplot.
- We removed the previous edition's introduction to C++ programming to make room for the hundreds of integrated self-check exercises and our new applications programming and systems programming case studies.
- This new edition is published in a larger font size and page size for enhanced readability.

A Tour of the Book

The **Table of Contents** graphic on the inside front cover shows the book's **modular architecture**. Instructors can conveniently adapt the content to a variety of courses and audiences. Here we present a brief chapter-by-chapter walkthrough and indicate where

the book's case studies are located. Some are in-chapter examples and some are end-of-chapter exercises. Some are fully coded. For others, you'll develop the solution.

Chapters 1–5 are traditional introductory C programming topics. Chapters 6–11 are intermediate topics forming the high end of Computer Science 1 and related courses. Chapters 12–15 are advanced topics for late CS1 or early CS2 courses. Here's a list of the topical, challenging and often entertaining hands-on case studies.

Systems Programming Case Studies

- **Systems Software**—Building Your Own Computer (as a virtual machine)
- **Systems Software**—Building Your Own Compiler
- **Embedded Systems Programming**—Robotics, 3D graphics and animation with the Webots Simulator
- **Performance with Multithreading and Multicore Systems**

Application Programming Case Studies

- **Algorithm Development**—Counter-Controlled Iteration
- **Algorithm Development**—Sentinel-Controlled Iteration
- **Algorithm Development**—Nested Control Statements
- **Random-Number Simulation**—Building a Casino Game
- **Random-Number Simulation**—Card Shuffling and Dealing
- **Random-Number Simulation**—The Tortoise and the Hare Race
- **Intro to Data Science**—Survey Data Analysis
- **Direct-Access File Processing**—Building a Transaction-Processing System
- **Visualizing Searching and Sorting Algorithms**—Binary Search and Merge Sort.
- **Artificial Intelligence/Data Science**—Natural Language Processing ("Who Really Wrote the Works of William Shakespeare?")
- **Artificial Intelligence/Data Science**—Machine Learning with the GNU Scientific Library ("Statistics Can Be Deceiving" and "Have Average January Temperatures in New York City Been Rising Over the Last Century?")
- **Game Programming**—Cannon Game with the raylib Library
- **Game Programming**—SpotOn Game with the raylib Library
- **Multimedia: Audio and Animation**—The Tortoise and the Hare Race with the raylib Library
- **Security and Cryptography**—Implementing a Vigenère Secret-Key Cipher and RSA Public-Key Cryptography
- **Animated Visualization with raylib**—The Law of Large Numbers
- **Web Services and the Cloud**—Getting a Weather Report Using libcurl and the OpenWeatherMap Web Services, and An Introduction to Building Mashups with Web Services.

Whether you're a student getting a sense of the textbook you'll be using, an instructor planning your course syllabus or a professional software developer deciding which chapters to read as you prepare for a project, the following chapter overviews will help you make the best decisions.

Part 1: Programming Fundamentals Quickstart

Chapter 1, Introduction to Computers and C, engages novice students with intriguing facts and figures to excite them about studying computers and computer programming. The chapter includes current technology trends, hardware and software concepts and the data hierarchy from bits to databases. It lays the groundwork for the C programming discussions in Chapters 2–15, the appendices and the integrated case studies.

We discuss the programming-language types and various technologies you're likely to use as you develop software. We introduce the C standard library—existing, reusable, top-quality, high-performance functions to help you avoid "reinventing the wheel." You'll enhance your productivity by using libraries to perform significant tasks while writing only modest numbers of instructions. We also introduce the **Internet**, the **World Wide Web**, the "**Cloud**" and the **Internet of Things** (**IoT**), laying the groundwork for modern applications development.

This chapter's **test-drives** demonstrate how to compile and execute C code with

- **Microsoft's Visual C++** in Visual Studio on Windows,
- **Apple's Xcode** on macOS, and
- **GNU's gcc** on Linux.

We've run the book's 147 code examples using each environment.[4] Choose whichever program-development environment you prefer—the book works well with others, too.

We also demonstrate **GNU gcc in the GNU Compiler Collection Docker container.** This enables you to run the latest **GNU gcc** compiler on Windows, macOS or Linux—this is important because the GNU compilers generally implement all (or most) features in the latest language standards. See the Before You Begin section that follows this Preface for compiler installation instructions. See the **Docker** section later in this Preface for more information on this important developer tool. For Windows users, we point to Microsoft's step-by-step instructions that allow you to install Linux in Windows via the **Windows Subsystem for Linux** (**WSL**). This is another way to be able to use the **GNU gcc** compiler on Windows.

You'll learn just how big "**big data**" is and how quickly it's getting even bigger. The chapter closes with an introduction to **artificial intelligence** (**AI**)—a key overlap between the computer-science and data-science fields. AI and data science are likely to play significant roles in your computing career.

Chapter 2, Intro to C Programming, presents C fundamentals and illustrates key language features, including input, output, fundamental data types, computer memory concepts, arithmetic operators and their precedence, and decision making.

4. We point out the few cases in which a compiler does not support a particular feature.

Chapter 3, Structured Program Development, is one of the most important chapters for programming novices. It focuses on **problem-solving and algorithm development** with C's **control statements**. You'll **develop algorithms through top-down, stepwise refinement**, using the `if` and `if...else` selection statements, the `while` iteration statement for counter-controlled and sentinel-controlled iteration, and the increment, decrement and assignment operators. The chapter presents three algorithm-development case studies.

Chapter 4, Program Control, presents C's other **control statements**—`for`, `do...while`, `switch`, `break` and `continue`—and the logical operators. A key feature of this chapter is its **structured-programming summary**.

Chapter 5, Functions, introduces program construction using existing and custom functions as building blocks. We demonstrate **simulation techniques** with **random-number generation**. We also discuss passing information between functions and how the function-call stack and stack frames support the function call/return mechanism. We begin our treatment of recursion. This chapter also presents our first simulation case study—**Building a Casino Game**, which is enhanced by end-of-chapter exercises.

Part 2: Arrays, Pointers and Strings

Chapter 6, Arrays, presents C's built-in **array data structure** for representing lists and tables of values. You'll define and initialize arrays, and refer to their individual elements. We discuss passing arrays to functions, sorting and searching arrays, manipulating multidimensional arrays and creating variable-length arrays whose size is determined at execution time. **Chapter 13, Computer-Science Thinking: Sorting Algorithms and Big O**, discusses more sophisticated and higher-performance sorting algorithms and presents a friendly introduction to **analysis of algorithms** with computer science's **Big O** notation. Chapter 6 presents our first data-science case study—**Intro to Data Science: Survey Data Analysis**. In the exercises, we also present two **Game Programming with Graphics, Sound and Collision Detection** case studies and an **Embedded Systems Programming** case study (**Robotics with the Webots Simulator**).

Chapter 7, Pointers, presents what is arguably C's most powerful feature. Pointers enable programs to

- accomplish pass-by-reference,
- pass functions to other functions, and
- create and manipulate dynamic data structures, which you'll study in detail in **Chapter 12**.

The chapter explains pointer concepts, such as declaring pointers, initializing pointers, getting the memory address of a variable, dereferencing pointers, pointer arithmetic and the close relationship between arrays and pointers. This chapter presents our first systems software case-study exercise—**Building Your Own Computer with Simulation**. This case study introduces an essential modern computer-architecture topic—**virtual machines**.

Chapter 8, Characters and Strings, introduces the C standard library's string, character and memory-block processing functions. You'll use these powerful capabilities in **Chapter 11, File Processing**, as you work through a **natural language processing** (**NLP**) case study. You'll see that strings are intimately related to pointers and arrays.

Part 3: Formatted Input/Output, Structures and File Processing

Chapter 9, Formatted Input/Output, discusses the powerful formatting features of functions `scanf` and `printf`. When properly used, these functions **securely** input data from the standard input stream and output data to the standard output stream, respectively.

Chapter 10, Structures, Unions, Bit Manipulation and Enumerations, introduces structures (`structs`) for aggregating related data items into custom types, unions for sharing memory among multiple variables, `typedef`s for creating aliases for previously defined data types, bitwise operators for manipulating the individual bits of integral operands and enumerations for defining sets of named integer constants. Many C programmers go on to study C++ and object-oriented programming. In C++, C's `structs` evolve into `classes`, which are the "blueprints" C++ programmers use to create objects. C `structs` contain only data. C++ `classes` can contain data *and* functions.

Chapter 11, File Processing, introduces files for long-term data retention, even when the computer is powered off. Such data is said to be "persistent." The chapter explains how plain-text files and binary files are created, updated and processed. We consider both sequential-access and random-access file processing. In one of our case-study exercises, you'll read data from a comma-separated value (CSV) file. CSV is one of the most popular file formats in the data-science community. This chapter presents our next case study—**Building a Random-Access Transaction-Processing System**. We use random-access files to simulate the kind of high-speed direct-access capabilities that industrial-strength database-management systems have. This chapter also presents our first artificial-intelligence/data-science case study, which uses **Natural Language Processing** (**NLP**) techniques to begin investigating the controversial question, "Who really wrote the works of William Shakespeare?" A second artificial-intelligence/data-science case study—**Machine Learning with the GNU Scientific Library**—investigates Anscombe's Quartet using simple linear regression.[5] This is a collection of four dramatically different datasets that have identical or nearly identical basic descriptive statistics. It offers a valuable insight for students and developers learning some data-science basics in this computer-science textbook. The case study then asks you to run a simple linear regression on 126 years of New York City average January temperature data to determine if there is a cooling or warming trend.

5. "Anscombe's Quartet." Accessed November 13, 2020. `https://en.wikipedia.org/wiki/Anscombe%27s_quartet`.

Part 4: Algorithms and Data Structures

Chapter 12, Data Structures, uses `structs` to aggregate related data items into custom types, `typedefs` to create aliases for previously defined types, and **dynamically linked data structures** that can grow and shrink at execution time—**linked lists**, **stacks**, **queues** and **binary trees**. You can use the techniques you learn to implement other data structures. This chapter also presents our next systems-software case study exercise—**Building Your Own Compiler**. We'll define a simple yet powerful high-level language. You'll write some high-level-language programs that your compiler will compile into the machine language of the computer you built in Chapter 7. The compiler will place its machine-language output into a file. Your computer will **load** the machine language from the file into its memory, execute it and produce appropriate outputs.

Chapter 13, Computer-Science Thinking: Sorting Algorithms and Big O, introduces some classic computer-science topics. We consider several algorithms and compare their processor demands and memory consumption. We present a friendly introduction to computer science's **Big O notation**, which indicates how hard an algorithm may have to work to solve a problem, based on the number of items it must process. The chapter includes the case study **Visualizing the High-Performance Merge Sort**.

Our **recursion** (Chapter 5), **arrays** (Chapter 6), **searching** (Chapter 6), **data structures** (Chapter 12), **sorting** (Chapter 13) and Big O (Chapter 13) coverage provides nice content for a C data structures course.

Part 5: Preprocessor and Other Topics

Chapter 14, Preprocessor, discusses additional features of the C preprocessor, such as using `#include` to help manage files in large programs, using `#define` to create macros with and without arguments, using conditional compilation to specify portions of a program that should not always be compiled (e.g., extra code used only during program development), displaying error messages during conditional compilation, and using assertions to test whether expressions' values are correct.

Chapter 15, Other Topics, covers additional C topics, including multithreading support (available in GNU `gcc`, but not Xcode or Visual C++), variable-length argument lists, command-line arguments, compiling multiple-source-file programs, `extern` declarations for global variables in other files, function prototypes, restricting scope with `static`, makefiles, program termination with `exit` and `atexit`, suffixes for integer and floating-point literals, signal handling, dynamic memory-allocation functions `calloc` and `realloc` and unconditional branching with `goto`. This chapter presents our final case study—**Performance with Multithreading and Multicore Systems**. This case study demonstrates how to create multithreaded programs that will run faster (and often much faster) on today's multicore computer architectures. This is a nice capstone

case study for a book about C, for which writing high-performance programs is paramount.

Appendices

Appendix A, Operator Precedence Chart, lists C's operators in highest-to-lowest precedence order.

Appendix B, ASCII Character Set, shows characters and their corresponding numeric codes.

Appendix C, Multithreading/Multicore and Other C18/C11/C99 Topics, covers designated initializers, compound literals, type `bool`, complex numbers, additions to the preprocessor, the `restrict` keyword, reliable integer division, flexible array members, relaxed constraints on aggregate initialization, type generic math, inline functions, `return` without expression, `__func__` predefined identifier, `va_copy` macro, C11 headers, `_Generic` keyword (type generic expressions), `quick_exit` function, Unicode® support, `_noreturn` function specifier, type-generic expressions, Annex L: Analyzability and Undefined Behavior, memory-alignment control, static assertions, floating-point types and the `timespec_get` function.

Appendix D, Intro to Object-Oriented Programming Concepts, presents a friendly overview of object-oriented programming terminology and concepts. After learning C, you'll likely also learn one or more C-based object-oriented languages—such as C++, Java, C#, Objective-C or Swift—and use them side-by-side with C.

Online Appendices

Appendix E, Number Systems, introduces the binary, octal, decimal and hexadecimal number systems.

Appendices F–H, Using the Visual Studio Debugger, **Using the GNU gdb Debugger** and **Using the Xcode Debugger**, demonstrate how to use our three preferred compilers' basic debugging capabilities to locate and correct execution-time problems in your programs.

C How to Program, 9/e Key Features

C Programming Fundamentals

In our rich coverage of **C fundamentals**:

- We emphasize **problem-solving** and **algorithm development**.
- To help students prepare to work in industry, we use the terminology from the latest **C standard documents** in preference to general programming terms.
- We **avoid heavy math**, leaving it to upper-level courses. **Optional mathematical exercises** are included for science and engineering courses.

C11 and C18 Standards

C11 refined and expanded C's capabilities. We've added more features from the C11 standard. Since C11, there has been only one new version, C18.[6] It "addressed defects in C11 without introducing new language features."[7]

Innovation: "Intro-to" Pedagogy with 350+ Integrated Self-Check Exercises

This book uses our new "**Intro to" pedagogy** with integrated **Self Checks** and answers. We introduced this pedagogy in our recent textbook, *Intro to Python for Computer Science and Data Science: Learning to Program with AI, Big Data and the Cloud*.

- Chapter sections are intentionally small. We use a "**read-a-little, do-a-little, test-a-little" approach**. You read about a new concept, study and execute the corresponding code examples, then test your understanding of the new concept via the integrated **Self-Check exercises immediately followed by their answers**. This will help you keep a brisk learning pace.
- **Fill-in-the-blank, true/false and discussion Self Checks** enable you to test your understanding of the concepts and terminology you've just studied.
- **Code-based Self Checks** give you a chance to use the terminology and reinforce the programming techniques you've just studied.
- The **Self-Checks** are particularly valuable for **flipped classroom** courses—we'll soon say more about that popular educational phenomenon.

KIS (Keep It Simple), KIS (Keep it Small), KIT (Keep it Topical)

- **Keep it simple**—We strive for **simplicity and clarity**.
- **Keep it small**—Many of the book's examples are small. We use more substantial code examples, exercises and projects when appropriate, particularly in the case studies that are a core feature of this textbook.
- **Keep it topical**—*"Who dares to teach must never cease to learn."*[8] (J. C. Dana)—In our research, we browsed, read or watched thousands of current articles, research papers, white papers, books, videos, webinars, blog posts, forum posts, documentation pieces and more.

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6. ISO/IEC 9899:**2018**, Information technology — Programming languages — C, `https://www.iso.org/standard/74528.html`.
7. `https://en.wikipedia.org/wiki/C18_(C_standard_revision)`. Also `http://www.iso-9899.info/wiki/The_Standard`.
8. John Cotton Dana. From `https://www.bartleby.com/73/1799.html`: "In 1912 Dana, a Newark, New Jersey, librarian, was asked to supply a Latin quotation suitable for inscription on a new building at Newark State College (now Kean University), Union, New Jersey. Unable to find an appropriate quotation, Dana composed what became the college motto.—*The New York Times Book Review*, March 5, 1967, p. 55."

Hundreds of Contemporary Examples, Exercises and Projects (EEPs)

You'll use a **hands-on applied approach** to learn from a broad selection of real-world **examples, exercises and projects** (**EEPs**) drawn from computer science, data science and other fields:

- You'll attack exciting and entertaining challenges in our larger case studies, such as building a casino game, building a survey-data-analysis program, building a transaction-processing system, building your own computer (using simulation to build a **virtual machine**), using **AI/data-science** technologies such as **natural language processing** and **machine learning**, building your own compiler, programming computer games, programming **robotics simulations** with **Webots**, and writing multithreaded code to take advantage of today's multicore computer architectures to get the best performance from your computer.
- **Research and project exercises** encourage you to go deeper into what you've learned and explore other technologies. We encourage you to use computers and the Internet to solve significant problems. Projects are often more extensive in scope than the exercises—some might require days or weeks of implementation effort. Many of these are appropriate for **class projects**, **term projects**, **directed-study projects**, **capstone-course projects** and **thesis research**. **We do not provide solutions to the projects.**
- Instructors can tailor their courses to their audience's unique requirements and vary labs and exam questions each semester.

Working with Open-Source Software

In those days [batch processing] programmers never even documented their programs, because it was assumed that nobody else would ever use them. Now, however, ***time-sharing had made exchanging software trivial: you just stored one copy in the public repository and thereby effectively gave it to the world****. Immediately people began to document their programs and to think of them as being usable by others.* ***They started to build on each other's work.***[9]

—Robert Fano, Founding Director of MIT's Project MAC in the 1960s, which evolved into today's Computer Science and Artificial Intelligence Laboratory (CSAIL)[10]

Open source is software with source code that anyone can inspect, modify, and enhance."[11] We encourage you to try lots of **demos** and view free, **open-source** code examples (available on sites such as **GitHub**) for inspiration. We say more about GitHub in the section "Thinking Like a Developer—GitHub, StackOverflow and More."

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9. Robert Fano, quoted in *Dream Machine: J.C.R. Licklider and the Revolution That Made Computing Personal* by Mitchell Waldrop. Penguin Putnam, 2002. p. 232.
10. "MIT Computer Science and Artificial Intelligence Laboratory." Accessed November 9, 2020. `https://en.wikipedia.org/wiki/MIT_Computer_Science_and_Artificial_Intelligence_Laboratory`.
11. "What is open source?" Accessed November 14, 2020. `https://opensource.com/resources/what-open-source`.

Visualizations

We include high-level **visualizations** produced with the **`gnuplot`** open-source visualization package to reinforce your understanding of the concepts:

- We use **visualizations** as a pedagogic tool. For instance, one example makes the **law of large numbers** "come alive" in a **dice-rolling simulation** (see **Chapter 10—Raylib Game Programming Case Studies** later in this Preface). As this program performs increasing numbers of die rolls, you'll see each of the six faces' (1, 2, 3, 4, 5, 6) percentage of the total rolls gradually approach 16.667% (1/6th), and the lengths of the bars representing the percentages equalize.
- You should experiment with the code to implement your own visualizations.

Data Experiences

In the book's examples, exercises and projects—especially in the file-processing chapter—you'll work with **real-world data** such as Shakespeare's play *Romeo and Juliet*. You'll download and analyze text from Project Gutenberg—a great source of free downloadable texts for analysis. The site contains nearly 63,000 e-books in various formats, including plain-text files—these are out of copyright in the United States. You'll also work with real-world temperature data. In particular, you'll analyze 126 years of New York City average January temperature data and determine whether there is a cooling or warming trend. You'll get this data from National Oceanic and Atmospheric Administration (NOAA) website `noaa.gov`.

Thinking Like a Developer—GitHub, StackOverflow and More

The best way to prepare [to be a programmer] is to write programs, and to study great programs that other people have written. In my case, I went to the garbage cans at the Computer Science Center and fished out listings of their operating systems.[12]
—William Gates

- To help prepare for your career, you'll work with such popular developer websites as **GitHub** and **StackOverflow**, and you'll do Internet research.
- **StackOverflow** is one of the most popular developer-oriented, question-and-answer sites.
- There is a massive C open-source community. For example, on **GitHub**, there are over 32,000[13] C code repositories! You can check out other people's C code on GitHub and even build upon it if you like. This is a great way to learn and is a natural extension of our live-code teaching philosophy.[14]
- **GitHub** is an excellent venue for **finding free, open-source code** to incorporate into your projects—and for you to contribute your code to the **open-**

12. William Gates, quoted in *Programmers at Work: Interviews With 19 Programmers Who Shaped the Computer Industry* by Susan Lammers. Microsoft Press, 1986, p. 83.
13. "C." Accessed January 4, 2021. `https://github.com/topics/c`.
14. Students will need to become familiar with the variety of open-source licenses for software on GitHub.

source community if you like. Fifty million developers use GitHub.[15] The site currently hosts over 100 million repositories for code written in an enormous number of languages[16]—developers contributed to 44+ million repositories in 2019 alone.[17] **GitHub** is a crucial element of the professional software developer's arsenal with **version control tools** that help teams of developers manage public open-source projects and private projects.

- In 2018, Microsoft purchased **GitHub** for $7.5 billion. If you become a software developer, you'll almost certainly use GitHub regularly. According to Microsoft's CEO, Satya Nadella, they bought GitHub to "empower every developer to build, innovate and solve the world's most pressing challenges."[18]
- We encourage you to study and execute lots of developers' open-source C code on GitHub.

Privacy

The ACM/IEEE's curricula recommendations for Computer Science, Information Technology and Cybersecurity **mention privacy over 200 times**. Every programming student and professional needs to be acutely aware of privacy issues and concerns. Students research privacy in four exercises in Chapters 1, 3 and 10.

In Chapter 1's exercises, you'll start thinking about these issues by researching ever-stricter privacy laws such as **HIPAA (Health Insurance Portability and Accountability Act)** and the **California Consumer Privacy Act (CCPA)** in the United States and **GDPR (General Data Protection Regulation)** for the European Union.

Ethics

The ACM's curricula recommendations for Computer Science, Information Technology and Cybersecurity mention ethics more than 100 times. In several Chapter 1 exercises, you'll focus on ethics issues via Internet research. You'll investigate privacy and ethical issues surrounding **intelligent assistants**, such as **IBM Watson**, **Amazon Alexa**, **Apple Siri**, **Google Assistant** and **Microsoft Cortana**. For example, a judge ordered Amazon to turn over Alexa recordings for use in a criminal case.[19]

Performance

Programmers prefer C (and C++) for performance-intensive operating systems, real-time systems, embedded systems, game systems and communications systems, so we **focus on performance issues**. We use **timing operations** in our multithreading exam-

15. "GitHub." Accessed November 14, 2020. `https://github.com/`.
16. "GitHub is how people build software." Accessed November 14, 2020. `https://github.com/about`.
17. "The State of the Octoverse." Accessed November 14, 2020. `https://octoverse.github.com`.
18. "Microsoft to acquire GitHub for $7.5 billion." Accessed November 14, 2020. `https://news.microsoft.com/2018/06/04/microsoft-to-acquire-github-for-7-5-billion/`.
19. "Judge orders Amazon to turn over Echo recordings in double murder case." Accessed November 14, 2020. `https://techcrunch.com/2018/11/14/amazon-echo-recordings-judge-murder-case/`.

ples to measure the performance improvement we get on today's popular multicore systems, as we employ an increasing number of cores.

Static Code Analysis Tools

Static code analysis tools let you quickly check your code for common errors and security problems and provide insights for improving your code. We checked all our C code using the `clang-tidy` tool (`https://clang.llvm.org/extra/clang-tidy/`). We also used the compiler flag `-Wall` in the GNU `gcc` and Clang compilers to enable all compiler warnings. With a few exceptions for warnings beyond this book's scope, we ensure that our programs compile without warning messages.

How We're Handling C11's Annex K and `printf_s`/`scanf_s`

The C11 standard's Annex K introduced more secure versions of `printf` (for output) and `scanf` (for input) called `printf_s` and `scanf_s`. We discuss these functions and the corresponding security issues in Sections 6.13 and 7.13:

- Annex K is optional, so not every C vendor implements it. In particular, GNU C++ and Clang C++ do not implement Annex K, so using `scanf_s` and `printf_s` might compromise your code's portability among compilers.
- Microsoft implemented its own Visual C++ versions of `printf_s` and `scanf_s` before the C11 standard. Its compiler immediately began warning on every `scanf` call that `scanf` was deprecated—i.e., it should no longer be used—and that you should consider using `scanf_s` instead. Microsoft now treats what used to be a warning about `scanf` as an error. By default, a program with `scanf` will not compile on Visual C++. Chapter 1's Visual C++ test-drive shows how to handle this issue and compile our programs.
- **Many organizations have coding standards that require code to compile without warning messages.** There are two ways to eliminate Visual C++'s `scanf` warnings—use `scanf_s` instead of `scanf` or disable these warnings.
- There is some discussion of removing Annex K from the C standard. For this reason, we use `printf`/`scanf` throughout this book and show Visual C++ users how to disable Microsoft's `printf`/`scanf` errors. **Windows users who prefer not to do that can use the gcc compiler in the GNU GCC Docker container, which we discuss in this Preface's "Docker" section. See the Before You Begin section that follows this Preface, and see Section 1.10 for details.**

New Appendix: Intro to Object-Oriented Programming Appendix

C's programming model is called **procedural programming**. We teach it as **structured procedural programming**. After learning C, you'll likely also learn one or more C-based object-oriented languages—such as Java, C++, C#, Objective-C or Swift—and use them side-by-side with C. **Many of these languages support several programming paradigms among procedural programming, object-oriented programming, generic programming and functional-style programming.** In **Appendix D**, we present a friendly overview of object-oriented programming fundamentals.

A Case Studies Tour

We include many case studies as more substantial chapter examples, exercises and projects (EEPs). These are at an **appropriate level for introductory programming courses**. We anticipate that instructors will select subsets of the case studies appropriate for their particular courses.

Chapter 5—Random-Number Simulation: Building a Casino Game

In this case study, you'll use **random-number generation** and **simulation techniques** to implement the popular casino dice game called craps.

Chapter 5—Random-Number Simulation Case Study: The Tortoise and the Hare Race

In this case study exercise, you'll use **random-number generation** and **simulation techniques** to implement the famous race between the tortoise and the hare.

Chapter 6—Visualizing Binary Search

In this case study, you'll learn the high-speed binary-search algorithm and see a **visualization** that shows the **algorithm's halving effect** that achieves **high performance**.

Chapter 6—Intro to Data Science: Survey Data Analysis

In this case study, you'll learn various **basic descriptive statistics** (**mean, median and mode**) that are commonly used to "get to know your data." You'll then build a nice array-manipulation application that calculates these statistics for a batch of survey data.

Chapter 7—Random-Number Simulation—Card Shuffling and Dealing

In this case study, you'll use arrays of strings, random-number generation and simulation techniques to implement a text-based card-shuffling-and-dealing program.

Chapter 7—Embedded Systems Programming: Robotics with the Webots Simulator

Webots (`https://cyberbotics.com/`) is a wonderful open-source, 3D, robotics simulator that runs on Windows, macOS and Linux. It comes bundled with simulations for **dozens of robots** that walk, fly, roll, drive and more:

```
https://cyberbotics.com/doc/guide/robots
```

You'll use the **free tier** of the Webot robotics simulator to **explore their dozens of simulated robots**. You'll **execute various full-color 3D robotics simulations** written in C and study the provided code. Webots is a **self-contained development environment** that provides a C code editor and compiler. You'll use these tools to **program your own simulations** using Webot's robots.

Webots provides lots of fully coded C programs. A great way for you to learn C is to study existing programs, modify them to work a bit differently and observe the results. Many prominent robotics companies use Webots simulators to prototype new products.

Chapter 7—Systems Software Case Study: Building Your Own Computer (Virtual Machine) with Simulation

In the context of several exercises, you'll "peel open" a *hypothetical* computer and look at its internal structure. We introduce simple **machine-language programming** and write several small machine-language programs for this computer, which we call the **Simpletron**. As its name implies, it's a simple machine, but as you'll see, a powerful one as well. The Simpletron runs programs written in the only language it directly understands—that is, **Simpletron Machine Language**, or **SML** for short. To make this an especially valuable experience, you'll then **build a computer** (through the technique of **software-based simulation**) on which you can actually run your machine-language programs! The Simpletron experience will give you a basic introduction to the notion of **virtual machines**—one of the most important systems-architecture concepts in modern computing.

Chapter 8—Pqyoaf X Nylfomigrob Qwbbfmh Mndogvk: Rboqlrut yua Boklnxhmywex

This case study exercise's title looks like gibberish. This is not a mistake! In this exercise, we introduce **cryptography**, which is critically important in today's connected world. Every day, cryptography is used behind the scenes to **ensure that your Internet-based communications are private and secure**. This case study exercise continues our security emphasis by having readers study the **Vigenère secret-key cipher** algorithm and implement it using array-processing techniques.[20] They'll then use it to encrypt and decrypt messages and to decrypt this section's title.

Chapter 8—RSA Public-Key Cryptography

Secret key encryption and decryption have a weakness—an encrypted message can be decrypted by anyone who discovers or steals the secret key. We explore public-key cryptography with the RSA algorithm. This technique performs encryption with a public key known to every sender who might want to send a secret message to a particular receiver. The public key can be used to encrypt messages but not decrypt them. Messages can be decrypted only with a paired private key known only to the receiver, so it's much more secure than the secret key in secret-key cryptography. RSA is among the world's most widely used public-key cryptography technologies. You'll build a working, small-scale, classroom version of the RSA cryptosystem.

Chapter 10—Raylib Game Programming Case Studies

In this series of **five case study exercises and 10 additional exercises**, you'll use the open-source, cross-platform **raylib**[21] game programming library, which supports Windows, macOS, Linux and other platforms. The **raylib** development team provides many **C demos** to help you learn key library features and techniques. You'll study two completely coded games and a dynamic animated visualization that we created:

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20. "Vigenère Cipher." Accessed November 22, 2020. `https://en.wikipedia.org/wiki/Vigenère_cipher`.
21. "raylib." Accessed November 14, 2020. `https://www.raylib.com`.

- The Spot-On game tests your reflexes by requiring you to click moving spots before they disappear. With each new game level the spots move faster, making them harder to click.
- The Cannon game challenges you to repeatedly aim and fire a cannon to destroy nine moving targets before a time limit expires. A moving blocker makes the game more difficult.
- The Law of Large Numbers dynamic animated visualization repeatedly rolls a six-sided die and creates an **animated bar chart**. **Visualizations** give you a powerful way to understand data that goes beyond simply looking at raw data. This case study exercise allows students to see the "law of large numbers" at work. When repeatedly rolling a die, we expect each die face to appear approximately 1/6th (16.667%) of the time. For small numbers of rolls (e.g., 60 or 600), you'll see that the frequencies typically are not evenly distributed. As you simulate larger numbers of die rolls (e.g., 60,000), you'll see the die frequencies become more balanced. When you simulate significant numbers of die rolls (e.g., 60,000,000), the bars will appear to be the same size.

The games and simulation use various **raylib** capabilities, including **shapes**, **colors**, **sounds**, **animation**, **collision detection** and **user-input events** (such as **mouse clicks**).

After studying our code, you'll use the raylib graphics, animation and sound features you learn to enhance your implementation of Chapter 5's **Tortoise and the Hare Race**. You'll incorporate a traditional horse race's sounds, and multiple tortoise and hare images to create a fun, animated **multimedia "extravaganza."** Then, you'll use a raylib to enhance this chapter's high-performance card-shuffling-and-dealing simulation to display card images. Finally, you can select from **10 additional raylib game-programming and simulation exercises**. Get creative—have some fun designing and building your own games, too!

Chapter 11—Case Study: Building a Random-Access Transaction-Processing System

In this case study, you'll use random-access file processing to implement a simple **transaction-processing system** that simulates the kind of high-speed **direct-access** capabilities that industrial-strength database-management systems have. This case study gives you both application-programming and some "under-the-hood" systems-programming experience.

Chapter 11—Artificial Intelligence Case Study: Natural Language Processing (NLP)

Natural Language Processing (**NLP**) helps computers understand, analyze and process text. One of its most common uses is **sentiment analysis**—determining whether text has positive, neutral or negative sentiment. Another interesting use of NLP is assessing text readability, which is affected by the vocabulary used, word lengths, sentence structure, sentence lengths, topic and more. While writing this book, we used

the paid (NPL) tool Grammarly[22] to help tune the writing and ensure the text's readability for a wide audience. Instructors who use the "**flipped classroom**" format prefer textbooks that students can understand on their own.

Some people believe that the works of William Shakespeare actually might have been written by Christopher Marlowe or Sir Francis Bacon among others.[23,24] In the NLP case study exercise, you'll use array-, string- and file-processing techniques to perform **simple similarity detection** on Shakespeare's *Romeo and Juliet* and Marlowe's *Edward the Second* to determine how alike they are. You may be surprised by the results.

Chapter 11—Artificial Intelligence Case Study: Machine Learning with the GNU Scientific Library

Statistics can be deceiving. Dramatically different datasets can have identical or nearly identical descriptive statistics. You'll consider a famous example of this phenomenon—**Anscombe's Quartet**[25]—which consists of four datasets of *x*–*y* coordinate pairs that differ significantly, yet have nearly identical descriptive statistics. You'll then study a **completely coded example** that uses the **machine-learning** technique called **simple linear regression** to calculate the equation of a straight line ($y = mx + b$) that, given a collection of points (*x*–*y* coordinate pairs) representing an *independent variable* (*x*) and a *dependent variable* (*y*), describes the relationship between these variables with a straight line, known as the regression line. As you'll see, the regression lines for Anscombe's Quartet are visually identical for all four quite different datasets. The program you'll study then passes commands to the **open-source gnuplot package** to create several attractive **visualizations**. gnuplot uses its own plotting language different from C, so in our code, we provide extensive comments that explain its commands. Finally, the case study asks you to **run a simple linear regression on 126 years of New York City average January temperature data to determine if there is a cooling or warming trend**. As part of this case study, you'll also read **comma-separated values (CSV) text files** containing the datasets.

Chapter 11—Web Services and the Cloud: Getting a Weather Report Using libcurl and the OpenWeatherMap Web Services; Introducing Mashups

More and more computing today is done "in the cloud," using software and data distributed across the Internet worldwide. The apps we use daily are heavily dependent on various cloud-based services. A service that provides access to itself over the Internet is known as a **web service**. In this case study exercise, you'll work through a completely coded application that uses the **open-source C library libcurl** to invoke an

22. Grammarly has free and paid versions (`https://www.grammarly.com`). They provide free plugins you can use in several popular web browsers.
23. "Did Shakespeare Really Write His Own Plays?" Accessed November 13, 2020. `https://www.history.com/news/did-shakespeare-really-write-his-own-plays`.
24. "Shakespeare authorship question." Accessed November 13, 2020. `https://en.wikipedia.org/wiki/Shakespeare_authorship_question`.
25. "Anscombe's quartet." Accessed November 13, 2020. `https://en.wikipedia.org/wiki/Anscombe%27s_quartet`.

OpenWeatherMap (free tier) web service that returns the current weather for a specified city. The web service returns results in **JSON** (**JavaScript Object Notation**) format, which we process using the **open-source cJSON library**.

This exercise opens a world of possibilities. **You can explore nearly 24,000 web services listed in the ProgrammableWeb**[26] **web services directory**. Many are free or provide free tiers that you can use to create fun and interesting **mashups** that combine complementary web services.

Chapter 12—Systems Software Case Study: Building Your Own Compiler

In the context of several exercises, you'll **build a simple compiler** that translates programs written in a simple high-level programming language to our Simpletron Machine Language (SML). You'll **write programs in this small new high-level language**, **compile them on the compiler you build** and **run them on your Simpletron simulator**. And with **Chapter 11, File Processing**, your compiler can write the generated machine-language code into a file from which your Simpletron computer can then read your SML program, **load** it into the Simpletron's memory and execute it! This is a nice end-to-end exercise sequence for novice computing students.

Chapter 13—Visualizing the High-Performance Merge Sort

A centerpiece of our sorting treatment is our implementation of the **high-performance merge sort algorithm**. In that case study, you'll use outputs to **visualize** the algorithm's partition and merge steps, which will help a user understand how the merge sort works.

Appendix C—Systems Architecture Case Study: Performance with Multithreading and Multicore Systems

Multithreading—which allows you to break a program into **separate** "**threads**" that can be **executed in parallel**—has been around for many decades, but interest in it is higher today due to the availability of **multicore processors** in computers and devices, including smartphones and tablets. These processors economically implement multiple processors on one integrated circuit chip. They put multiple cores to work executing different parts of your program **in parallel**, thereby enabling the individual tasks and the program as a whole to complete faster. Four and eight cores are common in many of today's devices, and the number of cores will continue to grow. We wrote and tested the code for this book using an eight-core MacBook Pro. **Multithreaded applications** enable you to execute separate threads simultaneously on multiple cores, so that you can take the fullest advantage of multicore architecture.

For a convincing demonstration of the power of multithreading on a multicore system, we present a case study with two programs. One performs two compute-intensive calculations **in sequence**. The other executes the same compute-intensive calculations in **parallel threads**. We time each calculation and determine the total execution time in each program. The program outputs show the dramatic time improvement when the multithreaded version executes on a multicore system.

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26. "ProgrammableWeb." Accessed November 22, 2020. `https://programmableweb.com/`.

Secure C Programming

The people responsible for the ACM/IEEE curricula guidelines emphasize the importance of security—it's **mentioned 395 times in the Computer Science Curricula document** and **235 times in the Information Technology Curricula document**. In 2017, the ACM/IEEE published its **Cybersecurity Curricula**, which focuses on security courses and security throughout the other computing curricula. That document **mentions security 865 times**.

Chapters 2–12 and 14 each end with a **Secure C Programming** section. These are designed to raise awareness among novice programming students of security issues that could cause breaches. These sections present some key issues and techniques and provide links and references so you can continue learning. Our goal is to encourage you to start thinking about security issues, even if this is your first programming course.

Experience has shown that it's challenging to build industrial-strength systems that stand up to attacks. Today, via the Internet, such attacks can be instantaneous and global in scope. **Software vulnerabilities often come from simple programming issues**. Building security into software from the start of the development cycle can significantly reduce vulnerabilities.

The CERT Division of **Carnegie Mellon's Software Engineering Institute**

```
https://www.sei.cmu.edu/about/divisions/cert/index.cfm
```

was created to analyze and respond promptly to attacks. They publish and promote secure coding standards to help C programmers and others implement industrial-strength systems that avoid the programming practices that leave systems vulnerable to attacks. Their standards evolve as new security issues arise.

We explain how to upgrade your code (as appropriate for an introductory book) to conform to the latest secure C coding recommendations. If you're building C systems in industry, consider reading the *SEI CERT C Coding Standard* rules at

```
https://wiki.sei.cmu.edu/confluence/display/c
```

Also, consider reading ***Secure Coding in C and C++, 2/e*** **by Robert Seacord** (Addison-Wesley Professional, 2013). Mr. Seacord, a technical reviewer for an earlier edition of this book, provided specific recommendations on each of our Secure C Programming sections. At the time, he was the Secure Coding Manager at CERT and an adjunct professor at Carnegie Mellon's School of Computer Science. He is now a Technical Director at NCC Group (an IT Security company).

Our Secure C Programming sections discuss many important topics, including:

- Testing for Arithmetic Overflows
- The More Secure Functions in the **C Standard's Annex K**
- The Importance of Checking the Status Information Returned by Standard-Library Functions
- Range Checking
- Secure Random-Number Generation

- Array Bounds Checking
- Preventing Buffer Overflows
- Input Validation
- Avoiding Undefined Behaviors
- Choosing Functions That Return Status Information vs. Using Similar Functions That Do Not
- Ensuring That Pointers Are Always Null or Contain Valid Addresses
- Using C Functions vs. Using Preprocessor Macros, and More.

Computing and Data Science Curricula

This book is designed for courses that adhere to one or more of the following ACM/IEEE CS-and-related curriculum documents:

- CC2020: Paradigms for Future Computing Curricula (`cc2020.net`),[27]
- Computer Science Curricula 2013,[28]
- Information Technology Curricula 2017,[29]
- Cybersecurity Curricula 2017.[30]

Computing Curricula

- According to "CC2020: A Vision on Computing Curricula,"[31] the curriculum "needs to be reviewed and updated to include the new and emerging areas of computing such as **cybersecurity** and **data science.**"[32] (See "Data Science Overlaps with Computer Science" below and this Preface's earlier **"Secure C Programming"** section).
- Data science includes key topics (besides statistics and general-purpose programming) such as **machine learning**, **deep learning**, **natural language processing**, **speech synthesis and recognition**, and others that are **classic artificial intelligence (AI) topics—and hence CS topics as well**. We cover **machine learning** and **natural language processing** in the case studies.

27. "Computing Curricula 2020." Accessed November 22, 2020. `https://cc2020.nsparc.msstate.edu/wp-content/uploads/2020/11/Computing-Curricula-Report.pdf`.
28. ACM/IEEE (Assoc. Comput. Mach./Inst. Electr. Electron. Eng.). 2013. *Computer Science Curricula 2013: Curriculum Guidelines for Undergraduate Degree Programs in Computer Science* (New York: ACM), `http://ai.stanford.edu/users/sahami/CS2013/final-draft/CS2013-final-report.pdf`.
29. *Information Technology Curricula 2017*, `http://www.acm.org/binaries/content/assets/education/it2017.pdf`.
30. *Cybersecurity Curricula 2017,* `https://cybered.hosting.acm.org/wp-content/uploads/2018/02/newcover_csec2017.pdf`.
31. A. Clear, A. Parrish, G. van der Veer and M. Zhang, "CC2020: A Vision on Computing Curricula," `https://dl.acm.org/citation.cfm?id=3017690`.
32. `http://delivery.acm.org/10.1145/3020000/3017690/p647-clear.pdf`.

Data Science Overlaps with Computer Science[33]

The undergraduate data science curriculum proposal[34] includes algorithm development, programming, computational thinking, data structures, database, mathematics, statistical thinking, machine learning, data science and more—a significant overlap with computer science, especially given that the **data science courses include some key AI topics**. Even though ours is a C programming textbook, **we work data science topics into various examples, exercises, projects and case studies**.

Key Points from the Data Science Curriculum Proposal

This section calls out some key points from the data science undergraduate curriculum proposal and its detailed course descriptions appendix.[35] Each of the following items is covered in *C How to Program, 9/e*:

- Learn **programming fundamentals** commonly presented in **computer science** courses, including working with **data structures**.
- Be able to **solve problems** by **creating algorithms**.
- Work with **procedural programming**.
- **Explore concepts via simulations**.
- Use **development environments** (we tested all our code on **Microsft Visual C++**, **Apple Xcode**, the **GNU command-line gcc compiler on Linux** and in the **GNU Compiler Collection Docker container**).
- Work with **real-world data** in **practical case studies** and **projects**—such as William Shakespeare's *Romeo and Juliet* and Christopher Marlowe's *Edward the Second* from Project Gutenberg (`https://www.gutenberg.org/`), and 126 years of New York City average January temperatures.
- Create **data visualizations**.
- Communicate **reproducible results**. (**Docker** plays an important role in that—see the next page.)
- Work with **existing software** and **cloud-based tools**.
- Work with **high-performance tools**, such as **C's multithreading libraries**.
- Focus on **data's ethics**, **security**, **privacy** and **reproducibility** issues.

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33. This section is intended primarily for data science instructors. Given that the emerging 2020 Computing Curricula for computer science and related disciplines is likely to include some key data science topics, this section includes important information for computer science instructors as well.
34. "Curriculum Guidelines for Undergraduate Programs in Data Science," `http://www.annualreviews.org/doi/full/10.1146/annurev-statistics-060116-053930`.
35. "Appendix—Detailed Courses for a Proposed Data Science Major," `http://www.annualreviews.org/doi/suppl/10.1146/annurev-statistics-060116-053930/suppl_file/st04_de_veaux_supmat.pdf`.

Get the Code Examples and Install the Software

For your convenience, we provide the book's examples in C source-code (`.c`) files for use with integrated development environments (IDEs) and command-line compilers. See the Before You Begin section that follows the Preface for software installation details. See the **Chapter 1 test-drives** for information on running the book's code examples. If you encounter a problem, you can reach us at `deitel@deitel.com` or via the contact form at `https://deitel.com/contact-us`.

Docker

We introduce **Docker**—a tool for packaging software into **containers** that bundle everything required to execute that software conveniently, **reproducibly** and **portably** across platforms. Some software packages you'll use require complicated setup and configuration. For many of these, you can download free preexisting **Docker containers** that help you avoid complex installation issues. You can simply execute software locally on your desktop or notebook computers, making Docker a great way to help you get started with new technologies quickly, conveniently and economically. For your convenience, we show how to install and execute a Docker container that's **preconfigured** with the **GNU Compiler Collection** (**GCC**), which includes the **gcc compiler**. This can run in Docker on **Windows**, **macOS** and **Linux**. It's particularly useful for people using Visual C++, which can compile C code but is not 100% compliant with the latest C standard.

Docker also helps with **reproducibility**. Custom Docker containers can be configured with every piece of software and every library you use. This would enable others to recreate the environment you used, then reproduce your work, and will help you reproduce your own results. **Reproducibility is especially important in the sciences and medicine—for example, when researchers want to prove and extend the work in published articles.**

Flipped Classrooms

Many instructors use "**flipped classrooms**."[36,37] Students learn the content on their own before coming to class, and class time is used for tasks such as hands-on coding, working in groups and discussions. Our book and supplements also are appropriate for flipped classrooms:

- We use **Grammarly** to control the book's reading level to help ensure it's appropriate for students learning on their own.
- In parallel with reading the text, students should **execute** the **147** live-code **C examples** and do the **350+** integrated **Self Check exercises, which are imme-**

36. `https://en.wikipedia.org/wiki/Flipped_classroom`.
37. `https://www.edsurge.com/news/2018-05-24-a-case-for-flipping-learning-without-videos`.

diately followed by their answers. These encourage active participation by the student. They learn the content in small pieces using a "**read-a-little, do-a-little, test-a-little**" approach—appropriate for a flipped classroom's active, self-paced, hands-on learning. Students are encouraged to modify the code and see the effects of their changes.

- We provide **445 exercises and projects**, which students can work on at home and/or in class. Many of the exercises are at an elementary or intermediate level that students should be able to do independently. And many are appropriate for **group projects** on which students can collaborate in class.
- **Section-by-section detailed chapter summaries** with **bolded** key terms help students quickly review the material.
- In the book's extensive index, the **defining occurrences** of key terms are highlighted with a **bold** page number, making it easy for students to find the introductions to the topics they're studying. This facilitates the outside-the-classroom learning experience of the **flipped classroom**.

A key aspect of flipped classrooms is getting your questions answered when you're working on your own. See the "Getting Your Questions Answered" section later in this Preface for details. And you can always reach us at `deitel@deitel.com`.

Teaching Approach

C How to Program, 9/e contains a rich collection of examples, exercises, projects and case studies drawn from many fields. Students solve interesting, **real-world problems** working with **real-world data**. The book concentrates on the principles of good **software engineering** and stresses **program clarity**.

Using Fonts for Emphasis

We place the key terms and the index's page reference for each defining occurrence in **bold text** for easier reference. C code uses a `fixed-width font` (e.g., `x = 5`). We place on-screen components in the **bold Helvetica** font (e.g., the **File** menu).

Syntax Coloring

For readability, we syntax color all the code. In our full-color books and e-books, our syntax-coloring conventions are as follows:

```
comments appear in green
keywords appear in dark blue
constants and literal values appear in light blue
errors appear in red
all other code appears in black
```

Objectives and Outline

Each chapter begins with objectives that tell you what to expect and give you an opportunity, after reading the chapter, to determine whether it has met the intended goals. The chapter outline enables students to approach the material in a top-down fashion.

Examples
The book's 147 **live-code examples** contain **thousands of lines of proven code.**

Tables and Illustrations
Abundant tables and line drawings are included.

Programming Wisdom
We integrate into the text discussions programming wisdom and mistakes we've accumulated from our combined nine decades of programming and teaching experience, and from the scores of academics and industry professionals who have reviewed the nine editions of this book over the past 29 years, including:

- **Good programming practices** and preferred C idioms that help you produce clearer, more understandable and more maintainable programs.
- ERR **Common programming errors** to reduce the likelihood that you'll make them.
- **Error-prevention tips** with suggestions for exposing bugs and removing them from your programs. Many of these tips describe techniques for preventing bugs from getting into your programs in the first place.
- PERF **Performance tips** highlighting opportunities to make your programs run faster or minimize the amount of memory they occupy.
- SE **Software engineering observations** highlighting architectural and design issues for proper software construction, especially for larger systems.
- SEC **Security best practices** that will help you strengthen your programs against attacks.

Section-By-Section Chapter Summaries
To help students quickly review the material, each chapter ends with a detailed bullet-list summary with **bolded** key terms and, for most, **bold** page references to their defining occurrences.

Free Software Used in the Book
The **Before You Begin** section following this Preface discusses installing the software you'll need to work with our examples. We tested *C How to Program, 9/e*'s examples using the following popular *free* compilers:

- **GNU gcc** on Linux—which is already installed on most Linux systems and can be installed on macOS and Windows systems.
- **Microsoft's Visual Studio Community Edition** on Windows.
- **Apple's Clang compiler in Xcode** on macOS.

GNU gcc in Docker
We also demonstrate **GNU gcc** in a **Docker container**—ideal for instructors who want all their students to use GNU gcc, regardless of their operating system. This

gives Visual C++ users a true C compiler option, since Visual C++ is not 100% compliant with the latest C standard.

Windows Subsystem for Linux

The **Windows Subsystem for Linux** (WSL) enables Windows users to install Linux and run it inside Windows. We provide a link to Microsoft's step-by-step instructions for setting up WSL and installing a Linux distribution. This provides yet another option for Windows users to access the GNU `gcc` compiler.

C Documentation

You'll find the following documentation helpful as you work through the book:

- The GNU C Standard Library Reference Manual:
  `https://www.gnu.org/software/libc/manual/pdf/libc.pdf`
- C Language Reference at `cppreference.com`
  `https://en.cppreference.com/w/c`
- C Standard Library Headers at `cppreference.com`
  `https://en.cppreference.com/w/c/header`
- Microsoft's C Language Reference:
  `https://docs.microsoft.com/en-us/cpp/c-language/c-language-reference`

Getting Your Questions Answered

Online forums enable you to interact with other C programmers worldwide and get your questions answered. Popular C and general programming online forums include:

- `https://stackoverflow.com`
- `https://www.reddit.com/r/C_Programming/`
- `https://groups.google.com/forum/#!forum/comp.lang.C`
- `https://cboard.cprogramming.com/c-programming/`
- `https://www.dreamincode.net/forums/forum/15-c-and-c/`

For a list of other sites, see

`https://www.geeksforgeeks.org/stuck-in-programming-get-the-solution-from-these-10-best-websites/`

Also, vendors often provide forums for their tools and libraries. Many libraries are managed and maintained at **`github.com`**. Some library maintainers provide support through the **Issues tab** on a given library's GitHub page.

Student and Instructor Supplements

The following supplements are available to students and instructors.

Web-Based Materials on `deitel.com`

To get the most out of your *C How to Program, 9/e* learning experience, you should **execute each code example in parallel with reading the corresponding discussion**. On the book's web page at

`https://deitel.com/c-how-to-program-9-e`

we provide the following resources:

- Links to the **downloadable C source code** (**`.c` files**) for the book's code examples and exercises that include code in the exercise description. You can also get this from the book's Pearson companion website at

  `https://pearson.com/deitel`

- Links to our **Getting Started videos** showing how to use the compilers and code examples. We also introduce these tools in **Chapter 1**.
- **Blog posts**—`https://deitel.com/blog`.
- **Book updates**—`https://deitel.com/c-how-to-program-9-e`.
- **"Using the Debugger" appendices** for the **Visual Studio**, **GNU `gdb`** and **Xcode debuggers**.

For more information about downloading the examples and setting up your C development environment, see the **Before You Begin** section that follows this Preface.

Instructor Supplements

Pearson Education's **IRC** (**Instructor Resource Center**)

`http://www.pearsonhighered.com/irc`

provides qualified instructors access to the following supplements for this book:

- **PowerPoint Slides**.
- **Instructor Solutions Manual** with solutions to most of the exercises. Solutions are not provided for "project" and "research" exercises. **Before assigning a particular exercise for homework, instructors should check the IRC to ensure that the solution is available.**
- **Test Item File** with four-part multiple-choice, short-answer questions and answers. You may also request from your Pearson representative (`https://pearson.com/replocator`) versions of the **Test Item File** for use with popular **automated assessment tools**.

Please do not write to us requesting access to the Pearson Instructor's Resource Center (IRC). Access to the instructor supplements and exercise solutions on the IRC is strictly limited by our publisher to college instructors who adopt the book for their classes. Instructors may obtain access through their Pearson representatives. If you're not a registered faculty member, contact your Pearson representative or visit

`https://pearson.com/replocator`

Instructors can request **examination copies** of Deitel books from their Pearson representatives.

Communicating with the Authors

For questions, instructor syllabus assistance or to report an error, we're easy to reach at

```
deitel@deitel.com
```

or via the contact form at

```
https://deitel.com/contact-us
```

Interact with us via **social media** on

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- **Twitter®**—`@deitel` or `https://twitter.com/deitel`
- **LinkedIn®**—`https://linkedin.com/company/deitel-&-associates`
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Paul Deitel offers **Full Throttle webinars** at O'Reilly Online Learning. These are one-full-day, fast-paced, code-intensive introductions to Python, Python Data Science/AI and Java, with C++20 and C coming in 2021. Paul's Full Throttle webinars are for experienced developers and software project managers preparing for projects using other languages. After taking a Full Throttle course, participants often take the corresponding LiveLessons video course which has many more hours of classroom-paced learning.

Acknowledgments

We'd like to thank Barbara Deitel for long hours devoted to Internet research on this project. We're fortunate to have worked with the dedicated team of publishing professionals at Pearson. We appreciate the guidance, wisdom and energy of Tracy Johnson (Pearson Education, Global Content Manager, Computer Science)—on all our

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Reviewers

C How to Program, 9/e Reviewers
Dr. Danny Kalev (Ben-Gurion University of the Negev, A Certified System Analyst, C Expert and Former Member of the C++ Standards Committee)
José Antonio González Seco (Parliament of Andalusia)

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A special thanks to Prof. Alison Clear, an Associate Professor in the School of Computing at Eastern Institute of Technology (EIT) in New Zealand and co-chair of the **Computing Curricula 2020 (CC2020) Task Force**, which recently released new computing curricula recommendations:

Computing Curricula 2020: Paradigms for Future Computing Curricula
`https://cc2020.nsparc.msstate.edu/wp-content/uploads/2020/11/Computing-Curricula-Report.pdf`

Prof. Clear graciously answered our questions.

And finally, a special note of thanks to the enormous numbers of technically oriented people worldwide who contribute to the open-source movement and write about their work online, to their organizations that encourage the proliferation of such open software and information, and to Google, whose search engine answers our constant stream of questions, each in a fraction of a second, at any time day or night—and at no charge.

Well, there you have it! As you read the book, we'd appreciate your comments, criticisms, corrections and suggestions for improvement. Please send all correspondence, including questions, to

`deitel@deitel.com`

We'll respond promptly. Welcome to the exciting world of C programming for the 2020s. We hope you have an informative, entertaining and challenging learning experience with *C How to Program, 9/e* and enjoy this look at leading-edge software development with C. We wish you great success!

Paul Deitel
Harvey Deitel

About the Authors

Paul J. Deitel, CEO and Chief Technical Officer of Deitel & Associates, Inc., is an MIT graduate with 41 years of experience in computing. Paul is one of the world's most experienced programming-languages trainers, having taught professional courses to software developers since 1992. He has delivered hundreds of programming courses to academic, industry, government and military clients internationally, including UCLA, Cisco, IBM, Siemens, Sun Microsystems (now Oracle), Dell, Fidelity, NASA at the Kennedy Space Center, the National Severe Storm Laboratory, White Sands Missile Range, Rogue Wave Software, Boeing, Nortel Networks, Puma, iRobot and many more. He and his co-author, Dr. Harvey M. Deitel, are among the world's best-selling programming-language textbook, professional book, video and interactive multimedia e-learning authors, and virtual- and live-training presenters.

Dr. Harvey M. Deitel, Chairman and Chief Strategy Officer of Deitel & Associates, Inc., has 59 years of experience in computing. Dr. Deitel earned B.S. and M.S. degrees in Electrical Engineering from MIT and a Ph.D. in Mathematics from Boston University—he studied computing in each of these programs before they spun off Computer Science programs. He has extensive college teaching experience, including earning tenure and serving as the Chairman of the Computer Science Department at Boston College before founding Deitel & Associates, Inc., in 1991 with his son, Paul. The Deitels' publications have earned international recognition,

with more than 100 translations published in Japanese, German, Russian, Spanish, French, Polish, Italian, Simplified Chinese, Traditional Chinese, Korean, Portuguese, Greek, Urdu and Turkish. Dr. Deitel has delivered hundreds of programming courses to academic, corporate, government and military clients.

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To register for a free 10-day trial to O'Reilly Online Learning, visit

`https://deitel.com/LearnWithDeitel`

which will forward you to our O'Reilly Online Learning landing page. On that page, click the **Begin a free trial** link.



Before You Begin

Before using this book, please read this section to understand our conventions and ensure that your computer can compile and run our example programs.

Font and Naming Conventions

We use fonts to distinguish application elements and C++ code elements from regular text. For on-screen application elements, we use a **sans-serif bold font**, as in the **File** menu. For C code elements, we use a `sans-serif font`, as in `sqrt(9)`.

Obtaining the Code Examples

We maintain the code examples for *C How to Program, 9/e* in a GitHub repository. The book's web page

```
https://deitel.com/c-how-to-program-9-e
```

includes a link to the repository and a link to a ZIP file containing the code. If you download the ZIP file, be sure to extract its contents once the download completes. In our instructions, we assume the examples reside in your user account's `Documents` folder in a subfolder named `examples`.

If you're not familiar with Git and GitHub but are interested in learning about these essential developer tools, check out their guides at

```
https://guides.github.com/activities/hello-world/
```

Compilers We Use in *C How to Program, 9/e*

We tested *C How to Program, 9/e*'s examples using the following free compilers:

- For Microsoft Windows, we used Microsoft Visual Studio Community edition[1], which includes the Visual C++ compiler and other Microsoft development tools. Visual C++ can compile C code.
- For macOS, we used Apple Xcode, which includes the Clang C compiler. Command-line Clang also can be installed on Linux and Windows Systems.
- For Linux, we used the GNU `gcc` compiler—part of the GNU Compiler Collection (GCC). GNU `gcc` is already installed on most Linux systems and can be installed on macOS and Windows systems.

1. At the time of this writing, the current version was Visual Studio 2019 Community edition.

This Before You Begin section describes installing the compilers. Section 1.10's test-drives demonstrate how to compile and run C programs using these compilers.

Before You Begin Videos

To help you get started with each of our preferred compilers, we provide Before You Begin videos at:

```
https://deitel.com/c-how-to-program-9-e
```

We also provide a Before You Begin video demonstrating how to install the GNU GCC Docker container. This enables you to use the `gcc` compiler on any Docker-enabled computer.[2] See the section, "Docker and the GNU Compiler Collection (GCC) Docker Container" later in this Before You Begin section.

Installing Visual Studio Community Edition on Windows

If you use Windows, first ensure that your system meets the requirements for Microsoft Visual Studio Community edition at:

```
https://docs.microsoft.com/en-us/visualstudio/releases/2019/system-
   requirements
```

Next, go to:

```
https://visualstudio.microsoft.com/downloads/
```

then perform the following installation steps:

1. Click **Free download** under **Community**.
2. Depending on your web browser, you may see a pop-up at the bottom of your screen in which you can click **Run** to start the installation process. If not, double-click the installer file in your **Downloads** folder.
3. In the **User Account Control** dialog, click **Yes** to allow the installer to make changes to your system.
4. In the **Visual Studio Installer** dialog, click **Continue** to allow the installer to download the components it needs for you to configure your installation.
5. For this book's examples, select the option **Desktop Development with C++**, which includes the Visual C++ compiler and the C and C++ standard libraries.
6. Click **Install**. Depending on your Internet connection speed, the installation process can take a significant amount of time.

Installing Xcode on macOS

On macOS, perform the following steps to install Xcode:

1. Click the Apple menu and select **App Store...**, or click the **App Store** icon in the dock at the bottom of your Mac screen.

---

2. "Docker Frequently Asked Questions (FAQ)." Accessed January 3, 2021. `https://docs.docker.com/engine/faq/`.

2. In the **App Store**'s **Search** field, type **Xcode**.
3. Click the **Get** button to install Xcode.

Installing GNU gcc on Linux

Most Linux users already have a recent version of GNU `gcc` installed. To check, open a shell or Terminal window on your Linux system, then enter the command

```
gcc --version
```

If it does not recognize the command, you must install GNU `gcc`. We use the Ubuntu Linux distribution. On that distribution, you must be logged in as an administrator or have the administrator password to execute the following commands:

1. `sudo apt update`
2. `sudo apt install build-essential gdb`

Linux distributions often use different software installation and upgrade techniques. If you are not using Ubuntu Linux, search online for "Install GCC on *MyLinuxDistribution*" and replace *MyLinuxDistribution* with your Linux version. You can download the GNU Compiler Collection for various platforms at:

```
https://gcc.gnu.org/install/binaries.html
```

Installing GNU GCC in Ubuntu Linux Running on the Windows Subsystem for Linux

Another way to install GNU `gcc` on Windows is via the **Windows Subsystem for Linux (WSL)**, which enables you to run Linux on Windows. Ubuntu Linux provides an easy-to-use installer in the Windows Store, but first you must install WSL:

1. In the search box on your taskbar, type "Turn Windows features on or off," then click **Open** in the search results.
2. In the Windows Features dialog, locate **Windows Subsystem for Linux** and ensure that it is checked. If it is, WSL is already installed. Otherwise, check it and click **OK**. Windows will install WSL and ask you to reboot your system.
3. Once the system reboots and you log in, open the **Microsoft Store** app and search for **Ubuntu**, select the app named **Ubuntu** and click **Install**. This installs the latest version of Ubuntu Linux.
4. Once installed, click the **Launch** button to display the Ubuntu Linux command-line window, which will continue the installation process. You'll be asked to create a username and password for your Ubuntu installation—these do not need to match your Windows username and password.
5. When the Ubuntu installation completes, execute the following two commands to install the GCC and the GNU debugger—you may be asked enter your Ubuntu password for the account you created in Step 6:

```
sudo apt-get update
sudo apt-get install build-essential gdb
```

6. Confirm that `gcc` is installed by executing the following command:

```
gcc --version
```

To access our code files, use the `cd` command change the folder within Ubuntu to:

```
cd /mnt/c/Users/YourUserName/Documents/examples
```

Use your own user name and update the path to where you placed our examples on your system.

GNU Compiler Collection (GCC) Docker Container

Docker is a tool for packaging software into **containers** (also called **images**) that bundle everything required to execute software across platforms. Docker is particularly useful for software packages with complicated setups and configurations. You typically can download preexisting Docker containers (often at `https://hub.docker.com`) for free and execute them locally on your desktop or notebook computer. This makes Docker a great way to get started with new technologies quickly and conveniently.

Docker makes it easy to use the GNU Compiler Collection on most versions of Windows 10, and on macOS and Linux. The GNU Docker containers are located at

```
https://hub.docker.com/_/gcc
```

Installing Docker

To use the GCC Docker container, first install Docker. Windows (64-bit)[3] and macOS users should download and run the **Docker Desktop** installer from:

```
https://www.docker.com/get-started
```

then follow the on-screen instructions. Linux users should install **Docker Engine** from:

```
https://docs.docker.com/engine/install/
```

Also, sign up for a **Docker Hub** account on this webpage so you can install pre-configured containers from `https://hub.docker.com`.

Downloading the Docker Container

Once Docker is installed and running, open a Command Prompt (Windows), Terminal (macOS/Linux) or shell (Linux), then execute the command:

```
docker pull gcc:latest
```

Docker downloads the GNU Compiler Collection (GCC) container's current version.[4] In one of Section 1.10's test-drives, we'll demonstrate how to execute the container and use it to compile and run C programs.

---

3. If you have Windows Home (64-bit), follow the instructions at `https://docs.docker.com/docker-for-windows/install-windows-home/`.
4. At the time of this writing, the current version of the GNU Compiler Collection is 10.2.

1 Introduction to Computers and C



Objectives

In this chapter, you'll:

- Learn about exciting recent developments in computing.
- Learn computer hardware, software and Internet basics.
- Understand the data hierarchy from bits to databases.
- Understand the different types of programming languages.
- Understand the strengths of C and other leading programming languages.
- Be introduced to the C standard library of reusable functions that help you avoid "reinventing the wheel."
- Test-drive a C program that you compile with one or more of the popular C compilers we used to develop the book's hundreds of C code examples, exercises and projects (EEPs).
- Be introduced to big data and data science.
- Be introduced to artificial intelligence—a key intersection of computer science and data science.

Outline

1.1 Introduction

1.2 Hardware and Software
- 1.2.1 Moore's Law
- 1.2.2 Computer Organization

1.3 Data Hierarchy

1.4 Machine Languages, Assembly Languages and High-Level Languages

1.5 Operating Systems

1.6 The C Programming Language

1.7 The C Standard Library and Open-Source Libraries

1.8 Other Popular Programming Languages

1.9 Typical C Program-Development Environment
- 1.9.1 Phase 1: Creating a Program
- 1.9.2 Phases 2 and 3: Preprocessing and Compiling a C Program
- 1.9.3 Phase 4: Linking
- 1.9.4 Phase 5: Loading
- 1.9.5 Phase 6: Execution
- 1.9.6 Problems That May Occur at Execution Time
- 1.9.7 Standard Input, Standard Output and Standard Error Streams

1.10 Test-Driving a C Application in Windows, Linux and macOS
- 1.10.1 Compiling and Running a C Application with Visual Studio 2019 Community Edition on Windows 10
- 1.10.2 Compiling and Running a C Application with Xcode on macOS
- 1.10.3 Compiling and Running a C Application with GNU `gcc` on Linux
- 1.10.4 Compiling and Running a C Application in a GCC Docker Container Running Natively over Windows 10, macOS or Linux

1.11 Internet, World Wide Web, the Cloud and IoT
- 1.11.1 The Internet: A Network of Networks
- 1.11.2 The World Wide Web: Making the Internet User-Friendly
- 1.11.3 The Cloud
- 1.11.4 The Internet of Things

1.12 Software Technologies

1.13 How Big Is Big Data?
- 1.13.1 Big-Data Analytics
- 1.13.2 Data Science and Big Data Are Making a Difference: Use Cases

1.14 Case Study—A Big-Data Mobile Application

1.15 AI—at the Intersection of Computer Science and Data Science

Self-Review Exercises | *Answers to Self-Review Exercises* | *Exercises*

1.1 Introduction

Welcome to C—one of the world's most senior computer programming languages and, according to the Tiobe Index, the world's most popular.[1] You're probably familiar with many of the powerful tasks computers perform. In this textbook, you'll get intensive, hands-on experience writing C instructions that command computers to perform those and other tasks. **Software** (that is, the C instructions you write, which are also called **code**) controls **hardware** (that is, computers and related devices).

1. "TIOBE Index." Accessed November 4, 2020. `https://www.tiobe.com/tiobe-index/`.

C is widely used in industry for a wide range of tasks.[2] Today's popular desktop operating systems—Windows[3], macOS[4] and Linux[5]—are partially written in C. Many popular applications are partially written in C, including popular web browsers (e.g., Google Chrome[6] and Mozilla Firefox[7]), database management systems (e.g., Microsoft SQL Server[8], Oracle[9] and MySQL[10]) and more.

In this chapter, we introduce terminology and concepts that lay the groundwork for the C programming you'll learn, beginning in Chapter 2. We'll introduce hardware and software concepts. We'll also overview the data hierarchy—from individual bits (ones and zeros) to databases, which store the massive amounts of data that organizations need to implement contemporary applications such as Google Search, Netflix, Twitter, Waze, Uber, Airbnb and a myriad of others.

We'll discuss the types of programming languages. We'll introduce the C standard library and various C-based "open-source" libraries that help you avoid "reinventing the wheel." You'll use these libraries to perform powerful tasks with modest numbers of instructions. We'll introduce additional software technologies that you're likely to use as you develop software in your career.

Many development environments are available in which you can compile, build and run C applications. You'll work through one or more of the four test-drives showing how to compile and execute C code using:

- Microsoft Visual Studio 2019 Community edition for Windows.
- Clang in Xcode on macOS.
- GNU `gcc` in a shell on Linux.
- GNU `gcc` in a shell running inside the GNU Compiler Collection (GCC) Docker container.

You can read only the test-drive(s) required for your course or projects in industry.

In the past, most computer applications ran on "standalone" computers (that is, not networked together). Today's applications can communicate among the world's computers via the Internet. We'll introduce the Internet, the World Wide Web, the Cloud and the Internet of Things (IoT), each of which could play a significant part in the applications you'll build in the 2020s (and probably long afterward).

2. "After All These Years, the World is Still Powered by C Programming." Accessed Nov. 4, 2020. `https://www.toptal.com/c/after-all-these-years-the-world-is-still-powered-by-c-programming`.
3. "What Programming Language is Windows written in?" Accessed Nov. 4, 2020. `https://social.microsoft.com/Forums/en-US/65a1fe05-9c1d-48bf-bd40-148e6b3da9f1/what-programming-language-is-windows-written-in`.
4. "macOS." Accessed Nov. 4, 2020. `https://en.wikipedia.org/wiki/MacOS`.
5. "Linux kernel." Accessed Nov. 4, 2020. `https://en.wikipedia.org/wiki/Linux_kernel`.
6. "Google Chrome." Accessed Nov. 4, 2020. `https://en.wikipedia.org/wiki/Google_Chrome`.
7. "Firefox." Accessed Nov. 4, 2020. `https://en.wikipedia.org/wiki/Firefox`.
8. "Microsoft SQL Server." Accessed Nov. 4, 2020. `https://en.wikipedia.org/wiki/Microsoft_SQL_Server`.
9. "Oracle Database." Accessed Nov. 4, 2020. `https://en.wikipedia.org/wiki/Oracle_Database`.
10. "MySQL." Accessed Nov. 4, 2020. `https://en.wikipedia.org/wiki/MySQL`.

1.2 Hardware and Software

Computers can perform calculations and make logical decisions phenomenally faster than human beings can. Today's personal computers and smartphones can perform billions of calculations in one second—more than a human can perform in a lifetime. **Supercomputers** already perform *thousands of trillions (quadrillions)* of instructions per second! As of December 2020, Fujitsu's Fugaku[11] is the world's fastest supercomputer—it can perform 442 quadrillion calculations per second (442 *petaflops*)![12] To put that in perspective, this supercomputer *can perform in one second almost 58 million calculations for every person on the planet!*[13] And supercomputing upper limits are growing quickly.

Computers process data under the control of sequences of instructions called **computer programs** (or simply **programs**). These programs guide the computer through ordered actions specified by people called computer **programmers**.

A computer consists of various physical devices referred to as hardware—such as the keyboard, screen, mouse, solid-state disks, hard disks, memory, DVD drives and processing units. Computing costs are dropping dramatically due to rapid developments in hardware and software technologies. Computers that might have filled large rooms and cost millions of dollars decades ago are now inscribed on silicon computer chips smaller than a fingernail, costing perhaps a few dollars each. Ironically, silicon is one of the most abundant materials on Earth—it's an ingredient in common sand. Silicon-chip technology has made computing so economical that computers and computerized devices have become commodities.

1.2.1 Moore's Law

Every year, you probably expect to pay at least a little more for most products and services. The opposite has been the case in the computer and communications fields, especially with regard to the hardware supporting these technologies. Over the years, hardware costs have fallen rapidly.

For decades, every couple of years, computer processing power approximately doubled inexpensively. This remarkable trend often is called **Moore's Law**, named for Gordon Moore, co-founder of Intel and the person who identified this trend in the 1960s. Intel is a leading manufacturer of the processors in today's computers and **embedded systems**, such as smart home appliances, home security systems, robots, intelligent traffic intersections and more.

---

11. "Top 500." Accessed December 24, 2020. `https://en.wikipedia.org/wiki/TOP500#TOP_500`.
12. "Flops." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/FLOPS`.
13. For perspective on how far computing performance has come, consider this: In his early computing days in the 1960s, Harvey Deitel used the Digital Equipment Corporation PDP-1 (`https://en.wikipedia.org/wiki/PDP-1`), which was capable of performing only 93,458 operations per second, and the IBM 1401 (`http://www.ibm-1401.info/1401GuidePosterV9.html`), which performed only 86,957 operations per second.

Key executives at computer-processor companies NVIDIA and Arm have indicated that Moore's Law no longer applies.[14,15] Computer processing power continues to increase but relies on new processor designs, such as multicore processors (Section 1.2.2).

Moore's Law *and related observations* apply especially to

- the amount of memory that computers have for programs,
- the amount of secondary storage (such as hard disks and solid-state drive storage) they have to hold programs and data, and
- their processor speeds—that is, the speeds at which computers **execute** programs to do their work.

Similar growth has occurred in the communications field. Costs have plummeted as enormous demand for communications **bandwidth** (that is, information-carrying capacity) has attracted intense competition. We know of no other fields in which technology improves so quickly, and costs fall so rapidly. Such phenomenal improvement is truly fostering the **Information Revolution**.

1.2.2 Computer Organization

Regardless of physical differences, computers can be envisioned as divided into various **logical units** or sections.

Input Unit

This "receiving" section obtains information (data and computer programs) from **input devices** and places it at the other units' disposal for processing. Computers receive most user input through keyboards, touch screens, mice and touchpads. Other forms of input include:

- receiving voice commands,
- scanning images and barcodes,
- reading data from secondary storage devices (such as solid-state drives, hard drives, Blu-ray Disc™ drives and USB flash drives—also called "thumb drives" or "memory sticks"),
- receiving video from a webcam,
- receiving information from the Internet (such as when you stream videos from YouTube® or download e-books from Amazon),
- receiving position data from a GPS device,
- receiving motion and orientation information from an **accelerometer** (a device that responds to up/down, left/right and forward/backward accelera-

14. "Moore's Law turns 55: Is it still relevant?" Accessed November 2, 2020. `https://www.techrepublic.com/article/moores-law-turns-55-is-it-still-relevant`.
15. "Moore's Law is dead: Three predictions about the computers of tomorrow." Accessed November 2, 2020. `https://www.techrepublic.com/article/moores-law-is-dead-three-predictions-about-the-computers-of-tomorrow/`.

tion) in a smartphone or wireless game controllers, such as those for Microsoft® Xbox®, Nintendo Switch™ and Sony® PlayStation®, and

- receiving voice input from intelligent assistants like Apple Siri®, Amazon Alexa® and Google Home®.

Output Unit

This "shipping" section takes information the computer has processed and places it on various **output devices** to make it available outside the computer. Most information that's output from computers today is

- displayed on screens,
- printed on paper ("going green" discourages this),
- played as audio or video on smartphones, tablets, PCs and giant screens in sports stadiums,
- transmitted over the Internet, or
- used to control other devices, such as self-driving cars (and **autonomous vehicles** in general), robots and "intelligent" appliances.

Information is also commonly output to secondary storage devices, such as solid-state drives (SSDs), hard drives, USB flash drives and DVD drives. Popular recent forms of output are smartphone and game-controller vibration, virtual reality devices like Oculus Rift®, Oculus Quest®, Sony® PlayStation® VR and Samsung Gear VR®, and mixed reality devices like Magic Leap® One and Microsoft HoloLens™.

Memory Unit

This rapid-access, relatively low-capacity "warehouse" section retains information entered through the input unit, making it immediately available for processing when needed. The memory unit also retains processed information until it can be placed on output devices by the output unit. Information in the memory unit is **volatile**—it's typically lost when the computer's power is turned off. The memory unit is often called either **memory**, **primary memory** or **RAM** (Random Access Memory). Main memories on desktop and notebook computers contain as much as 128 GB of RAM, though 8 to 16 GB is most common. GB stands for gigabytes; a **gigabyte** is approximately one billion bytes. A **byte** is eight bits. A **bit** (short for "*bi*nary digi*t*") is either a `0` or a `1`.

Arithmetic and Logic Unit (ALU)

This "manufacturing" section performs calculations (e.g., addition, subtraction, multiplication and division) and makes decisions (e.g., comparing two items from the memory unit to determine whether they're equal). In today's systems, the ALU is part of the next logical unit, the CPU.

Central Processing Unit (CPU)

This "administrative" section coordinates and supervises the operation of the other sections. The CPU tells

- the input unit when to read information into the memory unit,
- the ALU when to use information from the memory unit in calculations, and
- the output unit when to send information from the memory unit to specific output devices.

Most computers today have **multicore processors** that economically implement multiple processors on a single integrated circuit chip. Such processors can perform many operations simultaneously. A **dual-core processor** has two CPUs, a **quad-core processor** has four and an **octa-core processor** has eight. Intel has some processors with up to 72 cores.

Secondary Storage Unit

This is the long-term, high-capacity "warehousing" section. Programs and data not actively being used by the other units are placed on secondary storage devices until they're again needed, possibly hours, days, months or even years later. Information on secondary storage devices is **persistent**—it's preserved even when the computer's power is turned off. Secondary storage information takes much longer to access than information in primary memory, but its cost per byte is much less. Examples of secondary storage devices include solid-state drives (SSDs), USB flash drives, hard drives and read/write Blu-ray drives. Many current drives hold terabytes (TB) of data. A **terabyte** is approximately one trillion bytes. Typical desktop and notebook-computer hard drives hold up to 4 TB, and some recent desktop-computer hard drives hold up to 20 TB.[16] The largest commercial SSD holds up to 100 TB (and costs $40,000).[17]

Self Check

1 ***(Fill-In)*** For many decades, every year or two, computers' capacities have approximately doubled inexpensively. This remarkable trend often is called _____.
Answer: Moore's Law.

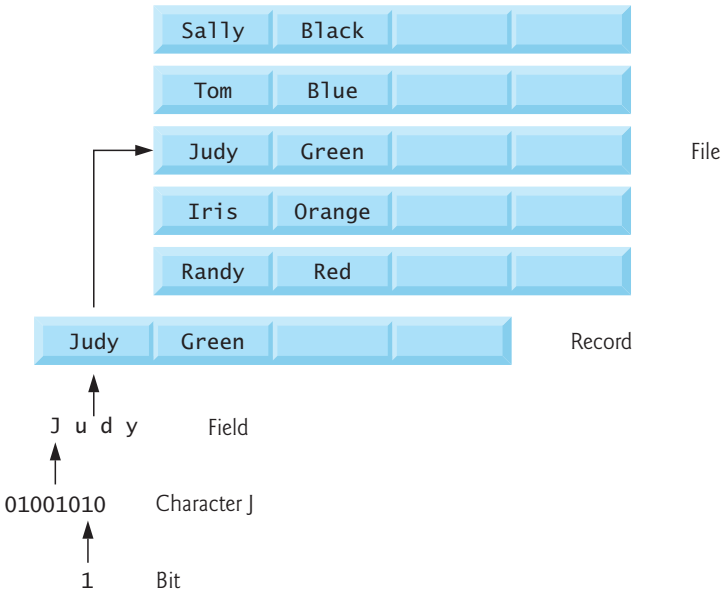
2 ***(True/False)*** Information in the memory unit is persistent—it's preserved even when the computer's power is turned off
Answer: False. Information in the memory unit is volatile—it's typically lost when the computer's power is turned off.

3 ***(Fill-In)*** Most computers today have _____ processors that implement multiple processors on a single integrated-circuit chip. Such processors can perform many operations simultaneously.
Answer: multicore.

16. "History of hard disk drives." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/History_of_hard_disk_drives`.
17. "At 100TB, the world's biggest SSD gets an (eye-watering) price tag." Accessed November 1, 2020. `https://www.techradar.com/news/at-100tb-the-worlds-biggest-ssd-gets-an-eye-watering-price-tag`.

1.3 Data Hierarchy

Data items processed by computers form a **data hierarchy** that becomes larger and more complex in structure as we progress from the simplest data items (called "bits") to richer ones, such as characters and fields. The following diagram illustrates a portion of the data hierarchy:



Bits

A bit is short for "*b*inary dig*it*"—a digit that can assume one of *two* values—and is a computer's smallest data item. It can have the value `0` or `1`. Remarkably, computers' impressive functions involve only the simplest manipulations of `0`s and `1`s—examining a bit's value, setting a bit's value and reversing a bit's value (from `1` to `0` or from `0` to `1`). Bits form the basis of the binary number system, which we discuss in our "Number Systems" appendix.

Characters

Work with data in the low-level form of bits is tedious. Instead, people prefer to work with **decimal digits** (`0`–`9`), **letters** (`A`–`Z` and `a`–`z`) and **special symbols** such as

```
$ @ % & * ( ) - + " : ; , ? /
```

Digits, letters and special symbols are known as **characters**. The computer's **character set** contains the characters used to write programs and represent data items. Computers process only `1`s and `0`s, so a computer's character set represents each character as a pattern of `1`s and `0`s. C uses the **ASCII (American Standard Code for Information Interchange)** character set by default. C also supports **Unicode®** characters composed of one, two, three or four bytes (8, 16, 24 or 32 bits, respectively).[18]

18. "Programming with Unicode." Accessed November 1, 2020. `https://unicodebook.readthedocs.io/programming_languages.html`.

Unicode contains characters for many of the world's languages. ASCII is a (tiny) subset of Unicode representing letters (a–z and A–Z), digits and some common special characters. You can view the ASCII subset of Unicode at

```
https://www.unicode.org/charts/PDF/U0000.pdf
```

For the lengthy Unicode charts for all languages, symbols, emojis and more, visit

```
http://www.unicode.org/charts/
```

Fields

Just as characters are composed of bits, **fields** are composed of characters or bytes. A field is a group of characters or bytes that conveys meaning. For example, a field consisting of uppercase and lowercase letters could represent a person's name, and a field consisting of decimal digits could represent a person's age in years.

Records

Several related fields can be used to compose a **record**. In a payroll system, for example, the record for an employee might consist of the following fields (possible types for these fields are shown in parentheses):

- Employee identification number (a whole number).
- Name (a group of characters).
- Address (a group of characters).
- Hourly pay rate (a number with a decimal point).
- Year-to-date earnings (a number with a decimal point).
- Amount of taxes withheld (a number with a decimal point).

Thus, a record is a group of related fields. All the fields listed above belong to the same employee. A company might have many employees and a payroll record for each.

Files

A **file** is a group of related records. More generally, a file contains arbitrary data in arbitrary formats. Some operating systems view a file simply as a *sequence of bytes*—any organization of the bytes in a file, such as organizing the data into records, is a view created by the application programmer. You'll see how to do that in Chapter 11, File Processing. It's not unusual for an organization to have many files, some containing billions, or even trillions, of characters of information. As we'll see below, with big data, far larger file sizes are becoming increasingly common.

Databases

A **database** is a collection of data organized for easy access and manipulation. The most popular model is the **relational database**, in which data is stored in simple tables. A table includes records and fields. For example, a table of students might include first name, last name, major, year, student ID number and grade-point-average fields. The data for each student is a record, and the individual pieces of informa-

tion in each record are the fields. You can search, sort and otherwise manipulate the data based on its relationship to multiple tables or databases. For example, a university might use data from the student database combined with data from databases of courses, on-campus housing, meal plans, etc.

Big Data

The table below shows some common byte measures:

Unit	Bytes	Which is approximately
1 kilobyte (KB)	1024 bytes	10^3 bytes (1024 bytes exactly)
1 megabyte (MB)	1024 kilobytes	10^6 (1,000,000) bytes
1 gigabyte (GB)	1024 megabytes	10^9 (1,000,000,000) bytes
1 terabyte (TB)	1024 gigabytes	10^{12} (1,000,000,000,000) bytes
1 petabyte (PB)	1024 terabytes	10^{15} (1,000,000,000,000,000) bytes
1 exabyte (EB)	1024 petabytes	10^{18} (1,000,000,000,000,000,000) bytes
1 zettabyte (ZB)	1024 exabytes	10^{21} (1,000,000,000,000,000,000,000) bytes

The amount of data being produced worldwide is enormous, and its growth is accelerating. **Big data** applications deal with massive amounts of data. This field is growing quickly, creating lots of opportunities for software developers. Millions of information technology (IT) jobs globally already support big-data applications.

Twitter®—A Favorite Big-Data Source

One big-data source favored by developers is Twitter. There are approximately 800,000,000 tweets per day.[19] Though tweets appear to be limited to 280 characters, Twitter actually provides almost 10,000 bytes of data per tweet to programmers who want to analyze tweets. So 800,000,000 times 10,000 is about 8,000,000,000,000 bytes or 8 terabytes (TB) of data per day. That's big data.

Prediction is a challenging and often costly process, but the potential rewards for accurate predictions are great. **Data mining** is the process of searching through extensive collections of data, often big data, to find insights that can be valuable to individuals and organizations. The sentiment that you data-mine from tweets could help predict the election results, the revenues a new movie is likely to generate and the success of a company's marketing campaign. It could also help companies spot weaknesses in competitors' product offerings.

Self Check

1 ***(Fill-In)*** A(n) _____ is short for "binary digit"—a digit that can assume one of two values and is a computer's smallest data item.

Answer: bit.

19. "Twitter Usage Statistics." Accessed November 1, 2020. `https://www.internetlivestats.com/twitter-statistics/`.

2 *(True/False)* In some operating systems, a file is viewed simply as a sequence of bytes—any organization of the bytes in a file, such as organizing the data into records, is a view created by the application programmer.
Answer: True.

3 *(Fill-In)* A database is a collection of data organized for easy access and manipulation. The most popular model is the _____ database, in which data is stored in simple tables.
Answer: relational.

1.4 Machine Languages, Assembly Languages and High-Level Languages

Programmers write instructions in various programming languages, some directly understandable by computers and others requiring intermediate translation steps. Hundreds of such languages are in use today. These may be divided into three general types:

- Machine languages.
- Assembly languages.
- High-level languages.

Machine Languages

Any computer can directly understand only its own **machine language**, defined by its hardware design. Machine languages generally consist of strings of numbers (ultimately reduced to 1s and 0s) that instruct computers to perform their most elementary operations one at a time. Machine languages are machine-dependent—a particular machine language can be used on only one type of computer. Such languages are cumbersome for humans. For example, here's a section of an early machine-language payroll program that adds overtime pay to base pay and stores the result in gross pay:

```
+1300042774
+1400593419
+1200274027
```

In our Building Your Own Computer case study (Exercises 7.28–7.30), you'll "peel open" a computer and look at its internal structure. We'll introduce machine-language programming, and you'll write several machine-language programs. To make this an especially valuable experience, you'll then build a software simulation of a computer on which you can execute your machine-language programs.

Assembly Languages and Assemblers

Programming in machine language was simply too slow and tedious for most programmers. Instead of using the strings of numbers that computers could directly understand, programmers began using English-like abbreviations to represent elementary operations. These abbreviations formed the basis of **assembly languages**.

Translator programs called **assemblers** were developed to convert assembly-language programs to machine language at computer speeds. The following section of an assembly-language payroll program also adds overtime pay to base pay and stores the result in gross pay:

```
load    basepay
add     overpay
store   grosspay
```

Although such code is clearer to humans, it's incomprehensible to computers until it's translated to machine language.

High-Level Languages and Compilers

With the advent of assembly languages, the use of computers increased rapidly. However, programmers still had to use numerous instructions to accomplish even simple tasks. To speed the programming process, **high-level languages** were developed in which single statements could accomplish substantial tasks. A typical high-level-language program contains many statements, known as the program's **source code**.

Translator programs called **compilers** convert high-level-language source code into machine language. High-level languages allow you to write instructions that look almost like everyday English and contain common mathematical notations. A payroll program written in a high-level language might contain a single statement such as

```
grossPay = basePay + overTimePay
```

From the programmer's standpoint, high-level languages are preferable to machine and assembly languages. C is among the world's most widely used high-level programming languages.

In our Building Your Own Compiler case study (Exercises 12.24–12.27), you'll build a compiler that takes programs written in a high-level programming language and converts them to the Simpletron Machine Language that you learn in Exercise 7.28. Exercises 12.24–12.27 "tie" together the entire programming process. You'll write programs in a simple high-level language, compile the programs on the compiler you build, then run the programs on the Simpletron simulator you build in Exercise 7.29.

Interpreters

Compiling a large high-level language program into machine language can take considerable computer time. **Interpreters** execute high-level language programs directly. Interpreters avoid compilation delays, but your code runs slower than compiled programs. Some programming languages, such as Java[20] and Python[21], use a clever mixture of compilation and interpretation to run programs.

---

20. "Java virtual machine." Accessed November 2, 2020. https://en.wikipedia.org/wiki/Java_virtual_machine#Bytecode_interpreter_and_just-in-time_compiler.
21. "An introduction to Python bytecode." Accessed November 1, 2020. https://opensource.com/article/18/4/introduction-python-bytecode.

Self Check

1 *(Fill-In)* Translator programs called _____ convert assembly-language programs to machine language at computer speeds.
Answer: assemblers.

2 *(Fill-In)* _____ programs, developed to execute high-level-language programs directly, avoid compilation delays, although they run slower than compiled programs
Answer: Interpreter.

3 *(True/False)* High-level languages allow you to write instructions that look almost like everyday English and contain commonly used mathematical notations.
Answer: True.

1.5 Operating Systems

Operating systems are software that make using computers more convenient for users, software developers and system administrators. They provide services that allow applications to execute safely, efficiently and concurrently with one another. The software that contains the core operating-system components is called the **kernel**. Linux, Windows and macOS are popular desktop computer operating systems—you can use any of these with this book. Each is partially written in C. The most popular mobile operating systems used in smartphones and tablets are Google's Android and Apple's iOS.

Windows—A Proprietary Operating System

In the mid-1980s, Microsoft developed the **Windows operating system**, consisting of a graphical user interface built on top of DOS (Disk Operating System)—an enormously popular personal-computer operating system that users interacted with by typing commands. Windows 10 is Microsoft's latest operating system—it includes the Cortana personal assistant for voice interactions. Windows is a **proprietary** operating system—it's controlled by Microsoft exclusively. It is by far the world's most widely used desktop operating system.

Linux—An Open-Source Operating System

The **Linux operating system** is among the greatest successes of the open-source movement. Proprietary software for sale or lease dominated software's early years. With **open source**, individuals and companies contribute to developing, maintaining and evolving the software. Anyone can then use that software for their own purposes—normally at no charge, but subject to a variety of (typically generous) licensing requirements. Open-source code is often scrutinized by a much larger audience than proprietary software, so errors can get removed faster, making the software more robust. Open source increases productivity and has contributed to an explosion of innovation. You'll use various popular open-source libraries and tools throughout this book.

There are many organizations in the open-source community. Some key ones are:

- **GitHub** (provides tools for managing open-source projects—it has millions of them under development).

- The **Apache Software Foundation** (originally the creators of the Apache web server) now oversees 350+ open-source projects, including several big-data infrastructure technologies.
- The **Eclipse Foundation** (the Eclipse Integrated Development Environment helps programmers conveniently develop software).
- The **Mozilla Foundation** (creators of the Firefox web browser).
- **OpenML** (which focuses on open-source tools and data for machine learning.
- **OpenAI** (which does research on artificial intelligence and publishes open-source tools used in AI reinforcement-learning research).
- **OpenCV** (which focuses on open-source computer-vision tools that can be used across various operating systems and programming languages.
- **Python Software Foundation** (responsible for the Python programming language).

Rapid improvements to computing and communications, decreasing costs and open-source software have made it much easier and more economical to create software-based businesses now than just a decade ago. A great example is Facebook, which was launched from a college dorm room and built with open-source software.

The **Linux kernel** is the core of the most popular open-source, freely distributed, full-featured operating system. It's developed by a loosely organized team of volunteers and is popular in servers, personal computers and embedded systems (such as the computer systems at the heart of smartphones, smart TVs and automobile systems). Unlike Microsoft's Windows and Apple's macOS source code, the Linux source code is available to the public for examination and modification and is free to download and install. As a result, Linux users benefit from a huge community of developers actively debugging and improving the kernel, and from the ability to customize the operating system to meet specific needs.

Apple's macOS and Apple's iOS for iPhone® and iPad® Devices

Apple, founded in 1976 by Steve Jobs and Steve Wozniak, quickly became a leader in personal computing. In 1979, Jobs and several Apple employees visited Xerox PARC (Palo Alto Research Center) to learn about Xerox's desktop computer that featured a graphical user interface (GUI). That GUI served as the inspiration for the Apple Macintosh, launched in 1984.

The Objective-C programming language, created by Stepstone in the early 1980s, added object-oriented programming (OOP) capabilities to the C programming language. Steve Jobs left Apple in 1985 and founded NeXT Inc. In 1988, NeXT licensed Objective-C from Stepstone. NeXT developed an Objective-C compiler and libraries, which were used as the platform for the NeXTSTEP operating system's user interface and Interface Builder (for constructing graphical user interfaces).

Jobs returned to Apple in 1996 when they bought NeXT. Apple's **macOS operating system** is a descendant of NeXTSTEP. Apple has several other proprietary operating systems derived from macOS:

- **iOS** is used in iPhones.
- **iPadOS** is used in iPads.
- **watchOS** is used in Apple Watches.
- **tvOS** is used in Apple TV devices.

In 2014, Apple introduced its Swift programming language, which it open-sourced in 2015. The Apple app-development community has largely shifted from Objective-C to Swift. Swift-based apps can import Objective-C and C software components.[22]

Google's Android

Android—the most widely used mobile and smartphone operating system—is based on the Linux kernel, the Java programming language and, now, the open-source Kotlin programming language. Android is open source and free. Though you can't develop Android apps purely in C, you can incorporate C code into Android apps.[23]

According to `idc.com`, 84.8% of smartphones shipped in 2020 use Android, compared to 15.2% for Apple.[24] The Android operating system is used in numerous smartphones, e-reader devices, tablets, TVs, in-store touch-screen kiosks, cars, robots, multimedia players and more.

Billions of Computerized Devices

Billions of personal computers and an even larger number of mobile devices are now in use. The explosive growth of smartphones, tablets and other devices creates significant opportunities for mobile-app developers. The following table lists many computerized devices, each of which can be part of the Internet of Things (see Section 1.11).

Some computerized devices		
Automobiles	Blu-ray Disc™ players	Building controls
Cable boxes	Desktop computers	Credit cards
CT scanners	GPS navigation systems	e-Readers
Game consoles	Lottery systems	Home appliances
Home security systems	MRIs	Medical devices
Mobile phones	Parking meters	Personal computers
Optical sensors	Printers	Robots
Point-of-sale terminals	Servers	Smartcards
Smart meters	Televisions	Smartphones
Tablets	TV set-top boxes	Thermostats
Transportation passes	ATMs	Vehicle diagnostic systems

22. "Imported C and Objective-C APIs." Accessed November 3, 2020. `https://developer.apple.com/documentation/swift/imported_c_and_objective-c_apis`.
23. "Add C and C++ code to your project." Accessed November 3, 2020. `https://developer.android.com/studio/projects/add-native-code`.
24. "Smartphone Market Share." Accessed December 24, 2020. `https://www.idc.com/promo/smartphone-market-share/os`.

Self Check

1 *(Fill-In)* Windows is a(n) _____ operating system—it's controlled by Microsoft exclusively.
Answer: proprietary.

2 *(True/False)* Proprietary code is often scrutinized by a much larger audience than open-source software, so errors often get removed faster.
Answer: False. Open-source code is often scrutinized by a much larger audience than proprietary software, so errors often get removed faster.

3 *(True/False)* iOS dominates the global smartphone market over Android.
Answer: False. Android currently controls 84.8% of the smartphone market, but iOS apps earn almost twice as much revenue as Android apps.[25]

1.6 The C Programming Language

C evolved from two earlier languages, BCPL[26] and B[27]. BCPL was developed in 1967 by Martin Richards as a language for writing operating systems and compilers. Ken Thompson modeled many features in his B language after their counterparts in BCPL, and in 1970 he used B to create early versions of the UNIX operating system at Bell Laboratories.

The C language was evolved from B by Dennis Ritchie at Bell Laboratories and was originally implemented in 1972.[28] C initially became widely known as the development language of the UNIX operating system. Many of today's leading operating systems are written in C and/or C++. C is mostly hardware-independent—with careful design, it's possible to write C programs that are **portable** to most computers.

Built for Performance

C is widely used to develop systems that demand performance, such as operating systems, embedded systems, real-time systems and communications systems:

Application	Description
Operating systems	C's portability and performance make it desirable for implementing operating systems, such as Linux and portions of Microsoft's Windows and Google's Android. Apple's macOS is built in Objective-C, which was derived from C. We discussed some key popular desktop/notebook operating systems and mobile operating systems in Section 1.5.

25. "Global App Revenue Reached $50 Billion in the First Half of 2020, Up 23% Year-Over-Year." Accessed November 1, 2020. `https://sensortower.com/blog/app-revenue-and-downloads-1h-2020`.
26. "BCLP." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/BCPL`.
27. "B (programming language)." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/B_(programming_language)`.
28. "C (programming language)." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/C_(programming_language)`.

Application	Description
Embedded systems	The vast majority of the microprocessors produced each year are embedded in devices other than general-purpose computers. These **embedded systems** include navigation systems, smart home appliances, home security systems, smartphones, tablets, robots, intelligent traffic intersections and more. C is one of the most popular programming languages for developing embedded systems, which typically need to run as fast as possible and conserve memory. For example, a car's antilock brakes must respond immediately to slow or stop the car without skidding; video-game controllers should respond instantaneously to prevent lag between the controller and the game action.
Real-time systems	Real-time systems are often used for "mission-critical" applications that require nearly instantaneous and predictable response times. Real-time systems need to work continuously. For example, an air-traffic-control system must continuously monitor planes' positions and velocities and report that information to air-traffic controllers without delay so they can alert the planes to change course if there's a possibility of a collision.
Communications systems	Communications systems need to route massive amounts of data to their destinations quickly to ensure that things such as audio and video are delivered smoothly and without delay.

By the late 1970s, C had evolved into what's now referred to as "traditional C." The publication in 1978 of Kernighan and Ritchie's book, *The C Programming Language,* drew wide attention to the language. This became one of the most successful computer-science books of all time.

Standardization

C's rapid expansion to various **hardware platforms** (that is, types of computer hardware) led to many similar but often incompatible C versions. This was a serious problem for programmers who needed to develop code for several platforms. It became clear that a standard C version was needed. In 1983, the American National Standards Committee on Computers and Information Processing (X3) created the X3J11 technical committee to "provide an unambiguous and machine-independent definition of the language." In 1989, the standard was approved in the United States through the **American National Standards Institute (ANSI)**, then worldwide through the **International Standards Organization (ISO)**. This version was simply called Standard C.

The C11 and C18 Standards

We discuss the latest C standard (referred to as C11), which was approved in 2011 and updated with bug fixes in 2018 (referred to as C18). C11 refined and expanded C's capabilities. We've integrated into the text and Appendix C (in easy-to-include-or-omit sections) many of the new features implemented in leading C compilers. The current C standard document is referred to as *ISO/IEC 9899:2018*. Copies may be ordered from

```
https://www.iso.org/standard/74528.html
```

According to the C standard committee, the next C standard is likely to be released in 2022.[29]

Because C is a hardware-independent, widely available language, C applications often can run with little or no modification on a wide range of computer systems.

Self Check

1 ***(Fill-In)*** C evolved from two previous languages, _____ and _____.
Answer: BCPL, B.

2 ***(True/False)*** It's possible to write C programs that are portable to most computers.
Answer: *True*.

1.7 The C Standard Library and Open-Source Libraries

C programs consist of pieces called **functions**. You can program all the functions you need to form a C program. However, most C programmers take advantage of the rich collection of existing functions in the **C standard library**. Thus, there are really two parts to learning C programming:

- learning the C language itself, and
- learning how to use the functions in the C standard library.

Throughout the book, we discuss many of these functions. P. J. Plauger's book *The Standard C Library* is must reading for programmers who need a deep understanding of the library functions, how to implement them and how to use them to write portable code. We use and explain many C library functions throughout this text.

C How to Program, 9/e encourages a **building-block approach** to creating programs. When programming in C, you'll typically use the following building blocks:

- C standard library functions,
- open-source C library functions,
- functions you create yourself, and
- functions other people (whom you trust) have created and made available to you.

The advantage of creating your own functions is that you'll know exactly how they work. The disadvantage is the time-consuming effort that goes into designing, developing, debugging and performance-tuning new functions. Throughout the book, we focus on using the existing C standard library to leverage your program-development efforts and avoid "reinventing the wheel." This is called **software reuse**.

PERF Using C standard library functions instead of writing your own versions can improve program performance, because these functions are carefully written to perform efficiently. Using C standard library functions instead of writing your own comparable versions also can improve program portability.

29. "Programming Language C — C2x Charter." Accessed November 4, 2020. `http://www.open-std.org/jtc1/sc22/wg14/www/docs/n2086.htm`.

Open-Source Libraries

There are enormous numbers of third-party and open-source C libraries that can help you perform significant tasks with modest amounts of code. GitHub lists over 32,000 repositories in their C category:

```
https://github.com/topics/c
```

In addition, pages such as *Awesome C*

```
https://github.com/kozross/awesome-c
```

provide curated lists of popular C libraries for a wide range of application areas.



Self Check

1 ***(Fill-In)*** Most C programmers take advantage of the rich collection of existing functions called the _____.

Answer: C standard library.

2 ***(Fill-In)*** Avoid "reinventing the wheel" Instead, use existing pieces. This is called _____.

Answer: software reuse.

1.8 Other Popular Programming Languages

The following is a brief intro to several other popular programming languages:

- *BASIC* was developed in the 1960s at Dartmouth College to familiarize novices with programming techniques. Many of its latest versions are object-oriented.
- *C++*, which is based on C, was developed by Bjarne Stroustrup in the early 1980s at Bell Laboratories. C++ provides features that enhance the C language and adds object-oriented programming capabilities. We introduce object-oriented programming concepts in Appendix D.
- *Python* is an object-oriented language that was released publicly in 1991. It was developed by Guido van Rossum of the National Research Institute for Mathematics and Computer Science in Amsterdam. Python has rapidly become one of the world's most popular programming languages, especially for educational and scientific computing, and in 2017 it surpassed the programming language R as the most popular data-science programming language.[30,31,32] Some rea-

30. "5 things to watch in Python in 2017." Accessed November 1, 2020. `https://www.oreilly.com/ideas/5-things-to-watch-in-python-in-2017`.
31. "Python overtakes R, becomes the leader in Data Science, Machine Learning platforms." Accessed November 1, 2020. `https://www.kdnuggets.com/2017/08/python-overtakes-r-leader-analytics-data-science.html`.
32. "Data Science Job Report 2017: R Passes SAS, But Python Leaves Them Both Behind." Accessed November 1, 2020. `https://www.r-bloggers.com/data-science-job-report-2017-r-passes-sas-but-python-leaves-them-both-behind/`.

sons why Python is popular:[33,34,35] It's open-source, free and widely available. It's supported by a massive open-source community. It's relatively easy to learn. Its code is easier to read than many other popular programming languages. It enhances developer productivity with extensive standard libraries and thousands of third-party open-source libraries. It's popular in web development and in artificial intelligence, which is enjoying explosive growth, in part because of its special relationship with data science. It's widely used in the financial community.[36]

- *Java*—Sun Microsystems in 1991 funded an internal corporate research project led by James Gosling, which resulted in the C++-based object-oriented programming language called Java. A key Java goal is "write once, run anywhere," enabling developers to write programs that run on a wide variety of computer systems. Java is used in enterprise applications, in web servers (the computers that provide the content to our web browsers), in applications for consumer devices (e.g., smartphones, tablets, television set-top boxes, appliances, automobiles and more) and for many other purposes. Java was originally the preferred Android app-development language, though several other languages are now supported.
- *C#* (based on C++ and Java) is one of Microsoft's three primary object-oriented programming languages—the other two are Visual C++ and Visual Basic. C# was developed to integrate the web into computer applications and is now widely used to develop many kinds of applications. As part of Microsoft's many open-source initiatives, they now offer open-source versions of C# and Visual Basic.
- *JavaScript* is a widely used scripting language that's primarily used to add programmability to web pages (e.g., animations, user interactivity and more). All major web browsers support it. Many Python visualization libraries output JavaScript to create interactive visualizations you can view in your web browser. Tools such as NodeJS also enable JavaScript to run outside of web browsers.
- *Swift*, which was introduced in 2014, is Apple's programming language for developing iOS and macOS apps. Swift is a contemporary language that includes popular features from Objective-C, Java, C#, Ruby, Python and other languages. Swift is open-source, so it can be used on non-Apple platforms as well.

33. "Why Learn Python? Here Are 8 Data-Driven Reasons." Accessed November 1, 2020. `https://dbader.org/blog/why-learn-python`.
34. "Why Learn Python." Accessed November 1, 2020. `https://simpleprogrammer.com/7-reasons-why-you-should-learn-python`.
35. "5 things to watch in Python in 2017." Accessed November 1, 2020. `https://www.oreilly.com/ideas/5-things-to-watch-in-python-in-2017`.
36. Kolanovic, M. and R. Krishnamachari, *Big Data and AI Strategies: Machine Learning and Alternative Data Approach to Investing* (J.P. Morgan, 2017).

- *R* is a popular open-source programming language for statistical applications and visualization. Python and R are the two most widely used data-science languages.

Self Check

1 *(Fill-In)* Today, most code for general-purpose operating systems and other performance-critical systems is written in _____.
Answer: C or C++.

2 *(Fill-In)* A key goal of _____ is "write once, run anywhere," enabling developers to write programs that will run on a great variety of computer systems and computer-controlled devices.
Answer: Java.

3 *(True/False)* R is the most popular data-science programming language.
Answer: False. In 2017, Python surpassed R as the most popular data-science programming language.

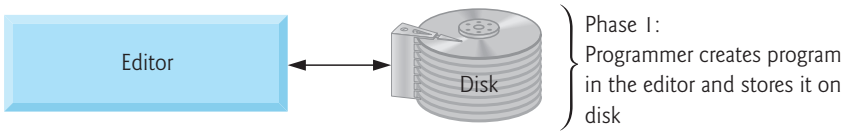
1.9 Typical C Program-Development Environment

C systems generally consist of several parts: a program-development environment, the language and the C standard library. The following discussion explains the typical C development environment.

C programs typically go through six phases to be executed—**edit**, **preprocess**, **compile**, **link**, **load** and **execute**. Although *C How to Program, 9/e*, is a generic C textbook (written independently of any particular operating system), we concentrate in this section on a typical Linux-based C system. In Section 1.10, you'll test-drive creating and running C programs on Windows, macOS and/or Linux.

1.9.1 Phase 1: Creating a Program

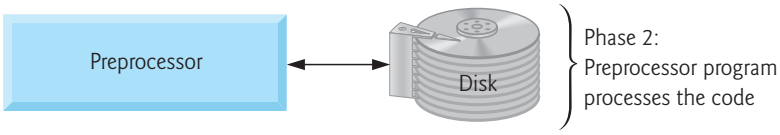
Phase 1 (in the following diagram) consists of editing a file in an **editor program**:



Two editors widely used on Linux systems are `vi` and `emacs`. C and C++ integrated development environments (IDEs) such as Microsoft Visual Studio and Apple Xcode have integrated editors. You type a C program in the editor, make corrections if necessary, then store the program on a secondary storage device such as a hard disk. C program filenames should end with the `.c` extension.

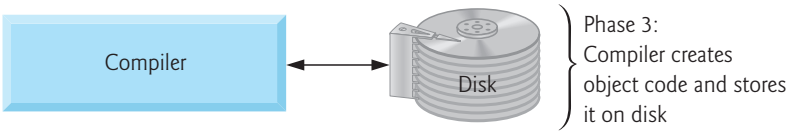
1.9.2 Phases 2 and 3: Preprocessing and Compiling a C Program

In Phase 2 (shown in the following diagram), you give the command to **compile** the program:



The compiler translates the C program into machine-language code (also referred to as **object code**). In a C system, the compilation command invokes a **preprocessor** program before the compiler's translation phase begins. The **C preprocessor** obeys special commands called **preprocessor directives**, which perform text manipulations on a program's source-code files. These manipulations consist of inserting the contents of other files and various text replacements. The early chapters discuss the most common preprocessor directives. Chapter 14 discusses other preprocessor features.

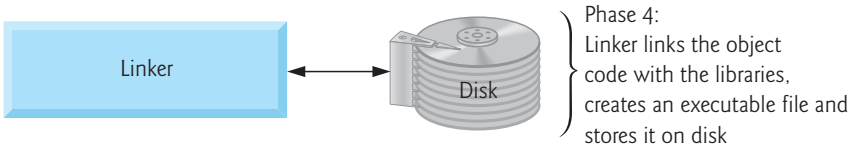
In Phase 3 (shown in the following diagram), the compiler translates the C program into machine-language code:



A **syntax error** occurs when the compiler cannot recognize a statement because it violates the language rules. The compiler issues an error message to help you locate and fix the incorrect statement. The C standard does not specify the wording for error messages issued by the compiler, so the messages you see on your system may differ from those on other systems. Syntax errors are also called **compile errors** or **compile-time errors.**

1.9.3 Phase 4: Linking

The next phase (shown in the following diagram) is called **linking**:



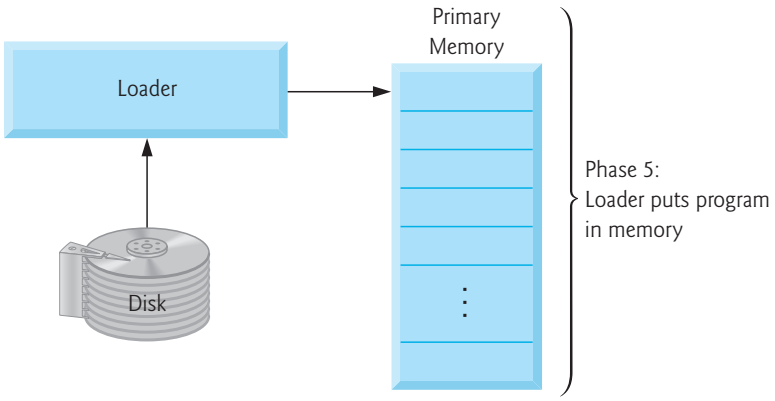
C programs typically use functions defined elsewhere, such as in the standard libraries, open-source libraries or private libraries of a particular project. The object code produced by the C compiler typically contains "holes" due to these missing parts. A **linker** links a program's object code with the code for the missing functions to produce an **executable image** (with no missing pieces). On a typical Linux system, the command to compile and link a program is **gcc** (the GNU C compiler). To compile and link a program named `welcome.c` using the latest C standard (C18), type

```
gcc -std=c18 welcome.c
```

at the Linux prompt and press the *Enter* key (or *Return* key). Linux commands are case sensitive. If the program compiles and links correctly, the compiler produces a file named `a.out` (by default), which is `welcome.c`'s executable image.

1.9.4 Phase 5: Loading

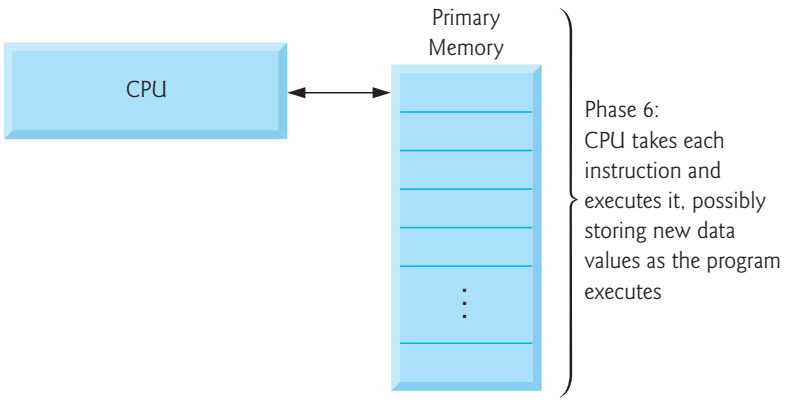
The next phase (shown in the following diagram) is called **loading**:



Before a program can execute, the operating system must load it into memory. The **loader** takes the executable image from disk and transfers it to memory. Additional components from shared libraries that support the program also are loaded.

1.9.5 Phase 6: Execution

Finally, in the last phase (shown in the following diagram), the computer, under the control of its CPU, **executes** the program one instruction at a time:



To load and execute the program on a Linux system, type `./a.out` at the Linux prompt and press *Enter*.

1.9.6 Problems That May Occur at Execution Time

Programs do not always work on the first try. Each of the preceding phases can fail because of various errors that we'll discuss. For example, an executing program might attempt to divide by zero (an illegal operation on computers just as in arithmetic). This would cause the computer to display an error message. You would then return to the edit phase, make the necessary corrections and proceed through the remaining phases again to determine that the corrections work properly.



Errors such as division-by-zero that occur as programs run are called runtime errors or execution-time errors. Divide-by-zero is generally a fatal error that causes the program to terminate immediately without successfully performing its job. Nonfatal errors allow programs to run to completion, often producing incorrect results.

1.9.7 Standard Input, Standard Output and Standard Error Streams

Most C programs input and/or output data. Certain C functions take their input from `stdin` (the **standard input stream**), which is normally the keyboard. Data is often output to `stdout` (the **standard output stream**), which is normally the computer screen. When we say that a program prints a result, we normally mean that the result is displayed on a screen. Data also may be output to devices such as disks and printers. There's also a **standard error stream** referred to as `stderr`, which is normally connected to the screen and used to display error messages. It's common to route regular output data, i.e., `stdout`, to a device other than the screen while keeping `stderr` assigned to the screen so that the user can be immediately informed of errors.



Self Check

1 *(Fill-In)* C programs typically go through six phases to be executed: _____, _____, _____, _____, _____ and _____.
Answer: edit, preprocess, compile, link, load, execute.

2 *(Fill-In)* A(n) _____ occurs when the compiler cannot recognize a statement because it violates the rules of the language.
Answer: syntax error.

3 *(Fill-In)* Errors that occur as a program runs are called _____ or execution-time errors
Answer: runtime errors.

1.10 Test-Driving a C Application in Windows, Linux and macOS

In this section, you'll compile, run and interact with your first C application—a guess-the-number game, which picks a random number from 1 to 1000 and prompts you to guess it. If you guess correctly, the game ends. If you guess incorrectly, the application indicates whether your guess is higher or lower than the correct number. There's no limit to your number of guesses, but you should be able to guess a number from 1 to 1000 correctly in 10 or fewer tries. There's some nice computer science behind this game—in a later chapter, you'll explore the binary search technique

You'll create this application in Chapter 5's exercises. Usually, this application randomly selects the correct answers. We disabled random selection for the test-drives. The application uses the same correct answer every time you run it. That way, you can use the same guesses we use and see the same results. This answer may vary by compiler.

Summary of the Test-Drives

We'll demonstrate creating a C application using:

- Microsoft Visual Studio 2019 Community edition for Windows (Section 1.10.1).
- Clang in Xcode on macOS (Section 1.10.2).
- GNU gcc in a shell on Linux (Section 1.10.3).
- GNU gcc in a shell running inside the GNU Compiler Collection (GCC) Docker container (Section 1.10.4).

You need to read only the section that corresponds to your setup.

Many development environments are available in which you can compile, build and run C applications. If your course uses a different tool from those we demonstrate here, consult your instructor for information on that tool.

1.10.1 Compiling and Running a C Application with Visual Studio 2019 Community Edition on Windows 10

In this section, you'll run a C program on Windows using Microsoft Visual Studio 2019 Community edition. Several versions of Visual Studio are available. In some versions, the options, menus and instructions we present might differ slightly. From this point forward, we'll simply say "Visual Studio" or "the IDE."

Step 1: Checking Your Setup

If you have not already done so, read the Before You Begin section of this book for instructions on installing the IDE and downloading the book's code examples.

Step 2: Launching Visual Studio

Launch Visual Studio from the **Start** menu. Dismiss the initial Visual Studio window by pressing the *Esc* key. **Do not** click the **X** in the upper-right corner, as that will terminate Visual Studio. You can access this window at any time by selecting **File > Start Window**. We use **>** to indicate selecting a menu item from a menu, so **File > Open** means "select the **Open** menu item from the **File** menu."

Step 3: Creating a Project

A **project** is a group of related files, such as the C source-code files that compose an application. Visual Studio organizes applications into projects and **solutions**, which contain one or more projects. Programmers use multiple-project solutions to create large-scale applications. Our examples require only single-project solutions. For our code examples, you'll begin with an **Empty Project** and add files to it. To create a project:

1. Select **File > New > Project...** to display the **Create a new project** dialog.
2. Select the **Empty Project** template with the tags **C++**, **Windows** and **Console**. Visual Studio does not have a C compiler, but its Visual C++ compiler can compile most C programs. The template we use here is for programs that execute at the command line in a Command Prompt window. Depending on

your Visual Studio version and the installed options, there may be many other project templates. You can filter your choices using the **Search for templates** textbox and the drop-down lists below it. Click **Next** to display the **Configure your new project** dialog.

3. Provide a **Project name** and **Location**. For the **Project name**, we specified `c_test`. For the **Location**, we selected this book's `examples` folder, which we assume is in your user account's `Documents` folder. Click **Create** to open your new project in Visual Studio.

At this point, Visual Studio creates your project, places its folder in

`C:\Users\`*YourUserAccount*`\Documents\examples`

(or the folder you specified) and opens Visual Studio's main window.

When you edit C code, Visual Studio displays each file as a separate tab within the window. The **Solution Explorer**—docked to Visual Studio's left or right side—is for viewing and managing your application's files. In this book's examples, you'll typically place each program's code files in the **Source Files** folder. If the **Solution Explorer** is not displayed, you can display it by selecting **View > Solution Explorer**.

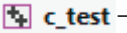
Step 4: Adding the `GuessNumber.c` File into the Project

Next, let's add the file `GuessNumber.c` to the project. In the **Solution Explorer**:

1. Right-click the **Source Files** folder and select **Add > Existing Item...**.
2. In the dialog that appears, navigate to the `ch01` subfolder of the book's `examples` folder, select `GuessNumber.c` and click **Add**.[37]

Step 5: Configuring Your Project's Compiler Version and Disabling a Microsoft Error Message

The Before You Begin section mentioned that Visual C++ can compile most C programs. The Visual C++ compiler supports several C++ standard versions. We'll use Microsoft's C++17 compiler, which we must configure in our project's settings:

1. Right-click the project's node—  —in the **Solution Explorer** and select **Properties** to display the project's **C_test Property Pages** dialog.
2. In the **Configuration** drop-down list, change **Active(Debug)** to **All Configurations**. In the **Platform** drop-down list, change **Active(Win32)** to **All Platforms**.
3. In the left column, expand the **C/C++** node, then select **Language**.
4. In the right column, click in the field to the right of **C++ Language Standard**, click the down arrow, then select **ISO C++17 Standard (/std:c++17)**.[38]

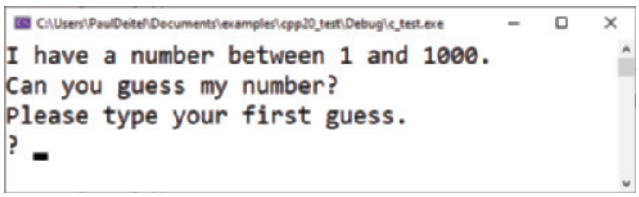
37. For the multiple-source-code-file programs that you'll see in later chapters, select all the files for a given program. When you begin creating programs yourself, you can right-click the **Source Files** folder and select **Add > New Item...** to display a dialog for adding a new file. You'll need to change the filename extension from `.cpp` to `.c` for your C program files.
38. At the time of this writing, Microsoft was still completing its support for the C++20 standard. Once available, you should choose **ISO C++20 Standard (/std:c++20)**.

5. In the left column, in the **C/C++** node, select **Preprocessor**.
6. In the right column, at the end of the value for **Preprocessor Definitions**, insert
   ```
   ;_CRT_SECURE_NO_WARNINGS
   ```
7. In the left column, in the **C/C++** node, select **General**.
8. In the right column, click in the field to the right of **SDL checks**, click the down arrow, then select **No (/sdl-)**.
9. Click **OK** to save the changes.

Items 6 and 8 above eliminate Microsoft Visual C++ warning and error messages for several C library functions we use throughout this book. We'll say more about this issue in Section 3.13.

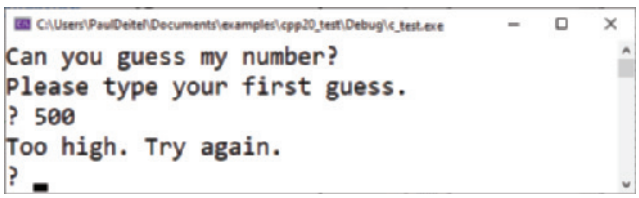
Step 6: Compiling and Running the Project

Next, let's compile and run the project so you can test-drive the application. Select **Debug > Start without debugging** or type *Ctrl* + *F5*. If the program compiles correctly, Visual Studio opens a Command Prompt window and executes the program. We changed the Command Prompt's color scheme[39] and font size for readability:



Step 7: Entering Your First Guess

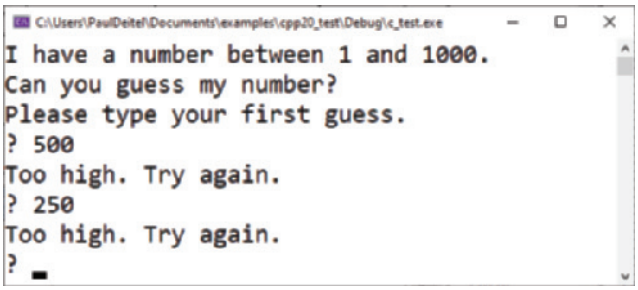
At the `?` prompt, type `500` and press *Enter*. The application displays, `"Too high. Try again."` to indicate that the value you entered is greater than the number the application chose as the correct guess:



Step 8: Entering Another Guess

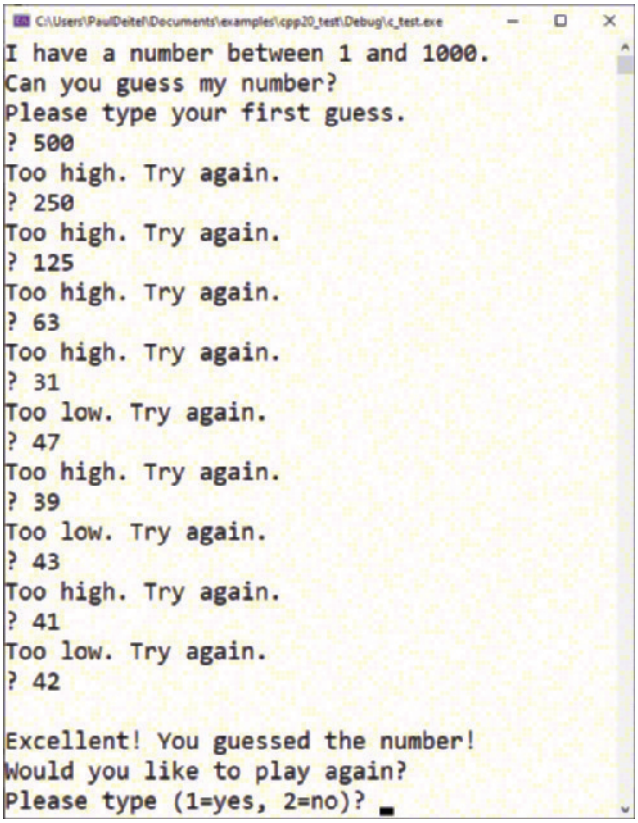
At the next prompt, type `250` and press *Enter*. The application displays, `"Too high. Try again."` to indicate that the value you entered is greater than the correct guess:

39. If you'd like to modify the **Command Prompt** colors on your system, right click the title bar and select **Properties**. In the **"Command Prompt" Properties** dialog, click the **Colors** tab, and select your preferred text and background colors.



Step 9: Entering Additional Guesses

Continue to play the game by entering values until you guess the correct number. When you guess correctly, the application displays, `"Excellent! You guessed the number!"`:



Step 10: Playing the Game Again or Exiting the Application

After you guess the correct number, the application asks if you'd like to play another game. At the `"Please type (1=yes, 2=no)?"` prompt, enter `1` to play again, which chooses a new number to guess. Enter `2` if you wish to terminate the application. Each time you execute this application (*Step 6*), it will choose the same numbers for you to guess. To play a randomized version of the game, use the version of `GuessNumber.c` in the `ch01` folder's `randomized_version` subfolder.

Reusing This Project for Subsequent Examples

You can follow the steps in this section to create a separate project for every application in the book. However, for our examples, you may find it more convenient to reuse this project by removing the `GuessNumber.c` program from the project, then adding another C program. To remove a file from your project (but not your system), select it in the **Solution Explorer**, then press *Del* (or *Delete*). Repeat *Step 4* to add a different program to the project.

Using Ubuntu Linux in the Windows Subsystem for Linux

Some Windows users may want to use the GNU `gcc` compiler on Windows, especially for the few programs in this book that Visual C++ cannot compile. You can do this using the GNU Compiler Collection Docker container (Section 1.10.4), or you can use `gcc` in Ubuntu Linux running in the Windows Subsystem for Linux. To install the Windows Subsystem for Linux, follow the instructions at

```
https://docs.microsoft.com/en-us/windows/wsl/install-win10
```

Once you install and launch Ubuntu on your Windows System, you can use the following command to change to the folder containing the test-drive code example on your Windows system:

```
cd /mnt/c/Users/YourUseName/Documents/examples/ch01
```

Then you can continue with *Step 2* in Section 1.10.3.

1.10.2 Compiling and Running a C Application with Xcode on macOS

In this section, you'll run a C program on a macOS using the Clang compiler in Apple's Xcode IDE.

Step 1: Checking Your Setup

If you have not already done so, read the Before You Begin section of this book for instructions on installing the IDE and downloading the book's code examples.

Step 2: Launching Xcode

Open a Finder window, select **Applications** and double-click the Xcode icon (). If this is your first time running Xcode, the **Welcome to Xcode** window appears. Close this window by clicking the **X** in the upper-left corner—you can access it at any time by selecting **Window > Welcome to Xcode**. We use the **>** character to indicate selecting a menu item from a menu. For example, the notation **File > Open...** means "select the **Open...** menu item from the **File** menu."

Step 3: Creating a Project

A **project** is a group of related files, such as the C source-code files that compose an application. The Xcode projects we created for this book's examples are **Command Line Tool** projects that you'll execute in the IDE. To create a project:

1. Select **File > New > Project...**.

2. At the top of the **Choose a template for your new project** dialog, click **macOS**.
3. Under **Application**, click **Command Line Tool** and click **Next**.
4. For **Product Name**, enter a name for your project—we specified `C_test_Xcode`.
5. In the **Language** drop-down list, select **C**, then click **Next**.
6. Specify where you want to save your project. We selected the `examples` folder containing this book's code examples.
7. Click **Create**.

Xcode creates your project and displays the **workspace window**, initially showing three areas—the **Navigator area** (left), **Editor area** (middle) and **Utilities area** (right).

The left-side **Navigator** area has icons at its top for the *navigators* that can be displayed there. For this book, you'll primarily work with

- **Project** ( )—Shows all the files and folders in your project.
- **Issue** ( )—Shows you warnings and errors generated by the compiler.

Clicking a navigator button displays the corresponding navigator panel.

The middle **Editor** area is for managing project settings and editing source code. This area is always displayed in your workspace window. Selecting a file in the **Project** navigator displays the file's contents in the **Editor** area. You will not use the right-side **Utilities** area in this book. You'll run and interact with the guess-the-number program in the **Debug area**, which will appear below the **Editor** area.

The workspace window's toolbar contains options for executing a program, displaying the progress of tasks executing in Xcode and hiding or showing the left (**Navigator**), right (**Utilities**) and bottom (**Debug**) areas.

Step 4: Deleting the `main.c` File from the Project

By default, Xcode creates a `main.c` source-code file containing a simple program that displays, `"Hello, World!"`. You won't use `main.c` in this test-drive. In the **Project** navigator, right-click the `main.c` file and select **Delete**. In the dialog that appears, select **Move to Trash**. The file will be removed from your system if you empty your trash.

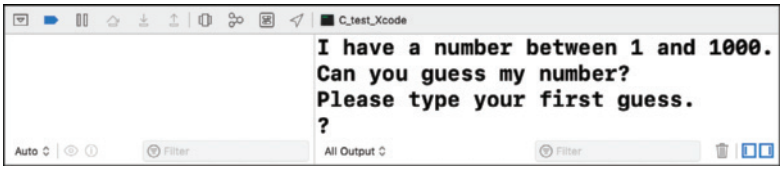
Step 5: Adding the `GuessNumber.c` File into the Project

In a Finder window, open the `ch01` folder in the book's `examples` folder, then drag `GuessNumber.c` onto the **Project** navigator's **C_Test_Xcode** folder. In the dialog that appears, ensure that **Copy items if needed** is checked, then click **Finish**.[40]

Step 6: Compiling and Running the Project

To compile and run the project so you can test-drive the application, simply click the run ( ) button on Xcode's toolbar. If the program compiles correctly, Xcode opens the **Debug** area and executes the program in the right half of the **Debug** area:

40. For the multiple-source-code-file programs that you'll see later in the book, drag all the files for a given program to the project's folder. When you begin creating your own programs, you can right-click the project's folder and select **New File...** to display a dialog for adding a new file.



The application displays, `"Please type your first guess."`, then displays a question mark (?) as a prompt on the next line.

Step 7: Entering Your First Guess

Click in the **Debug** area, then type `500` and press *Return*:

```
I have a number between 1 and 1000.
Can you guess my number?
Please type your first guess.
? 500
Too low. Try again.
?
```

The application displays, `"Too low. Try again."`, meaning that the value you entered is less than the number the application chose as the correct guess.

Step 8: Entering Another Guess

At the next prompt, enter `750`:

```
I have a number between 1 and 1000.
Can you guess my number?
Please type your first guess.
? 500
Too low. Try again.
? 750
Too low. Try again.
?
```

The application displays, `"Too low. Try again."`, meaning the value you entered once again is less than the correct guess.

Step 9: Entering Additional Guesses

Continue to play the game until you guess the correct number. When you guess correctly, the application displays, `"Excellent! You guessed the number!"`:

```
? 875
Too high. Try again.
? 812
Too high. Try again.
? 781
Too low. Try again.
? 797
Too low. Try again.
? 805
Too low. Try again.
? 808

Excellent! You guessed the number!
Would you like to play again?
Please type (1=yes, 2=no)?
```

Playing the Game Again or Exiting the Application

After you guess the correct number, the application asks if you'd like to play another game. At the `"Please type (1=yes, 2=no)?"` prompt, enter `1` to play again, which chooses a new number to guess. Enter `2` if you wish to terminate the application. Each time you execute this application (*Step 6*), it will choose the same numbers for you to guess. To play a randomized version of the game, use the version of `GuessNumber.c` in the `ch01` folder's `randomized_version` subfolder.

Reusing This Project for Subsequent Examples

You can follow the steps in this section to create a separate project for every application in the book. For our examples, you may find it more convenient to reuse this project by removing the project's current program, then adding a new one. To remove a file from your project (but not your system), right-click the file in the **Project** navigator and select **Delete**. In the dialog that appears, select **Remove Reference**. You can then repeat *Step 6* to add a different program to the project.

1.10.3 Compiling and Running a C Application with GNU gcc on Linux

For this test-drive, we assume that you read the Before You Begin section and that you placed the downloaded examples in your user account's `Documents` folder.

Step 1: Changing to the ch01 Folder

From a Linux shell, use the `cd` command to change to the `ch01` subfolder of the book's `examples` folder:

```
~$ cd ~/Documents/examples/ch01
~/Documents/examples/ch01$
```

In this section's figures, we use **`bold`** to highlight the text you should type. The prompt in our Ubuntu Linux shell uses a tilde (`~`) to represent your home directory. Each prompt ends with a dollar sign (`$`). The prompt may differ on other Linux distributions.

Step 2: Compiling the Application

Before running the application, you must first compile it:

```
~/Documents/examples/ch01$ gcc -std=c18 GuessNumber.c -o GuessNumber
~/Documents/examples/ch01$
```

The `gcc` command compiles the application:

- The `-std=c18` option indicates that we're using C18—the latest version of the C programming language standard.
- The `-o` option names the executable file (`GuessNumber`) you'll use to run the program.

Step 3: Running the Application

Type `./GuessNumber` at the prompt and press *Enter* to run the program:

```
~/Documents/examples/ch01$ ./GuessNumber
I have a number between 1 and 1000.
Can you guess my number?
Please type your first guess.
?
```

The `./` tells Linux to run a file from the current directory. It's needed here to indicate that `GuessNumber` is an executable file.

Step 4: Entering Your First Guess

The application displays, `"Please type your first guess."`, then displays a question mark (?) as a prompt on the next line. At the prompt, enter **500**—note that the outputs may vary based on the compiler you're using:

```
~/Documents/examples/ch01$ ./GuessNumber
I have a number between 1 and 1000.
Can you guess my number?
Please type your first guess.
? 500
Too high. Try again.
?
```

The application displays, `"Too high. Try again."`, meaning the value you entered is greater than the number the application chose as the correct guess.

Step 5: Entering Another Guess

At the next prompt, enter **250**:

```
~/Documents/examples/ch01$ ./GuessNumber
I have a number between 1 and 1000.
Can you guess my number?
Please type your first guess.
? 500
Too high. Try again.
? 250
Too low. Try again.
?
```

This time the application displays, `"Too low. Try again."`, meaning the value you entered is less than the correct guess.

Step 6: Entering Additional Guesses

Continue to play the game by entering values until you guess the correct number. When you guess correctly, the application displays, `"Excellent! You guessed the number!"`:

```
Too low. Try again.
? 375
Too low. Try again.
? 437
Too high. Try again.
? 406
Too high. Try again.
? 391
Too high. Try again.
? 383
Too low. Try again.
? 387
Too high. Try again.
? 385
Too high. Try again.
? 384

Excellent! You guessed the number!
Would you like to play again?
Please type (1=yes, 2=no)?
```

Step 7: Playing the Game Again or Exiting the Application

After you guess the correct number, the application asks if you'd like to play another game. At the `"Please type (1=yes, 2=no)?"` prompt, enter `1` to play again, which chooses a new number to guess. Enter `2` if you wish to terminate the application. Each time you execute this application (*Step 3*), it will choose the same numbers for you to guess. To play a randomized version of the game, use the version of `GuessNumber.c` in the `ch01` folder's `randomized_version` subfolder.

1.10.4 Compiling and Running a C Application in a GCC Docker Container Running Natively over Windows 10, macOS or Linux

One of the most convenient cross-platform ways to run GNU's `gcc` compiler is via the GNU Compiler Collection (GCC) Docker container. This section assumes you've installed Docker Desktop (Windows or macOS) or Docker Engine (Linux)—as discussed in the Before You Begin section—and that Docker is running on your computer.

Executing the GNU Compiler Collection (GCC) Docker Container

Open a Command Prompt (Windows), Terminal (macOS/Linux) or shell (Linux), then perform the following steps to launch the GCC Docker container:

1. Use the `cd` command to navigate to the `examples` folder containing this book's examples. Executing the Docker container from here will enable the container to access our code examples.
2. **Windows users:** Launch the GCC Docker container with the command[41]

```
docker run --rm -it -v "%CD%":/usr/src gcc:latest
```

41. A notification will appear asking you to allow Docker to access the files in the current folder. You must allow this; otherwise, you will not be able to access our source-code files in Docker.

3. **macOS/Linux users:** Launch the GCC Docker container with the command

```
docker run --rm -it -v "$(pwd)":/usr/src gcc:latest
```

In the preceding commands:

- `--rm` cleans up the GCC container's resources when you eventually shut it down.
- `-it` runs the container in interactive mode, so you can enter commands to change folders, compile programs using the GNU `gcc` compiler and run programs.
- `-v "%CD%":/usr/src` (Windows) or `-v "$(pwd)":/usr/src` (macOS/Linux) allows the Docker container to access your current folder's files and subfolders via the Docker container's `/usr/src` folder. You can navigate with the `cd` command to subfolders of `/usr/src` to compile and run our programs.
- `gcc:latest` is the container name that you installed in the Before You Begin.[42]

Once the container is running, you'll see a prompt similar to

```
root@67773f59d9ea:/#
```

though `"@67773f59d9ea"` will differ on your computer. The container uses a Linux operating system in which folder separators are forward slashes (/). The prompt displays the current folder location between the : and #.

Changing to the `ch01` Folder in the Docker Container

Use the `cd` command to change to the `/usr/src/ch01` folder:

```
root@01b4d47cadc6:/# cd /usr/src/ch01
root@01b4d47cadc6:/usr/src/ch01#
```

You can now compile, run and interact with the `GuessNumber` application in the Docker container, using the commands in Section 1.10.3, *Steps 2–7*.

Terminating the Docker Container

You can terminate the Docker container by typing *Ctrl* + *d* at the container's prompt.

1.11 Internet, World Wide Web, the Cloud and IoT

In the late 1960s, ARPA—the Advanced Research Projects Agency of the United States Department of Defense—rolled out plans for networking the main computer systems of approximately a dozen ARPA-funded universities and research institu-

42. `gcc:latest` is the name of the `gcc` Docker container's latest version at the time you downloaded it onto your machine. Once downloaded, the container does not auto-update. You can keep your GCC container up-to-date with the latest available release by executing `docker pull gcc:latest`. If there's a new version, Docker will download it.

tions. The computers were to be connected with communications lines operating at speeds on the order of 50,000 bits per second, a stunning rate at a time when most people (of the few who even had networking access) were connecting over telephone lines to computers at a rate of 110 bits per second. Academic research was about to take a giant leap forward. ARPA proceeded to implement what quickly became known as the ARPANET, the precursor to today's **Internet**. Today's fastest Internet speeds are on the order of billions of bits per second, with trillion-bits-per-second (terabit) speeds already being tested![43] In 2020, Australian researchers successfully tested a 44.2 terrabits per second Internet connection.[44]

Things worked out differently from the original plan. Although the ARPANET enabled researchers to network their computers, its main benefit proved to be the capability for quick and easy communication via what came to be known as electronic mail (e-mail). This is true even on today's Internet, with e-mail, instant messaging, file transfer and social media, such as Snapchat, Instagram, Facebook and Twitter, enabling billions of people worldwide to communicate quickly and easily.

The protocol (set of rules) for communicating over the ARPANET became known as the **Transmission Control Protocol (TCP)**. TCP ensured that messages, consisting of sequentially numbered pieces called **packets**, were properly delivered from sender to receiver, arrived intact and were assembled in the correct order.

1.11.1 The Internet: A Network of Networks

In parallel with the early evolution of the Internet, organizations worldwide were implementing their own networks for intra-organization (that is, within an organization) and inter-organization (that is, between organizations) communication. A huge variety of networking hardware and software appeared. One challenge was to enable these different networks to communicate with each other. ARPA accomplished this by developing the **Internet Protocol (IP)**, which created a true "network of networks," the Internet's current architecture. The combined set of protocols is now called **TCP/IP**. Each Internet-connected device has an **IP address**—a unique numerical identifier used by devices communicating via TCP/IP to locate one another on the Internet.

Businesses rapidly realized that, by using the Internet, they could improve their operations and offer new and better services to their clients. Companies started spending large amounts of money to develop and enhance their Internet presence. This generated fierce competition among communications carriers and hardware and software suppliers to meet the increased infrastructure demand. As a result, Internet bandwidth—the information-carrying capacity of communications lines—has increased tremendously, while hardware costs have plummeted.

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43. "BT Testing 1.4 Terabit Internet Connections." Accessed November 1, 2020. `https://testinternetspeed.org/blog/bt-testing-1-4-terabit-internet-connections/`.
44. "Monash, Swinburne, and RMIT universities use optical chip to achieve 44Tbps data speed." Accessed January 9, 2021. `https://www.zdnet.com/article/monash-swinburne-and-rmit-universities-achieve-44tbps-data-speed-using-single-optical-chip/`.

1.11.2 The World Wide Web: Making the Internet User-Friendly

The **World Wide Web** (simply called "the web") is a collection of hardware and software associated with the Internet that allows computer users to locate and view documents (with various combinations of text, graphics, animations, audios and videos) on almost any subject. In 1989, Tim Berners-Lee of CERN (the European Organization for Nuclear Research) began developing **HyperText Markup Language (HTML)**—the technology for sharing information via "hyperlinked" text documents. He also wrote communication protocols such as **HyperText Transfer Protocol (HTTP)** to form the backbone of his new hypertext information system, which he referred to as the World Wide Web.

In 1994, Berners-Lee founded the **World Wide Web Consortium** (**W3C**, `https://www.w3.org`), devoted to developing web technologies. One of the W3C's primary goals is to make the web universally accessible to everyone regardless of disabilities, language or culture.

1.11.3 The Cloud

More and more computing today is done "in the cloud"—that is, using software and data distributed across the Internet worldwide, rather than locally on your desktop, notebook computer or mobile device. **Cloud computing** allows you to increase or decrease computing resources to meet your needs at any given time, which is more cost-effective than purchasing hardware to provide enough storage and processing power to meet occasional peak demands. Cloud computing also saves money by shifting to the service provider the burden of managing these apps (such as installing and upgrading the software, security, backups and disaster recovery).

The apps you use daily are heavily dependent on various **cloud-based services**. These services use massive clusters of computing resources (computers, processors, memory, disk drives, etc.) and databases that communicate over the Internet with each other and the apps you use. A service that provides access to itself over the Internet is known as a **web service**.

Software as a Service

Cloud vendors focus on **service-oriented architecture (SOA)** technology. They provide "as-a-Service" capabilities that applications connect to and use in the cloud. Common services provided by cloud vendors include:[45]

"As-a-Service" acronyms (note that several are the same)	
Big data as a Service (BDaaS)	Platform as a Service (PaaS)
Hadoop as a Service (HaaS)	Software as a Service (SaaS)
Infrastructure as a Service (IaaS)	Storage as a Service (SaaS)

45. For more "as-a-Service" acronyms, see `https://en.wikipedia.org/wiki/Cloud_computing` and `https://en.wikipedia.org/wiki/As_a_service`.

Mashups

The applications-development methodology of **mashups** enables you to rapidly develop powerful software applications by combining (often free) complementary web services and other forms of information feeds. One of the first mashups, `www.housingmaps.com`, combined the real-estate listings from `www.craigslist.org` with Google Maps to show the locations of homes for sale or rent in a given area. Check out `www.housingmaps.com` for some interesting facts, history, articles and how it influenced real-estate industry listings.

ProgrammableWeb (`https://programmableweb.com/`) provides a directory of nearly 24,000 web services and almost 8,000 mashups. They also provide how-to guides and sample code for working with web services and creating your own mashups. According to their website, some of the most widely used web services are Google Maps and others provided by Facebook, Twitter and YouTube.

1.11.4 The Internet of Things

The Internet is no longer just a network of *computers*—it's an **Internet of Things (IoT)**. A *thing* is any object with an IP address and the ability to send, and in some cases receive, data automatically over the Internet. Such *things* include:

- a car with a transponder for paying tolls,
- monitors for parking-space availability in a garage,
- a heart monitor implanted in a human,
- water-quality monitors,
- a smart meter that reports energy usage,
- radiation detectors,
- item trackers in a warehouse,
- mobile apps that can track your movement and location,
- smart thermostats that adjust room temperatures based on weather forecasts and activity in the home, and
- intelligent home appliances.

According to `statista.com`, there are already over 23 billion IoT devices in use today, and there could be over 75 billion IoT devices in 2025.[46]

Self Check

1 *(Fill-In)* The _____ was the precursor to today's Internet.

Answer: ARPANET.

46. "Internet of Things (IoT) connected devices installed base worldwide from 2015 to 2025." Accessed November 1, 2020. `https://www.statista.com/statistics/471264/iot-number-of-connected-devices-worldwide/`.

2 *(Fill-In)* The _____ (simply called "the web") is a collection of hardware and software associated with the Internet that allows computer users to locate and view documents (with various combinations of text, graphics, animations, audios and videos).
Answer: World Wide Web.

3 *(Fill-In)* In the Internet of Things (IoT), a *thing* is any object with a(n) _____ and the ability to send, and in some cases receive, data over the Internet.
Answer: IP address.

1.12 Software Technologies

As you learn about and work in software development, you'll frequently encounter the following buzzwords:

- **Refactoring**: Reworking programs to make them clearer and easier to maintain while preserving their correctness and functionality. Many IDEs contain built-in *refactoring tools* to do major portions of the reworking automatically.
- **Design patterns**: Proven architectures for constructing flexible and maintainable object-oriented software. The field of design patterns tries to enumerate those recurring patterns, encouraging software designers to *reuse* them to develop better-quality software using less time, money and effort.
- **Software Development Kits (SDKs)**—The tools and documentation that developers use to program applications.

Self Check

1 *(Fill-In)* _____ is the process of reworking programs to make them clearer and easier to maintain while preserving their correctness and functionality.
Answer: refactoring.

1.13 How Big Is Big Data?

For computer scientists and data scientists, data is now as crucial as writing programs. According to IBM, approximately 2.5 quintillion bytes (2.5 *exabytes*) of data are created daily,[47] and 90% of the world's data was created in the last two years.[48] The Internet, which will play an important part in your career, is responsible for much of this trend. According to IDC, the global data supply will reach 175 *zettabytes* (equal to 175 trillion gigabytes or 175 billion terabytes) annually by 2025.[49] Consider the following examples of various popular data measures.

47. "Welcome to the world of A.I.." Accessed November 1, 2020. `https://www.ibm.com/blogs/watson/2016/06/welcome-to-the-world-of-a-i/`.
48. "Accelerate Research and Discovery." Accessed November 1, 2020. `https://www.ibm.com/watson/advantages/accelerate`.
49. "IDC: Expect 175 zettabytes of data worldwide by 2025." Accessed November 1, 2020. `https://www.networkworld.com/article/3325397/storage/idc-expect-175-zettabytes-of-data-worldwide-by-2025.html`.

Megabytes (MB)

One megabyte is about one million (actually 2^{20}) bytes. Many of the files we use daily require one or more MBs of storage. Some examples include:

- MP3 audio files—High-quality MP3s range from 1 to 2.4 MB per minute.[50]
- Photos—JPEG format photos taken on a digital camera can require about 8 to 10 MB per photo.
- Video—Smartphone cameras can record video at various resolutions. Each minute of video can require many megabytes of storage. For example, on one of our iPhones, the **Camera** settings app reports that 1080p video at 30 frames-per-second (FPS) requires 130 MB/minute and 4K video at 30 FPS requires 350 MB/minute.

Gigabytes (GB)

One gigabyte is about 1000 megabytes (actually 2^{30} bytes). A dual-layer DVD can store up to 8.5 GB[51], which translates to:

- as much as 141 hours of MP3 audio,
- approximately 1000 photos from a 16-megapixel camera,
- approximately 7.7 minutes of 1080p video at 30 FPS, or
- approximately 2.85 minutes of 4K video at 30 FPS.

The current highest-capacity Ultra HD Blu-ray discs can store up to 100 GB of video.[52] Streaming a 4K movie can use between 7 and 10 GB per hour (highly compressed).

Terabytes (TB)

One terabyte is about 1000 gigabytes (actually 2^{40} bytes). Recent disk drives for desktop computers come in sizes up to 20 TB,[53] which is equivalent to:

- approximately 28 years of MP3 audio,
- approximately 1.68 million photos from a 16-megapixel camera,
- approximately 226 hours of 1080p video at 30 FPS, or
- approximately 84 hours of 4K video at 30 FPS.

Nimbus Data now has the largest solid-state drive (SSD) at 100 TB, which can store five times the 20-TB examples of audio, photos and video listed above.[54]

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50. "Audio File Size Calculations." Accessed November 1, 2020. `https://www.audiomountain.com/tech/audio-file-size.html`.
51. "DVD." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/DVD`.
52. "Ultra HD Blu-ray." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/Ultra_HD_Blu-ray`.
53. "History of hard disk drives." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/History_of_hard_disk_drives`.
54. "Nimbus Data 100TB SSD – World's Largest SSD." Accessed November 1, 2020. `https://www.cinema5d.com/nimbus-data-100tb-ssd-worlds-largest-ssd/`.

Petabytes, Exabytes and Zettabytes

There are over four billion people online, creating about 2.5 quintillion bytes of data each day[55]—that's 2500 petabytes (each petabyte is about 1000 terabytes) or 2.5 exabytes (each exabyte is about 1000 petabytes). A March 2016 *AnalyticsWeek* article stated that by 2021 there would be over 50 billion devices connected to the Internet (most of them through the Internet of Things; Section 1.11.4) and, by 2020, there would be 1.7 megabytes of new data produced per second for *every person on the planet*.[56] At today's numbers (approximately 7.7 billion people[57]), that's about

- 13 petabytes of new data per second,
- 780 petabytes per minute,
- 46,800 petabytes (46.8 exabytes) per hour, or
- 1,123 exabytes per day—that's 1.123 zettabytes (ZB) per day (each zettabyte is about 1000 exabytes).

That's the equivalent of over 5.5 million hours (over 600 years) of 4K video every day or approximately 116 billion photos every day!

Additional Big-Data Stats

For a real-time sense of big data, check out `https://www.internetlivestats.com`, with various statistics, including the numbers so far today of

- Google searches.
- Tweets.
- Videos viewed on YouTube.
- Photos uploaded on Instagram.

You can click each statistic to drill down for more information.

Some other interesting big-data facts:

- Every hour, YouTube users upload 30,000 hours of video, and almost 1 billion hours of video are watched on YouTube every day.[58]
- Every second, there are 103,777 GBs (or 103.777 TBs) of Internet traffic, 9204 tweets sent, 87,015 Google searches and 86,617 YouTube videos viewed.[59]

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55. "How Much Data Is Created Every Day in 2020?" Accessed November 1, 2020. `https://techjury.net/blog/how-much-data-is-created-every-day/#gref`.
56. "Big Data Facts." Accessed November 1, 2020. `https://analyticsweek.com/content/big-data-facts/`.
57. "World Population." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/World_population`.
58. "57 Fascinating and Incredible YouTube Statistics." Accessed November 1, 2020. `https://www.brandwatch.com/blog/youtube-stats/`.
59. "Tweets Sent in 1 Second." Accessed November 1, 2020. `http://www.internetlivestats.com/one-second`.

- On Facebook each day, there are 3.2 billion "likes" and comments,[60] and 5 billion emojis sent via Facebook Messenger.[61]

Domo, Inc.'s infographic called "Data Never Sleeps 8.0" shows interesting statistics regarding how much data is generated *every minute*, including:[62]

- 347,222 Instagram posts.
- 500 hours of video uploaded to YouTube.
- 147,000 photos uploaded to Facebook.
- 41,666,667 WhatsApp messages shared.
- 404,444 hours of Netflix video viewed.
- 479,452 users interact with Reddit content.
- 208,333 users participate in Zoom meetings.
- 1,388,889 people make video calls.

Computing Power Over the Years

Data is getting more massive, and so is the computing power for processing it. Today's processor performance is often measured in terms of **FLOPS (floating-point operations per second)**. In the early to mid-1990s, the fastest supercomputer speeds were measured in gigaflops (10^9 FLOPS). By the late 1990s, Intel produced the first teraflop (10^{12} FLOPS) supercomputers. In the early-to-mid 2000s, speeds reached hundreds of teraflops, then in 2008, IBM released the first petaflop (10^{15} FLOPS) supercomputer. Currently, the fastest supercomputer—Fujitsu's Fugaku[63]—is capable of 442 petaflops.[64]

Distributed computing can link thousands of personal computers via the Internet to produce even more FLOPS. In late 2016, the Folding@home network—a distributed network in which people volunteer their personal computers' resources for use in disease research and drug design[65]—was capable of over 100 petaflops. Companies like IBM are now working toward supercomputers capable of exaflops (10^{18} FLOPS).[66]

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60. "Facebook: 3.2 Billion Likes & Comments Every Day." Accessed November 1, 2020. `https://marketingland.com/facebook-3-2-billion-likes-comments-every-day-19978`.
61. "Facebook celebrates World Emoji Day by releasing some pretty impressive facts." Accessed November 1, 2020. `https://mashable.com/2017/07/17/facebook-world-emoji-day/`.
62. "Data Never Sleeps 8.0." Accessed November 1, 2020. `https://www.domo.com/learn/data-never-sleeps-8`.
63. "Top 500." Accessed December 24, 2020. `https://en.wikipedia.org/wiki/TOP500#TOP_500`.
64. "FLOPS." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/FLOPS`.
65. "Folding@home." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/Folding@home`.
66. "A new supercomputing-powered weather model may ready us for Exascale." Accessed November 1, 2020. `https://www.ibm.com/blogs/research/2017/06/supercomputing-weather-model-exascale/`.

The **quantum computers** now under development theoretically could operate at 18,000,000,000,000,000,000 times the speed of today's "conventional computers"![67] This number is so extraordinary that in one second, a quantum computer theoretically could do staggeringly more calculations than the total that have been done by all computers since the world's first computer appeared. This almost unimaginable computing power could wreak havoc with blockchain-based cryptocurrencies like Bitcoin. Engineers are already rethinking blockchain[68] to prepare for such massive increases in computing power.[69]

The history of supercomputing power is that it eventually works its way down from research labs—where extraordinary amounts of money have been spent to achieve those performance numbers—into "reasonably priced" commercial computer systems and even desktop computers, laptops, tablets and smartphones.

Computing power's cost continues to decline, especially with cloud computing. People used to ask the question, "How much computing power do I need on my system to deal with my *peak* processing needs?" Today, that thinking has shifted to "Can I quickly carve out on the cloud what I need *temporarily* for my most demanding computing chores?" You pay for only what you use to accomplish a given task.

Processing the World's Data Requires Lots of Electricity

Data from the world's Internet-connected devices is exploding, and processing that data requires tremendous amounts of energy. According to a recent article, energy use for processing data in 2015 was growing at 20% per year and consuming approximately three to five percent of the world's power. The article says that total data-processing power consumption could reach 20% by 2025.[70]

Another enormous electricity consumer is the blockchain-based cryptocurrency Bitcoin. Processing just one Bitcoin transaction uses approximately the same amount of energy as powering the average American home for a week. The energy use comes from the process Bitcoin "miners" use to prove that transaction data is valid.[71]

According to some estimates, a year of Bitcoin transactions consumes more energy than many countries.[72] Together, Bitcoin and Ethereum (another popular

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67. "Only God can count that fast — the world of quantum computing." Accessed November 1, 2020. https://medium.com/@n.biedrzycki/only-god-can-count-that-fast-the-world-of-quantum-computing-406a0a91fcf4.
68. "Blockchain." Accessed December 24, 2020. https://en.wikipedia.org/wiki/Blockchain.
69. "Is Quantum Computing an Existential Threat to Blockchain Technology?" Accessed November 1, 2020. https://singularityhub.com/2017/11/05/is-quantum-computing-an-existential-threat-to-blockchain-technology/.
70. "'Tsunami of data' could consume one fifth of global electricity by 2025." Accessed November 1, 2020. https://www.theguardian.com/environment/2017/dec/11/tsunami-of-data-could-consume-fifth-global-electricity-by-2025.
71. "One Bitcoin Transaction Consumes As Much Energy As Your House Uses in a Week." Accessed November 1, 2020. https://motherboard.vice.com/en_us/article/ywbbpm/bitcoin-mining-electricity-consumption-ethereum-energy-climate-change.
72. "Bitcoin Energy Consumption Index." Accessed November 1, 2020. https://digiconomist.net/bitcoin-energy-consumption.

blockchain-based platform and cryptocurrency) consume more energy per year than Finland, Belgium or Pakistan.[73]

Morgan Stanley predicted in 2018 that "the electricity consumption required to create cryptocurrencies this year could actually outpace the firm's projected global electric vehicle demand—in 2025."[74] This situation is unsustainable, especially given the huge interest in blockchain-based applications, even beyond the cryptocurrency explosion. The blockchain community is working on fixes.[75,76]

Big-Data Opportunities

The big-data explosion is likely to continue exponentially for years to come. With 50 billion computing devices on the horizon, we can only imagine how many more there will be over the next few decades. It's crucial for businesses, governments, the military, and even individuals to get a handle on all this data.

It's interesting that some of the best writings about big data, data science, artificial intelligence and more are coming out of prominent business organizations, such as J.P. Morgan, McKinsey, Bloomberg and the like. Big data's appeal to big business is undeniable, given the rapidly accelerating accomplishments. Many companies are making significant investments and getting valuable results through technologies like big data, machine learning and natural-language processing. This is forcing competitors to invest as well, rapidly increasing the need for computing professionals with computer-science and data-science experience. This growth is likely to continue for many years.

Self Check

1 ***(Fill-In)*** Today's processor performance is often measured in terms of _____.
Answer: FLOPS (floating-point operations per second).

2 ***(Fill-In)*** The technology that could wreak havoc with blockchain-based cryptocurrencies, like Bitcoin, and other blockchain-based technologies is _____.
Answer: quantum computers.

3 ***(True/False)*** With cloud computing you pay a fixed price for cloud services regardless of how much you use those services.
Answer: False. A key cloud-computing benefit is that you pay for only what you use to accomplish a given task.

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73. "Ethereum Energy Consumption Index." Accessed November 1, 2020. `https://digiconomist.net/ethereum-energy-consumption`.
74. "Power Play: What Impact Will Cryptocurrencies Have on Global Utilities?" Accessed November 1, 2020. `https://www.morganstanley.com/ideas/cryptocurrencies-global-utilities`.
75. "Blockchains Use Massive Amounts of Energy—But There's a Plan to Fix That." Accessed November 1, 2020. `https://www.technologyreview.com/s/609480/bitcoin-uses-massive-amounts-of-energybut-theres-a-plan-to-fix-it/`.
76. "How to fix Bitcoin's energy-consumption problem." Accessed November 1, 2020. `http://mashable.com/2017/12/01/bitcoin-energy/`.

1.13.1 Big-Data Analytics

Data analytics is a mature and well-developed discipline. The term "data analysis" was coined in 1962,[77] though people have been analyzing data using statistics for thousands of years, going back to the ancient Egyptians.[78] Big-data analytics is a more recent phenomenon—the term "big data" was coined around 1987.[79]

Consider four of the V's of big data[80,81]:

1. Volume—the data the world is producing is growing exponentially.
2. Velocity—the speed at which data is being produced, the speed at which it moves through organizations and the speed at which data changes are growing quickly.[82,83,84]
3. Variety—data used to be alphanumeric (that is, consisting of alphabetic characters, digits, punctuation and some special characters)—today, it also includes images, audios, videos and data from an exploding number of Internet of Things sensors in our homes, businesses, vehicles, cities and more.
4. Veracity—the validity of the data—is it complete and accurate? Can we trust that data when making crucial decisions? Is it real?

Most data is now being created digitally in a *variety* of types, in extraordinary *volumes* and moving at astonishing *velocities*. Moore's Law and related observations have enabled us to store data economically and process and move it faster—and all at rates growing exponentially over time. Digital data storage has become so vast in capacity, and so cheap and small, that we can now conveniently and economically retain *all* the digital data we're creating.[85] That's big data.

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77. "A Very Short History Of Data Science." Accessed November 1, 2020. https://www.forbes.com/sites/gilpress/2013/05/28/a-very-short-history-of-data-science/.
78. "A Brief History of Data Analysis." Accessed November 1, 2020. https://www.flydata.com/blog/a-brief-history-of-data-analysis/.
79. Diebold, Francis. (2012). On the Origin(s) and Development of the Term "Big Data". SSRN Electronic Journal. 10.2139/ssrn.2152421. https://www.researchgate.net/publication/255967292_On_the_Origins_and_Development_of_the_Term_'Big_Data'.
80. "The Four V's of Big Data." Accessed November 1, 2020. https://www.ibmbigdatahub.com/infographic/four-vs-big-data.
81. There are lots of articles and papers that add many other "V-words" to this list.
82. "Volume, velocity, and variety: Understanding the three V's of big data." Accessed November 1, 2020. https://www.zdnet.com/article/volume-velocity-and-variety-understanding-the-three-vs-of-big-data/.
83. "3Vs (volume, variety and velocity)." Accessed November 1, 2020. https://whatis.techtarget.com/definition/3Vs.
84. "Big Data: Forget Volume and Variety, Focus On Velocity." Accessed November 1, 2020. https://www.forbes.com/sites/brentdykes/2017/06/28/big-data-forget-volume-and-variety-focus-on-velocity.
85. "How Much Information Is There In the World?" Accessed November 1, 2020. http://www.lesk.com/mlesk/ksg97/ksg.html. [The following article pointed us to this Michael Lesk article: https://www.forbes.com/sites/gilpress/2013/05/28/a-very-short-history-of-data-science/.]

The following Richard W. Hamming quote—although from 1962—sets the tone for the rest of this book:

"The purpose of computing is insight, not numbers."[86]

Data science is producing new, deeper, subtler and more valuable insights at a remarkable pace. It's truly making a difference. Big-data analytics is an integral part of the answer.

To get a sense of big data's scope in industry, government and academia, check out the high-resolution graphic[87]—you can click to zoom for easier readability:

```
http://mattturck.com/wp-content/uploads/2018/07/
  Matt_Turck_FirstMark_Big_Data_Landscape_2018_Final.png
```

1.13.2 Data Science and Big Data Are Making a Difference: Use Cases

The data-science field is growing rapidly because it's producing significant results that are making a difference. We enumerate data-science and big-data use cases in the following table. We expect that the use cases and our examples, exercises and projects will inspire interesting term projects, directed-study projects, capstone-course projects and thesis research. Big-data analytics has resulted in improved profits, better customer relations, and even sports teams winning more games and championships while spending less on players.[88,89,90]

Data-science use cases		
anomaly detection	credit scoring	data mining
assisting people with disabilities	crime prevention	data visualization
automated closed captioning	CRISPR gene editing	diagnostic medicine
brain mapping	crop-yield improvement	dynamic driving routes
cancer diagnosis/treatment	customer churn and retention	dynamic pricing
classifying handwriting	customer service agents	electronic health records
computer vision	cybersecurity	emotion detection

86. Hamming, R. W., *Numerical Methods for Scientists and Engineers* (New York: McGraw Hill, 1962). [The following article pointed us to Hamming's book and his quote that we cited: `https://www.forbes.com/sites/gilpress/2013/05/28/a-very-short-history-of-data-science/`.]
87. Turck, M., and J. Hao, "Great Power, Great Responsibility: The 2018 Big Data & AI Landscape," `http://mattturck.com/bigdata2018/`.
88. Sawchik, T., *Big Data Baseball: Math, Miracles, and the End of a 20-Year Losing Streak* (New York: Flat Iron Books, 2015).
89. Ayres, I., *Super Crunchers* (Bantam Books, 2007), pp. 7–10.
90. Lewis, M., *Moneyball: The Art of Winning an Unfair Game* (W. W. Norton & Company, 2004).

Data-science use cases		
facial recognition	personalized medicine	sharing economy
fraud detection	phishing elimination	similarity detection
game playing	pollution reduction	smart cities
health outcome improvement	precision medicine	smart homes
human genome sequencing	predicting disease outbreaks	smart meters
identity-theft prevention	predicting health outcomes	smart thermostats
immunotherapy	predicting weather-sensitive product sales	smart traffic control
intelligent assistants	preventative medicine	social graph analysis
Internet of Things (IoT) and medical device monitoring	preventing disease outbreaks	spam detection
inventory control	real-estate valuation	stock market forecasting
language translation	recommendation systems	summarizing text
location-based services	ride-sharing	telemedicine
malware detection	risk minimization	terrorist attack prevention
marketing analytics	robo financial advisors	theft prevention
natural-language translation	saving energy	trend spotting
new pharmaceuticals	self-driving cars	visual product search
personal assistants	sentiment analysis	voice recognition
		weather forecasting

1.14 Case Study—A Big-Data Mobile Application

In your career, you'll work with many programming languages and software technologies. With its 130 million monthly active users,[91] Google's Waze GPS navigation app is one of the most widely used big-data apps. Early GPS navigation devices and apps relied on static maps and GPS coordinates to determine the best route to your destination. They could not adjust dynamically to changing traffic situations.

Waze processes massive amounts of **crowdsourced data**—that is, the data that's continuously supplied by their users and their users' devices worldwide. They analyze this data as it arrives to determine the best route to get you safely to your destination in the least amount of time. To accomplish this, Waze relies on your smartphone's Internet connection. The app automatically sends location updates to their servers (assuming you allow it to). They use that data to dynamically re-route you based on current traffic conditions and to tune their maps. Users report other information, such as roadblocks, construction, obstacles, vehicles in breakdown lanes, police locations, gas prices and more. Waze then alerts other drivers in those locations.

Waze uses many technologies to provide its services. We're not privy to how Waze is implemented, but we infer below a list of technologies they probably use. For example,

- Most apps created today use at least some open-source software. You'll take advantage of open-source libraries and tools in the case studies.

91. "Waze Communities." Accessed November 1, 2020. `https://www.waze.com/communities`.

- Waze communicates information over the Internet between their servers and their users' mobile devices. Today, such data typically is transmitted in JSON (JavaScript Object Notation) format. Often the JSON data will be hidden from you by the libraries you use.
- Waze uses speech synthesis to speak driving directions and alerts to you, and uses speech recognition to understand your spoken commands. Many cloud vendors provide speech-synthesis and speech-recognition capabilities.
- Once Waze converts a spoken natural-language command to text, it determines the action to perform, which requires natural language processing (NLP).
- Waze displays dynamically updated visualizations, such as alerts and interactive maps.
- Waze uses your phone as a streaming Internet of Things (IoT) device. Each phone is a GPS sensor that continuously streams data over the Internet to Waze.
- Waze receives IoT streams from millions of phones at once. It must process, store and analyze that data immediately to update your device's maps, display and speak relevant alerts and possibly update your driving directions. This requires massively parallel processing capabilities implemented with clusters of computers in the cloud. You can use various big-data infrastructure technologies to receive streaming data, store that big data in appropriate databases and process the data with software and hardware that provide massively parallel processing capabilities.
- Waze uses artificial-intelligence capabilities to perform the data-analysis tasks that enable it to predict the best routes based on the information it receives. You can use machine learning and deep learning, respectively, to analyze massive amounts of data and make predictions based on that data.
- Waze probably stores its routing information in a graph database. Such databases can efficiently calculate shortest routes. You can use graph databases, such as Neo4J.
- Many cars are equipped with devices that help them"see" cars and obstacles around them. These are used to help implement automated braking systems and are a key part of self-driving car technology. Rather than relying on users to report obstacles and stopped cars on the side of the road, navigation apps could take advantage of cameras and other sensors by using deep-learning computer-vision techniques to analyze images "on the fly" and automatically report those items. You can use deep learning for computer vision.

1.15 AI—at the Intersection of Computer Science and Data Science

When a baby first opens its eyes, does it "see" its parent's faces? Does it understand any notion of what a face is—or even what a simple shape is? Babies must "learn" the

world around them. That's what artificial intelligence (AI) is doing today. It's looking at massive amounts of data and learning from it. AI is being used to play games, implement a wide range of computer-vision applications, enable self-driving cars, enable robots to learn to perform new tasks, diagnose medical conditions, translate speech to other languages in near real-time, create chatbots that can respond to arbitrary questions using massive databases of knowledge, and much more. Who'd have guessed just a few years ago that artificially intelligent self-driving cars would be allowed on our roads—or even become common? Yet, this is now a highly competitive area. The ultimate goal of all this learning is **artificial general intelligence**—an AI that can perform intelligence tasks as well as humans can.

Artificial-Intelligence Milestones

Several artificial-intelligence milestones, in particular, captured people's attention and imagination, made the general public start thinking that AI is real and made businesses think about commercializing AI:

- In a 1997 match between **IBM's DeepBlue** computer system and chess Grandmaster Gary Kasparov, DeepBlue became the first computer to beat a reigning world chess champion under tournament conditions.[92] IBM loaded DeepBlue with hundreds of thousands of grandmaster chess games. DeepBlue was capable of using *brute force* to evaluate up to 200 million moves per second![93] This is big data at work. IBM received the Carnegie Mellon University Fredkin Prize, which in 1980 offered $100,000 to the creators of the first computer to beat a world chess champion.[94]
- In 2011, **IBM's Watson** beat the two best human Jeopardy! players in a $1 million match. Watson simultaneously used hundreds of language-analysis techniques to locate correct answers in 200 million pages of content (including all of Wikipedia) requiring four terabytes of storage.[95,96] Watson was trained with machine-learning and reinforcement-learning techniques.[97] Powerful libraries enable you to perform machine-learning and reinforcement-learning in various programming languages.

92. "Deep Blue versus Garry Kasparov." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/Deep_Blue_versus_Garry_Kasparov`.
93. "Deep Blue (chess computer)." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/Deep_Blue_(chess_computer)`.
94. "IBM Deep Blue Team Gets $100,000 Prize." Accessed November 1, 2020. `https://articles.latimes.com/1997/jul/30/news/mn-17696`.
95. "IBM Watson: The inside story of how the Jeopardy-winning supercomputer was born, and what it wants to do next." Accessed November 1, 2020. `https://www.techrepublic.com/article/ibm-watson-the-inside-story-of-how-the-jeopardy-winning-supercomputer-was-born-and-what-it-wants-to-do-next/`.
96. "Watson (computer)." Accessed November 1, 2020. `https://en.wikipedia.org/wiki/Watson_(computer)`.
97. "Building Watson: An Overview of the DeepQA Project." Accessed November 1, 2020. `https://www.aaai.org/Magazine/Watson/watson.php`, *AI Magazine*, Fall 2010.

- Go—a board game created in China thousands of years ago[98]—is widely considered one of the most complex games ever invented with 10^{170} possible board configurations.[99] To give you a sense of how large a number that is, it's believed that there are (only) between 10^{78} and 10^{82} atoms in the known universe![100,101] In 2015, **AlphaGo**—created by Google's DeepMind group—used *deep learning with two neural networks to beat the European Go champion Fan Hui*. Go is considered to be a far more complex game than chess. Powerful libraries enable you to use neural networks for deep learning.
- More recently, Google generalized its AlphaGo AI to create **AlphaZero**—a game-playing AI that *teaches itself to play other games*. In December 2017, AlphaZero learned the rules of and taught itself to play chess in less than four hours using reinforcement learning. It then beat the world champion chess program, Stockfish 8, in a 100-game match—winning or drawing every game. After *training itself* in Go for just eight hours, AlphaZero was able to play Go vs. its AlphaGo predecessor, winning 60 of 100 games.[102]

AI: A Field with Problems But No Solutions

For many decades, AI has been a field with problems and *no* solutions. That's because once a particular problem is solved, people say, "Well, that's not intelligence; it's just a computer program that tells the computer exactly what to do." However, with machine learning, deep learning and reinforcement learning, we're not pre-programming solutions to *specific* problems. Instead, we're letting our computers solve problems by learning from data—and, typically, lots of it. Many of the most interesting and challenging problems are being pursued with deep learning. Google alone has thousands of deep-learning projects underway.[103,104]

Self Check

1 *(Fill-In)* The ultimate goal of AI is to produce a(n) _____.
Answer: artificial general intelligence.

98. "A Brief History of Go." Accessed November 1, 2020. http://www.usgo.org/brief-history-go.
99. "Google artificial intelligence beats champion at world's most complicated board game." Accessed November 1, 2020. https://www.pbs.org/newshour/science/google-artificial-intelligence-beats-champion-at-worlds-most-complicated-board-game.
100. "How Many Atoms Are There in the Universe?" Accessed November 1, 2020. https://www.universetoday.com/36302/atoms-in-the-universe/.
101. "Observable universe." Accessed November 1, 2020. https://en.wikipedia.org/wiki/Observable_universe#Matter_content.
102. "AlphaZero AI beats champion chess program after teaching itself in four hours." Accessed November 1, 2020. https://www.theguardian.com/technology/2017/dec/07/alphazero-google-deepmind-ai-beats-champion-program-teaching-itself-to-play-four-hours.
103. "Google has more than 1,000 artificial intelligence projects in the works." Accessed November 1, 2020. http://theweek.com/speedreads/654463/google-more-than-1000-artificial-intelligence-projects-works.
104. "Google says 'exponential' growth of AI is changing nature of compute." Accessed November 1, 2020. https://www.zdnet.com/article/google-says-exponential-growth-of-ai-is-changing-nature-of-compute/.

2 *(Fill-In)* IBM's Watson beat the two best human Jeopardy! players. Watson was trained using a combination of _____ learning and _____ learning techniques.
Answer: machine, reinforcement.

3 *(Fill-In)* Google's _____ taught itself to play chess in less than four hours using reinforcement learning, then beat the world champion chess program, Stockfish 8, in a 100-game match—winning or drawing every game.
Answer: AlphaZero.

Self-Review Exercises

1.1 Fill in the blanks in each of the following statements:
a) Computers process data under the control of instructions called _____.
b) A computer's key logical units are: _____ unit, _____ unit, unit, _____ unit, _____ unit and _____ unit.
c) The three types of programming languages discussed in the chapter are _____, _____ and _____.
d) Programs that translate high-level-language programs into machine language are called _____.
e) _____ is an operating system for mobile devices based on the Linux kernel.
f) A(n) _____ allows a device to respond to motion.
g) C is widely known as the language of the _____ operating system.

1.2 Fill in the blanks in each of the following sentences about the C environment.
a) C programs are normally typed into a computer using a(n) _____.
b) In a C system, a(n) _____ automatically executes before the translation phase begins.
c) The _____ combines the output of the compiler with various library functions to produce an executable image.
d) The _____ transfers the executable image from disk to memory.

Answers to Self-Review Exercises

1.1 a) programs. b) input, output, memory, central processing, arithmetic and logic, secondary storage. c) machine languages, assembly languages, high-level languages. d) compilers. e) Android. f) acceleromoter. g) UNIX.

1.2 a) editor. b) preprocessor. c) linker. d) loader.

Exercises

1.3 Categorize each of the following items as either hardware or software:
a) CPU.
b) C compiler.
c) ALU.
d) C preprocessor.
e) input unit.
f) an editor program.

1.4 *(Computer Organization)* Fill in the blanks in each of the following statements:

a) The logical unit that receives information from outside the computer for use by the computer is the _____.

b) _____ is a logical unit that sends information which a computer has already processed to various devices for use outside the computer.

c) _____ and _____ are a computer's logical units that retain information.

d) _____ is a computer's logical unit for performing calculations.

e) _____ is a computer's logical unit for making logical decisions.

f) _____ is a computer's logical unit for coordinating the other logical units' activities.

1.5 Discuss the purpose of each of the following:

a) `stdin`

b) `stdout`

c) `stderr`

1.6 *(Gender Neutrality)* Write the steps of a manual procedure to process a text paragraph and replace gender-specific words with gender-neutral ones. Assuming you've been given a list of gender-specific words and their gender-neutral replacements (e.g., replace "wife" or "husband" with "spouse," replace "man" or "woman" with "person," replace "daughter" or "son" with "child," and so on), explain the procedure you'd use to read through a paragraph of text and manually perform these replacements. How might your procedure generate a strange term like "woperchild" and how might you modify your procedure to avoid this possibility? In Chapter 3, you'll learn that a more formal computing term for "procedure" is "algorithm," and that an algorithm specifies the *steps* to be performed and the *order* in which to perform them.

1.7 *(Self-Driving Cars)* Just a few years back, the notion of driverless cars on our streets would have seemed impossible (in fact, our spell-checking software doesn't recognize the word "driverless"). Many of the technologies you'll study in this book are making self-driving cars possible. They're already common in some areas.

a) If you hailed a taxi and a driverless taxi stopped for you, would you get into the back seat? Would you feel comfortable telling it where you want to go and trusting that it would get you there? What safety measures would you want in place? What would you do if the car headed off in the wrong direction?

b) What if two self-driving cars approached a one-lane bridge from opposite directions? What protocol should they go through to determine which car should proceed?

c) What if you're behind a car stopped at a red light, the light turns green, and the car doesn't move? You honk, and nothing happens. You get out of your car and notice that there's no driver. What would you do?

d) If a police officer pulls over a speeding self-driving car in which you're the only passenger, who—or what entity—should pay the ticket?

e) One serious concern with self-driving vehicles is that they could potentially be hacked. Someone could set the speed high (or low), which could be dangerous. What if they redirect you to a destination other than what you want?

1.8 ***(Research: Reproducibility)*** A crucial concept in data-science studies is reproducibility, which helps others (and you) reproduce your results. Research reproducibility and list the concepts used to create reproducible results in data-science studies.

1.9 ***(Research: Artificial General Intelligence)*** One of the most ambitious goals in the field of AI is to achieve *artificial general intelligence*—the point at which machine intelligence would equal human intelligence. Research this intriguing topic. When is this forecast to happen? What are some key ethical issues this raises? Human intelligence seems to be stable over long periods. Powerful computers with artificial general intelligence could conceivably (and quickly) evolve intelligence far beyond that of humans. Research and discuss the issues this raises.

1.10 ***(Research: Intelligent Assistants)*** Many companies now offer computerized intelligent assistants, such as IBM Watson, Amazon Alexa, Apple Siri, Google Assistant and Microsoft Cortana. Research these and others and list uses that can improve people's lives. Research privacy and ethics issues for intelligent assistants. Locate amusing intelligent-assistant anecdotes.

1.11 ***(Research: AI in Health Care)*** Research the rapidly growing field of AI big-data applications in health care. For example, suppose a diagnostic medical application had access to every x-ray that's ever been taken and the associated diagnoses—that's surely big data. "Deep Learning" computer-vision applications can work with this "labeled" data to learn to diagnose medical problems. Research deep learning in diagnostic medicine and describe some of its most significant accomplishments. What are some ethical issues of having machines instead of human doctors performing medical diagnoses? Would you trust a machine-generated diagnosis? Would you ask for a second opinion?

1.12 ***(Research: Privacy and Data Integrity Legislation)*** In the Preface, we mentioned HIPAA (Health Insurance Portability and Accountability Act) and the California Consumer Privacy Act (CCPA) in the United States and GDPR (General Data Protection Regulation) for the European Union. Laws like these are becoming more common and stricter. Investigate each of these laws and their effects on your privacy.

1.13 ***(Research: Personally Identifiable Information)*** Protecting users personally identifiable information (PII) is an important aspect of privacy. Research and comment on this issue.

1.14 ***(Research: Big Data, AI and the Cloud—How Companies Use These Technologies)*** For a major organization of your choice, research how they may be using each of the following technologies: AI, big data, the cloud, mobile, natural-language processing, speech recognition, speech synthesis, database, machine learning, deep learning, reinforcement learning, Hadoop, Spark, Internet of Things (IoT) and web services.

1.15 ***(Research: Raspberry Pi and the Internet of Things)*** It's now possible to have a computer at the heart of just about any device and to connect those devices to the Internet. This has led to the Internet of Things (IoT), which interconnects billions of devices. The Raspberry Pi is an economical computer often at the heart of IoT devices. Research the Raspberry Pi and some of the many IoT applications in which it's used.

1.16 ***(Research: The Ethics of Deep Fakes)*** Artificial-intelligence technologies make it possible to create *deep fakes*—realistic fake videos of people that capture their appearance, voice, body motions and facial expressions. You can have them say and do whatever you specify. Research the ethics of deep fakes. What would happen if you turned on your TV and saw a deep-fake video of a prominent government official or newscaster reporting that a nuclear attack was about to happen? Research Orson Welles and his "War of the Worlds" radio broadcast of 1938, which created mass panic.

1.17 ***(Research: Blockchain—A World of Opportunity)*** Cryptocurrencies like Bitcoin and Ethereum are based on a technology called blockchain that has seen explosive growth over the last few years. Research blockchain's origin, applications and how it came to be used as the basis for cryptocurrencies. Research other major applications of blockchain. Over the next many years, there will be extraordinary opportunities for software developers who thoroughly understand blockchain applications development.

1.18 ***(Research: Secure C and the CERT Division of Carnegie Mellon University's Software Engineering Institute)*** Experience has shown that it's challenging to build industrial-strength systems that stand up to attacks. Such attacks can be instantaneous and global in scope. Many of the world's largest companies, government agencies, and military organizations have had their systems compromised. Such vulnerabilities often come from simple programming issues. Building security into software from the start of its development can significantly reduce vulnerabilities. Carnegie Mellon University's Software Engineering Institute (SEI) created CERT (`https://www.sei.cmu.edu/about/divisions/cert/index.cfm`) to analyze and respond promptly to attacks. CERT publishes and promotes secure coding standards to help C programmers and others implement industrial-strength systems that avoid the programming practices that leave systems vulnerable to attacks. The CERT standards evolve as new security issues arise. The SEI CERT C Coding Standard is concerned with "hardening" computer systems and applications to resist attacks. Research CERT and discuss their accomplishments and current challenges. To help you focus on secure C coding practices, Chapters 2–12 and 14 contain Secure C Coding sections that present some key issues and techniques and provide links and references so that you can continue learning.

1.19 ***(Research: IBM Watson)*** IBM is partnering with tens of thousands of companies—including our publisher, Pearson Education—across a wide range of industries. Research some of IBM Watson's key accomplishments and the kinds of challenges IBM and its partners are addressing.

2

Intro to C Programming



Objectives

In this chapter, you'll:

- Write simple C programs.
- Use simple input and output statements.
- Use the fundamental data types.
- Learn computer memory concepts.
- Use arithmetic operators.
- Learn the precedence of arithmetic operators.
- Write simple decision-making statements.
- Begin focusing on secure C programming practices.

Outline

2.1 Introduction
2.2 A Simple C Program: Printing a Line of Text
2.3 Another Simple C Program: Adding Two Integers
2.4 Memory Concepts
2.5 Arithmetic in C
2.6 Decision Making: Equality and Relational Operators
2.7 Secure C Programming

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises*

2.1 Introduction

The C language facilitates a structured and disciplined approach to computer-program design. This chapter introduces C programming and presents several examples illustrating many fundamental C features. We analyze each example one statement at a time. In Chapters 3 and 4, we introduce structured programming—a methodology that will help you produce clear, easy-to-maintain programs. We then use the structured approach throughout the remainder of the text. This chapter concludes with the first of our "Secure C Programming" sections.

2.2 A Simple C Program: Printing a Line of Text

We begin with a simple C program that prints a line of text. The program and its screen output are shown in Fig. 2.1.

```
1 // fig02_01.c
2 // A first program in C.
3 #include <stdio.h>
4
5 // function main begins program execution
6 int main(void) {
7    printf("Welcome to C!\n");
8 } // end function main
```

```
Welcome to C!
```

Fig. 2.1 | A first program in C.

Comments

Lines 1 and 2

```
// fig02_01.c
// A first program in C.
```

begin with `//`, indicating that these two lines are **comments**. You insert comments to **document programs** and improve program readability. Comments do not cause the computer to perform actions when you execute programs—they're simply ignored. It's our convention in each program to use the line 1 comment to specify the file-

name, and the line 2 comment to describe the program's purpose. Comments also help other people read and understand your program.

You can also use **`/*...*/` multi-line comments** in which everything from `/*` on the first line to `*/` at the end of the last line is a comment. We prefer the shorter `//` comments because they eliminate common programming errors that occur with `/*...*/` comments, such as accidentally omitting the closing `*/`.



`#include` Preprocessor Directive

Line 3

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

is a **C preprocessor directive**. The preprocessor handles lines beginning with `#` before compilation. Line 3 tells the preprocessor to include the contents of the **standard input/output header** (**`<stdio.h>`**). This is a file containing information the compiler uses to ensure that you correctly use standard input/output library functions such as `printf` (line 7). Chapter 5 explains the contents of headers in more detail.

Blank Lines and White Space

We simply left line 4 blank. You use blank lines, space characters and tab characters to make programs easier to read. Together, these are known as **white space** and are generally ignored by the compiler.

The `main` Function

Line 6

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

is a part of every C program. The parentheses after `main` indicate that `main` is a program building block called a **function**. C programs consist of functions, one of which must be `main`. Every program begins executing at the function `main`. As a good practice, precede every function by a comment (as in line 5) stating the function's purpose.

Functions can return information. The keyword `int` to the left of `main` indicates that `main` "returns" an integer (whole number) value. We'll explain what it means for a function to "return a value" in Chapter 4 when we use a math function to perform a calculation and in Chapter 5 when we create custom functions. For now, simply include the keyword `int` to the left of `main` in each of your programs.

Functions also can receive information when they're called upon to execute. The `void` in parentheses here means that `main` does not receive any information. In Chapter 15, we'll show an example of `main` receiving information.

A left brace, `{`, begins each function's **body** (end of line 6). A corresponding **right brace**, `}`, ends each function's body (line 8). When a program reaches `main`'s closing right brace, the program terminates. The braces and the portion of the program between them form a *block*—an important program unit that we'll discuss more in subsequent chapters.

An Output Statement

Line 7

```
printf("Welcome to C!\n");
```

instructs the computer to perform an **action**, namely to display on the screen the **string** of characters enclosed in the quotation marks. A string is sometimes called a **character string**, a **message** or a **literal**.

The entire line 7—including the "call" to the `printf` function to perform its task, the `printf`'s **argument** within the parentheses and the semicolon (`;`)—is called a **statement**. Every statement must end with a semicolon **statement terminator**. The "`f`" in `printf` stands for "formatted." When line 7 executes, it displays the message `Welcome to C!` on the screen. The characters usually print as they appear between the double quotes, but notice that the characters `\n` were not displayed.

Escape Sequences

In a string, the backslash (\) is an **escape character**. It indicates that `printf` should do something out of the ordinary. In a string, the compiler combines a backslash with the next character to form an **escape sequence**. The escape sequence **`\n`** means **newline**. When `printf` encounters a newline in a string, it positions the output cursor to the beginning of the next line. Some common escape sequences are listed below:

Escape sequence	Description
`\n`	Moves the cursor to the beginning of the next line.
`\t`	Moves the cursor to the next horizontal tab stop.
`\a`	Produces a sound or visible alert without changing the current cursor position.
`\\`	Because the backslash has special meaning in a string, `\\` is required to insert a backslash character in a string.
`\"`	Because strings are enclosed in double quotes, `\"` is required to insert a double-quote character in a string.

The Linker and Executables

Standard library functions like `printf` and `scanf` are not part of the C programming language. For example, the compiler cannot find a spelling error in `printf` or `scanf`. When compiling a `printf` statement, the compiler merely provides space in the object program for a "call" to the library function. But the compiler does not know where the library functions are—the linker does. When the linker runs, it locates the library functions and inserts the proper calls to these functions in the object program. Now the object program is complete and ready to execute. The linked program is called an **executable**. If the function name is misspelled, the linker will spot the error—it will not be able to match the name in the program with the name of any known function in the libraries.

ERR ⊗

Indentation Conventions

Indent the entire body of each function one level of indentation (we recommend three spaces) within the braces that define the function's body. This indentation emphasizes a program's functional structure and helps make them easier to read.

Set a convention for the indent size you prefer and uniformly apply that convention. The tab key may be used to create indents, but tab stops can vary. Professional style guides often recommend using spaces rather than tabs. Some code editors actually insert spaces when you press the *Tab* key.

Using Multiple `printf`s

The `printf` function can display `Welcome to C!` several different ways. For example, Fig. 2.2 uses two statements to produce the same output as Fig. 2.1. This works because each `printf` resumes printing where the previous one finished. Line 7 displays `Welcome` followed by a space (but no newline). Line 8's `printf` begins printing on the same line immediately following the space.

```
1 // fig02_02.c
2 // Printing on one line with two printf statements.
3 #include <stdio.h>
4
5 // function main begins program execution
6 int main(void) {
7    printf("Welcome ");
8    printf("to C!\n");
9 } // end function main
```

```
Welcome to C!
```

Fig. 2.2 | Printing one line with two `printf` statements.

Displaying Multiple Lines with a Single `printf`

One `printf` can display several lines, as in Fig. 2.3. Each `\n` moves the output cursor to the beginning of the next line.

```
1 // fig02_03.c
2 // Printing multiple lines with a single printf.
3 #include <stdio.h>
4
5 // function main begins program execution
6 int main(void) {
7    printf("Welcome\nto\nC!\n");
8 } // end function main
```

```
Welcome
to
C!
```

Fig. 2.3 | Printing multiple lines with a single `printf`.

Self Check

1 *(Multiple Choice)* Consider the code:

```
int main(void)
```

Which of the following statements is *false*?

a) The parentheses after `main` indicate that it is a function.
b) The keyword `int` to the left of `main` indicates that `main` returns an integer value, and the `void` in parentheses means that `main` does not receive any information.
c) A left parenthesis, `(`, begins every function's body. A corresponding right parenthesis, `)`, ends each function's body.
d) When execution reaches the end of `main`, the program terminates.

Answer: c) is *false*. Actually, a left brace, `{`, begins every function's body, and a corresponding right brace, `}`, ends each function's body.

2 *(Multiple Choice)* Which of the following statements is *false*?

a) Each `printf` resumes printing where the previous one stopped printing.
b) In the following code, the first `printf` displays `Welcome` followed by a space, and the second `printf` begins printing on the next line of output:

```
printf("Welcome ");
printf("to C!\n");
```

c) The following `printf` prints several lines of text:

```
printf("Welcome\nto\nC!\n");
```

d) Each time a `\n` escape sequence is encountered, output continues at the beginning of the next line.

Answer: b) is *false*. Actually, the second `printf` begins printing immediately following the space output by the first `printf`.

2.3 Another Simple C Program: Adding Two Integers

Our next program uses the `scanf` standard library function to obtain two integers typed by a user at the keyboard, then computes their sum and displays the result using `printf`. The program and sample output are shown in Fig. 2.4. In the input/output dialog box of Fig. 2.4, we emphasize the numbers entered by the user in **`bold`**.

```
1  // fig02_04.c
2  // Addition program.
3  #include <stdio.h>
4
5  // function main begins program execution
6  int main(void) {
7     int integer1 = 0; // will hold first number user enters
8     int integer2 = 0; // will hold second number user enters
```

Fig. 2.4 | Addition program. (Part 1 of 2.)

```
 9
10     printf("Enter first integer: "); // prompt
11     scanf("%d", &integer1); // read an integer
12
13     printf("Enter second integer: "); // prompt
14     scanf("%d", &integer2); // read an integer
15
16     int sum = 0; // variable in which sum will be stored
17     sum = integer1 + integer2; // assign total to sum
18
19     printf("Sum is %d\n", sum); // print sum
20  } // end function main
```

```
Enter first integer: 45
Enter second integer: 72
Sum is 117
```

Fig. 2.4 | Addition program. (Part 2 of 2.)

The comment in line 2 states the program's purpose. Again, the program begins execution with `main` (lines 6–20)—the braces at lines 6 and 20 mark the beginning and end of `main`'s body, respectively.

Variables and Variable Definitions

Lines 7 and 8

```
int integer1 = 0; // will hold first number user enters
int integer2 = 0; // will hold second number user enters
```

are **definitions**. The names `integer1` and `integer2` are **variables**—locations in memory where the program can store values for later use. These definitions specify that `integer1` and `integer2` have type **`int`**. This means they'll hold whole-number integer values, such as 7, –11, 0 and 31914. Lines 7 and 8 **initialize** each variable to `0` by following the variable's name with an `=` and a value. Although it's not necessary to explicitly initialize every variable, doing so will help avoid many common problems.

Define Variables Before They Are Used

All variables must be defined with a name and a type before they can be used in a program. You can place each variable definition anywhere in `main` before that variable's first use in the code. In general, you should define variables close to their first use.

Identifiers and Case Sensitivity

A variable name can be any valid **identifier**. Each identifier may consist of letters, digits and underscores (_), but may not begin with a digit. C is **case sensitive**, so `a1` and `A1` are different identifiers. A variable name should start with a lowercase letter. Later in the text, we'll assign special significance to identifiers that begin with a capital letter and identifiers that use all capital letters.

Choosing meaningful variable names helps make a program self-documenting, so fewer comments are needed. Avoid starting identifiers with an underscore (_) to pre-

vent conflicts with compiler-generated identifiers and standard library identifiers. Multiple-word variable names can make programs more readable. For such names:

- separate the words with underscores, as in `total_commissions`, or
- run the words together and begin each subsequent word with a capital letter, as in `totalCommissions`.

The latter style is called **camel casing** because the pattern of uppercase and lowercase letters resembles a camel's silhouette. We prefer camel casing.

Prompting Messages

Line 10

```
printf("Enter first integer: "); // prompt
```

displays `"Enter first integer: "`. This message is called a **prompt** because it tells the user to take a specific action.

The scanf Function and Formatted Inputs

Line 11

```
scanf("%d", &integer1); // read an integer
```

uses **scanf** to obtain a value from the user. The function reads from the standard input, which is usually the keyboard.

The "`f`" in `scanf` stands for "formatted." This `scanf` has two arguments—`"%d"` and `&integer1`. The `"%d"` is the **format control string**. It indicates the type of data the user should enter. The **`%d` conversion specification** specifies that the data should be an integer—the `d` stands for "decimal integer". A `%` character begins each conversion specification.

`scanf`'s second argument begins with an ampersand (`&`) followed by the variable name. The `&` is the **address operator** and, when combined with the variable name, tells `scanf` the location (or address) in memory of the variable `integer1`. `scanf` then stores the value the user enters at that memory location.

Using the ampersand (`&`) is often confusing to novice programmers and people who have programmed in other languages that do not require this notation. For now, just remember to precede each variable in every call to `scanf` with an ampersand. Some exceptions to this rule are discussed in Chapters 6 and 7. The use of `&` will become clear after we study pointers in Chapter 7.

ERR ⊗ Forgetting the ampersand (`&`) before a variable in a `scanf` statement typically results in an execution-time error. On many systems, this causes a "segmentation fault" or "access violation." Such an error occurs when a user's program attempts to access a part of the computer's memory to which it does not have access privileges. The precise cause of this error will be explained in Chapter 7.

When line 11 executes, the computer waits for the user to enter a value for `integer1`. The user types an integer, then presses the ***Enter* key** (or *Return* key) to send the number to the computer. The computer then places the number (or value) in `integer1`. Any subsequent references to `integer1` in the program use this same value.

Functions `printf` and `scanf` facilitate interaction between the user and the computer. This interaction resembles a dialogue and is often called **interactive computing**.

Prompting for and Inputting the Second Integer

Line 13

```
printf("Enter second integer: "); // prompt
```

prompts the user to enter the second integer, then line 14

```
scanf("%d", &integer2); // read an integer
```

obtains a value for variable `integer2` from the user.

Defining the `sum` Variable

Line 16

```
int sum = 0; // variable in which sum will be stored
```

defines the `int` variable `sum` and initializes it to `0` before we use `sum` in line 17.

Assignment Statement

The **assignment statement** in line 17

```
sum = integer1 + integer2; // assign total to sum
```

calculates the total of variables `integer1` and `integer2`, then assigns the result to variable `sum` using the **assignment operator** (`=`). The statement is read as, "`sum` *gets* the value of the expression `integer1 + integer2`." Most calculations are performed in assignments.

Binary Operators

The `=` operator and the `+` operator are **binary operators**—each has two **operands**. The `+` operator's operands are `integer1` and `integer2`. The `=` operator's operands are `sum` and the value of the expression `integer1 + integer2`. Place spaces on either side of a binary operator to make the operator stand out and make the program more readable.

Printing with a Format Control String

The format control string `"Sum is %d\n"` in line 19

```
printf("Sum is %d\n", sum); // print sum
```

contains some literal characters to display (`"Sum is "`) and the conversion specification `%d`, which is a placeholder for an integer. The `sum` is the value to insert in place of `%d`. The conversion specification for an integer (`%d`) is the same in both `printf` and `scanf`—this is true for most, but not all, C data types.

Combining a Variable Definition and Assignment Statement

You can initialize a variable in its definition. For example, lines 16 and 17 can add the variables `integer1` and `integer2`, then initialize the variable `sum` with the result:

```
int sum = integer1 + integer2; // assign total to sum
```

Calculations in `printf` Statements

Actually, we do not need the variable `sum`, because we can perform the calculation in the `printf` statement. So, lines 16–19 can be replaced with

```
printf("Sum is %d\n", integer1 + integer2);
```

Self Check

1 *(Multiple Choice)* Which statement correctly prompts the user for input?

a) `printf("Enter the day of the week: ")`
b) `printf(Enter the day of the week: );`
c) `printf('Enter the day of the week: ');`
d) `printf("Enter the day of the week: ");`

Answer: d.

2 *(Multiple Choice)* The following statement is read as, "`sum` *gets* the value of the expression `integer1 + integer2`." In the statement, `=` is the _____ operator.

```
sum = integer1 + integer2;
```

a) equality.
b) comparison.
c) assignment.
d) None of the above.

Answer: c.

2.4 Memory Concepts

Every variable has a name, a type, a value and a location in the computer's memory. In Fig. 2.4's addition program, when line 11

```
scanf("%d", &integer1); // read an integer
```

executes, the program places the user's input into `integer1`'s memory location. Suppose the user enters `45` as `integer1`'s value. Conceptually, memory appears as follows:

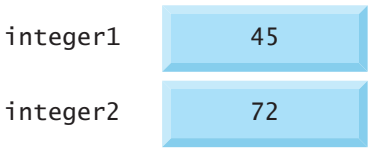


When a value is placed in a memory location, it replaces the location's previous value, which is lost. So, this process is said to be **destructive**.

Returning to our addition program again, when line 14

```
scanf("%d", &integer2); // read an integer
```

executes, suppose the user enters `72`. Conceptually, memory appears as follows:

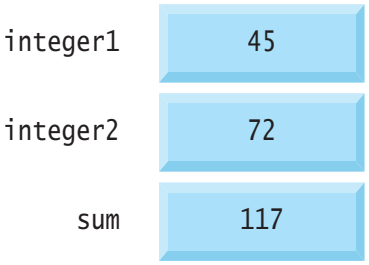


These locations are not necessarily adjacent in memory.

Once we have values for `integer1` and `integer2`, line 18

```
sum = integer1 + integer2; // assign total to sum
```

adds these values and places the total into variable `sum`, replacing its previous value. Conceptually, memory now appears as follows:



The `integer1` and `integer2` values are unchanged by the calculation, which uses but does not destroy the values. Thus, reading a value from a memory location is **nondestructive**.

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) Variable names correspond to locations in the computer's memory.

b) Every variable has a name, a type and a value.

c) When a value is placed in a memory location, it replaces the previous value in that location. The previous value is lost, so this process is said to be destructive. When a value is read from a memory location, the process is said to be nondestructive.

d) All of the above statements are *true*.

Answer: d.

2.5 Arithmetic in C

Most C programs perform calculations using the following binary **arithmetic operators**:

C operation	Arithmetic operator	Algebraic expression	C expression
Addition	`+`	$f + 7$	`f + 7`
Subtraction	`-`	$p - c$	`p - c`
Multiplication	`*`	bm	`b * m`
Division	`/`	x / y or $\frac{x}{y}$	`x / y`
Remainder	`%`	$r \bmod s$	`r % s`

Note the use of various special symbols not used in algebra. The **asterisk** (`*`) indicates multiplication, and the **percent sign** (`%`) denotes the remainder operator (introduced below). In algebra, to multiply a times b, we place these single-letter variable names

side-by-side, as in *ab*. In C, `ab` would be interpreted as a single, two-letter name (or identifier). Most programming languages denote multiplication by using the `*` operator, as in `a * b`.

Integer Division and the Remainder Operator

Integer division (that is, dividing one integer by another) yields an integer result, so `7 / 4` evaluates to `1`, and `17 / 5` evaluates to `3`. The integer-only **remainder operator**, **`%`**, yields the remainder after integer division, so `7 % 4` yields `3` and `17 % 5` yields `2`. We'll discuss several interesting applications of the remainder operator.

An attempt to divide by zero usually is undefined on computer systems. Generally, it results in a fatal error that causes the program to terminate immediately without having successfully performed its job. Nonfatal errors allow programs to run to completion, often producing incorrect results.

ERR ⊗

Arithmetic Expressions in Straight-Line Form

Arithmetic expressions must be written in **straight-line form** to facilitate entering programs into a computer. Expressions like "a divided by `b`" must be written as `a/b` with all operators and operands in a straight line. The algebraic notation

$$\frac{a}{b}$$

is generally not acceptable to compilers, although some special-purpose software packages support more natural notation for complex mathematical expressions.

Parentheses for Grouping Subexpressions

Parentheses are used in C expressions in the same manner as in algebraic expressions. For example, to multiply `a` times the quantity `b + c`, we write `a * (b + c)`.

Rules of Operator Precedence

C applies the operators in arithmetic expressions in a precise sequence determined by the following **rules of operator precedence**, which are generally the same as those in algebra:

1. Expressions grouped in parentheses evaluate first. Parentheses are said to be at the "highest level of precedence." In **nested parentheses**, such as

   ```
   ((a + b) + c)
   ```

   the operators in the innermost pair of parentheses are applied first.

2. `*`, `/` and `%` are applied next. If an expression contains several `*`, `/` and `%` operators, evaluation proceeds left-to-right. These three operators are said to be on the same level of precedence.

3. `+` and `-` are evaluated next. If an expression contains `+` and `-` operators, evaluation proceeds left-to-right. These two operators have the same level of precedence, which is lower than that of `*`, `/` and `%`.

4. The assignment operator (`=`) is evaluated last.

The operator precedence rules specify the order C uses to evaluate expressions.[1] When we say evaluation proceeds left-to-right, we're referring to the operator's **grouping**, which is sometimes called **associativity**. Some operators group right-to-left.

Sample Algebraic and C Expressions

Let's consider the evaluation of several expressions. Each example lists an algebraic expression and its C equivalent. The following expression calculates the average (arithmetic mean) of five terms:

Algebra: $m = \frac{a + b + c + d + e}{5}$

C:
```
m = (a + b + c + d + e) / 5;
```

In the C statement, parentheses are required to group the additions because division has higher precedence than addition. The entire quantity `(a + b + c + d + e)` should be divided by `5`. If we erroneously omit the parentheses, we obtain `a + b + c + d + e / 5`, which evaluates incorrectly as

$$a + b + c + d + \frac{e}{5}$$

The following expression is the equation of a straight line:

Algebra: $y = mx + b$

C:
```
y = m * x + b;
```

No parentheses are required. Multiplication evaluates first because it has higher precedence than addition.

The following expression contains remainder (%), multiplication, division, addition, subtraction and assignment operations:

Algebra: $z = pr \bmod q + w/x - y$

C:
```
z = p * r % q + w / x - y;
```

6 1 2 4 3 5

The circled numbers indicate the order in which C evaluates the operators. The multiplication, remainder and division evaluate first left-to-right (that is, they group left-to-right) because they have higher precedence than addition and subtraction. Next, the addition and subtraction evaluate left-to-right. Finally, the result is assigned to `z`.

Parentheses "on the Same Level"

Not all expressions with several pairs of parentheses contain nested parentheses. In the following expression, the parentheses are said to be "on the same level":

```
a * (b + c) + c * (d + e)
```

In this case, the parenthesized expressions evaluate left-to-right.

---

1. We use simple examples to explain expression evaluation order. Subtle issues occur in more complex expressions that you'll encounter later in the book. We'll discuss these issues as they arise.

Evaluation of a Second-Degree Polynomial

To develop a better understanding of the operator precedence rules, let's take a look at how C evaluates a second-degree polynomial.

```
y = a * x * x + b * x + c;
    6   1   2   4   3   5
```

The circled numbers under the statement indicate the order in which C performs the operations. C does not have an exponentiation operator, so we represent x^2 as `x * x`. The standard library's `pow` ("power") function performs exponentiation, as you'll see in Chapter 4.

In the preceding second-degree polynomial, suppose `a = 2`, `b = 3`, `c = 7` and `x = 5`. The following diagram illustrates the order in which the operators are applied:

Step 1. `y = 2 * 5 * 5 + 3 * 5 + 7;` *(Leftmost multiplication)*

`2 * 5 is 10`

Step 2. `y = 10 * 5 + 3 * 5 + 7;` *(Leftmost multiplication)*

`10 * 5 is 50`

Step 3. `y = 50 + 3 * 5 + 7;` *(Multiplication before addition)*

`3 * 5 is 15`

Step 4. `y = 50 + 15 + 7;` *(Leftmost addition)*

`50 + 15 is 65`

Step 5. `y = 65 + 7;` *(Last addition)*

`65 + 7 is 72`

Step 6. `y = 72` *(Last operation—place 72 in y)*

Using Parentheses for Clarity

As in algebra, it's acceptable to use **redundant parentheses** to make an expression clearer. So, the preceding statement could be parenthesized as follows:

```
y = (a * x * x) + (b * x) + c;
```

Self Check

1 ***(Multiple Choice)*** Which, if any, of the following expressions properly does the C calculation "add `3` to the quantity `4` times `5`?"

a) `3 + 4 * 5`
b) `3 + (4 * 5)`
c) `(3 + (4 * 5))`
d) All of the above.

Answer: d.

2 *(Multiple Choice)* Consider the statement:

```
y = a * x * x + b * x + c;
```

Which of the following variations of the preceding statement contain(s) redundant parentheses?

a) `y = (a * x * x + b * x + c);`
b) `y = a * (x * x) + (b * x) + c;`
c) `y = (a * x * x) + (b * x) + c;`
d) All of the above.

Answer: d.

2.6 Decision Making: Equality and Relational Operators

Executable statements either perform actions like calculations, input and output, or, as you're about to see, make **decisions**. For example, a program might determine whether a person's grade on an exam is greater than or equal to 60, so it can decide whether to print the message "Congratulations! You passed."

A **condition** is an expression that can be ***true*** (that is, the condition is met) or ***false*** (that is, the condition isn't met). This section introduces the **`if` statement**, which allows a program to make a decision based on a condition's value. If the condition is *true*, the statement in the `if` statement's body executes; otherwise, it does not.

Equality and Relational Operators

Conditions are formed using the following **equality** and **relational operators**:

Algebraic equality or relational operator	C equality or relational operator	Sample C condition	Meaning of C condition
Relational operators			
>	>	x > y	x is greater than y
<	<	x < y	x is less than y
≥	>=	x >= y	x is greater than or equal to y
≤	<=	x <= y	x is less than or equal to y
Equality operators			
=	==	x == y	x is equal to y
≠	!=	x != y	x is not equal to y

The relational operators <, <=, > and >= have the same precedence and group left-to-right. The equality operators == and != have the same precedence, which is lower than

that of the relational operators, and also group left-to-right. In C, a condition may actually be any expression that generates a zero (*false*) or nonzero (*true*) value.

Confusing the Equality Operator == with the Assignment Operator

ERR ⊗ Confusing == with the assignment operator (=) is a common programming error. To avoid this confusion, read the equality operator as "double equals" and the assignment operator as "gets" or "is assigned the value of." As you'll see, confusing these operators can cause difficult-to-find logic errors rather than compilation errors.

Demonstrating the `if` Statement

Figure 2.5 uses six `if` statements to compare two numbers entered by the user. For each `if` statement with a *true* condition, the corresponding `printf` executes. The program and three sample execution outputs are shown in the figure.

```
1  // fig02_05.c
2  // Using if statements, relational
3  // operators, and equality operators.
4  #include <stdio.h>
5
6  // function main begins program execution
7  int main(void) {
8     printf("Enter two integers, and I will tell you\n");
9     printf("the relationships they satisfy: ");
10
11    int number1 = 0; // first number to be read from user
12    int number2 = 0; // second number to be read from user
13
14    scanf("%d %d", &number1, &number2); // read two integers
15
16    if (number1 == number2) {
17       printf("%d is equal to %d\n", number1, number2);
18    } // end if
19
20    if (number1 != number2) {
21       printf("%d is not equal to %d\n", number1, number2);
22    } // end if
23
24    if (number1 < number2) {
25       printf("%d is less than %d\n", number1, number2);
26    } // end if
27
28    if (number1 > number2) {
29       printf("%d is greater than %d\n", number1, number2);
30    } // end if
31
32    if (number1 <= number2) {
33       printf("%d is less than or equal to %d\n", number1, number2);
34    } // end if
35
36    if (number1 >= number2) {
```

Fig. 2.5 | Using `if` statements, relational operators, and equality operators. (Part 1 of 2.)

```
37         printf("%d is greater than or equal to %d\n", number1, number2);
38      } // end if
39   } // end function main
```

```
Enter two integers, and I will tell you
the relationships they satisfy: 3 7
3 is not equal to 7
3 is less than 7
3 is less than or equal to 7
```

```
Enter two integers, and I will tell you
the relationships they satisfy: 22 12
22 is not equal to 12
22 is greater than 12
22 is greater than or equal to 12
```

```
Enter two integers, and I will tell you
 the relationships they satisfy: 7 7
7 is equal to 7
7 is less than or equal to 7
7 is greater than or equal to 7
```

Fig. 2.5 | Using `if` statements, relational operators, and equality operators. (Part 2 of 2.)

The program uses `scanf` (line 14) to read two integers into the `int` variables `number1` and `number2`. The first `%d` converts a value to be stored in the variable `number1`. The second converts a value to be stored in the variable `number2`.

Comparing Numbers

The `if` statement in lines 16–18

```
if (number1 == number2) {
   printf("%d is equal to %d\n", number1, number2);
} // end if
```

compares `number1`'s and `number2`'s values for equality. If the values are equal, line 17 displays a line of text indicating that the numbers are equal. For each *true* condition in the `if` statements starting in lines 20, 24, 28, 32 and 36, the corresponding body statement displays a line of text. Indenting each `if` statement's body and placing blank lines above and below each `if` statement enhances program readability.

A left brace, `{`, begins the body of each `if` statement (e.g., line 16). A corresponding right brace, `}`, ends each `if` statement's body (e.g., line 18). Any number of statements can be placed in an `if` statement's body.[2]

Placing a semicolon immediately to the right of the right parenthesis after an `if` statement's condition is a common error. In this case, the semicolon is treated as an empty statement that does not perform a task—the statement that was intended to be part of the `if` statement's body no longer is and always executes.

ERR

2. Using braces to delimit an `if` statement's body is optional for a one-statement body, but it's considered good practice to always use these braces. In Chapter 3, we'll explain the issues.

Operators Introduced So Far

The table below lists from highest-to-lowest precedence the operators introduced so far:

Operators				Grouping
`()`				left-to-right
`*`	`/`	`%`		left-to-right
`+`	`-`			left-to-right
`<`	`<=`	`>`	`>=`	left-to-right
`==`	`!=`			left-to-right
`=`				**right-to-left**

The assignment operator (=) groups right-to-left. Refer to the operator precedence chart when writing expressions containing many operators. Confirm that the operators in the expression are applied in the proper order. If you're uncertain about the order of evaluation in a complex expression, use parentheses to group expressions or break the statement into several simpler statements.

Keywords

Some words that we've used in this chapter's examples, such as `int`, `if` and `void`, are **keywords** or reserved words of the language and have special meaning to the compiler. The following table contains the C keywords. Do not use them as identifiers.

Keywords				
`auto`	`do`	`goto`	`signed`	`unsigned`
`break`	`double`	`if`	`sizeof`	`void`
`case`	`else`	`int`	`static`	`volatile`
`char`	`enum`	`long`	`struct`	`while`
`const`	`extern`	`register`	`switch`	
`continue`	`float`	`return`	`typedef`	
`default`	`for`	`short`	`union`	

Keywords added in the C99 standard

`_Bool` `_Complex` `_Imaginary` `inline` `restrict`

Keywords added in the C11 standard

`_Alignas` `_Alignof` `_Atomic` `_Generic` `_Noreturn` `_Static_assert` `_Thread_local`

Self Check

1 ***(Multiple Choice)*** Which of the following statements is *false*?

a) A condition is an expression that can be *true* or *false*.

b) A condition may be any expression that generates a zero *(true)* or nonzero *(false)* value.

c) The `if` statement makes a decision based on a condition's value. If the condition is *true*, the statement in the `if` statement's body executes; otherwise, it does not.

d) You form conditions using the equality operators and relational operators.

Answer: b) is *false*. Actually, in C, a condition may be any expression that generates a zero (*false*) or nonzero (*true*) value.

2 ***(Multiple Choice)*** Which of the following statements is *false*?

a) The following `if` statement executes its body if `number1` equals `number2`:

```
if (number1 == number2) {
   printf("%d is equal to %d\n", number1, number2);
} // end if
```

b) If you're uncertain about a complex expression's evaluation order, use parentheses to group expressions or break the statement into simpler statements.

c) Any number of statements can be placed in the body of an `if` statement. Using braces to delimit the body of an `if` statement is required.

d) Some of C's operators, such as the assignment operator (=), group right-to-left rather than left-to-right.

Answer: c) is *false*. Actually, using braces to delimit the body of an `if` statement is optional when the body contains only one statement. Nevertheless, always using these braces helps avoid errors.

2.7 Secure C Programming

SEC

We mentioned *SEI CERT C Coding Standard* in the Preface and indicated that we'd follow certain guidelines to help you avoid programming practices that open systems to attacks.

Avoid Single-Argument `printf`s

SEC

One such guideline is to avoid using `printf` with a single string argument.[3] `printf`'s first argument is a format string, which `printf` inspects for conversion specifications. It then replaces each conversion specification with a subsequent argument's value. It tries to do this regardless of whether there is a subsequent argument to use.

In a later chapter, you'll learn how to input strings from users. Though the first `printf` argument typically is a string literal, it could be a variable containing a string that was input from a user. In such cases, an attacker can craft a user-input format string with more conversion specifications than there are additional `printf` arguments. This exploit has been used by attackers to read memory that they should not be able to access.[4]

---

3. For more information, see CERT rule FIO30-C (`https://wiki.sei.cmu.edu/confluence/display/c/FIO30-C.+Exclude+user+input+from+format+strings`). Chapter 6's Secure C Programming section explains the notion of user input as referred to by this CERT guideline.
4. "Format String Attack," Format String Software Attack | OWASP Foundation. Accessed July 22, 2020, `https://owasp.org/www-community/attacks/Format_string_attack`.

There are a couple of preventative measures you can take to prevent such an attack. If you need to display a string that terminates with a newline, rather than `printf`, use the **`puts` function**, which displays its string argument followed by a newline. For example, in Fig. 2.1, line 7

```
printf("Welcome to C!\n");
```

should be written as

```
puts("Welcome to C!");
```

Function `puts` simply displays its string argument's contents, so a conversion specification would be displayed as its individual characters.

To display a string without a terminating newline character, use `printf` with two arguments—a `"%s"` format control string and the string to display. The **`%s` conversion specification** is a placeholder for a string. For example, in Fig. 2.2, line 7

```
printf("Welcome ");
```

should be written as

```
printf("%s", "Welcome ");
```

As with `puts`, if `printf`'s second argument contains a conversion specification, it will be displayed as its individual characters.

As written, this chapter's `printf`s actually are secure, but these changes are responsible coding practices that will eliminate certain security vulnerabilities as we get deeper into C. We'll explain the rationales later in the book. From this point forward, we use these practices in our examples, and you should use them in your code.

`scanf`, `printf`, `scanf_s` and `printf_s`

SEC 

We'll be saying more about `scanf` and `printf` in subsequent Secure C Programming sections, beginning with Section 3.13. We'll also discuss `scanf_s` and `printf_s`, which were introduced in C11 as an attempt to eliminate various `scanf` and `printf` security vulnerabilities. In a later Secure C Programming section, we'll discuss well-known `scanf` security vulnerabilities and how to avoid them.



Self Check

1 *(Code)* Rewrite the following statement as an equivalent secure `puts` statement:

```
printf("Enter your age:\n");
```

Answer: `puts("Enter your age:");`

2 *(Code)* Rewrite the following statement as an equivalent secure `printf` statement:

```
printf("Enter your age:");
```

Answer: `printf("%s", "Enter your age:");`

Summary

This chapter introduced many important C features, including displaying data on the screen, inputting data from the user, performing calculations and making decisions. In

the next chapter, we build upon these techniques as we introduce structured programming. You'll become more familiar with indentation techniques. We'll study how to specify the *order in which statements are executed*—this is called **flow of control**.

Section 2.1 Introduction

- C facilitates a structured and disciplined approach to computer-program design.

Section 2.2 A Simple C Program: Printing a Line of Text

- **Comments** (p. 56) begin with `//`. They **document programs** (p. 56) and improve program readability. **Multi-line comments** begin with `/*` and end with `*/` (p. 57).
- Comments are ignored by the compiler.
- The **preprocessor** processes lines beginning with `#` before the program is compiled. The **`#include` directive** tells the preprocessor (p. 57) to include the contents of another file.
- The **`<stdio.h>` header** (p. 57) contains information used by the compiler to ensure that you correctly use standard input/output library functions, such as `printf`.
- The function **`main`** is a part of every program. The parentheses after `main` indicate that `main` is a program building block called a **function** (p. 57). Programs contain one or more functions, one of which must be `main`, which is where the program begins executing.
- Functions can return information. The keyword **`int`** to the left of `main` indicates that `main` "returns" an integer (whole number) value.
- Functions can receive information when they're called upon to execute. The **`void`** in parentheses after `main` indicates that `main` does not receive any information.
- A **left brace**, **`{`**, begins every function's **body** (p. 57). A corresponding **right brace**, **`}`**, ends each function (p. 57). A pair of braces and the code between them is called a **block**.
- The **`printf` function** (p. 58) instructs the computer to display information on the screen.
- A **string** is sometimes called a **character string**, a **message** or a **literal** (p. 58).
- Every **statement** (p. 58) must end with the **semicolon statement terminator** (p. 58).
- In `\n` (p. 58), the backslash (\) is an **escape character** (p. 58). When encountering a backslash in a string, the compiler combines it with the next character to form an **escape sequence** (p. 58). The escape sequence **`\n`** means **newline**.
- When a newline appears in a string output by `printf`, the output cursor positions to the beginning of the next line.
- The **double backslash (\\) escape sequence** places a single backslash in a string.
- The escape sequence `\"` represents a literal double-quote character.

Section 2.3 Another Simple C Program: Adding Two Integers

- A **variable** (p. 61) is a location in memory where a value can be stored for use by a program.
- Variables of type **`int`** (p. 61) hold **whole-number integer values**.
- All variables must be defined with a name and a **type** before they can be used in a program.
- A variable name in C is any valid **identifier** (p. 61). An identifier is a series of characters consisting of letters, digits and underscores (_) that does not begin with a digit.
- C is **case sensitive** (p. 61).
- **Function `scanf`** (p. 62) gets input from the standard input—usually the keyboard.
- The **`scanf` format control string** (p. 62) indicates the type(s) of data to input.

- The **%d conversion specification** (p. 62) indicates an integer (the letter d stands for "decimal integer"). The % begins each conversion specification.
- The arguments that follow scanf's format control string begin with an **ampersand (&)** followed by a variable name. In this context, the ampersand—called the **address operator** (p. 62)—tells scanf the variable's memory location. The computer then stores the value at that location.
- Most calculations are performed in **assignment statements** (p. 63).
- The = operator and the + operator are **binary operators**—each has two operands (p. 63).
- In a printf that specifies a format control string as its first argument, the conversion specifications indicate placeholders for data to output.

Section 2.4 Memory Concepts

- Every **variable** has a **name**, a **type**, a **value** and a memory location.
- When a value is placed in a memory location, it replaces the location's previous value, which is lost. So this process is said to be **destructive** (p. 64).
- Reading a value from a memory location is **nondestructive** (p. 65).

Section 2.5 Arithmetic in C

- Most programming languages denote multiplication with the * operator, as in a * b.
- **Arithmetic expressions** must be written in **straight-line form** (p. 66) to facilitate entering programs into the computer.
- **Parentheses** group terms in C expressions in much the same manner as in algebraic expressions.
- C evaluates arithmetic expressions in a precise sequence determined by the following **rules of operator precedence** (p. 66), which are generally the same as those followed in algebra.
- Expressions containing several +, / and % operations evaluate left-to-right. These three operators are on the same level of precedence.
- Expressions containing several + and - operations evaluate left-to-right. These two operators have the same level of precedence, which is lower than that of *, / and %.
- Operator **grouping** (p. 67) specifies whether operators evaluate left-to-right or right-to-left.

Section 2.6 Decision Making: Equality and Relational Operators

- Executable C statements either perform **actions** or make **decisions**.
- C's **if statement** (p. 69) allows a program to make a decision based on whether a condition (p. 69) is ***true*** (p. 69) or ***false*** (p. 69). If the condition is *true*, the if statement's body executes; otherwise, it does not.
- You form conditions in if statements using the **equality** and **relational operators** (p. 69).
- The relational operators all have the same level of precedence and group left-to-right. The equality operators have lower precedence than the relational operators and also group left-to-right.
- To avoid confusing assignment (=) and equality (==), the assignment operator should be read "gets," and the equality operator should be read "double equals."
- The compiler usually ignores **white-space characters** such as tabs, newlines and spaces.
- **Keywords** (p. 72; or reserved words) have special meaning to the C compiler, so you cannot use them as identifiers such as variable names.

Section 2.7 Secure C Programming

- One practice to help avoid leaving systems open to attacks is to avoid using `printf` with a single string argument.
- To display a string followed by a newline character, use the **`puts` function** (p. 74), which displays its string argument followed by a newline character.
- To display a string without a trailing newline character, use `printf` with the `"%s"` conversion specification (p. 74) as the first argument and the string to display as the second argument.

Self-Review Exercises

2.1 Fill-In the blanks in each of the following.

a) Every C program begins execution at the function _____.
b) Every function's body begins with _____ and ends with _____.
c) Every statement ends with a(n) _____.
d) The _____ standard library function displays information on the screen.
e) The escape sequence `\n` represents the _____ character, which causes the cursor to position to the beginning of the next line on the screen.
f) The _____ standard library function obtains data from the keyboard.
g) The conversion specification _____ in a `printf` or `scanf` format control string indicates that an integer will be output or input, respectively.
h) Whenever a new value is placed in a memory location, that value overrides the previous value in that location. This process is said to be _____.
i) When a value is read from a memory location, the value in that location is preserved; this process is said to be _____.
j) The _____ statement is used to make decisions.

2.2 State whether each of the following is *true* or *false*. If *false*, explain why.

a) Function `printf` always begins printing at the beginning of a new line.
b) Comments cause the computer to display the text after `//` on the screen when the program is executed.
c) The escape sequence `\n` in a `printf` format control string positions the output cursor to the beginning of the next line.
d) All variables must be defined before they're used.
e) All variables must be given a type when they're defined.
f) C considers the variables `number` and `NuMbEr` to be identical.
g) Definitions can appear anywhere in the body of a function.
h) All arguments following the format control string in a `printf` function must be preceded by an ampersand (`&`).
i) The remainder operator (`%`) can be used only with integer operands.
j) The arithmetic operators `*`, `/`, `%`, `+` and `-` all have the same precedence.
k) A program that prints three lines of output must contain three `printf`s.

2.3 Write a single C statement to accomplish each of the following:

a) Define the variable `number` to be of type `int` and initialize it to `0`.
b) Prompt the user to enter an integer. End your prompting message with a colon (`:`) followed by a space and leave the cursor positioned after the space.

c) Read an integer from the keyboard and store the value in integer variable `a`.
d) If `number` is not equal to `7`, display `"number is not equal to 7."`
e) Display `"This is a C program."` on one line.
f) Display `"This is a C program."` on two lines so the first line ends with `C`.
g) Display `"This is a C program."` with each word on a separate line.
h) Display `"This is a C program."` with the words separated by tabs.

2.4 Write a statement (or comment) to accomplish each of the following:
a) State that a program will calculate the product of three integers.
b) Prompt the user to enter three integers.
c) Define the variable `x` to be of type `int` and initialize it to `0`.
d) Define the variable `y` to be of type `int` and initialize it to `0`.
e) Define the variable `z` to be of type `int` and initialize it to `0`.
f) Read three integers from the keyboard and store them in variables `x`, `y` and `z`.
g) Define the variable `result`, compute the product of the integers in the variables `x`, `y` and `z`, and use that product to initialize the variable `result`.
h) Display `"The product is"` followed by the value of the `int` variable `result`.

2.5 Using the statements you wrote in Exercise 2.4, write a complete program that calculates the product of three integers.

2.6 Identify and correct the errors in each of the following statements:
a)
```
printf("The value is %d\n", &number);
```
b)
```
scanf("%d%d", &number1, number2);
```
c)
```
if (c < 7);{
   puts("C is less than 7");
}
```
d)
```
if (c => 7) {
   puts("C is greater than or equal to 7");
}
```

Answers to Self-Review Exercises

2.1 a) `main`. b) left brace (`{`), right brace (`}`). c) semicolon. d) `printf`. e) newline. f) `scanf`. g) `%d`. h) destructive. i) nondestructive. j) `if`.

2.2 See the answers below:
a) *False*. Function `printf` always begins printing where the cursor is positioned, and this may be anywhere on a line of the screen.
b) *False*. Comments do not cause any action to be performed when the program is executed. They're used to document programs and improve their readability.
c) *True*.
d) *True*.
e) *True*.
f) *False*. C is case sensitive, so these variables are different.
g) *True*.

h) *False*. Arguments in a `printf` function ordinarily should not be preceded by an ampersand. Arguments following the format control string in a `scanf` function ordinarily should be preceded by an ampersand. We'll discuss exceptions to these rules in Chapter 6 and Chapter 7.

i) *True*.

j) *False*. The operators `*`, `/` and `%` are on the same level of precedence, and the operators `+` and `-` are on a lower level of precedence.

k) *False*. A `printf` statement with multiple `\n` escape sequences can print several lines.

2.3 See the answers below:

a)
```
int number = 0;
```
b)
```
printf("%s", "Enter an integer: ");
```
c)
```
scanf("%d", &a);
```
d)
```
if (number != 7) {
   puts("The variable number is not equal to 7.");
}
```
e)
```
puts("This is a C program.");
```
f)
```
puts("This is a C\nprogram.");
```
g)
```
puts("This\nis\na\nC\nprogram.");
```
h)
```
puts("This\tis\ta\tC\tprogram.");
```

2.4 See the answers below:

a)
```
// Calculate the product of three integers
```
b)
```
printf("%s", "Enter three integers: ");
```
c)
```
int x;
```
d)
```
int y;
```
e)
```
int z;
```
f)
```
scanf("%d%d%d", &x, &y, &z);
```
g)
```
int result = x * y * z;
```
h)
```
printf("The product is %d\n", result);
```

2.5 See below.

```
1  // Calculate the product of three integers
2  #include <stdio.h>
3
4  int main(void) {
5     printf("Enter three integers: "); // prompt
6
7     int x = 0;
8     int y = 0;
9     int z = 0;
10    scanf("%d%d%d", &x, &y, &z); // read three integers
11
12    int result = x * y * z; // multiply values
13    printf("The product is %d\n", result); // display result
14 } // end function main
```

2.6 See the answers below:

a) Error: `&number`.
Correction: Eliminate the `&`. We discuss exceptions to this later.

b) Error: `number2` does not have an ampersand.
Correction: `number2` should be `&number2`. Later in the text, we discuss exceptions to this.

c) Error: Semicolon after the right parenthesis of the condition in the `if` statement. The `puts` will execute whether or not the `if` statement's condition is true. The semicolon after the right parenthesis is an empty statement that does nothing
Correction: Remove the semicolon after the right parenthesis.

d) Error: => is not an operator in C.
Correction: The relational operator => should be changed to >= (greater than or equal to).

Exercises

2.7 Identify and correct the errors in each of the following statements. (*Note:* There may be more than one error per statement.)

a)
```
scanf("d", value);
```
b)
```
printf("The product of %d and %d is %d"\n, x, y);
```
c)
```
firstNumber + secondNumber = sumOfNumbers
```
d)
```
if (number => largest) {
   largest == number;
}
```
e)
```
*/ Program to determine the largest of three integers /*
```
f)
```
Scanf("%d", anInteger);
```
g)
```
printf("Remainder of %d divided by %d is\n", x, y, x % y);
```
h)
```
if (x = y); {
   printf(%d is equal to %d\n", x, y);
}
```
i)
```
print("The sum is %d\n," x + y);
```
j)
```
Printf("The value you entered is: %d\n, &value);
```

2.8 Fill-In the blanks in each of the following:

a) _____ are used to document a program and improve its readability.
b) The function used to display information on the screen is _____.
c) A C statement that makes a decision is _____.
d) Calculations are normally performed by _____ statements.
e) The _____ function inputs values from the keyboard.

2.9 Write a single C statement or line that accomplishes each of the following:

a) Display the message "`Enter two numbers.`"
b) Assign the product of variables `b` and `c` to variable `a`.

c) State that a program performs a sample payroll calculation (i.e., use text that helps to document a program).
d) Input three integer values and place them in `int` variables `a`, `b` and `c`.

2.10 State which of the following are *true* and which are *false*. If *false*, explain why.
a) C operators evaluate left-to-right.
b) Each of the following is a valid variable name: `_under_bar_`, `m928134`, `t5`, `j7`, `her_sales`, `his_account_total`, `a`, `b`, `c`, `z`, `z2`.
c) The statement `printf("a = 5;");` is an example of an assignment statement.
d) An arithmetic expression containing no parentheses evaluates left-to-right.
e) The following are all invalid variable names: `3g`, `87`, `67h2`, `h22`, `2h`.

2.11 Fill-In the blanks in each of the following:
a) What arithmetic operations are on the same level of precedence as multiplication? _____.
b) When parentheses are nested, which set of parentheses is evaluated first in an arithmetic expression? _____.
c) A location in the computer's memory that may contain different values at various times throughout the execution of a program is called a _____.

2.12 What, if anything, displays when each of the following statements is performed? If nothing displays, then answer "Nothing." Assume `x = 2` and `y = 3`.

a)
```
printf("%d", x);
```
b)
```
printf("%d", x + x);
```
c)
```
printf("%s", "x=");
```
d)
```
printf("x=%d", x);
```
e)
```
printf("%d = %d", x + y, y + x);
```
f)
```
z = x + y;
```
g)
```
scanf("%d%d", &x, &y);
```
h)
```
// printf("x + y = %d", x + y);
```
i)
```
printf("%s", "\n");
```

2.13 Which of the following C statements contain variables whose values are replaced?

a)
```
scanf("%d%d%d%d%d", &b, &c, &d, &e, &f);
```
b)
```
p = i + j + k + 7;
```
c)
```
printf("%s", "Values are replaced");
```
d)
```
printf("%s", "a = 5");
```

2.14 Given the equation $y = ax^3 + 7$, which of the following, if any, are correct C statements for this equation?

a)
```
y = a * x * x * x + 7;
```
b)
```
y = a * x * x * (x + 7);
```
c)
```
y = (a * x) * x * (x + 7);
```
d)
```
y = (a * x) * x * x + 7;
```
e)
```
y = a * (x * x * x) + 7;
```
f)
```
y = a * x * (x * x + 7);
```

2.15 State the order of evaluation of the operators in each of the following C statements and show the value of x after each statement is performed.

a) `x = 7 + 3 * 6 / 2 - 1;`
b) `x = 2 % 2 + 2 * 2 - 2 / 2;`
c) `x = (3 * 9 * (3 + (9 * 3 / (3))));`

2.16 *(Arithmetic)* Write a program that reads two integers from the user then displays their sum, product, difference, quotient and remainder.

2.17 *(Displaying Values with `printf`)* Write a program that displays the numbers 1 to 4 on the same line. Write the program using the following methods.

a) Using one `printf` statement with no conversion specifications.
b) Using one `printf` statement with four conversion specifications.
c) Using four `printf` statements.

2.18 *(Comparing Integers)* Write a program that reads two integers from the user then displays the larger number followed by the words "`is larger`." If the numbers are equal, display the message "`These numbers are equal`." Use only the single-selection form of the `if` statement you learned in this chapter.

2.19 *(Arithmetic, Largest Value and Smallest Value)* Write a program that inputs three different integers from the keyboard, then displays the sum, the average, the product, the smallest and the largest of these numbers. Use only the single-selection form of the `if` statement you learned in this chapter. The screen dialogue should appear as follows:

```
Enter three different integers: 13 27 14
Sum is 54
Average is 18
Product is 4914
Smallest is 13
Largest is 27
```

2.20 *(Circle Area, Diameter and Circumference)* For a circle of radius 2, display the diameter, circumference and area. Use the value 3.14159 for π. Use the following formulas (r is the radius): *diameter* = $2r$, *circumference* = $2\pi r$ and area = πr^2. Perform each of these calculations inside the `printf` statement(s) and use the conversion specification `%f`. This chapter discussed only integer constants and variables. Chapter 3 will discuss floating-point numbers—that is, values that can have decimal points.

2.21 What does the following code display?

```
printf("%s", "*\n**\n***\n****\n*****\n");
```

2.22 *(Odd or Even)* Write a program that reads an integer and determines and displays whether it's odd or even. Use the remainder operator. An even number is a multiple of two. Any multiple of two leaves a remainder of zero when divided by 2.

2.23 *(Multiples)* Write a program that reads two integers and determines and displays whether the first is a multiple of the second. Use the remainder operator.

2.24 Distinguish between the terms fatal error and nonfatal error. Why might you prefer to experience a fatal error rather than a nonfatal error?

2.25 ***(Integer Value of a Character)*** Here's a peek ahead. In this chapter, you learned about integers and the type `int`. C can also represent uppercase letters, lowercase letters and a considerable variety of special symbols. C uses small integers internally to represent each different character. The set of characters a computer uses together with the corresponding integer representations for those characters is called that computer's character set. You can display the integer equivalent of uppercase `A`, for example, by executing the statement

```
printf("%d", 'A');
```

Write a C program that displays the integer equivalents of some uppercase letters, lowercase letters, digits and special symbols. At a minimum, determine the integer equivalents of the following: `A B C a b c 0 1 2 $ * + /` and the space character.

2.26 ***(Separating Digits in an Integer)*** Write a program that inputs one five-digit number, separates the number into its individual digits and displays the digits separated from one another by three spaces each. [*Hint:* Use combinations of integer division and the remainder operation.] For example, if the user types in `42139`, the program should display

```
4   2   1   3   9
```

2.27 ***(Table of Squares and Cubes)*** Using only the techniques you learned in this chapter, write a program that calculates the squares and cubes of the numbers from 0 to 10 and uses tabs to display the following table of values:

```
number  square  cube
0       0       0
1       1       1
2       4       8
3       9       27
4       16      64
5       25      125
6       36      216
7       49      343
8       64      512
9       81      729
10      100     1000
```

2.28 ***(Target Heart-Rate Calculator)*** While exercising, you can use a heart-rate monitor to see that your heart rate stays within a safe range suggested by your doctors and trainers. According to the American Heart Association (AHA) (`http://bit.ly/AHATargetHeartRates`), the formula for calculating your maximum heart rate in beats per minute is 220 minus your age in years. Your target heart rate is 50–85% of your maximum heart rate. Write a program that prompts for and inputs the user's age and calculates and displays the user's maximum heart rate and the range of the user's target heart rate. [**These formulas are estimates provided by the AHA; maximum and**

target heart rates may vary based on the health, fitness and gender of the individual. Always consult a physician or qualified healthcare professional before beginning or modifying an exercise program.]

2.29 *(Sort in Ascending Order)* Write a program that inputs three different numbers from the user. Display the numbers in increasing order. Recall that an `if` statement's body can contain more than one statement. Prove that your script works by running it on all six possible orderings of the numbers. Does your script work with duplicate numbers? [This is challenging. In later chapters you'll do this more conveniently and with many more numbers.]

3

Structured Program Development



Objectives

In this chapter, you'll:

- Use basic problem-solving techniques.
- Develop algorithms through the process of top-down, stepwise refinement.
- Select actions to execute based on a condition using the `if` and `if`...`else` selection statements.
- Execute statements in a program repeatedly using the `while` iteration statement.
- Use counter-controlled iteration and sentinel-controlled iteration.
- Use structured programming techniques.
- Use increment, decrement and assignment operators.
- Continue our presentation of Secure C programming.

Outline

3.1 Introduction
3.2 Algorithms
3.3 Pseudocode
3.4 Control Structures
3.5 The `if` Selection Statement
3.6 The `if`...`else` Selection Statement
3.7 The `while` Iteration Statement
3.8 Formulating Algorithms Case Study 1: Counter-Controlled Iteration
3.9 Formulating Algorithms with Top-Down, Stepwise Refinement Case Study 2: Sentinel-Controlled Iteration
3.10 Formulating Algorithms with Top-Down, Stepwise Refinement Case Study 3: Nested Control Statements
3.11 Assignment Operators
3.12 Increment and Decrement Operators
3.13 Secure C Programming

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises*

3.1 Introduction

Before writing a program to solve a problem, you must have a thorough understanding of the problem and a carefully planned solution approach. Chapters 3 and 4 discuss developing structured computer programs. In Section 4.11, we summarize the structured programming techniques developed here and in Chapter 4.

3.2 Algorithms

The solution to any computing problem involves executing a series of actions in a specific order. An **algorithm** is a **procedure** for solving a problem in terms of

1. the **actions** to execute, and
2. the **order** in which these actions should execute.

The following example shows that correctly specifying the order in which the actions should execute is important.

Consider the "rise-and-shine algorithm" followed by one junior executive for getting out of bed and going to work:

1. Get out of bed,
2. take off pajamas,
3. take a shower,
4. get dressed,
5. eat breakfast, and
6. carpool to work.

This routine gets the executive to work well prepared to make critical decisions. Suppose that the same steps are performed in a slightly different order:

1. Get out of bed,
2. take off pajamas,
3. get dressed,
4. take a shower,
5. eat breakfast,
6. carpool to work.

In this case, our junior executive shows up for work soaking wet. Specifying the order in which statements should execute in a computer program is called **program control**. In this and the next chapter, we investigate C's program control capabilities.

Self Check

1 *(Fill-in-the-Blank)* A procedure for solving a problem in terms of the actions to be executed, and the order in which these actions are to be executed, is called an _____.

Answer: algorithm.

3.3 Pseudocode

Pseudocode is an informal artificial language similar to everyday English that helps you develop algorithms before converting them to structured C programs. Pseudocode is convenient and user friendly. It helps you "think out" a program before writing it in a programming language. Computers do not execute pseudocode.

Pseudocode consists purely of characters, so you may type it in any text editor. Often, converting carefully prepared pseudocode to C is as simple as replacing a pseudocode statement with its C equivalent.

Pseudocode describes the *actions* and *decisions* that will execute once you convert the pseudocode to C and run the program. Definitions are not executable statements—they're simply messages to the compiler. For example, the definition

```
int i = 0;
```

tells the compiler variable `i`'s type, instructs the compiler to reserve space in memory for the variable and initializes it to `0`. But this definition does not perform an action when the program executes, such as input, output, a calculation or a comparison. So, some programmers do not include definitions in their pseudocode. Others choose to list each variable and briefly mention its purpose.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) Pseudocode is useful for developing algorithms that will be converted to structured C programs.

b) Pseudocode is a computer programming language that's more concise than C.

c) Pseudocode consists purely of characters, so you may conveniently type it in any text-editor program.
d) Pseudocode describes the actions and decisions that will execute once you convert it to C and run the program.

Answer: b) is *false*. Actually, pseudocode is not an actual computer programming language. It helps you "think out" a program before writing it in a programming language.

3.4 Control Structures

Normally, statements in a program execute one after the other in the order in which you write them. This is called **sequential execution**. As you'll soon see, various C statements enable you to specify that the next statement to execute may be other than the next one in sequence. This is called **transfer of control**.

During the 1960s, it became clear that the indiscriminate use of transfers of control was the root of a great deal of difficulty experienced by software-development groups. The finger of blame was pointed at the **`goto` statement** that allows you to specify a transfer of control to one of many possible destinations in a program. The notion of so-called structured programming became almost synonymous with "**`goto` elimination**."

The research of Böhm and Jacopini[1] demonstrated that programs could be written without any `goto` statements. The challenge of the era was for programmers to shift their styles to "`goto`-less programming." It was not until well into the 1970s that the programming profession started taking structured programming seriously. The results were impressive, as software-development groups reported reduced development times, more frequent on-time delivery of systems and more frequent within-budget completion of software projects. Programs produced with structured techniques were clearer, easier to debug and modify, and more likely to be bug-free in the first place.

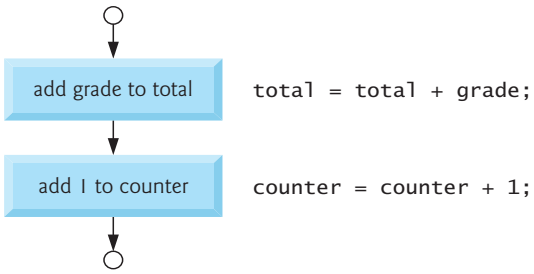
Böhm and Jacopini's work demonstrated that all programs could be written in terms of three **control structures**, namely the **sequence structure**, the **selection structure** and the **iteration structure**. The sequence structure is simple—unless directed otherwise, the computer executes C statements one after the other in the order in which they're written.

Flowcharts

A **flowchart** is a graphical representation of an algorithm or of a portion of an algorithm. You draw flowcharts using certain special-purpose symbols such as rectangles, diamonds, rounded rectangles, and small circles, connected by arrows called **flowlines**.

Flowcharts help you develop and represent algorithms, although pseudocode is preferred by most programmers. Flowcharts clearly show how control structures operate. Consider the following flowchart for a sequence structure in a portion of an algorithm that calculates the class average on a quiz:

1. C. Böhm and G. Jacopini, "Flow Diagrams, Turing Machines, and Languages with Only Two Formation Rules," *Communications of the ACM*, Vol. 9, No. 5, May 1966, pp. 336–371. This classic computer-science paper is available at various online sites.



The **rectangle (or action) symbol** indicates any action, such as a calculation, input or output. The flowlines indicate the order in which to perform the actions. This program segment first adds `grade` to `total`, then adds `1` to `counter`. As we'll soon see, anywhere in a program a single action may be placed, you may place several actions in sequence.

When drawing a flowchart for a complete algorithm, the first symbol is a **rounded rectangle symbol** containing "Begin", and the last is a rounded rectangle containing "End". When drawing only a portion of an algorithm, we omit the rounded rectangle symbols in favor of using small circles called **connector symbols**.

Selection Statements in C

C provides three types of selection structures in the form of statements:

- The **`if` single-selection statement** (Section 3.5) selects (performs) an action (or group of actions) only if a condition is *true*.
- The **`if...else` double-selection statement** (Section 3.6) performs one action (or group of actions) if a condition is *true* and a different action (or group of actions) if the condition is *false*.
- The **`switch` multiple-selection statement** (discussed in the next chapter) performs one of many different actions, depending on the value of an expression.

Iteration Statements in C

C provides three types of iteration structures in the form of statements, namely `while` (Section 3.7), `do...while`, and `for`. These statements perform tasks repeatedly. We discuss `do...while` and `for` in the next chapter.

Summary of Control Statements

That's all there is. C has only seven control statements: sequence, three types of selection and three types of iteration. You form each program by combining as many of each type of control statement as is appropriate for the algorithm the program implements.

We'll see that each control statement's flowchart representation has two small circle symbols, one at the entry point to the control statement and one at the exit point. These **single-entry/single-exit control statements** make it easy to build clear programs.

We can attach the control-statement flowchart segments to one another by connecting the exit point of one to the entry point of the next. This is similar to a child stacking building blocks, so we call this **control-statement stacking**. You'll see later in this chapter that the only other way to connect control statements is via nesting.

Thus, any C program we'll ever need to build can be constructed from only seven control statements combined in only two ways. This is the essence of simplicity.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) Normally, statements in a program execute one after the other in the order in which they're written. This is called transfer of control.

b) Programs can be be written without any `goto` statements.

c) All programs can be written in terms of only three control structures—the sequence structure, the selection structure and the iteration structure.

d) The sequence structure is simple—unless directed otherwise, the computer executes C statements one after the other in the order in which they're written.

Answer: a) is *false*. It's actually called sequential execution.

2 *(Multiple Choice)* Which of the following statements is *false*?

a) C has only seven control statements: sequence, three types of selection and three types of iteration.

b) Single-entry/single-exit control statements make it easy to build clear programs.

c) Connecting the exit point of one control statement to the entry point of the next is called control-statement stacking.

d) The only other way to connect control statements is via roosting. Thus, any C program we'll ever need to build can be constructed from only seven different types of control statements combined in only two ways.

Answer: d) is *false*. The only other way to connect control statements is via nesting.

3.5 The `if` Selection Statement

Selection statements choose among alternative courses of action. For example, suppose the passing grade on an exam is 60. The following pseudocode statement determines whether the condition "student's grade is greater than or equal to 60" is *true* or *false*:

```
If student's grade is greater than or equal to 60
    Print "Passed"
```

If *true*, then "Passed" is printed, and the next pseudocode statement in order is "performed." Remember that pseudocode isn't a real programming language. If *false*, the printing is ignored, and the next pseudocode statement in order is performed.

The preceding pseudocode is written in C as

```
if (grade >= 60) {
   puts("Passed");
} // end if
```

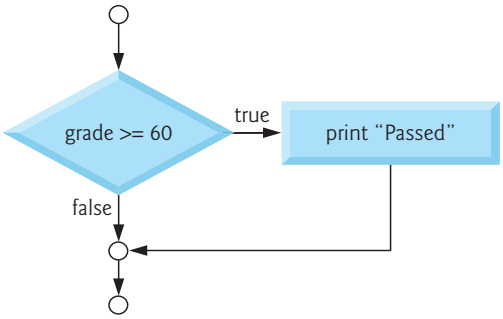
Of course, you'll also need to declare the `int` variable `grade`, but the C `if` statement code corresponds closely to the pseudocode. This is one of the properties of pseudocode that makes it such a useful program-development tool.

Indentation in the if Statement

The indentation in the `if` statement's second line is optional but highly recommended. It emphasizes the inherent structure of structured programs. The compiler ignores **white-space characters** such as blanks, tabs and newlines used for indentation and vertical spacing.

if Statement Flowchart

The following flowchart segment illustrates the single-selection `if` statement:



It contains perhaps the most important flowchart symbol—the **diamond (or decision) symbol,** which indicates a decision is to be made. The decision symbol's expression typically is a condition that can be *true* or *false*. The two flowlines emerging from it indicate the paths to take when the expression is *true* or *false*. Decisions can be based on any expression's value—zero is *false*, and nonzero is *true*.

The `if` statement is a single-entry/single-exit statement. We'll soon learn that the flowchart segment for the remaining control structures also can contain rectangle symbols to indicate the actions to be performed and diamond symbols to indicate decisions to be made. This is the action/decision model of programming we've been emphasizing.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) The pseudocode statement

```
If student's grade is greater than or equal to 60
   Print "Passed"
```

can be written in C as

```
if (grade >= 60) {
   puts("Passed");
} // end if
```

b) The two flowlines emerging from the decision flowchart symbol indicate the directions to take when the expression in the symbol is *true* or *false*.

c) Decisions can be based on any expression—if the expression evaluates to nonzero, it's treated as *false*, and if it evaluates to zero, it's treated as *true*.

d) The `if` statement is a single-entry/single-exit statement.

Answer: c) is *false*. Actually, decisions can be based on any expression—if the expression evaluates to zero, it's treated as *false*, and if it evaluates to nonzero, it's treated as *true*.

3.6 The `if...else` Selection Statement

The `if...else` selection statement specifies different actions to perform when the condition is *true* or *false*. For example, the pseudocode statement

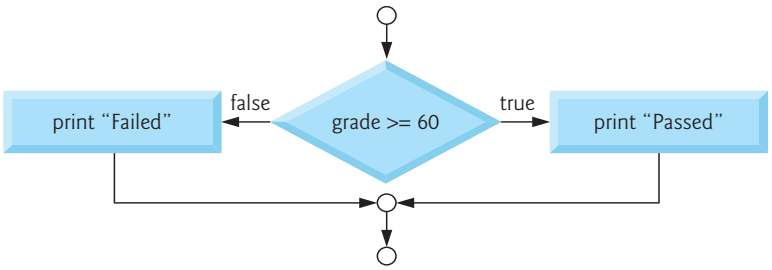
```
If student's grade is greater than or equal to 60
    Print "Passed"
else
    Print "Failed"
```

prints "Passed" if the student's grade is greater than or equal to 60; otherwise, it prints "Failed." In either case, after printing, the next pseudocode statement in sequence "executes." The *else*'s body also is indented. If there are several levels of indentation in a program, each should be indented the same additional amount of space. The preceding pseudocode may be written in C as

```
if (grade >= 60) {
   puts("Passed");
} // end if
else {
   puts("Failed");
} // end else
```

`if...else` Statement Flowchart

The following flowchart illustrates the `if...else` statement's flow of control:



Conditional Expressions

The **conditional operator** (`?:`) is closely related to the `if...else` statement. This operator is C's only **ternary operator**—that is, it takes three operands. A conditional operator and its three operands form a **conditional expression**. The first operand is a condition. The second is the conditional expression's value if the condition is *true*. The third is the conditional expression's value if the condition is *false*. For example, the conditional-expression argument to the following `puts` statement evaluates to the string `"Passed"` if the condition `grade >= 60` is true; otherwise, it evaluates to the string `"Failed"`:

```
puts((grade >= 60) ? "Passed" : "Failed");
```

Conditional operators can be used in places where `if...else` statements cannot, including expressions and arguments to functions (such as `printf`). Use expressions of the same type for the second and third operands of the conditional operator (`?:`) to avoid subtle errors.

ERR

Nested if...else Statements

Nested if...else statements test for multiple cases by placing if...else statements inside if...else statements. For example, the following pseudocode statement prints: A for grades greater than or equal to 90, B for grades greater than or equal to 80 (but less than 90), C for grades greater than or equal to 70 (but less than 80), D for grades greater than or equal to 60 (but less than 70), and F for all other grades.

```
If student's grade is greater than or equal to 90
    Print "A"
else
    If student's grade is greater than or equal to 80
        Print "B"
    else
        If student's grade is greater than or equal to 70
            Print "C"
        else
            If student's grade is greater than or equal to 60
                Print "D"
            else
                Print "F"
```

This pseudocode may be written in C as

```
if (grade >= 90) {
   puts("A");
} // end if
else {
   if (grade >= 80) {
      puts("B");
   } // end if
   else {
      if (grade >= 70) {
         puts("C");
      } // end if
      else {
         if (grade >= 60) {
            puts("D");
         } // end if
         else {
            puts("F");
         } // end else
      } // end else
   } // end else
} // end else
```

If the variable grade is greater than or equal to 90, all four conditions are true, but only the puts statement after the first test executes. Then, the else part of the "outer" if...else statement is skipped, bypassing the rest of the nested if...else statement.

Most programmers write the preceding `if` statement as

```
if (grade >= 90) {
   puts("A");
} // end if
else if (grade >= 80) {
   puts("B");
} // end else if
else if (grade >= 70) {
   puts("C");
} // end else if
else if (grade >= 60) {
   puts("D");
} // end else if
else {
   puts("F");
} // end else
```

Both forms are equivalent. The latter form avoids the deep indentation to the right, which decreases program readability and sometimes causes lines to wrap.

Blocks and Compound Statements

To include several statements in an `if`'s body, you must enclose the statements in braces (`{` and `}`). A set of statements contained within a pair of braces is called a **compound statement** or a **block**. A compound statement can be placed anywhere in a program that a single statement can be placed.

The following `if...else` statement's `else` part includes a compound statement containing two statements to execute if the condition is *false*:

```
if (grade >= 60) {
   puts("Passed.");
} // end if
else {
   puts("Failed.");
   puts("You must take this course again.");
} // end else
```

If `grade` is less than `60`, both `puts` statements in the `else` execute and the code prints:

```
Failed.
You must take this course again.
```

The braces surrounding the two statements in the `else` clause are important. Without them, the statement

```
puts("You must take this course again.");
```

would be outside the `else`'s body (and outside the `if...else` statement) and would execute regardless of whether the grade was less than 60, so even a passing student would have to take the course again. To avoid problems like this, always include your control statements' bodies in braces (`{` and `}`), even if those bodies contain only a single statement. This solves the "dangling-else" problem, which we discuss in this chapter's exercises.

Kinds of Errors

A syntax error (such as misspelling "else") is caught by the compiler. A logic error has its effect at execution time. A fatal logic error causes a program to fail and terminate prematurely. A nonfatal logic error allows a program to continue executing but to produce incorrect results. ⊗ERR

Empty Statement

Anywhere a single or compound statement can be placed, it's possible to place an empty statement, represented by a semicolon (;). Placing a semicolon after an if's condition, as in ⊗ERR

```
if (grade >= 60);
```

leads to a logic error in single-selection if statements and a syntax error in double-selection and nested if...else statements.

Type both braces of compound statements before typing the individual statements within the braces. This helps avoid omission of one or both of the braces, preventing syntax errors (such as an if statement whose if part has multiple statements, which requires a pair of braces) and logic errors. Many integrated development environments and code editors insert the closing brace for you as soon as you type the opening one.

✓ Self Check

1 *(True/False)* The following code includes a compound statement in an if...else statement's else part:

```
if (grade >= 60) {
   puts("Passed.");
} // end if
else
   puts("Failed.");
   puts("You must take this course again.");
```

Answer: *False.* The curly braces around the two puts statements in the else part of this if...else statement are missing. The correct code with the compound statement is

```
if (grade >= 60) {
   puts("Passed.");
} // end if
else {
   puts("Failed.");
   puts("You must take this course again.");
} // end else
```

2 *(True/False)* The conditional expression argument to the following puts statement

```
puts((grade >= 60) : "Passed" ? "Failed");
```

evaluates to the string "Passed" if the condition grade >= 60 is *true*; otherwise, it evaluates to the string "Failed".

Answer: *False*. This statement won't compile because the conditional operator's `?` and `:` are reversed. The correct statement to produce the desired result is

```
puts((grade >= 60) ? "Passed" : "Failed");
```

3.7 The `while` Iteration Statement

An **iteration statement** (also called a **repetition statement** or loop) repeats an action while some condition remains *true*. The pseudocode statement

```
While there are more items on my shopping list
    Purchase next item and cross it off my list
```

describes the iteration that occurs during a shopping trip. The condition "there are more items on my shopping list" may be *true* or *false*. If it's *true*, the shopper performs the action "Purchase next item and cross it off my list" repeatedly while the condition remains *true*. Eventually, the condition will become *false* (when the last item on the shopping list has been purchased and crossed off the list). At this point, the iteration terminates, and the first pseudocode statement after the iteration statement "executes."

Calculating the First Power of 3 Greater Than 100

As a `while` statement example, consider a program segment that finds the first power of 3 larger than 100. The integer variable `product` is initialized to 3. When the following code segment finishes executing, `product` will contain the desired answer:

```
int product = 3;

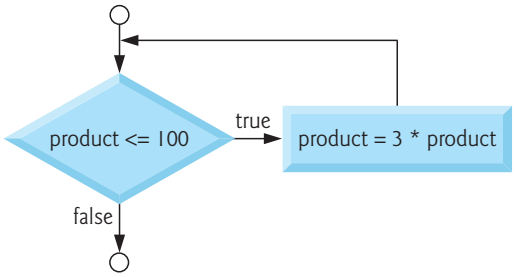
while (product <= 100) {
   product = 3 * product;
}
```

The loop repeatedly multiplies `product` by 3, so it takes on the values 9, 27 and 81 successively. When `product` becomes 243, the condition `product <= 100` becomes *false*, terminating the iteration—`product`'s final value is 243. Execution continues with the next statement after the `while`. An action in the `while` statement's body must eventually cause the condition to become *false*; otherwise, the loop will never terminate—a logic error called an **infinite loop**. The statement(s) contained in a `while` iteration statement constitute its body, which may be a single statement or a compound statement.

ERR

`while` Statement Flowchart

The following flowchart segment illustrates the preceding `while` iteration statement:



The flowchart clearly shows the iteration—the flowline emerging from the rectangle points back to the flowline entering the decision. The loop tests the condition in the diamond during each iteration until the condition eventually becomes *false*. At this point, the `while` statement exits and control continues with the next statement in sequence.

Self Check

1 ***(Program Segment)*** The `while` statement program segment in this section finds the first power of 3 larger than 100. Rewrite this program segment so that it will find the first power of 2 greater than or equal to 1024, leaving it in `product`.
Answer: See below.

```
int product = 2;

while (product < 1024) {
   product = 2 * product;
}
```

2 ***(Fill-in-the-Blank)*** An action in a `while` statement's body must eventually cause the condition to become *false*; otherwise, the loop will never terminate. This is a logic error called a(n) _____.
Answer: infinite loop.

3.8 Formulating Algorithms Case Study 1: Counter-Controlled Iteration

To illustrate how algorithms are developed, we solve two variations of a class-averaging problem in this section and the next. Consider the following problem statement:

> *A class of ten students took a quiz. The grades (integers in the range 0 to 100) for this quiz are available to you. Determine the class average on the quiz.*

The class average is the sum of the grades divided by the number of students. The algorithm to solve this problem must input the grades, then calculate and display the class average.

Pseudocode for the Class-Average Problem

Let's use pseudocode to list the actions to execute and specify the order in which they should execute. We use **counter-controlled iteration** to input the grades one at a time. This technique uses a variable called a **counter** to specify the number of times a set of statements should execute. In this example, we know that ten students took a quiz, so we need to input 10 grades. Iteration terminates when the counter exceeds 10. In this case study, we simply present the final pseudocode algorithm (Fig. 3.1) and the corresponding C program (Fig. 3.2). In the next case study, we show how to develop pseudocode algorithms. Counter-controlled iteration is often called **definite iteration** because the number of iterations is known before the loop begins executing.

```
Set total to zero
Set grade counter to one

While grade counter is less than or equal to ten
    Input the next grade
    Add the grade into the total
    Add one to the grade counter

Set the class average to the total divided by ten
Print the class average
```

Fig. 3.1 | Pseudocode algorithm that uses counter-controlled iteration to solve the class-average problem.

```c
// fig03_02.c
// Class average program with counter-controlled iteration.
#include <stdio.h>

// function main begins program execution
int main(void) {
   // initialization phase
   int total = 0; // initialize total of grades to 0
   int counter = 1; // number of the grade to be entered next

   // processing phase
   while (counter <= 10) { // loop 10 times
      printf("%s", "Enter grade: "); // prompt for input
      int grade = 0; // grade value
      scanf("%d", &grade); // read grade from user
      total = total + grade; // add grade to total
      counter = counter + 1; // increment counter
   } // end while

   // termination phase
   int average = total / 10; // integer division
   printf("Class average is %d\n", average); // display result
} // end function main
```

```
Enter grade: 98
Enter grade: 76
Enter grade: 71
Enter grade: 87
Enter grade: 83
Enter grade: 90
Enter grade: 57
Enter grade: 79
Enter grade: 82
Enter grade: 94
Class average is 81
```

Fig. 3.2 | Class-average problem with counter-controlled iteration.

A **total** is a variable (line 8) used to accumulate the sum of a series of values. A counter is a variable (line 9) used to count—in this case, to count the number of grades entered. Variables for totals should be initialized to zero; otherwise, the sum would include the previous value stored in the total's memory location. You should initialize all counters and totals. Counters typically are initialized to zero or one, depending on their use—we'll present examples of each. An uninitialized variable contains a **"garbage" value**—the value last stored in the memory location reserved for that variable. If a counter or total isn't initialized, the results of your program will probably be incorrect. These are examples of logic errors.



The average was 81 in the preceding sample execution, but the sum of the grades we input was 817. Of course, 817 divided by 10 should yield 81.7—a number with a decimal point. The next section shows how to deal with such *floating-point numbers*.



Self Check

1 ***(Fill-in-the-Blank)*** Counter-controlled iteration is often called _____ iteration because the number of iterations is known before the loop begins executing.
Answer: definite.

2 ***(True/False)*** Variables used to store totals should be initialized to one before being used in a program; otherwise, the sum would include the previous value stored in the total's memory location.
Answer: *False*. Actually, Variables used to store totals should be initialized to *zero* before being used in a program; otherwise, the sum would include the previous value stored in the total's memory location.

3.9 Formulating Algorithms with Top-Down, Stepwise Refinement Case Study 2: Sentinel-Controlled Iteration

Let's generalize the class-average problem. Consider the following problem:

> *Develop a class-averaging program that will process an* arbitrary *number of grades each time the program is run.*

In the first class-average example, we knew there were 10 grades in advance. In this example, no indication is given of how many grades the user might input. The program must process an *arbitrary* number of grades. How can the program determine when to stop inputting grades? How will it know when to calculate and print the class average?

Sentinel Values

One way is to use a **sentinel value** to indicate "end of data entry." A sentinel value also is called a **signal value**, a **dummy value**, or a **flag value**. The user types grades until all legitimate grades have been entered. The user then types the sentinel value to indicate "the last grade has been entered." Sentinel-controlled iteration is often called **indefinite iteration** because the number of iterations isn't known before the loop begins executing.

You should choose a sentinel value that cannot be confused with an acceptable input value. Grades on a quiz are non-negative integers, so –1 is an acceptable sentinel value for this problem. Thus, a run of the class-average program might process a stream of inputs such as 95, 96, 75, 74, 89 and –1. The program would then compute and print the class average for the grades 95, 96, 75, 74, and 89. The sentinel value –1 should not enter into the averaging calculation.

Top-Down, Stepwise Refinement

We approach the class-average program with a technique called **top-down, stepwise refinement**, which is essential to developing well-structured programs. We begin with a pseudocode representation of the **top**:

```
Determine the class average for the quiz
```

The top is a single statement that conveys the program's overall function. As such, the top is, in effect, a complete representation of a program. Unfortunately, the top rarely conveys a sufficient amount of detail for writing the C program. So we now begin the refinement process. We divide the top into smaller tasks listed in the order in which they need to be performed. This results in the following **first refinement**:

```
Initialize variables
Input, sum, and count the quiz grades
Calculate and print the class average
```

Here, only the sequence structure has been used—the steps listed should execute in order, one after the other. Each refinement, as well as the top itself, is a complete specification of the algorithm. Only the level of detail varies.

Second Refinement

To proceed to the next level of refinement, i.e., the **second refinement**, we commit to specific variables. We need:

- a running total of the grades,
- a count of how many grades have been processed,
- a variable to receive the value of each grade as it is input and
- a variable to hold the calculated average.

The pseudocode statement

```
Initialize variables
```

can be refined as follows:

```
Initialize total to zero
Initialize counter to zero
```

Only the total and counter need to be initialized. The variables for the calculated average and the grade the user inputs need not be initialized because their values will be calculated and input from the user, respectively. The pseudocode statement

```
Input, sum, and count the quiz grades
```

requires an *iteration structure* that successively inputs each grade. Because we do not know how many grades are to be processed, we'll use sentinel-controlled iteration. The user will enter legitimate grades one at a time. After entering the last legitimate grade, the user will type the sentinel value. The program will test for this value after each grade is input and will terminate the loop when the sentinel is entered. The refinement of the preceding pseudocode statement is then

```
Input the first grade (possibly the sentinel)
While the user has not as yet entered the sentinel
    Add this grade into the running total
    Add one to the grade counter
    Input the next grade (possibly the sentinel)
```

In pseudocode, we do not use braces around the set of statements that form a loop's body. We simply indent the body statements under the *while*. Again, pseudocode is an informal program-development aid.

The pseudocode statement

```
Calculate and print the class average
```

may be refined as follows:

```
If the counter is not equal to zero
    Set the average to the total divided by the counter
    Print the average
else
    Print "No grades were entered"
```

We're being careful here to test for the possibility of **division by zero**—a **fatal error** ⊗ERR that, if undetected, would cause the program to fail (often called **"crashing"**). You should explicitly test for this case and handle it appropriately in your program, such as by printing an error message, rather than allowing the fatal error to occur.

Complete Second Refinement

The complete second refinement is shown in Fig. 3.3. We include some blank lines in the pseudocode for readability.

```
1  Initialize total to zero
2  Initialize counter to zero
3
4  Input the first grade (possibly the sentinel)
5  While the user has not as yet entered the sentinel
6      Add this grade into the running total
7      Add one to the grade counter
8      Input the next grade (possibly the sentinel)
```

Fig. 3.3 | Pseudocode algorithm that uses sentinel-controlled iteration to solve the class-average problem. (Part 1 of 2.)

```
9
10 If the counter is not equal to zero
11     Set the average to the total divided by the counter
12     Print the average
13 else
14     Print "No grades were entered"
```

Fig. 3.3 | Pseudocode algorithm that uses sentinel-controlled iteration to solve the class-average problem. (Part 2 of 2.)

Phases in a Basic Program

Many programs can be divided logically into three phases:

- an **initialization phase** that initializes the program variables,
- a **processing phase** that inputs data values and adjusts program variables accordingly, and
- a **termination phase** that calculates and prints the final results.

Number of Pseudocode Refinements

The pseudocode algorithm in Fig. 3.3 solves the more general class-average problem. This algorithm was developed after only two levels of refinement. Sometimes more levels are necessary. You terminate the top-down, stepwise refinement process when the pseudocode algorithm provides sufficient detail for you to convert the pseudocode to C.

The most challenging part of solving a problem on a computer is developing the algorithm for the solution. Once a correct algorithm has been specified, producing a working C program usually is straightforward. Many programmers write programs without ever using program-development tools such as pseudocode. They feel their ultimate goal is to solve the problem and that writing pseudocode merely delays producing final outputs. This may work for small programs you develop for your own use. But for the substantial programs and software systems you'll likely work on in industry, a formal development process is essential.

Class-Average Program for an Arbitrary Number of Grades

Figure 3.4 shows the C program and two sample executions. Although only integer grades are entered, the averaging calculation is likely to produce a number with a decimal point. The type `int` cannot represent such a number. So this program introduces the data type **`double`** to handle numbers with decimal points—that is, **floating-point numbers**. We introduce a cast operator to force the averaging calculation to use floating-point numbers. These features are explained after the program listing. Note that lines 13 and 23 both include the sentinel value in the prompts requesting data entry. This is a good practice in a sentinel-controlled loop.

```c
// fig03_04.c
// Class-average program with sentinel-controlled iteration.
#include <stdio.h>

// function main begins program execution
int main(void) {
   // initialization phase
   int total = 0; // initialize total
   int counter = 0; // initialize loop counter

   // processing phase
   // get first grade from user
   printf("%s", "Enter grade, -1 to end: "); // prompt for input
   int grade = 0; // grade value
   scanf("%d", &grade); // read grade from user

   // loop while sentinel value not yet read from user
   while (grade != -1) {
      total = total + grade; // add grade to total
      counter = counter + 1; // increment counter

      // get next grade from user
      printf("%s", "Enter grade, -1 to end: "); // prompt for input
      scanf("%d", &grade); // read next grade
   } // end while

   // termination phase
   // if user entered at least one grade
   if (counter != 0) {

      // calculate average of all grades entered
      double average = (double) total / counter; // avoid truncation

      // display average with two digits of precision
      printf("Class average is %.2f\n", average);
   } // end if
   else { // if no grades were entered, output message
      puts("No grades were entered");
   } // end else
} // end function main
```

```
Enter grade, -1 to end: 75
Enter grade, -1 to end: 94
Enter grade, -1 to end: 97
Enter grade, -1 to end: 88
Enter grade, -1 to end: 70
Enter grade, -1 to end: 64
Enter grade, -1 to end: 83
Enter grade, -1 to end: 89
Enter grade, -1 to end: -1
Class average is 82.50
```

```
Enter grade, -1 to end: -1
No grades were entered
```

Fig. 3.4 | Class-average program with sentinel-controlled iteration.

Always Use Braces in a `while` Statement

Without this `while` loop's braces (lines 18 and 25), only the statement on line 19 would be in the loop's body. The code would be incorrectly interpreted as

```
while (grade != -1)
   total = total + grade; // add grade to total
counter = counter + 1; // increment counter

// get next grade from user
printf("%s", "Enter grade, -1 to end: "); // prompt for input
scanf("%d", &grade); // read next grade
```

ERR ⊗ This would cause an infinite loop if the user did not input `-1` as the first grade.

Converting Between Types Explicitly and Implicitly

Averages often are values such as 7.2 or –93.5 that contain fractional parts. These floating-point numbers can be represented by the data type `double`. Line 32 defines the variable `average` as type `double` to capture the fractional result of our calculation. Normally, the result of the calculation `total / counter` (line 32) is an integer because `total` and `counter` are both `int` variables. Dividing two `int`s results in **integer division**—any fractional part of the calculation is **truncated** (that is, lost). You can produce a floating-point calculation with integer values by first creating temporary floating-point numbers. C provides the unary **cast operator** to accomplish this task. Line 32

```
double average = (double) total / counter;
```

uses the cast operator `(double)` to create a *temporary* floating-point copy of its operand, `total`. The value stored in `total` is still an integer. Using a cast operator in this manner is called **explicit conversion**. The calculation now consists of a floating-point value—the temporary `double` version of `total`—divided by the `int` value stored in `counter`.

C requires the operand data types in arithmetic expressions only to be identical. In mixed-type expressions, the compiler performs an operation called **implicit conversion** on selected operands to ensure that they're of the same type. For example, in an expression containing the data types `int` and `double`, copies of `int` operands are made and implicitly converted to type `double`. After we explicitly convert `total` to a `double`, the compiler implicitly makes a `double` copy of `counter`, then performs floating-point division and assigns the floating-point result to `average`. Chapter 5 discusses C's rules for converting operands of different types.

Cast operators are formed by placing parentheses around a type name. A cast is a **unary operator** that takes only one operand. C also supports unary versions of the plus (+) and minus (-) operators, so you can write expressions such as `-7` or `+5`. Cast operators group right-to-left and have the same precedence as other unary operators such as unary + and unary -. This precedence is one level higher than that of the multiplicative operators `*`, `/` and `%`.

Formatting Floating-Point Numbers

Figure 3.4 uses the `printf` conversion specification `%.2f` (line 35) to format `average`'s value. The `f` specifies that a floating-point value will be printed. The `.2` is the **preci-**

sion—the value will have two (2) digits to the right of the decimal point. If the `%f` conversion specification is used without specifying the precision, the **default precision** is 6 digits to the right of the decimal point, as if the conversion specification `%.6f` had been used. When floating-point values are printed with precision, the printed value is **rounded** to the indicated number of decimal positions. The value in memory is unaltered. The following statements display the values 3.45 and 3.4, respectively:

```
printf("%.2f\n", 3.446); // displays 3.45
printf("%.1f\n", 3.446); // displays 3.4
```

Notes on Floating-Point Numbers

Although floating-point numbers are not always "100% precise," they have numerous applications. For example, when we speak of a "normal" body temperature of 98.6 degrees Fahrenheit, we do not need to be precise to a large number of digits. When we view the temperature on a thermometer and read it as 98.6, it may actually be 98.5999473210643. The point here is that calling this number simply 98.6 is fine for most applications. We'll say more about this issue later.

Floating-point numbers often develop through division. When we divide 10 by 3, the result is 3.3333333… with the sequence of 3s repeating infinitely. The computer allocates only a fixed amount of space to hold such a value, so the stored floating-point value can be only an approximation. Using floating-point numbers in a manner that assumes they're represented precisely can lead to incorrect results. Floating-point numbers are represented only approximately by most computers. For this reason, you also should not compare floating-point values for equality.



Self Check

1 *(Fill-in-the-Blank)* Sentinel-controlled iteration is often called _____ iteration because the number of iterations isn't known before the loop begins executing.
Answer: indefinite.

2 *(Multiple Choice)* Which of the following statements is *false*?

a) Many programs can be divided logically into three phases: an initialization phase that initializes the program variables, a processing phase that inputs data values and adjusts program variables accordingly, and a termination phase that calculates and prints the final results.

b) You terminate top-down, stepwise refinement when the pseudocode algorithm is specified in sufficient detail for you to be able to convert the pseudocode to C.

c) Experience has shown that the most difficult part of solving a problem on a computer is producing a working C program from the algorithm.

d) Many programmers write programs without ever using program-development tools such as pseudocode. They feel that their ultimate goal is to solve the problem on a computer and that writing pseudocode merely delays the production of final outputs.

Answer: c) is *false*. Actually, experience has shown that the most difficult part of solving a problem on a computer is developing the algorithm for the solution. Once a correct algorithm has been specified, the process of producing a working C program is normally straightforward.

3 ***(Program Segment)*** When floating-point values are printed with precision, the printed value is rounded. Write statements that display the value 98.5999473210643 with one, four and ten digits of precision, respectively, and specify what's displayed in each case.

Answer: See below.

```
printf("%.1f\n", 98.5999473210643); // displays 98.6
printf("%.4f\n", 98.5999473210643); // displays 98.5999
printf("%.10f\n", 98.5999473210643); // displays 98.5999473211
```

3.10 Formulating Algorithms with Top-Down, Stepwise Refinement Case Study 3: Nested Control Statements

Let's work another complete problem. We'll formulate the algorithm using pseudocode and top-down, stepwise refinement, and write a corresponding C program. We've seen that control statements may be stacked on top of one another (in sequence) just as a child stacks building blocks. In this case study, we'll see the only other structured way control statements may be connected in C, namely by **nesting** one control statement within another. Consider the following problem statement:

> *A college offers a course that prepares students for the state licensing exam for real estate brokers. Last year, 10 of the students who completed this course took the licensing examination. Naturally, the college wants to know how well its students did on the exam. You've been asked to write a program to summarize the results. You've been given a list of these 10 students. Next to each name is a 1 if the student passed the exam or a 2 if the student failed.*
>
> *Your program should analyze the results of the exam as follows:*
>
> 1. *Input each test result (i.e., a 1 or a 2). Display the prompting message "Enter result" each time the program requests another test result.*
> 2. *Count the number of test results of each type.*
> 3. *Display a summary of the test results indicating the number of students who passed and the number who failed.*
> 4. *If more than eight students passed the exam, print the message "Bonus to instructor!"*

After reading the problem statement carefully, we make the following observations:

1. The program must process 10 test results. We'll use a counter-controlled loop.
2. Each test result is a number—either a 1 or a 2. Each time the program reads a test result, it must determine whether the result is a 1 or a 2. We'll test for a

1 in our algorithm. If the number is not a 1, we'll assume that it's a 2. Exercise 3.27 asks you to ensure that every test result is a 1 or a 2.

3. Two counters are used—one to count the number of students who passed the exam and one to count the number of students who failed the exam.
4. After the program has processed all the results, it must decide whether more than 8 students passed the exam and, if so, print `"Bonus to Instructor!"`.

Pseudocode Representation of the Top

Let's proceed with top-down, stepwise refinement. We begin with a pseudocode representation of the top:

```
Analyze exam results and decide whether instructor should receive a bonus
```

Once again, it's important to emphasize that the top is a complete representation of the program, but multiple refinements are likely to be needed before the pseudocode can be naturally evolved into a C program.

First Refinement

Our first refinement is:

```
Initialize variables
Input the ten quiz grades and count passes and failures
Print an exam-results summary and decide whether to bonus the instructor
```

Here, too, even though we have a *complete* representation of the entire program, further refinement is necessary.

Second Refinement

We now commit to specific variables. We need counters to record the passes and failures, a counter to control the looping process, and a variable to store the user input. The pseudocode statement

```
Initialize variables
```

can be refined as follows:

```
Initialize passes to zero
Initialize failures to zero
Initialize student to one
```

Only the counter and totals are initialized. The pseudocode statement

```
Input the ten quiz grades and count passes and failures
```

requires a loop that successively inputs the result of each exam. Here we know in advance that there are precisely ten exam results, so counter-controlled looping is appropriate. Inside the loop (that is, **nested** within the loop), a double-selection statement will determine whether each exam result is a pass or a failure and will increment the appropriate counter. The refinement of the preceding pseudocode statement is then

```
While student counter is less than or equal to ten
    Input the next exam result

    If the student passed
        Add one to passes
    else
        Add one to failures

    Add one to student counter
```

The pseudocode statement

```
Print an exam-results summary and decide whether to bonus the instructor
```

may be refined as follows:

```
Print the number of passes
Print the number of failures

If more than eight students passed
    Print "Bonus to instructor!"
```

Complete Second Refinement

Figure 3.5 contains the complete second refinement. We use blank lines for readability.

```
1  Initialize passes to zero
2  Initialize failures to zero
3  Initialize student to one
4
5  While student counter is less than or equal to ten
6      Input the next exam result
7
8      If the student passed
9          Add one to passes
10     else
11         Add one to failures
12
13     Add one to student counter
14
15 Print the number of passes
16 Print the number of failures
17 If more than eight students passed
18     Print "Bonus to instructor!"
```

Fig. 3.5 | Pseudocode for examination-results problem.

Implementing the Algorithm

This pseudocode is now sufficiently refined for conversion to C. Figure 3.6 shows the C program and two sample executions.

```c
// fig03_06.c
// Analysis of examination results.
#include <stdio.h>

// function main begins program execution
int main(void) {
   // initialize variables in definitions
   int passes = 0;
   int failures = 0;
   int student = 1;

   // process 10 students using counter-controlled loop
   while (student <= 10) {
      // prompt user for input and obtain value from user
      printf("%s", "Enter result (1=pass,2=fail): ");
      int result = 0; // one exam result
      scanf("%d", &result);

      // if result 1, increment passes
      if (result == 1) {
         passes = passes + 1;
      } // end if
      else { // otherwise, increment failures
         failures = failures + 1;
      } // end else

      student = student + 1; // increment student counter
   } // end while

   // termination phase; display number of passes and failures
   printf("Passed %d\n", passes);
   printf("Failed %d\n", failures);

   // if more than eight students passed, print "Bonus to instructor!"
   if (passes > 8) {
      puts("Bonus to instructor!");
   } // end if
} // end function main
```

```
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 2
Enter Result (1=pass, 2=fail): 2
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 2
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 2
Passed 6
Failed 4
```

Fig. 3.6 | Analysis of examination results. (Part 1 of 2.)

```
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 2
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Enter Result (1=pass, 2=fail): 1
Passed 9
Failed 1
Bonus to instructor!
```

Fig. 3.6 | Analysis of examination results. (Part 2 of 2.)



Self Check

1 *(Fill-in-the-Blank)* Control statements may be stacked on top of one another (in sequence) just as a child stacks building blocks. The only other structured way control statements may be connected in C is _____—that is, placing a control statement inside another control statement.

Answer: nesting.

3.11 Assignment Operators

C provides several assignment operators for abbreviating assignment expressions. For example, the statement

```
c = c + 3;
```

can be abbreviated with the **addition assignment operator** `+=` as

```
c += 3;
```

The `+=` operator adds the value of the expression on the operator's right to the value of the variable on the operator's left then stores the result in the variable on the left. So, the assignment `c += 3` adds `3` to `c`'s current value. The following table shows the arithmetic assignment operators, sample expressions using these operators, and explanations:

Assignment operator	Sample expression	Explanation	Assigns
Assume: `int c = 3, d = 5, e = 4, f = 6, g = 12;`			
`+=`	`c += 7`	`c = c + 7`	10 to `c`
`-=`	`d -= 4`	`d = d - 4`	1 to `d`
`*=`	`e *= 5`	`e = e * 5`	20 to `e`
`/=`	`f /= 3`	`f = f / 3`	2 to `f`
`%=`	`g %= 9`	`g = g % 9`	3 to `g`

Self Check

1 *(Fill-in-the-Blank)* The statement

```
b = b * 5;
```

can be abbreviated with the multiplication assignment operator *= as _____.
Answer: `b *= 5;`

2 *(Fill-in-the-Blank)* What does the assignment `c -= 3;` do? _____
Answer: Subtracts `3` from `c`'s current value.

3.12 Increment and Decrement Operators

The unary **increment operator** (`++`) and the unary **decrement operator** (`--`) add one to and subtract one from an integer variable, respectively. The following table summarizes the two versions of each operator:

Operator	Sample expression	Explanation
`++`	`++a`	Increment `a` by 1, then use the new value of `a` in the expression in which `a` resides.
`++`	`a++`	Use the current value of `a` in the expression in which `a` resides, then increment `a` by 1.
`--`	`--b`	Decrement `b` by 1, then use the new value of `b` in the expression in which `b` resides.
`--`	`b--`	Use the current value of `b` in the expression in which `b` resides, then decrement `b` by 1.

To increment the variable `c` by 1, you can use the operator `++` rather than the expressions `c = c + 1` or `c += 1`. If you place `++` or `--` before a variable (i.e., prefixed), they're referred to as the **preincrement** or **predecrement operators**. If you place `++` or `--` after a variable (i.e., postfixed), they're referred to as the **postincrement** or **postdecrement operators**. By convention, unary operators should be placed next to their operands with no intervening spaces.

Figure 3.7 demonstrates the difference between the preincrementing and the postincrementing versions of the `++` operator. Postincrementing the variable `c` causes it to be incremented *after* it's used in the `printf` statement. Preincrementing the variable `c` causes it to be incremented *before* it's used in the `printf` statement. The program displays the value of `c` before and after using `++`. The decrement operator (`--`) works similarly.

```
1 // fig03_07.c
2 // Preincrementing and postincrementing.
3 #include <stdio.h>
4
```

Fig. 3.7 | Preincrementing and postincrementing. (Part 1 of 2.)

```c
// function main begins program execution
int main(void) {
   // demonstrate postincrement
   int c = 5; // assign 5 to c
   printf("%d\n", c); // print 5
   printf("%d\n", c++); // print 5 then postincrement
   printf("%d\n\n", c); // print 6

   // demonstrate preincrement
   c = 5; // assign 5 to c
   printf("%d\n", c); // print 5
   printf("%d\n", ++c); // preincrement then print 6
   printf("%d\n", c); // print 6
} // end function main
```

```
5
5
6

5
6
6
```

Fig. 3.7 | Preincrementing and postincrementing. (Part 2 of 2.)

The three assignment statements in Fig. 3.6

```c
passes = passes + 1;
failures = failures + 1;
student = student + 1;
```

can be written more concisely with assignment operators as

```c
passes += 1;
failures += 1;
student += 1;
```

with preincrement operators as

```c
++passes;
++failures;
++student;
```

or with postincrement operators as

```c
passes++;
failures++;
student++;
```

When incrementing or decrementing a variable in a statement by itself, the preincrement and postincrement forms have the same effect. It's only when a variable appears in the context of a larger expression that preincrementing and postincrementing have different effects (and similarly for predecrementing and postdecrementing).

Only a simple variable name may be used as a `++` or `--` operator's operand. Attempting to use the increment or decrement operator on an expression other than a simple variable name is a syntax error—e.g., `++(x + 1)`.

ERR

C generally does not specify the order in which an operator's operands will evaluate. We'll see exceptions to this for a few operators in the next chapter. To avoid subtle errors, the ++ and -- operators should be used only in statements that modify exactly one variable.

The following table lists in decreasing precedence order the operators shown so far.

Operators	Grouping	Type
++ *(postfix)* -- *(postfix)*	right to left	postfix
+ - *(type)* ++ *(prefix)* -- *(prefix)*	right to left	unary
* / %	left to right	multiplicative
+ -	left to right	additive
< <= > >=	left to right	relational
== !=	left to right	equality
?:	right to left	conditional
= += -= *= /= %=	right to left	assignment

The third column names the various groups of operators. Notice that the conditional operator (?:), the unary operators increment (++), decrement (--), plus (+), minus (-) and casts, and the assignment operators =, +=, -=, *=, /= and %= group right-to-left. The other operators group left-to-right.

Self Check

1 ***(Multiple Choice)*** Given the following code:

```
--i;
```

which of the following statements describes what this code does?

a) Increment `i` by 1, then use the new value of `i` in the expression in which `i` resides.

b) Use `i`'s current value in the expression in which `i` resides, then increment `i` by 1.

c) Decrement `i` by 1, then use the new value of `i` in the expression in which `i` resides.

d) Use `i`'s current value in the expression in which `i` resides, then decrement `i` by 1.

Answer: c.

2 ***(What Does This Code Do?)*** What does this program display as `x`'s final value?

```
1  #include <stdio.h>
2
3  int main(void) {
4     int x = 7;
5     printf("%d\n", x);
6     printf("%d\n", x++);
7     printf("%d\n\n", x);
```

```
8     x = 8;
9     printf("%d\n", x);
10    printf("%d\n", ++x);
11    printf("%d\n", x);
12 }
```

Answer: 9.

3 *(Multiple Choice)* Which of the following expressions contains a syntax error?

a) `++x + 1`
b) `x++ + x`
c) `++(x) + 1`
d) `++(x + 1)`

Answer: d. Only a simple variable name may be used as the operand of a `++` or `--` operator. Attempting to use the increment or decrement operator on an expression other than a simple variable name is a syntax error—e.g., `++(x + 1)`.

3.13 Secure C Programming

SEC

Arithmetic Overflow

Figure 2.4 presented an addition program that calculated the sum of two `int` values with the statement

```
sum = integer1 + integer2; // assign total to sum
```

ERR

Even this simple statement has a potential problem. Adding the integers could result in a value too large to store in the `int` variable `sum`. This is known as **arithmetic overflow** and can cause undefined behavior, possibly leaving a system open to attack.

The constants `INT_MAX` and `INT_MIN` represent the platform-specific maximum and minimum values that can be stored in an `int` variable. These constants are defined in the header `<limits.h>`. There are similar constants for the other integral types that we'll introduce in the next chapter. You can see your platform's values for these constants by opening the header `<limits.h>` in a text editor.[2]

It's good practice to ensure that before you perform arithmetic calculations like the one above, they will not overflow. For an example, see the CERT website.

```
https://wiki.sei.cmu.edu/confluence/display/c/
```

Search for guideline INT32-C. The code uses the `&&` (logical AND) and `||` (logical OR) operators, which we discuss in Chapter 4. In industrial-strength code, you should perform checks like these for all calculations. Later chapters show other programming techniques for handling such errors.

`scanf_s` and `printf_s`

The C11 standard's Annex K introduced more secure versions of `printf` and `scanf` called `printf_s` and `scanf_s`. We discuss these functions and the corresponding secu-

2. Use your system's search feature to locate the file `limits.h`.

rity issues in Sections 6.13 and 7.13. Annex K is designated as optional, so not every C vendor implements it. In particular, the GNU C++ and Clang C++ compilers do not implement Annex K, so using `scanf_s` and `printf_s` might compromise your code's portability among compilers.

Microsoft implemented its own Visual C++ versions of `printf_s` and `scanf_s` before the C11 standard, and its compiler immediately began issuing warnings for every `scanf` call. The warnings said that `scanf` was deprecated—it should no longer be used—and that you should consider using `scanf_s` instead. Microsoft now treats what used to be a warning about `scanf` as an error. A program with `scanf` will not compile on Visual C++ and you will not be able to execute the program.

Many organizations have coding standards that require code to compile without warning messages. There are two ways to eliminate Visual C++'s `scanf` warnings—use `scanf_s` instead of `scanf` or disable these warnings. For the input statements we've used so far, Visual C++ users can simply replace `scanf` with `scanf_s`. You can disable the warning messages in Visual C++ as follows:

1. Type *Alt F7* to display the **Property Pages** dialog for your project.
2. In the left column, expand **Configuration Properties > C/C++** and select **Preprocessor**.
3. In the right column, at the end of the value for **Preprocessor Definitions**, insert
   ```
   ;_CRT_SECURE_NO_WARNINGS
   ```
4. Click **OK** to save the changes.

You'll no longer receive warnings on `scanf` (or any other functions that Microsoft has deprecated for similar reasons). For industrial-strength coding, disabling the warnings is discouraged. We'll say more about `scanf_s` and `printf_s` in a later Secure C Coding Guidelines section.

Self Check

1 ***(Fill-in-the-Blank)*** Adding two integers such that the result is a value that's too large to store in an `int` variable is known as arithmetic _____ and can cause undefined behavior, possibly leaving a system open to attack.
Answer: overflow.

2 ***(Fill-in-the-Blank)*** The platform-specific maximum and minimum values that can be stored in an `int` variable are represented by the constants `INT_MAX` and `INT_MIN`, respectively, which are defined in the header _____.
Answer: `<limits.h>`.

Summary

Section 3.1 Introduction

- Before writing a program to solve a particular problem, you must have a thorough understanding of the problem and a carefully planned approach to solving it.

Section 3.2 Algorithms

- The solution to any computing problem involves executing a series of **actions** in a specific **order** (p. 86).
- An **algorithm** (p. 86) is a **procedure** (p. 86) for solving a problem in terms of the actions (p. 86) to execute and the order in which these actions should execute.

Section 3.3 Pseudocode

- **Pseudocode** (p. 87) is an artificial and informal language that helps you develop algorithms.
- Pseudocode is similar to everyday English; it's not an actual computer programming language.
- Pseudocode programs help you "think out" a program.
- Pseudocode consists purely of characters. You may type pseudocode using any text editor.
- Carefully prepared pseudocode can be converted easily to corresponding C programs.
- Pseudocode consists only of actions and decisions.

Section 3.4 Control Structures

- Normally, statements in a program execute one after the other in the order in which they're written. This is called **sequential execution** (p. 88).
- Various C statements enable you to specify that the next statement to execute may be other than the next one in sequence. This is called **transfer of control** (p. 88).
- **Structured programming** has become almost synonymous with "**goto elimination**" (p. 88).
- Structured programs are clearer, easier to debug and modify and more likely to be bug-free.
- All programs can be written using **sequence**, **selection** and **iteration control structures** (p. 88).
- Unless directed otherwise, the computer automatically executes C statements in sequence.
- A **flowchart** (p. 88) is a graphical representation of an algorithm drawn using **rectangles**, **diamonds**, **rounded rectangles** and **small circles** connected by arrows called **flowlines** (p. 88).
- The **rectangle (action) symbol** (p. 89) indicates any type of action, including a calculation or an input/output operation.
- **Flowlines** indicate the order in which the actions are performed.
- When drawing a flowchart that represents a complete algorithm, we use as the first symbol a rounded rectangle containing "Begin" and as the last a rounded rectangle containing "End." When drawing only a portion of an algorithm, we omit the rounded-rectangle symbols in favor of using small circles called **connector symbols**.
- The **`if` single-selection statement** selects or ignores a single action (or group of actions).
- The **`if...else` double-selection statement** (p. 89) selects between two different actions (or groups of actions).
- The **`switch` multiple-selection statement** (p. 89) selects among many different actions based on the value of an expression.
- C provides three types of **iteration statements** (also called repetition statements), namely **`while`**, **`do...while`** and **`for`**.
- Control-statement flowchart segments can be attached to one another with control-statement **stacking** (p. 89)—connecting the exit point of one to the entry point of the next.
- Control statements also may be **nested**.
- C uses **single-entry/single-exit control statements** (p. 89).

Section 3.5 The `if` Selection Statement

- Selection structures are used to choose among alternative courses of action.
- The **diamond (decision) symbol** (p. 91) indicates that a decision is to be made.
- The **decision symbol**'s expression typically is a condition that can be *true* or *false*. The decision symbol has two flowlines emerging from it indicating the directions to take when the expression is *true* or *false*.
- A decision can be based on any expression's value—zero is *false* and nonzero is *true*.

Section 3.6 The `if...else` Selection Statement

- The **conditional operator** (`?:`, p. 92) is closely related to the `if...else` statement.
- The conditional operator is C's only **ternary operator**—it takes three operands. The first is a condition. The second is the value for the **conditional expression** (p. 92) if the condition is *true*. The third is the value for the conditional expression if the condition is *false*.
- **Nested `if...else` statements** (p. 93) test for multiple cases by placing `if...else` statements inside `if...else` statements.
- A set of statements within a pair of braces is called a **compound statement** or a **block** (p. 94).
- A syntax error is caught by the compiler. A logic error has its effect at execution time. A fatal logic error causes a program to fail and terminate prematurely. A nonfatal logic error allows a program to continue executing but to produce incorrect results.

Section 3.7 The `while` Iteration Statement

- The **`while` iteration statement** (p. 96) specifies that an action repeats while a condition is *true*. Eventually, the condition will become *false*. At this point, the iteration terminates, and the first statement after the iteration statement executes.

Section 3.8 Formulating Algorithms Case Study 1: Counter-Controlled Iteration

- **Counter-controlled iteration** (p. 97) uses a variable called a **counter** (p. 97) to specify the number of times a set of statements should execute.
- Counter-controlled iteration is often called **definite iteration** (p. 97) because the number of iterations is known before the loop begins executing.
- A **total** (p. 99) is a variable used to accumulate the sum of a series of values. Variables used to store totals should be initialized to zero.
- A **counter** is a variable used to count. Counter variables typically are initialized to zero or one, depending on their use.
- An **uninitialized variable** contains a "**garbage**" **value** (p. 99)—the value last stored in the memory location reserved for that variable.

Section 3.9 Formulating Algorithms with Top-Down, Stepwise Refinement Case Study 2: Sentinel-Controlled Iteration

- A **sentinel value** (p. 99; also called a **signal value**, a **dummy value**, or a **flag value**) is used in a sentinel-controlled loop to indicate the "**end of data entry.**"
- **Sentinel-controlled iteration** is often called **indefinite iteration** (p. 99) because the number of iterations is not known before the loop begins executing.
- The sentinel value must be chosen so that it cannot be confused with an acceptable input value.

- In **top-down, stepwise refinement** (p. 100), the **top** is a statement that conveys the program's overall function. It's a complete representation of a program. In the **refinement process**, we divide the top into smaller tasks and list these in execution order.
- The type **`double`** (p. 102) represents **floating-point numbers** with decimal points.
- When two integers are divided, any fractional part of the result is **truncated** (p. 104).
- To produce a floating-point calculation with integer values, you can **cast** the integers to floating-point numbers. C provides the **unary cast operator** `(double)` to accomplish this task.
- Cast operators (p. 104) perform **explicit conversions**.
- C requires the operands in arithmetic expressions to have the same data type. To ensure this, the compiler performs **implicit conversion** (p. 104) on selected operands.
- A cast operator is formed by placing parentheses around a type name. The cast operator is a **unary operator**—it takes only one operand.
- **Cast operators group right-to-left** and have the same precedence as other unary operators such as unary `+` and unary `-`. This precedence is one level higher than that of `*`, `/` and `%`.
- The `printf` conversion Specification `%.2f` specifies that a floating-point value will be displayed with two digits to the right of the decimal point. If the `%f` conversion specification is used (without specifying the precision), the **default precision** (p. 105) is 6.
- When floating-point values are printed with precision, the printed value is **rounded** (p. 105) to the indicated number of decimal positions for display purposes.

Section 3.11 Assignment Operators

- C provides several assignment operators for **abbreviating assignment expressions** (p. 110).
- The `+=` operator adds the value of the expression on its right to the value of the variable on its left and stores the result in the variable on its left.
- Assignment operators are provided for each of the binary operators `+`, `-`, `*`, `/` and `%`.

Section 3.12 Increment and Decrement Operators

- C provides the **unary increment operator**, `++` (p. 111), and the **unary decrement operator**, `--` (p. 111), for use with integral types.
- If `++` or `--` operators are placed before a variable, they're referred to as the **preincrement** or **predecrement operators**, respectively. If `++` or `--` operators are placed after a variable, they're referred to as the **postincrement** or **postdecrement operators**, respectively.
- Preincrementing (predecrementing) a variable causes it to be incremented (decremented) by 1, then the new value of the variable is used in the expression in which it appears.
- Postincrementing (postdecrementing) a variable uses the current value of the variable in the expression in which it appears, then the variable value is incremented (decremented) by 1.
- When incrementing or decrementing a variable in a statement by itself, pre- and postincrement have the same effect. When a variable appears in the context of a larger expression, pre- and postincrementing have different effects (and similarly for pre- and postdecrementing).

Section 3.13 Secure C Programming

- Adding integers can result in a value that's too large to store in an `int` variable. This is known as **arithmetic overflow** and can cause unpredictable runtime behavior, possibly leaving a system open to attack.

- The maximum and minimum values that can be stored in an `int` variable are represented by the constants **`INT_MAX`** and **`INT_MIN`**, respectively, from the **header `<limits.h>`**.
- It's considered good practice to ensure that arithmetic calculations will not overflow before you perform them. In industrial-strength code, you should perform checks for all calculations that can result in overflow or underflow (p. 114).
- The C11 standard's **Annex K** introduces **more secure versions of `printf` and `scanf`** called `printf_s` and `scanf_s`. Annex K is designated as optional, so not every C compiler vendor will implement it.
- Microsoft implemented its own versions of `printf_s` and `scanf_s` before the C11 standard and began issuing warnings for every `scanf` call. The warnings say that `scanf` is deprecated—it should no longer be used—and that you should consider using `scanf_s` instead.
- Many organizations have coding standards that require code to compile without warning messages. There are two ways to eliminate Visual C++'s `scanf` warnings. You can either start using `scanf_s` immediately or disable this warning message.

Self-Review Exercises

3.1 Fill-In the blanks in each of the following questions.

a) A procedure for solving a problem in terms of the actions to execute and the order in which the actions should execute is called a(n) _____.

b) Specifying the execution order of statements by the computer is called _____.

c) All programs can be written in terms of three types of control statements: _____, _____ and _____.

d) The _____ selection statement is used to execute one action when a condition is *true* and another action when that condition is *false*.

e) Several statements grouped together in braces (`{` and `}`) are called a(n) _____.

f) The _____ iteration statement specifies that a statement or group of statements is to be executed repeatedly while some condition remains *true*.

g) Iterating a specific number of times is called _____ iteration.

h) When it's not known in advance how many times a set of statements will be repeated, a(n) _____ value can be used to terminate the iteration.

3.2 Write four different C statements that each add 1 to integer variable `x`.

3.3 Write a single C statement to accomplish each of the following:

a) Multiply the variable `product` by 2 using the `*=` operator.

b) Multiply the variable `product` by 2 using the `=` and `*` operators.

c) Test whether the value of the variable `count` is greater than 10. If it is, print `"Count is greater than 10"`.

d) Calculate the remainder after `quotient` is divided by `divisor` and assign the result to `quotient`. Write this statement two different ways.

e) Print the value `123.4567` with two digits of precision. What value is printed?

f) Print the floating-point value `3.14159` with three digits to the right of the decimal point. What value is printed?

3.4 Write a C statement to accomplish each of the following tasks.
a) Define variable `x` to be of type `int` and set it to `1`.
b) Define variable `sum` to be of type `int` and set it to `0`.
c) Add variable `x` to variable `sum` and assign the result to variable `sum`.
d) Print `"The sum is: "` followed by the value of variable `sum`.

3.5 Combine the statements from Exercise 3.4 into a program that calculates the sum of the integers from 1 to 10. Use the `while` statement to loop through the calculation and increment statements. The loop should terminate when `x` becomes 11.

3.6 Write single C statements to perform each of the following tasks:
a) Input integer variable `x` with `scanf`. Use the conversion specification `%d`.
b) Input integer variable `y` with `scanf`. Use the conversion specification `%d`.
c) Set integer variable `i` to `1`.
d) Set integer variable `power` to `1`.
e) Multiply integer variable `power` by `x` and assign the result to `power`.
f) Increment variable `i` by `1`.
g) Test `i` to see if it's less than or equal to `y` in the condition of a `while` statement.
h) Output integer variable `power` with `printf`.

3.7 Write a C program that uses the statements in the preceding exercise to calculate `x` raised to the `y` power. The program should have a `while` iteration control statement.

3.8 Identify and correct the errors in each of the following:
a)
```
while (c <= 5) {
   product *= c;
   ++c;
```
b)
```
scanf("%.4f", &value);
```
c)
```
if (gender == 1) {
   puts("Woman");
}
else; {
   puts("Man");
}
```

3.9 What's wrong with the following `while` iteration statement (assume `z` has value 100), which is supposed to calculate the sum of the integers from 100 down to 1?

```
while (z >= 0) {
   sum += z;
}
```

Answers to Self-Review Exercises

3.1 a) Algorithm. b) Program control. c) Sequence, selection, iteration. d) `if...else`. e) Compound statement or block. f) `while`. g) Counter-controlled or definite. h) Sentinel.

3.2 See the answer below:

```
x = x + 1;
x += 1;
++x;
x++;
```

3.3 See the answers below:

a) `product *= 2;`

b) `product = product * 2;`

c)
```
if (count > 10) {
   puts("Count is greater than 10.");
}
```

d)
```
quotient %= divisor;
quotient = quotient % divisor;
```

e) `printf("%.2f", 123.4567);`
`123.46` is displayed.

f) `printf("%.3f\n", 3.14159);`
`3.142` is displayed.

3.4 See the answers below:

a) `int x = 1;`

b) `int sum = 0;`

c) `sum += x;` or `sum = sum + x;`

d) `printf("The sum is: %d\n", sum);`

3.5 See below.

```
1  // Calculate the sum of the integers from 1 to 10
2  #include <stdio.h>
3
4  int main(void) {
5     int x = 1; // set x
6     int sum = 0; // set sum
7
8     while (x <= 10) { // loop while x is less than or equal to 10
9        sum += x; // add x to sum
10       ++x; // increment x
11    } // end while
12
13    printf("The sum is: %d\n", sum); // display sum
14 } // end main function
```

3.6 See the answers below:

a) `scanf("%d", &x);`

b) `scanf("%d", &y);`

c) `i = 1;`

d) `power = 1;`

e) `power *= x;`

f) `++i;`

g) `while (i <= y)`
h) `printf("%d", power);`

3.7 See below.

```
1  // raise x to the y power
2  #include <stdio.h>
3
4  int main(void) {
5     printf("%s", "Enter first integer: ");
6     int x = 0;
7     scanf("%d", &x); // read value for x from user
8     printf("%s", "Enter second integer: ");
9     int y = 0;
10    scanf("%d", &y); // read value for y from user
11
12    int i = 1;
13    int power = 1; // set power
14
15    while (i <= y) { // loop while i is less than or equal to y
16       power *= x; // multiply power by x
17       ++i; // increment i
18    } // end while
19
20    printf("%d\n", power); // display power
21 } // end main function
```

3.8 See the answers below:

a) Error: Missing the closing right brace of the `while` body.
Correction: Add closing right brace after the statement `++c;`.

b) Error: Precision used in a `scanf` conversion specification.
Correction: Remove `.4` from the conversion specification.

c) Error: Semicolon after the `else` part of the `if...else` statement results in a logic error. The second `puts` will always execute.
Correction: Remove the semicolon after `else`.

3.9 The value of the variable `z` is never changed in the `while` statement. Therefore, an infinite loop is created. To prevent the infinite loop, `z` must be decremented so that it eventually becomes `0`.

Exercises

3.10 Identify and correct the errors in each of the following. [*Note:* There may be more than one error in each piece of code.]

a)
```
if (age >= 65); {
   puts("Age is greater than or equal to 65");
}
else {
   puts("Age is less than 65");
}
```

b)
```
int x = 1;
int total;

while (x <= 10) {
   total += x;
   ++x;
}
```
c)
```
While (x <= 100)
   total += x;
   ++x;
```
d)
```
while (y > 0) {
   printf("%d\n", y);
   ++y;
}
```

3.11 Fill-In the blanks in each of the following:

a) The solution to any problem involves performing a series of actions in a specific _____.

b) A synonym for procedure is _____.

c) A variable that accumulates the sum of several numbers is a(n) _____.

d) A special value used to indicate "end of data entry" is called a(n) _____, a(n) _____, a(n) _____ or a(n) _____ value.

e) A(n) _____ is a graphical representation of an algorithm.

f) In a flowchart, the order in which the steps should be performed is indicated by _____ symbols.

g) Rectangle symbols correspond to calculations that are normally performed by _____ statements and input/output operations that are normally performed by calls to the _____ and _____ Standard Library functions.

h) The item written inside a decision symbol is called a(n) _____.

3.12 What does the following program print?

```
1  #include <stdio.h>
2
3  int main(void) {
4     int x = 1;
5     int total = 0;
6
7     while (x <= 10) {
8        int y = x * x;
9        printf("%d\n", y);
10       total += y;
11       ++x;
12    } // end while
13
14    printf("Total is %d\n", total);
15 } // end main
```

3.13 Write a single pseudocode statement that indicates each of the following:

a) Display the message `"Enter two numbers"`.
b) Assign the sum of variables `x`, `y`, and `z` to variable `p`.
c) Test the following condition in an `if...else` selection statement: The current value of variable `m` is greater than twice the current value of variable `v`.
d) Obtain values for variables `s`, `r`, and `t` from the keyboard.

3.14 Formulate a pseudocode algorithm for each of the following:

a) Obtain two numbers from the keyboard, compute their sum and display the result.
b) Obtain two numbers from the keyboard, and determine and display which (if either) of the two numbers is the larger.
c) Obtain a series of positive numbers from the keyboard, and determine and display their sum. Assume that the user types the sentinel value `-1` to indicate "end of data entry."

3.15 State which of the following are *true* and which are *false*. If a statement is *false*, explain why.

a) Experience has shown that the most challenging part of solving a problem on a computer is producing a working C program.
b) A sentinel value must be a value that cannot be confused with a legitimate data value.
c) Flowlines indicate the actions to be performed.
d) Conditions written inside decision symbols always contain arithmetic operators (i.e., `+`, `-`, `*`, `/`, and `%`).
e) In top-down, stepwise refinement, each refinement is a complete representation of the algorithm.

For Exercises 3.16–3.20, perform each of these steps:

1. Read the problem statement.
2. Formulate the algorithm using pseudocode and top-down, stepwise refinement.
3. Write a C program.
4. Test, debug and execute the C program.

3.16 ***(Gas Mileage)*** Drivers are concerned with the mileage obtained by their automobiles. One driver has kept track of several tankfuls of gasoline by recording miles driven and gallons used for each tankful. Develop a program that uses `scanf` to input the miles driven and gallons used for each tankful. The program should calculate and display the miles per gallon obtained for each tankful. After processing all input information, the program should calculate and print the combined miles per gallon obtained for all tankfuls. Here is a sample input/output dialog:

```
Enter the gallons used (-1 to end): 12.8
Enter the miles driven: 287
The miles/gallon for this tank was 22.421875
```

```
Enter the gallons used (-1 to end): 10.3
Enter the miles driven: 200
The miles/gallon for this tank was 19.417475

Enter the gallons used (-1 to end): 5
Enter the miles driven: 120
The miles/gallon for this tank was 24.000000

Enter the gallons used (-1 to end): -1

The overall average miles/gallon was 21.601423
```

3.17 *(Credit-Limit Calculator)* Develop a C program that will determine whether a department-store customer has exceeded the credit limit on a charge account. For each customer, the following facts are available:

a) Account number
b) Balance at the beginning of the month
c) Total of all items charged by this customer this month
d) Total of all credits applied to this customer's account this month
e) Allowed credit limit

The program should use `scanf` to input each fact, calculate the new balance (= *beginning balance* + *charges* – *credits*), and determine whether the new balance exceeds the customer's credit limit. For those customers whose credit limit is exceeded, the program should display the customer's account number, credit limit, new balance and the message "Credit limit exceeded." Here is a sample input/output dialog:

```
Enter account number (-1 to end): 100
Enter beginning balance: 5394.78
Enter total charges: 1000.00
Enter total credits: 500.00
Enter credit limit: 5500.00
Account:      100
Credit limit: 5500.00
Balance:      5894.78
Credit Limit Exceeded.

Enter account number (-1 to end): 200
Enter beginning balance: 1000.00
Enter total charges: 123.45
Enter total credits: 321.00
Enter credit limit: 1500.00

Enter account number (-1 to end): 300
Enter beginning balance: 500.00
Enter total charges: 274.73
Enter total credits: 100.00
Enter credit limit: 800.00

Enter account number (-1 to end): -1
```

3.18 *(Sales-Commission Calculator)* One large chemical company pays its salespeople on a commission basis. The salespeople receive $200 per week plus 9% of their gross sales for that week. For example, a salesperson who sells $5000 worth of chemicals in a week receives $200 plus 9% of $5000, or a total of $650. Develop a program that will use `scanf` to input each salesperson's gross sales for last week and calculate

and display that salesperson's earnings. Process one salesperson's figures at a time. Here is a sample input/output dialog:

```
Enter sales in dollars (-1 to end): 5000.00
Salary is: $650.00

Enter sales in dollars (-1 to end): 1234.56
Salary is: $311.11

Enter sales in dollars (-1 to end): -1
```

3.19 *(Interest Calculator)* The simple interest on a loan is calculated by the formula

```
interest = principal * rate * days / 365;
```

The preceding formula assumes that `rate` is the annual interest rate, so it divides by 365 (days per year). Develop a program that uses `scanf` to input `principal`, `rate` and `days` for several loans, and will calculate and display the simple interest for each loan, using the preceding formula. Here is a sample input/output dialog:

```
Enter loan principal (-1 to end): 1000.00
Enter interest rate: .1
Enter term of the loan in days: 365
The interest charge is $100.00

Enter loan principal (-1 to end): 1000.00
Enter interest rate: .08375
Enter term of the loan in days: 224
The interest charge is $51.40

Enter loan principal (-1 to end): -1
```

3.20 *(Salary Calculator)* Develop a program that will determine the gross pay for each of several employees. The company pays "straight time" for the first 40 hours worked by each employee and pays "time-and-a-half" for all hours worked in excess of 40 hours. You're given a list of the company's employees, the number of hours each worked last week and each employee's hourly rate. Your program should use `scanf` to input this information for each employee and determine and display the employee's gross pay. Here is a sample input/output dialog:

```
Enter # of hours worked (-1 to end): 39
Enter hourly rate of the worker ($00.00): 10.00
Salary is $390.00

Enter # of hours worked (-1 to end): 40
Enter hourly rate of the worker ($00.00): 10.00
Salary is $400.00

Enter # of hours worked (-1 to end): 41
Enter hourly rate of the worker ($00.00): 10.00
Salary is $415.00

Enter # of hours worked (-1 to end): -1
```

3.21 ***(Predecrementing vs. Postdecrementing)*** Write a program that demonstrates the difference between predecrementing and postdecrementing using the decrement operator `--`.

3.22 ***(Printing Numbers from a Loop)*** Write a program that utilizes looping to print the numbers from 1 to 10 side by side on the same line with three spaces between numbers.

3.23 ***(Find the Largest Number)*** Finding the largest number (i.e., the maximum of a group of numbers) is used frequently in computer applications. For example, a program that determines the winner of a sales contest would input the number of units sold by each salesperson. The salesperson who sells the most units wins the contest. Write a pseudocode program and then a program that uses `scanf` to input a series of 10 non-negative numbers and determines and prints the largest of the numbers. Your program should use three variables:

a) `counter`—A counter to count to 10 (i.e., to keep track of how many numbers have been input and to determine when all 10 numbers have been processed).
b) `number`—The current number input to the program.
c) `largest`—The largest number found so far.

3.24 ***(Tabular Output)*** Write a program that uses looping to print the following table of values. Use the tab escape sequence, `\t`, in the `printf` statement to separate the columns with tabs.

```
N       10*N    100*N   1000*N

1       10      100     1000
2       20      200     2000
3       30      300     3000
4       40      400     4000
5       50      500     5000
6       60      600     6000
7       70      700     7000
8       80      800     8000
9       90      900     9000
10      100     1000    10000
```

3.25 ***(Tabular Output)*** Write a program that utilizes looping to produce the following table of values:

```
A       A+2     A+4     A+6

3       5       7       9
6       8       10      12
9       11      13      15
12      14      16      18
15      17      19      21
```

3.26 ***(Find the Two Largest Numbers)*** Using an approach similar to Exercise 3.23, find the *two* largest values of the 10 numbers. You may input each number only *once*.

3.27 *(Validating User Input)* Modify the program in Figure 3.6 to validate its inputs. For each input, if the value is other than 1 or 2, keep looping until the user enters a correct value.

3.28 What does the following program print?

```
1  #include <stdio.h>
2
3  int main(void) {
4     int count = 1; // initialize count
5
6     while (count <= 10) { // loop 10 times
7        // output line of text
8        puts((count % 2) ? "****" : "++++++++");
9        ++count; // increment count
10    } // end while
11 } // end function main
```

3.29 What does the following program print?

```
1  #include <stdio.h>
2
3  int main(void) {
4     int row = 10; // initialize row
5
6     while (row >= 1) { // loop until row < 1
7        int column = 1; // set column to 1 as iteration begins
8
9        while (column <= 10) { // loop 10 times
10          printf("%s", (row % 2) ? "<": ">"); // output
11          ++column; // increment column
12       } // end inner while
13
14       --row; // decrement row
15       puts(""); // begin new output line
16    } // end outer while
17 } // end function main
```

3.30 *(Dangling-Else Problem)* Determine the output for each of the following when `x` is `9` and `y` is `11`, and when `x` is `11` and `y` is `9`. The compiler ignores the indentation in a C program. Also, the compiler always associates an `else` with the previous `if` unless told to do otherwise by the placement of braces `{}`. On first glance, you may not be sure which `if` an `else` matches, so this is referred to as the "dangling-else" problem. We eliminated the indentation from the following code to make the problem more challenging. [*Hint:* Apply indentation conventions you have learned.]

a)
```
if (x < 10)
   if (y > 10)
   puts("*****");
   else
   puts("#####");
   puts("$$$$$");
```

b)
```
if (x < 10) {
   if (y > 10)
   puts("*****");
   }
   else {
   puts("#####");
   puts("$$$$$");
   }
```

3.31 *(Another Dangling-Else Problem)* Modify the following code to produce the output shown. Use proper indentation techniques. You may not make any changes other than inserting braces. The compiler ignores the indentation in a program. We eliminated the indentation from the following code to make the problem more challenging. [*Note:* It's possible that no modification is necessary.]

```
if (y == 8)
if (x == 5)
puts("@@@@@");
else
puts("#####");
puts("$$$$$");
puts("&&&&&");
```

a) Assuming `x = 5` and `y = 8`, the following output is produced.

```
@@@@@
$$$$$
&&&&&
```

b) Assuming `x = 5` and `y = 8`, the following output is produced.

```
@@@@@
```

c) Assuming `x = 5` and `y = 8`, the following output is produced.

```
@@@@@
&&&&&
```

d) Assuming `x = 5` and `y = 7`, the following output is produced.

```
#####
$$$$$
&&&&&
```

3.32 *(Square of Asterisks)* Write a program that reads in the side of a square and then prints that square out of asterisks. Your program should work for squares of all side sizes between 1 and 20. For example, if your program reads a size of 4, it should print

```
****
****
****
****
```

3.33 ***(Hollow Square of Asterisks)*** Modify the program you wrote in the preceding exercise so that it prints a hollow square. For example, if your program reads a size of 5, it should print

```
*****
*   *
*   *
*   *
*****
```

3.34 ***(Palindrome Tester)*** A palindrome is a number or a text phrase that reads the same backward as forward. For example, each of the following five-digit integers is a palindrome: 12321, 55555, 45554 and 11611. Write a program that reads in a five-digit integer and determines whether or not it's a palindrome. [*Hint:* Use the division and remainder operators to separate the number into its individual digits.]

3.35 ***(Printing the Decimal Equivalent of a Binary Number)*** Input a binary integer (5 digits or fewer) containing only 0s and 1s and print its decimal equivalent. [*Hint:* Use the remainder and division operators to pick off the "binary" number's digits one at a time from right-to-left. Just as in the decimal number system, in which the rightmost digit has a positional value of 1, and the next digit left has a positional value of 10, then 100, then 1000, and so on, in the binary number system the rightmost digit has a positional value of 1, the next digit left has a positional value of 2, then 4, then 8, and so on. Thus the decimal number 234 can be interpreted as 4 * 1 + 3 * 10 + 2 * 100. The decimal equivalent of binary 1101 is 1 * 1 + 0 * 2 + 1 * 4 + 1 * 8 or 1 + 0 + 4 + 8 or 13.]

3.36 ***(How Fast Is Your Computer?)*** How can you determine how fast your own computer operates? Write a program with a `while` loop that counts from 1 to 1,000,000,000, incrementing by 1 during each iteration of the loop. Every time the count reaches a multiple of 100,000,000, print that number on the screen. Use your watch to time how long each 100 million iterations of the loop takes. [*Hint:* Use the remainder operator to recognize each time the counter reaches a multiple of 100,000,000.]

3.37 ***(Detecting Multiples of 10)*** Write a program that prints 100 asterisks, one at a time. After every tenth asterisk, print a newline character. [*Hint:* Count from 1 to 100. Use the `%` operator to recognize each time the counter reaches a multiple of 10.]

3.38 ***(Counting 7s)*** Write a program that reads an integer (5 digits or fewer) and determines and prints how many digits in the integer are 7s.

3.39 ***(Checkerboard Pattern of Asterisks)*** Write a program that displays the following checkerboard pattern:

```
* * * * * * * *
 * * * * * * * *
* * * * * * * *
 * * * * * * * *
* * * * * * * *
 * * * * * * * *
* * * * * * * *
 * * * * * * * *
```

Your program must use only three output statements, one of each of the following forms:

```
printf("%s", "* ");
printf("%s", "  ");
puts(""); // outputs a newline
```

3.40 ***(Multiples of 2 with an Infinite Loop)*** Write a program that keeps printing the multiples of the integer 2, namely 2, 4, 8, 16, 32, 64, and so on. Your loop should not terminate (i.e., you should create an infinite loop). What happens when you run this program?

3.41 ***(Diameter, Circumference and Area of a Circle)*** Write a program that reads the radius of a circle (as a `double` value) and computes and prints the diameter, the circumference and the area. Use the value 3.14159 for π.

3.42 What's wrong with the following statement? Rewrite it to accomplish what the programmer was probably trying to do.

```
printf("%d", ++(x + y));
```

3.43 ***(Sides of a Triangle)*** Write a program that reads three nonzero integer values and determines and prints whether they could represent the sides of a triangle.

3.44 ***(Sides of a Right Triangle)*** Write a program that reads three nonzero integers and determines and prints whether they could be the sides of a right triangle.

3.45 ***(Factorial)*** The factorial of a non-negative integer n is written $n!$ (pronounced "n factorial") and is defined as follows:

$n! = n \cdot (n - 1) \cdot (n - 2) \cdot \ldots \cdot 1$ (for values of n greater than or equal to 1)

and

$n! = 1$ (for $n = 0$).

For example, $5! = 5 \cdot 4 \cdot 3 \cdot 2 \cdot 1$, which is 120.

a) Write a program that reads a non-negative integer and computes and prints its factorial.

b) Write a program that estimates the value of the mathematical constant e by using the formula:

$$e = 1 + \frac{1}{1!} + \frac{1}{2!} + \frac{1}{3!} + \ldots$$

c) Write a program that computes the value of e^x by using the formula

$$e^x = 1 + \frac{x}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!} + \ldots$$

3.46 ***(World Population Growth)*** World population has grown considerably over the centuries. Continued growth could eventually challenge the limits of breathable air, drinkable water, arable land and other limited resources. There's evidence that growth has been slowing in recent years, and that world population could peak some time this century, then start to decline.

For this exercise, research world population growth issues. This is a controversial topic, so be sure to investigate various viewpoints. Get estimates for the current world population and its growth rate. Write a program that calculates world population growth each year for the next 100 years, *using the simplifying assumption that the current growth rate will stay constant*. Print the results in a table. The first column should display the year from 1 to 100. The second column should display the anticipated world population at the end of that year. The third column should display the numerical increase in the world population that would occur that year. Using your results, determine the years in which the population would become double and eventually quadruple what it is today.

3.47 ***(Enforcing Privacy with Cryptography)*** The explosive growth of Internet communications and data storage on Internet-connected computers has greatly increased privacy concerns. The field of cryptography is concerned with coding data to make it difficult (and hopefully—with the most advanced schemes—impossible) for unauthorized users to read. In this exercise, you'll investigate a simple scheme for *encrypting* and *decrypting* data. A company that wants to send data over the Internet has asked you to write a program that will encrypt it so that it may be transmitted more securely. All the data is transmitted as four-digit integers. Your application should read a four-digit integer entered by the user and *encrypt* it as follows: Replace each digit with the result of adding 7 to the digit and getting the remainder after dividing the new value by 10. Then swap the first digit with the third, and swap the second digit with the fourth. Then print the encrypted integer. Write a separate application that inputs an encrypted four-digit integer and *decrypts* it (by reversing the encryption scheme) to form the original number. [*Optional reading project:* In industrial-strength applications, you'll want to use much stronger encryption techniques than presented in this exercise. Research "public-key cryptography" in general and the PGP (Pretty Good Privacy) specific public-key scheme. You may also want to investigate the RSA scheme, which is widely used in industrial-strength applications.]

4

Program Control



Objectives

In this chapter, you'll:

- Learn the essentials of counter-controlled iteration.
- Use the `for` and `do...while` iteration statements to execute statements repeatedly.
- Understand multiple selection using the `switch` selection statement.
- Use the `break` and `continue` statements to alter the flow of control.
- Use logical operators to form complex conditions in control statements.
- Avoid the consequences of confusing the equality and assignment operators.

Outline

4.1 Introduction
4.2 Iteration Essentials
4.3 Counter-Controlled Iteration
4.4 `for` Iteration Statement
4.5 Examples Using the `for` Statement
4.6 `switch` Multiple-Selection Statement
4.7 `do...while` Iteration Statement
4.8 `break` and `continue` Statements
4.9 Logical Operators
4.10 Confusing Equality (==) and Assignment (=) Operators
4.11 Structured-Programming Summary
4.12 Secure C Programming

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises*

4.1 Introduction

You should now be comfortable with reading and writing simple C programs. Next, we consider iteration in more detail and introduce C's `for` and `do...while` iteration statements. We also introduce:

- the `switch` multiple-selection statement,
- the `break` statement for exiting immediately from certain control statements, and
- the `continue` statement for skipping the remainder of an iteration statement's body then proceeding with the next iteration of the loop.

We also discuss logical operators used for combining conditions and summarizes the principles of structured programming as presented here and in Chapter 3.

4.2 Iteration Essentials

Most programs involve iteration (or looping). A loop is a group of instructions the computer repeatedly executes while some **loop-continuation condition** remains true. We've discussed two means of iteration:

1. Counter-controlled iteration.
2. Sentinel-controlled iteration.

You saw in Chapter 3 that counter-controlled iteration uses a **control variable** to count the number of iterations for a group of instructions to perform. When the control variable's value indicates that the correct number of iterations has been completed, the loop terminates, and execution continues with the statement after the iteration statement.

You saw in Chapter 3 that we use sentinel values to control iteration if the precise number of iterations isn't known in advance, and the loop includes statements that obtain data each time the loop is performed. A sentinel value indicates "end of data." The sentinel is entered after all regular data items have been supplied to the program. Sentinels must be distinct from regular data items.

Self Check

1 *(Fill-In)* A loop is a group of instructions the computer repeatedly executes while a _____ condition remains *true*.

Answer: loop-continuation.

2 *(Multiple Choice)* Which of the following statements is *false*?

a) Sentinel values are used to control iteration when the precise number of iterations isn't known in advance, and the loop includes statements that obtain data each time the loop is performed.
b) The sentinel value indicates "end of data."
c) The sentinel is entered after all regular data items have been supplied.
d) The sentinel must match a regular data item.

Answer: d) is *false*. Actually, the sentinel must be distinct from regular data items.

4.3 Counter-Controlled Iteration

Counter-controlled iteration requires:

- the **name** of a control variable,
- the **initial value** of the control variable,
- the **increment** (or **decrement**) by which the control variable is modified in each iteration, and
- the loop-continuation condition that tests for the **final value** of the control variable to determine whether looping should continue.

Consider Fig. 4.1, which displays the numbers from 1 through 5. The definition

```
int counter = 1; // initialization
```

names the control variable (`counter`), defines it as an integer, reserves memory space for it, and sets its initial value to `1`.

```
1  // fig04_01.c
2  // Counter-controlled iteration.
3  #include <stdio.h>
4
5  int main(void) {
6     int counter = 1; // initialization
7
8     while (counter <= 5) { // iteration condition
9        printf("%d  ", counter);
10       ++counter; // increment
11    }
12
13    puts("");
14 }
```

```
1  2  3  4  5
```

Fig. 4.1 | Counter-controlled iteration.

The statement

```
++counter; // increment
```

increments `counter` by 1 at the end of each loop iteration. The `while`'s condition

```
counter <= 5
```

tests whether the value of the control variable is less than or equal to `5` (the last value for which the condition is true). This `while` terminates when the control variable exceeds `5` (i.e., `counter` becomes `6`).

Use Integer Counters

Floating-point values may be approximate, so controlling counting loops with floating-point variables may result in imprecise counter values and inaccurate termination tests. For this reason, you should always control counting loops with integer values.

Self Check

1 *(Multiple Choice)* Which of the following a), b) or c) is required by counter-controlled iteration?

a) The name and initial value of a control variable (or loop counter).
b) The increment (or decrement) by which the control variable is modified each time through the loop.
c) The loop-continuation condition that tests for the final value of the control variable to determine whether looping should continue.
d) All of the above are required by counter-controlled iteration.

Answer: d.

2 *(Multiple Choice)* Based on this section's program, which of the following statements a), b) or c) is *false*?

a) Control variable `counter` increments by 1 during each iteration of the loop.
b) The loop terminates when `counter` is `5`.
c) The `while`'s body executes even when the control variable is `5`.
d) All of the above statements are *true*.

Answer: b) is *false*. Actually, the loop terminates when the control variable becomes `6`.

4.4 for Iteration Statement

The `for` iteration statement (lines 8–10 of Fig. 4.2) handles all the details of counter-controlled iteration. For readability, try to fit the `for` statement's header (line 8) on one line. The `for` statement executes as follows:

- When it begins executing, the `for` statement defines the control variable `counter` and initializes it to `1`.
- Next, it tests its loop-continuation condition `counter <= 5`. The initial value of `counter` is `1`, so the condition is *true*, and the `for` statement executes its `printf` statement (line 9) to display `counter`'s value, namely `1`.

- Next, the `for` statement increments the control variable `counter` using the expression `++counter`, then re-tests the loop-continuation condition. The control variable is now equal to `2`, so the condition is still *true*, and the `for` statement executes its `printf` statement again.
- This process continues until the control variable `counter` becomes `6`. At this point, the loop-continuation condition is *false* and iteration terminates.

The program continues executing with the first statement after the `for` (line 12).

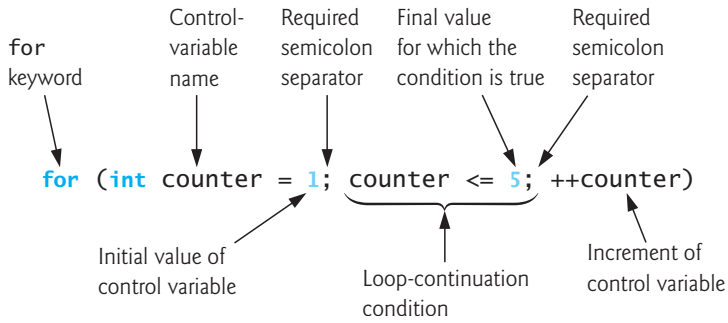
```
1  // fig04_02.c
2  // Counter-controlled iteration with the for statement.
3  #include <stdio.h>
4
5  int main(void) {
6     // initialization, iteration condition, and increment
7     // are all included in the for statement header.
8     for (int counter = 1; counter <= 5; ++counter) {
9        printf("%d  ", counter);
10    }
11
12    puts(""); // outputs a newline
13 }
```

```
1  2  3  4  5
```

Fig. 4.2 | Counter-controlled iteration with the `for` statement.

for Statement Header Components

The following diagram takes a closer look at Fig. 4.2's `for` statement, which specifies each of the items needed for counter-controlled iteration. If there's more than one statement in the `for`'s body, braces are required. As with the other control statements, always place a `for` statement's body in braces, even if it has only one statement.



Control Variables Defined in a for Header Exist Only Until the Loop Terminates

When you define the control variable in the `for` header before the first semicolon (;), as in line 8 of Fig. 4.2:

```
for (int counter = 1; counter <= 5; ++counter) {
```

the control variable exists only until the loop terminates. So, attempting to access the control variable after the `for` statement's closing right brace (`}`) is a compilation error.

ERR

Off-By-One Errors

If we had written the loop-continuation condition `counter <= 5` as `counter < 5`, then the loop would be executed only four times. This is a common logic error called an **off-by-one error**. Using a control variable's final value in a `while` or `for` statement condition and using the <= relational operator can help avoid off-by-one errors. To print the values 1 to 5, for example, the loop-continuation condition should be `counter <= 5` rather than `counter < 6`.

ERR

General Format of a `for` Statement

The general format of the `for` statement is

```
for (initialization; loopContinuationCondition; increment) {
   statement
}
```

where

- *initialization* names the loop's control variable and provides its initial value,
- *loopContinuationCondition* determines whether the loop should continue executing, and
- *increment* modifies the control variable's value after executing the *statement* so that the loop-continuation condition eventually becomes *false*.

The two semicolons in the `for` header are required. If the loop-continuation condition is initially *false*, the program does not execute the `for` statement's body. Instead, execution proceeds with the statement following the `for`.

ERR

Infinite loops occur when the loop-continuation condition never becomes *false*. To prevent infinite loops, ensure that you do not place a semicolon immediately after a `while` statement's header. In a counter-controlled loop, ensure that you increment (or decrement) the control variable so the loop-continuation condition eventually becomes *false*. In a sentinel-controlled loop, ensure that the sentinel value is eventually input.

Expressions in the `for` Statement's Header Are Optional

All three expressions in a `for` header are optional. If you omit the *loopContinuationCondition*, the condition is always true, thus creating an infinite loop. You might omit the *initialization* expression if the program initializes the control variable before the loop. You might omit the *increment* expression if the program calculates the increment in the loop's body or if no increment is needed.

Increment Expression Acts Like a Standalone Statement

The `for` statement's *increment* acts like a standalone C statement at the end of the `for`'s body. So, the following are all equivalent in a `for` statement's increment expression:

```
counter = counter + 1
counter += 1
++counter
counter++
```

The increment in a `for` statement's *increment* expression may be negative, in which case it's a *decrement*, and the loop counts *downward*.

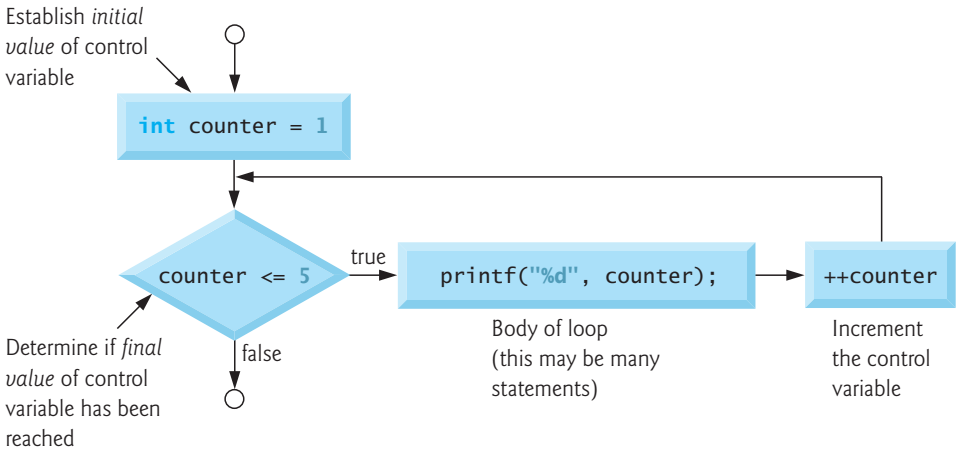
Using a `for` Statement's Control Variable in the Statement's Body

Programs frequently display the control-variable value or use it in calculations in the loop body, but this use is not required. The control variable is commonly used to control iteration without being mentioned in the `for` statement's body. Although the control variable's value can be changed in a `for` loop's body, avoid doing so, because this practice can lead to subtle errors. It's best not to change it.



`for` Statement Flowchart

Below is the flowchart for the `for` statement in Fig. 4.2:



This flowchart makes it clear that the initialization occurs once, and the increment occurs *after* the body statement each time it's performed.

Self Check

1 *(True/False)* When you define the control variable in the `for` header before the first semicolon (`;`), the control variable exists only until the loop terminates.
Answer: True.

2 *(Multiple Choice)* Which of the following statements a), b) or c) is *true*?

a) The `for` statement header specifies each of the items needed for counter-controlled iteration with a control variable.
b) If there's more than one statement in a `for`'s body, braces are required.
c) You should always place a control statement's body in braces, even if it has only one statement.
d) All of the above statements are *true*.

Answer: d.

4.5 Examples Using the for Statement

The following examples show ways to vary the control variable in a `for` statement.

1. Vary the control variable from `1` to `100` in increments of `1`.

```
for (int i = 1; i <= 100; ++i)
```

2. Vary the control variable from `100` to `1` in increments of `-1` (i.e., *decrements* of `1`).

```
for (int i = 100; i >= 1; --i)
```

3. Vary the control variable from `7` to `77` in increments of `7`.

```
for (int i = 7; i <= 77; i += 7)
```

4. Vary the control variable from `20` to `2` in increments of `-2`.

```
for (int i = 20; i >= 2; i -= 2)
```

5. Vary the control variable over the values `2`, `5`, `8`, `11`, `14` and `17`.

```
for (int j = 2; j <= 17; j += 3)
```

6. Vary the control variable over the following sequence of values: `44`, `33`, `22`, `11`, `0`.

```
for (int j = 44; j >= 0; j -= 11)
```

Application: Summing the Even Integers from 2 to 100

Figure 4.3 uses the `for` statement to sum the even integers from `2` to `100`. Each loop iteration (lines 8–10) adds the control variable `number`'s current value to the `sum`.

```
1  // fig04_03.c
2  // Summation with for.
3  #include <stdio.h>
4
5  int main(void) {
6     int sum = 0; // initialize sum
7
8     for (int number = 2; number <= 100; number += 2) {
9        sum += number; // add number to sum
10    }
11
12    printf("Sum is %d\n", sum);
13 }
```

```
Sum is 2550
```

Fig. 4.3 | Summation with `for`.

Application: Compound-Interest Calculations

The next example computes compound interest using the `for` statement. Consider the following problem statement:

> *A person invests $1000.00 in a savings account yielding 5% interest. Assuming all interest is left on deposit in the account, calculate and print the amount of money in the account at the end of each year for 10 years. Use the following formula for determining these amounts:*

$$a = p(1 + r)^n$$

where

p is the original amount invested (i.e., the principal, $1000.00 here),
r is the annual interest rate (for example, .05 for 5%),
n is the number of years, which is 10 here, and
a is the amount on deposit at the end of the n^{th} year.

The solution (Fig. 4.4) uses a counter-controlled loop to perform the same calculation for each of the 10 years the money remains on deposit. The `for` statement executes its body 10 times, varying a control variable from 1 to 10 in increments of 1. C does *not* include an exponentiation operator, so we use the Standard Library function `pow` (line 17) for this. The call `pow(x, y)` calculates `x` raised to the `y`th power. The function takes two arguments of data type `double`. When it completes its calculation, `pow` returns (that is, gives back) a `double` value, which we then multiply by `principal` (line 17).

```
1  // fig04_04.c
2  // Calculating compound interest.
3  #include <stdio.h>
4  #include <math.h>
5
6  int main(void) {
7     double principal = 1000.0; // starting principal
8     double rate = 0.05; // annual interest rate
9
10    // output table column heads
11    printf("%4s%21s\n", "Year", "Amount on deposit");
12
13    // calculate amount on deposit for each of ten years
14    for (int year = 1; year <= 10; ++year) {
15
16       // calculate new amount for specified year
17       double amount = principal * pow(1.0 + rate, year);
18
19       // output one table row
20       printf("%4d%21.2f\n", year, amount);
21    }
22 }
```

```
Year    Amount on deposit
   1              1050.00
   2              1102.50
   3              1157.63
   4              1215.51
   5              1276.28
   6              1340.10
   7              1407.10
   8              1477.46
   9              1551.33
  10              1628.89
```

Fig. 4.4 | Calculating compound interest.

You must include <math.h> (line 4) to use pow and C's other math functions.[1] If you did not include the header, this program would malfunction, as the linker would be unable to find the pow function. Function **pow** requires two double arguments, but variable year is an integer. The math.h file includes information that tells the compiler to convert the year value to a temporary double representation before calling pow. This information is contained in pow's **function prototype**. We explain function prototypes in Chapter 5, where we also summarize many other math library functions.

Formatting Numeric Output

This program used the conversion specification %21.2f to print variable amount's value. The 21 in the conversion specification denotes the **field width** in which the value will be printed. A field width of 21 specifies that the value printed will use 21 character positions. As you learned in Chapter 3, the .2 specifies the precision (i.e., the number of decimal positions). If the number of characters displayed is less than the field width, then the value will be right-aligned with leading spaces. This is particularly useful for aligning the decimal points of floating-point values vertically. To left-align a value in a field, place a - (minus sign) between the % and the field width. We'll discuss the powerful formatting capabilities of printf and scanf in detail in Chapter 9.

Floating-Point Number Precision and Memory Requirements

Variables of type **float** typically require four bytes of memory with approximately seven significant digits. Variables of type double typically require eight bytes of memory with approximately 15 significant digits—about double the precision of floats. Most programmers use type double. C treats floating-point values such as 3.14159 as type double by default. Such values in the source code are known as **floating-point literals**.

C also has type long double. Such variables typically are stored in 12 or 16 bytes of memory. The C standard states the minimum sizes of each floating-point type and indicates that type double provides at least as much precision as float and that type long double provides at least as much precision as double. For a list of C's fundamental numeric types and their typical ranges, see

```
https://en.cppreference.com/w/c/language/arithmetic_types
```

Floating-Point Numbers Are Approximations

In conventional arithmetic, floating-point numbers often arise as a result of division—when we divide 10 by 3, the result is the infinitely repeating sequence 3.3333333… with the sequence of 3s repeating infinitely. The computer allocates only a fixed amount of space to hold such a value, so the stored floating-point value can be only an approximation. So, C's floating-point types suffer from what is referred to as **representational error**. Assuming that floating-point numbers are represented exactly (e.g., using them in comparisons for equality) can lead to incorrect results.

Floating-point numbers have numerous applications, especially for measured values. For example, when we speak of a "normal" body temperature of 98.6 degrees

1. For the gcc compiler, you must include the -lm option (e.g., gcc -lm fig04_04.c) when compiling Fig. 4.4. This links the math library to the program.

Fahrenheit, we do not need to be precise to a large number of digits. When we read the temperature on a thermometer as 98.6, it actually might be 98.5999473210643. Calling this number 98.6 is fine for most applications involving body temperatures.

A Warning about Displaying Rounded Values

We declared variables `amount`, `principal` and `rate` to be of type `double` in this example. We're dealing with fractional parts of dollars and thus need a type that allows decimal points in its values. Unfortunately, floating-point numbers can cause trouble. Here's a simple explanation of what can go wrong when using floating-point numbers to represent dollar amounts displayed with two digits to the right of the decimal point. Two calculated dollar amounts stored in the machine could be 14.234 (rounded to 14.23 for display purposes) and 18.673 (rounded to 18.67 for display purposes). When these amounts are added, they produce the internal sum 32.907, which would typically be rounded to 32.91 for display purposes. Thus, your output could appear as

```
  14.23
+ 18.67
  32.91
```

but a person adding the individual numbers as displayed would expect the sum to be 32.90. You've been warned!

Common Dollar Amounts Can Have Floating-Point Representational Errors

Even simple dollar amounts, such as those you might see on a grocery or restaurant bill, can have representational errors when they're stored as `double`s. To see this, we created a simple program with the declaration

```
double d = 123.02;
```

then displayed `d`'s value with many digits of precision to the right of the decimal point. The output showed 123.02 as 123.0199999…, which is another example of a representational error. Though some dollar amounts can be represented precisely as `double`, many cannot. This is a common problem in many programming languages.

Self Check

1 *(Fill-In)* To _____ a value in a field, place a - (minus sign) between the `%` and the field width.

Answer: left-align.

2 *(Multiple Choice)* Which of the following `for` statement headers is incorrect?

a) Vary the control variable from `1` to `100` in increments of `1`.

```
for (int i = 1; i <= 100; ++i)
```

b) Vary the control variable from `7` to `77` in increments of `7`.

```
for (int i = 7; i <= 77; i += 7)
```

c) Vary the control variable over the following sequence: `2`, `5`, `8`, `11`, `15`, `17`.

```
for (int j = 2; j <= 17; j += 3)
```

d) Vary the control variable from 20 to 2 in increments of -2.

```
for (int i = 20; i >= 2; i -= 2)
```

Answer: c) is incorrect. The `for` statement actually generates the sequence 2, 5, 8, 11, 14, 17. It does not generate the value 15 in the original series.

4.6 `switch` Multiple-Selection Statement

In Chapter 3, we discussed the `if` single-selection and the `if...else` double-selection statements. Occasionally, an algorithm will contain a series of decisions that test a variable or expression separately for each of the integer values it may assume, then perform different actions. This is called multiple selection. C provides the `switch` multiple-selection statement to handle such decision making.

The `switch` statement consists of a series of `case` labels, an optional `default` case and statements to execute for each case. Figure 4.5 uses `switch` to count the number of each different letter grade students earned on an exam.

```
1  // fig04_05.c
2  // Counting letter grades with switch.
3  #include <stdio.h>
4
5  int main(void) {
6     int aCount = 0;
7     int bCount = 0;
8     int cCount = 0;
9     int dCount = 0;
10    int fCount = 0;
11
12    puts("Enter the letter grades.");
13    puts("Enter the EOF character to end input.");
14    int grade = 0; // one grade
15
16    // loop until user types end-of-file key sequence
17    while ((grade = getchar()) != EOF) {
18
19       // determine which grade was input
20       switch (grade) { // switch nested in while
21          case 'A': // grade was uppercase A
22          case 'a': // or lowercase a
23             ++aCount;
24             break; // necessary to exit switch
25          case 'B': // grade was uppercase B
26          case 'b': // or lowercase b
27             ++bCount;
28             break;
29          case 'C': // grade was uppercase C
30          case 'c': // or lowercase c
31             ++cCount;
32             break;
```

Fig. 4.5 | Counting letter grades with `switch`. (Part 1 of 2.)

```
33            case 'D': // grade was uppercase D
34            case 'd': // or lowercase d
35               ++dCount;
36               break;
37            case 'F': // grade was uppercase F
38            case 'f': // or lowercase f
39               ++fCount;
40               break;
41            case '\n': // ignore newlines,
42            case '\t': // tabs,
43            case ' ': // and spaces in input
44               break;
45            default: // catch all other characters
46               printf("%s", "Incorrect letter grade entered.");
47               puts(" Enter a new grade.");
48               break; // optional; will exit switch anyway
49         } // end switch
50      } // end while
51
52      // output summary of results
53      puts("\nTotals for each letter grade are:");
54      printf("A: %d\n", aCount);
55      printf("B: %d\n", bCount);
56      printf("C: %d\n", cCount);
57      printf("D: %d\n", dCount);
58      printf("F: %d\n", fCount);
59   }
```

```
Enter the letter grades.
Enter the EOF character to end input.
a
b
c
C
A
d
f
C
E
Incorrect letter grade entered. Enter a new grade.
D
A
b
^Z ——— Not all systems display a representation of the EOF character

Totals for each letter grade are:
A: 3
B: 2
C: 3
D: 2
F: 1
```

Fig. 4.5 | Counting letter grades with `switch`. (Part 2 of 2.)

Reading Character Input

In the program, the user enters students' letter grades. In the `while` header (line 17),

```
while ((grade = getchar()) != EOF)
```

the parenthesized assignment `(grade = getchar())` executes first. The `getchar` function (from `<stdio.h>`) reads one character from the keyboard and stores that character in the integer variable `grade`. Characters are normally stored in **`char`** variables. However, C can store characters in variables of any integer type because characters are usually represented as one-byte integers in the computer. Function `getchar` returns as an `int` the character that the user entered. We can treat a character as either an integer or a character, depending on its use. For example, the statement

```
printf("The character (%c) has the value %d.\n", 'a', 'a');
```

uses the conversion specifications `%c` and `%d` to print the character `'a'` and its integer value. The result is

```
The character (a) has the value 97.
```

Characters can be read with `scanf` by using the conversion specification `%c`. The integer 97 is the numerical representation of the character `'a'` in the computer. Many computers today use the Unicode® character set. Appendix B contains the **ASCII (American Standard Code for Information Interchange) character set** and its numeric values. ASCII is a subset of Unicode.

Assignments Have Values

Assignments as a whole actually have a value. The value of the assignment expression `grade = getchar()` is the character that's returned by `getchar` and assigned to the variable `grade`. The fact that assignments have values can be useful for setting several variables to the same value. For example,

```
a = b = c = 0;
```

first evaluates the assignment `c = 0` (because the `=` operator groups from right to left). The variable `b` is then assigned the value of the assignment `c = 0` (which is 0). Then, the variable `a` is assigned the value of the assignment `b = (c = 0)` (which is also 0).

The value of the assignment `grade = getchar()` is compared with the value of `EOF` (a symbol whose acronym stands for "end of file"). We use `EOF` (which normally has the value `-1`) as the sentinel value. The user types a system-dependent keystroke combination to mean "end of file"—i.e., "I have no more data to enter." `EOF` is a symbolic integer constant defined in the `<stdio.h>` header (we'll see in Chapter 6 how symbolic constants are defined). If the value assigned to `grade` is equal to `EOF`, the program terminates.

We represent characters in this program as `int`s because `EOF` has an integer value (again, normally `-1`). Testing for the symbolic constant `EOF`, rather than `-1`, makes programs more portable. The C standard states that `EOF` is a negative integral value (but not necessarily `-1`). Thus, `EOF` could have different values on different systems.

Entering the EOF Indicator

The keystroke combinations for entering EOF (end of file) are system dependent. On Linux/UNIX/macOS systems, the `EOF` indicator is entered by typing on a line by itself

Ctrl + *d*

This notation means to simultaneously press both the *Ctrl* key and the *d* key. On other systems, such as Microsoft Windows, the `EOF` indicator can be entered by typing

Ctrl + *z*

You also need to press *Enter* on Windows.

The user enters grades at the keyboard. When the *Enter* key is pressed, the characters are read by function `getchar` one at a time. If the character entered is not equal to `EOF`, the `switch` statement (lines 20–49) executes.

switch Statement Details

Keyword `switch` is followed by the variable name `grade` in parentheses. This is called the **controlling expression**. The `switch` compares this expression's value with each of the **case labels**. Each `case` can have one or more actions, but braces are not required around multiple actions in a given `case`.

Assume the user has entered the letter `C` as a grade. When the `switch` compares `C` to each `case`, if a match occurs (`case 'C':`), the statements for that `case` execute. For the letter `C`, the `switch` increments `cCount` by `1` (line 31), then the `break` statement (line 32) exits the `switch` immediately, causing program control to continue with the first statement after the `switch` statement.

We use a `break` statement here because the `case`s in a `switch` statement would otherwise run together. Without `break` statements, each time a match occurs, all the remaining `case`s' statements will execute. (This feature—called fallthrough—is rarely useful, although it's perfect for compactly programming Exercise 4.38—the iterative song "The Twelve Days of Christmas"!) Forgetting a `break` statement when one is needed in a `switch` statement is a logic error.



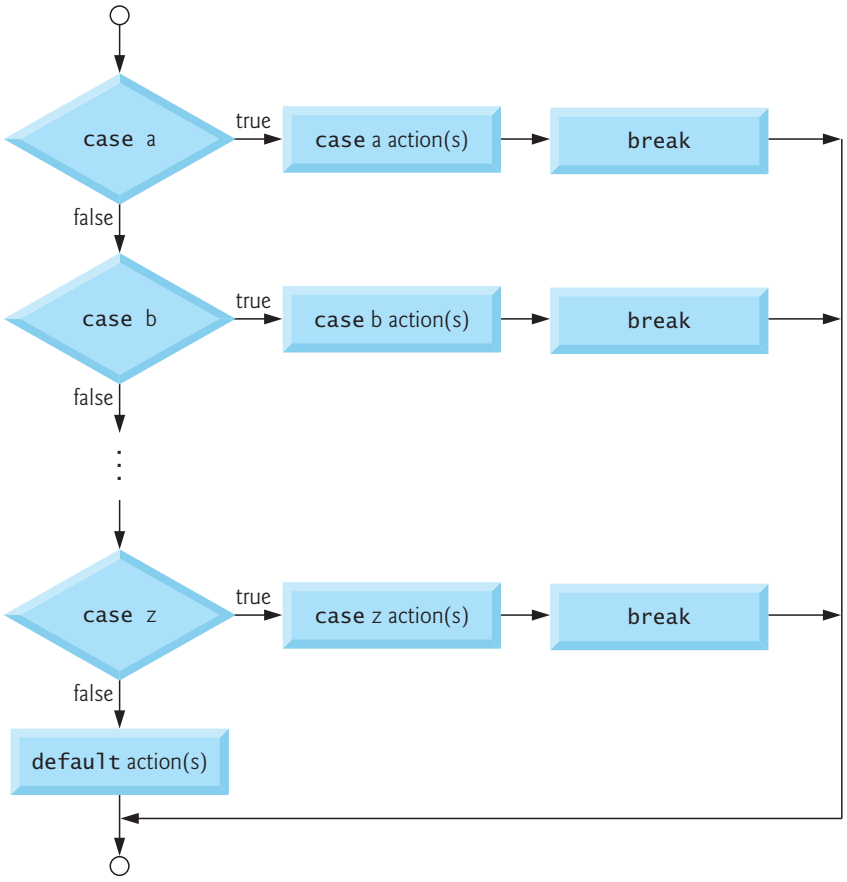
default Case

If no match occurs, the `default` case executes. In this program, it displays an error message. You should always include a `default` case; otherwise, values not explicitly tested in a `switch` will be ignored. The `default` case helps prevent this by focusing you on the need to process exceptional conditions. Sometimes no `default` processing is needed.

Although the `case` clauses and the `default` case clause in a `switch` statement can occur in any order, it's common to place the `default` clause last. When the `default` clause is last, the `break` statement isn't required. But many programmers include this `break` for clarity and symmetry with other cases.

switch Statement Flowchart

The following `switch` multiple-selection-statement flowchart makes it clear that each `case`'s `break` statement immediately exits the `switch` statement.



Ignoring Newline, Tab and Blank Characters in Input

In the `switch` statement of Fig. 4.5, the lines

```
case '\n': // ignore newlines,
case '\t': // tabs,
case ' ': // and spaces in input
   break;
```

cause the program to skip newline, tab and blank characters. Reading characters one at a time can cause problems. To have the program read the characters, you must send them to the computer by pressing *Enter*. This places the newline character in the input after the character we wish to process.

Often, this newline (and other whitespace characters) must be specifically ignored to make the program work correctly. The preceding cases in our `switch` statement prevent the error message in the `default` case from being printed each time a newline, tab or space is encountered in the input. Each input in this example causes two iterations of the loop—the first for a letter grade and the second for `'\n'`. Listing several `case` labels with no intervening statements means that the same actions occur for each of the `case`s.

Constant Integral Expressions

When using the `switch` statement, remember that each `case` can test only a **constant integral expression**. The expression can be any combination of character constants and integer constants that evaluates to a constant integer value. A character constant can be represented as the specific character in single quotes, such as `'A'`. Characters must be enclosed within single quotes to be recognized as character constants—characters in double quotes are recognized as strings. Integer constants are simply integer values. In our example, we used character constants.

Notes on Integral Types

Portable languages like C must have flexible data-type sizes. Applications may need integers of various sizes. C provides several data types to represent integers. In addition to `int` and `char`, C provides types `short int` (which can be abbreviated as `short`) and `long int` (which can be abbreviated as `long`). There also are `unsigned` variations of all the integral types that represent non-negative integer values. In Section 5.14, we'll see that C also provides type `long long int` (which can be abbreviated as `long long`).

The C standard specifies the minimum range of values for each integer type. The actual range may be greater, depending on the implementation. For `short ints`, the minimum range is –32767 to +32767. For most integer calculations, `long ints` are sufficient. The minimum range of values for `long ints` is –2147483647 to +2147483647. An `int`'s range is greater than or equal to that of a `short int` and less than or equal to that of a `long int`. On many of today's platforms, `ints` and `long ints` represent the same range of values. The data type `signed char` can represent integers in the range –127 to +127 or any of the ASCII character set. See Section 5.2.4.2 of the C standard document for the complete list of `signed` and `unsigned` integer-type minimum ranges.

Self Check

1 *(Fill-In)* Occasionally, an algorithm will contain a series of decisions in which a variable or expression is tested separately for each of the constant integral values it may assume, and different actions are taken. This is called _____.
Answer: multiple selection.

2 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) The value of an assignment is the value assigned to the variable on the left of the =.

b) The value of the assignment expression `grade = getchar()` is the character that's returned by `getchar` and assigned to the variable `grade`.

c) The following statement sets variables `a`, `b` and `c` to `0`:

```
0 = a = b = c;
```

d) All of the above statements are *true*.

Answer: c) is *false*. The correct statement is:

```
a = b = c = 0;
```

4.7 do...while Iteration Statement

The do...while iteration statement is similar to the while statement. The while statement tests its loop-continuation condition before executing the loop body. The do...while statement tests its loop-continuation condition after executing the loop body, so the loop body always executes at least once. When a do...while terminates, execution continues with the statement after the while clause. Figure 4.6 uses a do...while statement to display the numbers from 1 through 5. We chose to preincrement the control variable counter in the loop-continuation test (line 10).

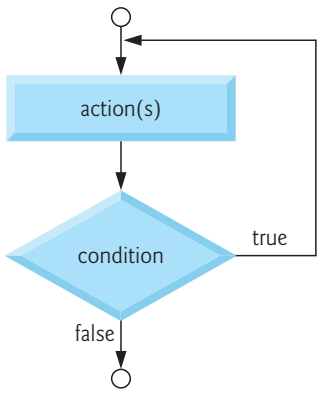
```
1  // fig04_06.c
2  // Using the do...while iteration statement.
3  #include <stdio.h>
4
5  int main(void) {
6     int counter = 1; // initialize counter
7
8     do {
9        printf("%d  ", counter);
10    } while (++counter <= 5);
11 }
```

```
1  2  3  4  5
```

Fig. 4.6 | Using the do...while iteration statement.

do...while Statement Flowchart

The following do...while statement flowchart makes it clear that the loop-continuation condition does not execute until after the loop's action is performed the first time:



Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?
   a) The while statement tests its loop-continuation condition before executing its body, so the loop body will always execute at least once.
   b) The do...while statement tests its loop-continuation condition after executing its loop body.

c) When a do...while terminates, execution continues with the statement after the while clause.
d) All of the above statements are *true*.

Answer: a) is *false*. Actually, if the while statement's loop-continuation test fails upon entering the loop, the loop's body will not execute.

2 ***(True/False)*** Assuming counter is initialized to 1, the following loop displays the numbers 1 through 10:

```
do {
   printf("%d  ", counter);
} while (++counter < 10);
```

Answer: *False*. This loop displays the numbers 1 through 9. To display the numbers 1 through 10, change the < in the loop-continuation condition to <=.

4.8 break and continue Statements

The break and continue statements are used to alter the flow of control. Section 4.6 showed that a break encountered in a switch statement terminates the switch's execution. This section discusses how to use break in an iteration statement.

break Statement

The break statement, when executed in a while, for, do...while or switch statement, causes an immediate exit from that statement. Program execution continues with the next statement after that while, for, do...while or switch. Common uses of break are to escape early from a loop or skip the remainder of a switch (as in Fig. 4.5). Figure 4.7 demonstrates the break statement (line 12) in a for iteration statement.

```
1  // fig04_07.c
2  // Using the break statement in a for statement.
3  #include <stdio.h>
4
5  int main(void) {
6     int x = 1; // declared here so it can be used after loop
7
8     // loop 10 times
9     for (; x <= 10; ++x) {
10       // if x is 5, terminate loop
11       if (x == 5) {
12          break; // break loop only if x is 5
13       }
14
15       printf("%d ", x);
16    }
17
18    printf("\nBroke out of loop at x == %d\n", x);
19 }
```

Fig. 4.7 | Using the break statement in a for statement. (Part 1 of 2.)

```
1 2 3 4
Broke out of loop at x == 5
```

Fig. 4.7 | Using the `break` statement in a `for` statement. (Part 2 of 2.)

When the `if` statement detects that `x` has become `5`, `break` executes. This terminates the `for` statement, and the program continues with the `printf` after the `for`. The loop fully executes only four times. Recall that when you declare the control variable in a `for` loop's *initialization* expression, the variable no longer exists after the loop terminates. We declared and initialized `x` before the loop in this example, so that we could use its final value after the loop terminates. So, the initialization section of the `for`'s header (before the first semicolon) is empty.

`continue` Statement

The `continue` statement, when executed in a `while`, `for` or `do...while` statement, skips the remaining statements in that control statement's body and performs the next iteration of the loop. In `while` and `do...while` statements, the loop-continuation test is evaluated immediately after the `continue` statement executes. In the `for` statement, the increment expression executes, then the loop-continuation test is evaluated. Figure 4.8 uses `continue` (line 10) in the `for` statement to skip the `printf` statement when `x` is `5` and begin the next iteration of the loop.

```
1  // fig04_08.c
2  // Using the continue statement in a for statement.
3  #include <stdio.h>
4
5  int main(void) {
6     // loop 10 times
7     for (int x = 1; x <= 10; ++x) {
8        // if x is 5, continue with next iteration of loop
9        if (x == 5) {
10          continue; // skip remaining code in loop body
11       }
12
13       printf("%d ", x);
14    }
15
16    puts("\nUsed continue to skip printing the value 5");
17 }
```

```
1 2 3 4 6 7 8 9 10
Used continue to skip printing the value 5
```

Fig. 4.8 | Using the `continue` statement in a `for` statement.

`break` and `continue` Notes

Some programmers feel `break` and `continue` violate the norms of structured programming, so they do not use them. The effects of these statements can be achieved by

structured programming techniques we'll soon discuss, but the `break` and `continue` statements perform faster. PERF

There's a tension between achieving quality software engineering and achieving the best-performing software—one is achieved at the expense of the other. For all but the most performance-intensive situations, apply the following guidelines: First, make your code simple and correct; then make it fast and small, but only if necessary. SE

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) The `break` statement terminates a `switch` statement's execution.

b) The `break` statement, when executed in a `while`, `for` or `do...while` statement, causes an immediate exit from that statement.

c) Common uses of `break` are to escape early from a loop or to skip the remainder of an `if...else`.

d) All of the above statements are *true*.

Answer: c) is *false*. Actually, `break` skips the remainder of a `switch`, not an `if...else`.

2 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) The `continue` statement, when executed in a `while`, `for` or `do...while` statement, skips the remaining statements in that control statement's body and performs the next iteration of the loop.

b) In `while` and `do...while` statements, the loop-continuation test is evaluated immediately after the `continue` statement executes.

c) In the `for` statement, after the `continue` statement executes, the loop-continuation test is evaluated, then the increment expression executes.

d) All of the above statements are *true*.

Answer: c) is *false*. Actually, in the `for` statement, after the `continue` statement executes, the increment expression executes, then the loop-continuation test is evaluated.

4.9 Logical Operators

So far we've used simple conditions, such as `counter <= 10`, `total > 1000`, and `grade != -1`. We've expressed these conditions in terms of the relational operators (`>`, `<`, `>=` and `<=`) and equality operators (`==` and `!=`). Each decision tested precisely one condition. To test multiple conditions in the process of making a decision, we had to perform these tests in separate statements or in nested `if` or `if...else` statements. C provides **logical operators** that may be used to form more complex conditions by combining simple conditions. The logical operators are **&& (logical AND)**, **|| (logical OR)** and **! (logical NOT**, which is also called **logical negation**). We'll consider examples of each of these operators.

Logical AND (&&) Operator

Suppose we wish to ensure that two conditions are both true before we choose a certain path of execution. In this case, we can use the logical operator `&&` as follows:

```
if (gender == 1 && age >= 65) {
    ++seniorFemales;
}
```

This `if` statement contains two simple conditions. The condition `gender == 1` might, for example, determine whether a person is a female. The condition `age >= 65` determines whether a person is a senior citizen. The two simple conditions are evaluated first because `==` and `>=` each have higher precedence than `&&`. The `if` statement then considers the combined condition `gender == 1 && age >= 65`, which is *true* if and only if both of the simple conditions are *true*. Finally, if this combined condition is *true*, then the preceding `if` statement increments `seniorFemales` by `1`. If either or both simple conditions are *false*, the program skips the `if`'s body and proceeds to the next statement in sequence.

The following table summarizes the **&& operator**:

expression1	expression2	expression1 && expression2
0	0	0
0	nonzero	0
nonzero	0	0
nonzero	nonzero	1

The table shows all four possible combinations of zero (*false*) and nonzero (*true*) values for *expression1* and *expression2*. Such tables are often called **truth tables**. C evaluates all expressions that include relational operators, equality operators, and/or logical operators to 0 or 1. Although C sets a *true* value to 1, it accepts any nonzero value as *true*.

Logical OR (||) Operator

Now let's consider the `||` (logical OR) operator. Suppose we wish to ensure at some point in a program that either or both of two conditions are *true* before we choose a certain path of execution. In this case, we use the `||` operator, as in the following program segment:

```
if (semesterAverage >= 90 || finalExam >= 90) {
    puts("Student grade is A");
};
```

This statement contains two simple conditions. The condition `semesterAverage >= 90` determines whether the student deserves an "A" because of a solid performance throughout the semester. The condition `finalExam >= 90` determines whether the student deserves an "A" because of an outstanding performance on the final exam. The `if` statement then considers the combined condition and awards the student an "A" if either or both of the simple conditions are *true*. The message "`Student grade is A`" prints unless both simple conditions are *false* (zero). The following is a truth table for the logical OR operator (`||`):

expression1	expression2	expression1 || expression2
0	0	0
0	nonzero	1
nonzero	0	1
nonzero	nonzero	1

Short-Circuit Evaluation

The `&&` operator has higher precedence than `||`. Both operators associate from left-to-right. An expression containing `&&` or `||` operators evaluates only until it's known whether the condition is *true* or *false*. Thus, the condition

```
gender == 1 && age >= 65
```

stops evaluating if `gender` is not equal to `1`—the entire expression is guaranteed to be *false*. The condition continues evaluating if `gender` is equal to `1`—the entire expression could be *true* if `age` is greater than or equal to `65`. This performance feature for evaluating logical AND and logical OR expressions is called **short-circuit evaluation**.

PERF

In `&&` expressions, make the condition that's most likely to be *false* the leftmost condition. In expressions using operator `||`, make the condition that's most likely to be *true* the leftmost condition. This can reduce a program's execution time.

PERF

Logical Negation (`!`) Operator

C provides the unary `!` (logical negation) operator to enable you to "reverse" the meaning of a condition. The logical negation operator has a single condition as an operand. You use it when you're interested in choosing a path of execution if the operand condition is *false*, such as in the following program segment:

```
if (!(grade == sentinelValue)) {
    printf("The next grade is %f\n", grade);
}
```

The parentheses around the condition `grade == sentinelValue` are needed because the logical negation operator has higher precedence than the equality operator. The following is a truth table for the logical negation operator:

expression	!expression
0	1
nonzero	0

In most cases, you can avoid using logical negation by expressing the condition differently. For example, the preceding statement may also be written as:

```
if (grade != sentinelValue) {
    printf("The next grade is %f\n", grade);
}
```

Summary of Operator Precedence and Grouping

The following table shows the precedence and grouping of the operators introduced to this point. The operators are shown from top to bottom in decreasing order of precedence.

Operators	Grouping	Type
++ *(postfix)* -- *(postfix)*	right to left	postfix
+ - ! ++ *(prefix)* -- *(prefix)* (*type*)	right to left	unary
* / %	left to right	multiplicative
+ -	left to right	additive
< <= > >=	left to right	relational
== !=	left to right	equality
&&	left to right	logical AND
||	left to right	logical OR
?:	right to left	conditional
= += -= *= /= %=	right to left	assignment
,	left to right	comma

The _Bool Data Type

The C standard includes a **boolean type**—represented by the keyword `_Bool`—which can hold only the values 0 or 1. Recall that the value 0 in a condition is *false*, while any nonzero value is *true*. Assigning any nonzero value to a `_Bool` sets it to 1. The standard also includes the `<stdbool.h>` header, which defines `bool` as a shorthand for the type `_Bool`, and `true` and `false` as named representations of `1` and `0`, respectively. During preprocessing, the identifiers `bool`, `true` and `false` are replaced with `_Bool`, `1` and `0`, respectively.

Self Check

1 *(Multiple Choice)* When the following `if` statement executes, which pair of variable values would cause `seniorFemales` to be incremented?

```
if (gender == 1 && age >= 65) {
    ++seniorFemales;
}
```

a) `gender` is `2` and `age` is `60`.
b) `gender` is `2` and `age` is `73`.
c) `gender` is `1` and `age` is `19`.
d) `gender` is `1` and `age` is `65`.

Answer: d.

2 *(Multiple Choice)* When the following `if` statement executes, which pair of variable values would not cause `"Student grade is A"` to print?

```
if (semesterAverage >= 90 || finalExam >= 90) {
    puts("Student grade is A");
}
```

a) `semesterAverage` is `75` and `finalExam` is `80`.
b) `semesterAverage` is `85` and `finalExam` is `91`.
c) `semesterAverage` is `93` and `finalExam` is `67`.
d) `semesterAverage` is `94` and `finalExam` is `90`.

Answer: a.

4.10 Confusing Equality (==) and Assignment (=) Operators



There's one type of error that C programmers, no matter how experienced, tend to make so frequently that it's worth a separate section. That error is accidentally swapping the operators == (equality) and = (assignment). What makes these swaps so damaging is the fact that they do not ordinarily cause compilation errors. Rather, statements with these errors ordinarily compile correctly, allowing programs to run to completion while likely generating incorrect results through runtime logic errors.

Two aspects of C cause these problems. One is that any expression that produces a value can be used in the decision portion of any control statement. If the value is 0, it's treated as *false*, and if the value is nonzero, it's treated as *true*. The second is that an assignment has a value—whatever value is assigned to the variable on the left of the = operator.

For example, suppose we intend to write

```
if (payCode == 4) {
   printf("%s", "You get a bonus!");
}
```

but we accidentally write

```
if (payCode = 4) {
   printf("%s", "You get a bonus!");
}
```

The first `if` statement properly awards a bonus to the person whose paycode is equal to 4. The second `if` statement—the one with the error—evaluates the assignment expression in the `if` condition. The value in the condition after the assignment is 4. Because any nonzero value is *true*, the condition in this `if` statement is always *true*. Not only is `payCode` inadvertently set to 4, but the person always receives a bonus regardless of what the actual `payCode` is! Accidentally using operator == for assignment and accidentally using operator = for equality are both logic errors.



lvalues and *rvalues*

You'll probably be inclined to write conditions such as `x == 7` with the variable name on the left and the constant on the right. By reversing these terms so that the constant is on the left and the variable name is on the right, as in `7 == x`, if you accidentally

replace the == operator with =, you'll be protected by the compiler. The compiler will treat this as a syntax error because only a variable name can be placed on the left-hand side of an assignment expression. This will prevent the potential devastation of a run-time logic error.

ERR

Variable names are said to be ***lvalues*** (for "left values") because they can be used on the left side of an assignment operator. Constants are said to be ***rvalues*** (for "right values") because they can be used only on the right side of an assignment operator. An *lvalue* can also be used as an *rvalue*, but not vice versa.

Confusing == and = in Standalone Statements

The other side of the coin can be equally unpleasant. Suppose you want to assign a value to a variable with a simple statement such as

```
x = 1;
```

but instead write

```
x == 1;
```

ERR Here, too, this is not a syntax error. The compiler evaluates the conditional expression. If `x` is equal to `1`, the condition is *true*, and the expression returns the value 1. If `x` is not equal to `1`, the condition is *false*, and the expression returns the value 0. Regardless of what value is returned, there's no assignment operator, so the value is simply lost. The value of `x` remains unaltered, probably causing an execution-time

ERR logic error. Unfortunately, we do not have a handy trick available to help you with this problem! Many compilers, however, will issue a warning on such a statement.

Self Check

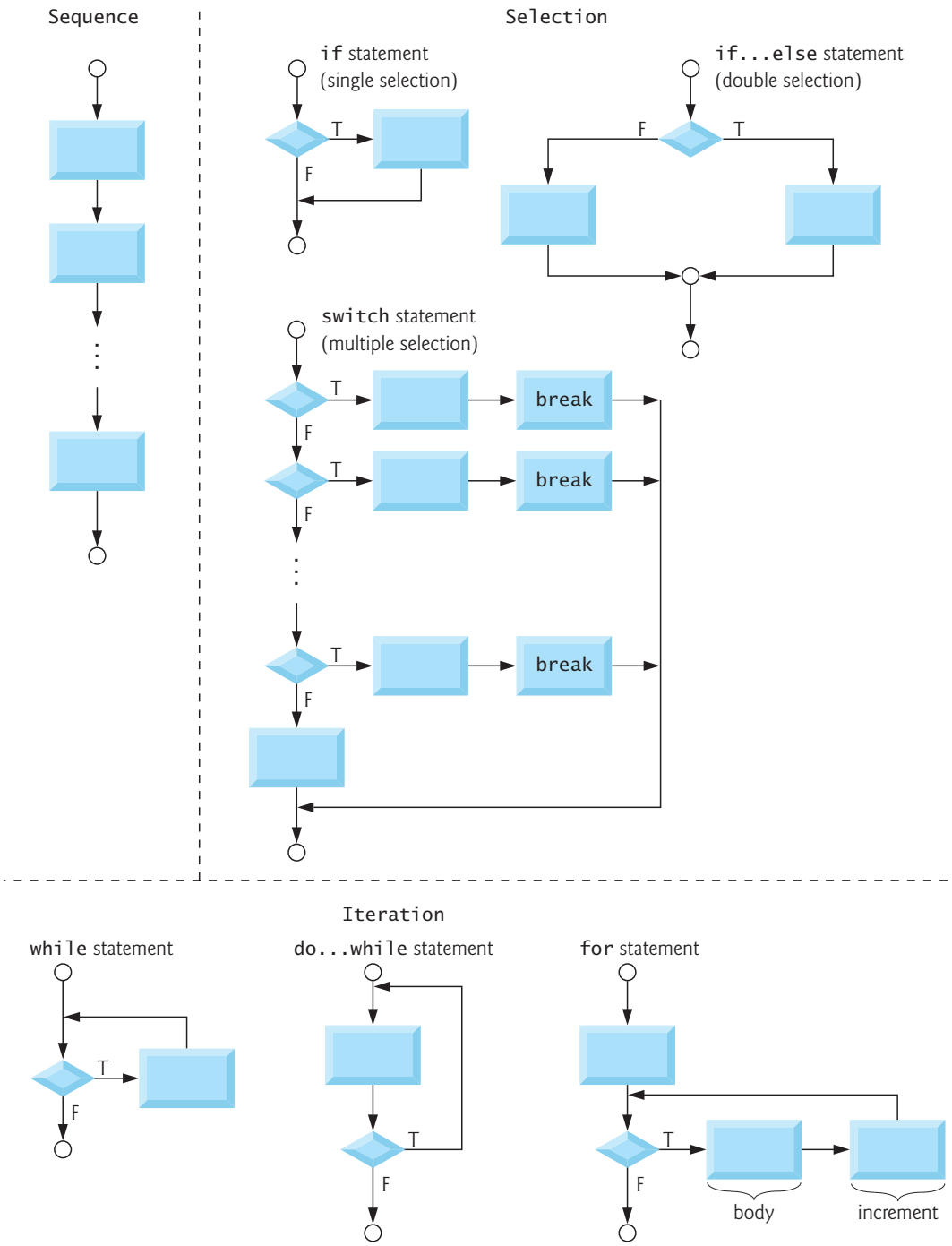
1 ***(True/False)*** Accidentally swapping the operators == (equality) and = (assignment) is damaging because these errors ordinarily compile correctly, allowing programs to run to completion while likely generating incorrect results.
Answer: *True*.

2 ***(True/False)*** An *rvalue* can also be used as an *lvalue*, but not vice versa.
Answer: *False*. Actually, an *lvalue* can also be used as an *rvalue*, but not vice versa.

4.11 Structured-Programming Summary

Just as architects design buildings by employing the collective wisdom of their profession, programmers should design programs by employing the collective wisdom of their profession. Our field is younger than architecture, and our collective wisdom is considerably sparser. We've learned a great deal in a mere nine decades. Perhaps most important, we've learned that structured programs are easier (than unstructured programs) to understand, test, debug, modify, and even prove correct in a mathematical sense.

Chapters 3 and 4 discussed C's control statements. Now, we summarize these capabilities and introduce a simple set of rules for forming structured programs. The following diagram summarizes the control statements' flowcharts:



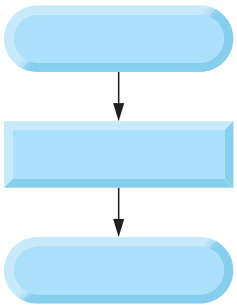
In the diagram, small circles indicate each statement's single entry point and single exit point. Connecting individual flowchart symbols arbitrarily can lead to unstructured programs. Therefore, the programming profession has chosen to combine flowchart symbols to form a limited set of control statements and to build only properly structured programs by combining control statements in two straightforward ways. For simplicity, only single-entry/single-exit control statements are used, and you may combine them only by stacking control statements in sequence or by nesting them.

Rules for Forming Structured Programs

The following table summarizes the rules for forming structured programs. We assume that the rectangle flowchart symbol indicates any action, including input/output:

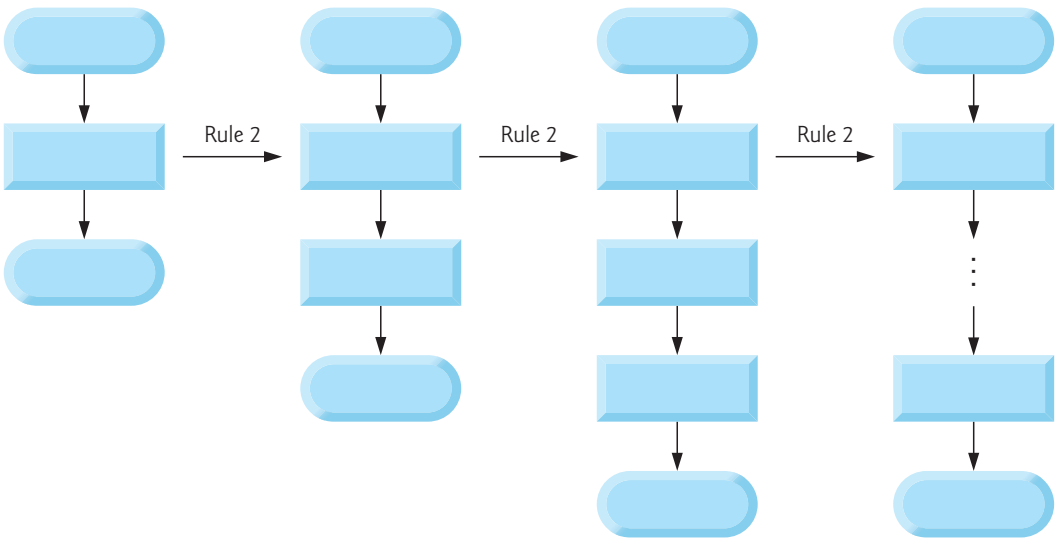
Rules for forming structured programs

1. Begin with the "simplest flowchart" shown in the next diagram.
2. "Stacking" rule—Any rectangle (action) can be replaced by two rectangles (actions) in sequence.
3. "Nesting" rule—Any rectangle (action) can be replaced by any control statement (sequence, `if`, `if...else`, `switch`, `while`, `do...while` or `for`).
4. Rules 2 and 3 may be applied as often as you like and in *any* order.



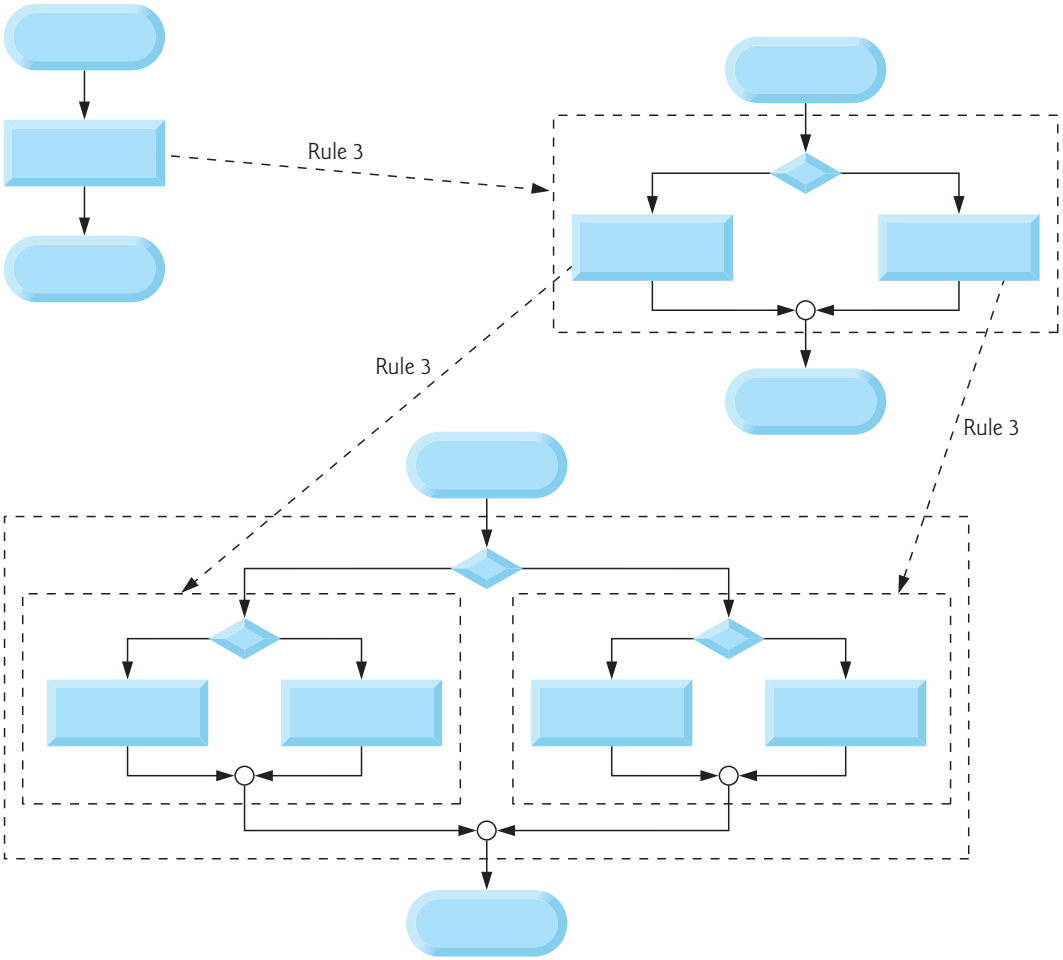
Rules for Forming Structured Programs—Stacking Rule

Applying the rules for forming structured programs always results in a structured flowchart with a neat, building-block appearance. Repeatedly applying Rule 2 to the simplest flowchart results in a structured flowchart containing many rectangles in sequence, as in the following diagram. Rule 2 generates a stack of control statements, so we call Rule 2 the **stacking rule**.



Rules for Forming Structured Programs—Nesting Rule

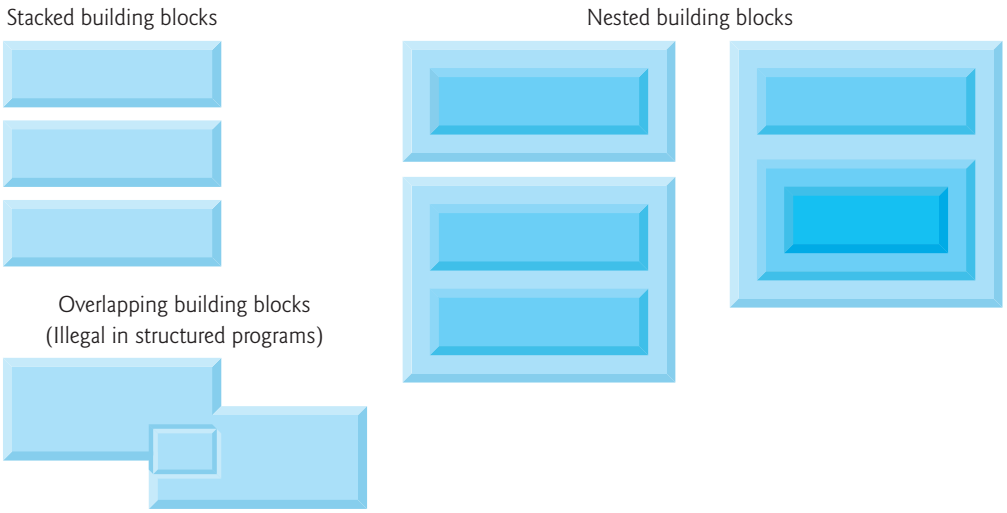
Rule 3 is called the **nesting rule**. Repeatedly applying Rule 3 to the simplest flowchart results in a flowchart with neatly nested control statements. For example, in the following diagram, the rectangle in the simplest flowchart is replaced with a double-selection (`if...else`) statement. Then Rule 3 is applied again to both of the rectangles in the double-selection statement, replacing each of these rectangles with double-selection statements. The dashed box around each of the double-selection statements represents the rectangle we replaced in the original flowchart.



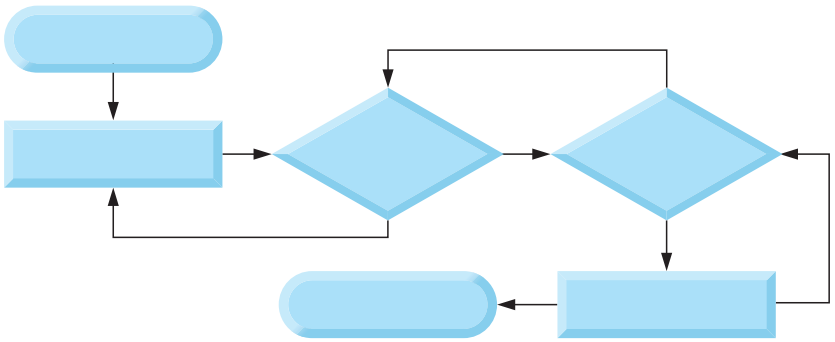
Rule 4 generates larger, more involved, and more deeply nested structures. The flowcharts that emerge from applying the rules for forming structured programs constitute the set of all possible structured flowcharts and hence the set of all possible structured programs.

It's because of the elimination of the `goto` statement that these building blocks never overlap one another. The beauty of the structured approach is that we use only a small number of simple single-entry/single-exit pieces, and we assemble them in only two simple ways. The following diagram shows the kinds of stacked building blocks that emerge from applying Rule 2 and the kinds of nested building blocks that emerge from applying Rule 3. The figure also shows the kind of overlapped building

blocks that *cannot* appear in structured flowcharts (because of the elimination of the `goto` statement).



If the rules for forming structured programs are followed, an unstructured flowchart, such as the one in the following diagram, *cannot* be created:



If you're uncertain whether a particular flowchart is structured, apply the rules for forming structured programs in reverse to try to reduce the flowchart to the simplest flowchart. If you succeed, the original flowchart is structured; otherwise, it's not.

Three Forms of Control

Structured programming promotes simplicity. Böhm and Jacopini showed that only three forms of control are needed:

- Sequence.
- Selection.
- Iteration.

Sequence is straightforward. Selection is implemented in one of three ways:

- `if` statement (single selection).
- `if...else` statement (double selection).
- `switch` statement (multiple selection).

It's straightforward to prove that the simple `if` statement is sufficient to provide any form of selection. Everything that can be done with the `if...else` statement and the `switch` statement can be implemented with one or more `if` statements.

Iteration is implemented in one of three ways:

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

It's also straightforward to prove that the `while` statement is sufficient to provide any form of iteration. Everything that can be done with the `do...while` statement and the `for` statement can be done with the `while` statement.

Combining these results illustrates that any form of control ever needed in a C program can be expressed in terms of only *three* forms of control:

- sequence.
- `if` statement (selection).
- `while` statement (iteration).

And these control statements can be combined in only *two* ways—*stacking* and *nesting*. Indeed, structured programming promotes simplicity.

In Chapters 3 and 4, we've discussed how to compose programs from control statements containing only actions and decisions. In Chapter 5, we introduce another program-structuring unit called the function. We'll learn to compose large programs by combining functions, which, in turn, can be composed of control statements. We'll also discuss how using functions promotes software reusability.

4.12 Secure C Programming

SEC

Checking Function scanf's Return Value

Figure 4.4 used the math library function `pow`, which calculates the value of its first argument raised to the power of its second argument and *returns* the result as a `double` value. The calculation's result was then used in the statement that called `pow`.

Many functions return values indicating whether they executed successfully. For example, function `scanf` returns an `int` indicating whether the input operation was successful. If an input failure occurs before `scanf` can input a value, `scanf` returns the value `EOF` (defined in `<stdio.h>`); otherwise, it returns the number of items that were read into variables. If this value does *not* match the number you intended to input, then `scanf` was unable to complete the input operation.

Consider the following statement that expects to read one `int` value into `grade`:

```
scanf("%d", &grade); // read grade from user
```

If the user enters an integer, `scanf` returns `1`, indicating that one value was indeed read. If the user enters a string, such as `"hello"`, `scanf` returns `0`, indicating that it was unable to convert the input to an integer. In this case, the variable `grade` does *not* receive a value.

Function `scanf` can input multiple values, as in

```
scanf("%d%d", &number1, &number2); // read two integers
```

If the input into both variables is successful, `scanf` will return `2`. If the user enters a string for the first value, `scanf` will return `0`, and neither `number1` nor `number2` will receive a value. If the user enters an integer followed by a string, `scanf` will return `1`, and only `number1` will receive a value.

ERR ⊗ To make your input processing more robust, check `scanf`'s return value to ensure that the number of inputs read matches the number of inputs expected. Otherwise, your program will use the values of the variables as if `scanf` had completed successfully. This could lead to logic errors, program crashes or even attacks.

Range Checking

Even if a `scanf` operates successfully, the values read might still be invalid. For example, grades are typically integers in the range 0–100. In a program that inputs grades, you should **validate** each grade to ensure that it's in the range 0–100 by using **range checking**. You can then ask the user to reenter any value that's out of range. If a program requires inputs from a specific set of values (such as non-sequential product codes), you can ensure that each input matches a value in the set.[2]

✓ Self Check

1 *(Fill-In)* If an input failure occurs, `scanf` returns the value _____; otherwise, it returns the number of items that were read.

Answer: `EOF`.

2 *(Multiple Choice)* Given the following code:

```
scanf("%d%d", &grade1, &grade2); // read two integers
```

which of the following statements a), b) or c) is *false*?

a) If the input is successful, `scanf` will return `0`, indicating that integer values for both variables were input.
b) If the user enters a string for the first value, `scanf` will return `0`, and neither `grade1` nor `grade2` will receive a value.
c) If the user enters an integer followed by a string, `scanf` will return `1`, and only `grade1` will receive a value.
d) All of the above statements are *true*.

Answer: a) is *false*. Actually, if both values are input correctly, `scanf` will return `2`.

Summary

Section 4.2 Iteration Essentials

- Most programs involve iteration (or looping). A loop is a group of instructions the computer repeatedly executes while some **loop-continuation condition** (p. 134) remains *true*.

2. For more information, see Chapter 5, "Integer Security," of Robert Seacord's book *Secure Coding in C and C++, 2/e*.

- Counter-controlled iteration uses a **control variable** (p. 134) to count the number of iterations. When the correct number of iterations completes, the loop terminates, and the program resumes execution with the statement after the iteration statement.
- In sentinel-controlled iteration, a **sentinel value** is entered after all regular data items to indicate "end of data." Sentinels must be distinct from regular data items.

Section 4.3 Counter-Controlled Iteration

- Counter-controlled iteration requires the control variable's **name** (p. 135), its **initial value** (p. 135), the **increment** (or **decrement**) by which it's modified each time through the loop, and the condition that tests for the control variable's **final value** (p. 135).
- The control variable **increments** (or **decrements**) each time the group of instructions is performed (p. 135).

Section 4.4 `for` Iteration Statement

- The **`for` iteration statement** handles all the details of counter-controlled iteration.
- When a `for` statement begins executing, its control variable is initialized. Then, the loop-continuation condition is checked. If the condition is true, the loop's body executes. The control variable is then incremented, and the loop-continuation condition is tested. This continues until the loop-continuation condition fails.
- The general format of the `for` statement is

```
for (initialization; condition; increment) {
   statements
}
```

  where the *initialization* expression initializes (and possibly defines) the control variable, the *condition* expression is the loop-continuation condition, and the *increment* expression increments the control variable.
- The three expressions in the `for` header are optional. If the *condition* is omitted, C assumes the condition is true, creating an infinite loop. One might omit the *initialization* expression if the control variable is initialized before the loop. One might omit the *increment* expression if it's calculated by statements in the `for` statement's body or if no increment is needed.
- The two semicolons in the `for` header are required.
- The "increment" may be negative to create a loop that counts downward.
- If the loop-continuation condition is initially false, the body portion of the loop isn't performed. Instead, execution proceeds with the statement following the `for` statement.

Section 4.5 Examples Using the `for` Statement

- **Function `pow`** (p. 142) performs exponentiation. The call `pow(x, y)` calculates the value of `x` raised to the `y`th power. The function receives two `double` arguments and returns a `double`.
- Include the **header `<math.h>`** (p. 142) whenever you need a math function such as `pow`.
- The conversion specification `%21.2f` denotes that a floating-point value will be displayed **right-aligned** in a field of 21 characters with two digits to the right of the decimal point.
- To **left-align** a value in a field, place a `-` (minus sign) between the `%` and the field width.

Section 4.6 `switch` Multiple-Selection Statement

- Occasionally, an algorithm will contain a series of decisions in which a variable or expression is tested separately for each of the constant integral values it may assume, and different actions are taken. This is called **multiple selection**. C provides the **`switch` statement** to handle this.

- Characters are normally stored in variables of type **char** (p. 146). Characters can be stored in any integer data type because they're usually represented as one-byte integers in the computer. Thus, we can treat a character as either an integer or a character, depending on its use.
- The `switch` statement consists of a series of **case labels** (p. 147), an optional **`default` case** and statements to execute for each case.
- The **`getchar` function** (header `<stdio.h>`) reads and returns as an `int` one character from the keyboard.
- Many computers today use the Unicode character set. ASCII is a subset of Unicode.
- Characters can be read with `scanf` by using the conversion specification **`%c`**.
- **Assignment expressions** as a whole actually **have a value**. This value is assigned to the variable on the left side of the `=`.
- **`EOF`** is often used as a sentinel value. `EOF` is a symbolic integer constant defined in `<stdio.h>`.
- On macOS/Linux systems, the `EOF` indicator is entered by typing *Ctrl* + *d*. On Windows, the `EOF` indicator can be entered by typing *Ctrl* + *z*.
- Keyword `switch` is followed by the **controlling expression** (p. 147) in parentheses. The value of this expression is compared with each of the `case` labels. If a match occurs, the statements for that `case` execute. If no match occurs, the `default` case executes.
- The **`break` statement** causes program control to continue with the statement after the `switch`. The `break` statement prevents the `case`s in a `switch` statement from running together.
- Each `case` can have one or more actions. Braces are not required around multiple actions in a `case` of a `switch`.
- **Listing several `case` labels together** executes the same set of actions for any of these `case`s.
- Each case in a `switch` statement can test only a **constant integral expression** (p. 149)—i.e., any combination of character constants and integer constants that evaluates to a constant integer value. A character constant can be represented as the specific character in single quotes, such as `'A'`. Characters must be enclosed within single quotes to be recognized as character constants. Integer constants are simply integer values.
- In addition to integer types `int` and `char`, C provides types **`short int`** (which can be abbreviated as **`short`**) and **`long int`** (which can be abbreviated as **`long`**), as well as **`unsigned`** versions of all the integral types. The C standard specifies the minimum value range for each type. The actual range may be greater, depending on the implementation. For `short` `int`s, the minimum range is –32767 to +32767. The minimum range of values for `long` `int`s is –2147483647 to +2147483647. The range of values for an `int` is greater than or equal to that of a `short` `int` and less than or equal to that of a `long` `int`. On many of today's platforms, `int`s and `long` `int`s represent the same range of values. The data type `signed` `char` can be used to represent integers in the range –127 to +127 or any of the characters in the ASCII character set.

Section 4.7 `do...while` Iteration Statement

- The **`do...while` statement** tests the loop-continuation condition *after* the loop body is performed. Therefore, the loop body executes at least once. When a `do...while` terminates, execution continues with the statement after the `while` clause.

Section 4.8 `break` and `continue` Statements

- The **`break` statement**, when executed in a `while`, `for`, `do...while` or `switch` statement, immediately exits that statement. Program execution continues with the next statement.
- The **`continue` statement**, when executed in a `while`, `for` or `do...while` statement, skips the remaining statements in the body and performs the next loop iteration. The `while` and

`do...while` evaluate the loop-continuation test immediately. A `for` statement executes its increment expression, then tests the loop-continuation condition.

Section 4.9 Logical Operators

- **Logical operators** `&&` (logical AND), `||` (logical OR) and `!` (logical NOT, or logical negation) may be used to form complex conditions by combining simple conditions.
- The **`&&`** (**logical AND**; p. 153) operator evaluates to *true* if and only if both of its operands are *true*.
- C evaluates all expressions that include relational operators, equality operators, and/or logical operators to 0 or 1. Although C sets a ***true* value** to **1**, it accepts ***any* nonzero** value as ***true***.
- The **`||`** (**logical OR**; p. 153) operator evaluates to *true* if either or both its operands are true.
- The `&&` operator has higher precedence than `||`. Both operators group from left-to-right.
- Operators `&&` or `||` use short-circuit evaluation, terminating as soon as the condition is known to be false or true.
- C provides the **`!`** (**logical negation**; p. 153) operator to enable you to "reverse" the meaning of a condition. Unlike the binary operators `&&` and `||`, which combine two conditions, the unary logical negation operator has only a single condition as an operand.
- The logical negation operator is placed before a condition when we're interested in choosing a path of execution if the original condition (without the logical negation operator) is *false*.

Section 4.10 Confusing Equality (==) and Assignment (=) Operators

- Programmers often accidentally swap the operators `==` and `=`. Statements with these errors ordinarily compile correctly, allowing programs to run to completion while likely generating incorrect results through runtime logic errors.
- In a condition like `7 == x`, if you accidentally replace `==` with `=`, the compiler will report a syntax error. Only a variable name can be placed on the left-hand side of an assignment.
- Variable names are said to be ***lvalues*** (for "**left values**"; p. 158) because they can be used on the left side of an assignment operator.
- Constants are said to be ***rvalues*** (for "**right values**"; p. 158) because they can be used only on the right side of an assignment operator. *lvalues* can also be used as *rvalues*, but not vice versa.

Self-Review Exercises

4.1 Fill-In the blanks in each of the following statements.

a) In counter-controlled iteration, a(n) _____ is used to count the number of times a group of instructions should be repeated.

b) The _____ statement, when executed in an iteration statement, causes the next iteration of the loop to be performed immediately.

c) The _____ statement, when executed in an iteration statement or a `switch`, causes an immediate exit from the statement.

d) The _____ is used to test a particular variable or expression for each of the constant integral values it may assume.

4.2 State whether the following are *true* or *false*. If the answer is *false*, explain why.

a) The `default` case is required in the `switch` selection statement.

b) The `break` statement is required in a `switch` statement's `default` case.

c) The expression `(x > y && a < b)` is *true* if either `x > y` is *true* or `a < b` is *true*.

d) An expression containing the || operator is *true* if either or both of its operands are *true*.

4.3 Write a statement or a set of statements to accomplish each of the following tasks:

a) Sum the odd integers between 1 and 99 using a `for` statement. Use the integer variables `sum` and `count`.

b) Print the value `333.546372` in a field width of `15` characters with precisions of `1`, `2`, `3`, `4` and `5`. Left-align the output. What are the five values that print?

c) Calculate the value of `2.5` raised to the power of `3` using the `pow` function. Print the result with a precision of `2` in a field width of `10` positions. What is the value that prints?

d) Print the integers from 1 to 20 using a `while` loop and the counter variable `x`. Print only five integers per line. [*Hint:* Use the calculation `x % 5`. When this is 0, print a newline character, otherwise print a tab character.]

e) Repeat Exercise 4.3(d) using a `for` statement.

4.4 Find the error in each of the following code segments and explain how to correct it:

a)
```
x = 1;
while (x <= 10);
   ++x;
}
```

b)
```
for (double y = .1; y != 1.0; y += .1) {
   printf("%f\n", y);
}
```

c)
```
switch (n) {
   case 1:
      puts("The number is 1");
   case 2:
      puts("The number is 2");
      break;
   default:
      puts("The number is not 1 or 2");
      break;
}
```

d) The following code should print the values 1 to 10.
```
n = 1;
while (n < 10) {
   printf("%d ", n++);
}
```

Answers to Self-Review Exercises

4.1 a) control variable or counter. b) `continue`. c) `break`. d) `switch` selection statement.

4.2 See the answers below:

a) *False*. The `default` case is optional. If no default action is needed, then there's no need for a `default` case.

b) *False*. The `break` statement is used to exit the `switch` statement. The `break` statement is not required in *any* `case`.

c) *False*. Both of the relational expressions must be *true* for the entire expression to be *true* when using the `&&` operator.

d) *True*.

4.3 See the answers below:

a)
```
int sum = 0;
for (int count = 1; count <= 99; count += 2) {
   sum += count;
}
```

b)
```
printf("%-15.1f\n", 333.546372); // prints 333.5
printf("%-15.2f\n", 333.546372); // prints 333.55
printf("%-15.3f\n", 333.546372); // prints 333.546
printf("%-15.4f\n", 333.546372); // prints 333.5464
printf("%-15.5f\n", 333.546372); // prints 333.54637
```

c)
```
printf("%10.2f\n", pow(2.5, 3)); // prints 15.63
```

d)
```
int x = 1;
while (x <= 20) {
   printf("%d", x);
   if (x % 5 == 0) {
      puts("");
   }
   else {
      printf("%s", "\t");
   }
   ++x;
}
```

or

```
int x = 1;
while (x <= 20) {
   if (x % 5 == 0) {
      printf("%d\n", x++);
   }
   else {
      printf("%d\t", x++);
   }
}
```

or

```
int x = 0;
while (++x <= 20) {
   if (x % 5 == 0) {
      printf("%d\n", x);
   }
   else {
      printf("%d\t", x);
   }
}
```

e)
```
for (int x = 1; x <= 20; ++x) {
   printf("%d", x);
   if (x % 5 == 0) {
      puts("");
   }
   else {
      printf("%s", "\t");
   }
}
```

or

```
for (int x = 1; x <= 20; ++x) {
   if (x % 5 == 0) {
      printf("%d\n", x);
   }
   else {
      printf("%d\t", x);
   }
}
```

4.4 a) Error: The semicolon after the `while` header causes an infinite loop.
Correction: Replace the semicolon with a `{` or remove both the `;` and the `}`.

b) Error: Using a floating-point number to control a `for` iteration statement.
Correction: Use an integer, and perform the proper calculation to get the values you desire.

```
for (int y = 1; y != 10; ++y) {
   printf("%f\n", (float) y / 10);
}
```

c) Error: Missing `break` statement in the statements for the first `case`.
Correction: Add a `break` statement at the end of the statements for the first `case`. This is not necessarily an error if you want the statement of `case 2:` to execute every time the `case 1:` statement executes.

d) Error: Improper relational operator used in the `while` iteration-continuation condition.
Correction: Use <= rather than <.

Exercises

4.5 Find the error in each of the following. (*Note:* There may be more than one error.)

a)
```
For (x = 100, x >= 1, ++x) {
   printf("%d\n", x);
}
```

b) The following code should print whether a given integer is odd or even:
```
switch (value % 2) {
   case 0:
     puts("Even integer");
   case 1:
     puts("Odd integer");
}
```

c) The following code should input an integer and a character and print them. Assume the user types as input `100 A`.
```
scanf("%d", &intVal);
charVal = getchar();
printf("Integer: %d\nCharacter: %c\n", intVal, charVal);
```

d)
```
for (x = .000001; x == .0001; x += .000001) {
   printf("%.7f\n", x);
}
```

e) The following code should output the odd integers from 999 to 1:
```
for (x = 999; x >= 1; x += 2) {
   printf("%d\n", x);
}
```

f) The following code should output the even integers from 2 to 100:
```
counter = 2;

Do {
   if (counter % 2 == 0) {
      printf("%d\n", counter);
   }

   counter += 2;
} While (counter < 100);
```

g) The following code should sum the integers from 100 to 150 (assume `total` is initialized to 0):
```
for (x = 100; x <= 150; ++x); {
   total += x;
}
```

4.6 State which values of the control variable x are printed by each of the following `for` statements:

a)
```
for (int x = 2; x <= 13; x += 2) {
   printf("%d\n", x);
}
```

b)
```
for (int x = 5; x <= 22; x += 7) {
   printf("%d\n", x);
}
```

c)
```
for (int x = 3; x <= 15; x += 3) {
   printf("%d\n", x);
}
```

d)
```
for (int x = 1; x <= 5; x += 7) {
   printf("%d\n", x);
}
```

e)
```
for (int x = 12; x >= 2; x -= 3) {
   printf("%d\n", x);
}
```

4.7 Write `for` statements that print the following sequences of values:

a) 1, 2, 3, 4, 5, 6, 7

b) 3, 8, 13, 18, 23

c) 20, 14, 8, 2, –4, –10

d) 19, 27, 35, 43, 51

4.8 What does the following program do?

```
1  #include <stdio.h>
2
3  int main(void) {
4     int x = 0;
5     int y = 0;
6
7     // prompt user for input
8     printf("%s", "Enter two integers in the range 1-20: ");
9     scanf("%d%d", &x, &y); // read values for x and y
10
11    for (int i = 1; i <= y; ++i) { // count from 1 to y
12
13       for (int j = 1; j <= x; ++j) { // count from 1 to x
14          printf("%s", "@");
15       }
16
17       puts(""); // begin new line
18    }
19 }
```

4.9 *(Sum a Sequence of Integers)* Write a program that sums a sequence of integers. Assume that the first integer read with `scanf` specifies the number of values remaining

to be entered. Your program should read only one value each time `scanf` executes. A typical input sequence might be

```
5 100 200 300 400 500
```

where the `5` indicates that the next five values are to be summed.

4.10 ***(Average a Sequence of Integers)*** Write a program that calculates and prints the average of several integers. Assume the last value read with `scanf` is the sentinel `9999`. A typical input sequence might be

```
10 8 11 7 9 9999
```

indicating that the average of all the values preceding `9999` is to be calculated.

4.11 ***(Find the Smallest)*** Write a program that finds the smallest of several integers. Assume that the first value read specifies the number of values remaining.

4.12 ***(Calculating the Sum of Even Integers)*** Write a program that calculates and prints the sum of the even integers from 2 to 30.

4.13 ***(Calculating the Product of Odd Integers)*** Write a program that calculates and prints the product of the odd integers from 1 to 15.

4.14 ***(Factorials)*** The *factorial* function is used frequently in probability problems. The factorial of a positive integer n (written $n!$ and pronounced "n factorial") is equal to the product of the positive integers from 1 to n. Write a program that evaluates the factorials of the integers from 1 to 5. Print the results in tabular format. What difficulty might prevent you from calculating the factorial of 20?

4.15 ***(Modified Compound-Interest Program)*** Modify the compound-interest program of Section 4.5 to repeat its steps for interest rates of 5%, 6%, 7%, 8%, 9%, and 10%. Use a `for` loop to vary the interest rate.

4.16 ***(Triangle-Printing Program)*** Write a program that prints the following patterns separately, one below the other. Use `for` loops to generate the patterns. All asterisks (`*`) should be printed by a single `printf` statement of the form `printf("%s", "*");` (this causes the asterisks to print side-by-side). [*Hint:* The last two patterns require that each line begin with an appropriate number of blanks.]

```
(A)          (B)          (C)          (D)
*            **********    **********            *
**           *********      *********           **
***          ********        ********          ***
****         *******          *******         ****
*****        ******            ******        *****
******       *****              *****       ******
*******      ****                ****      *******
********     ***                  ***     ********
*********    **                    **    *********
**********   *                      *   **********
```

4.17 ***(Calculating Credit Limits)*** Collecting money becomes increasingly difficult during periods of recession, so companies may tighten their credit limits to prevent

their accounts receivable (money owed to them) from becoming too large. In response to a prolonged recession, one company has cut its customers' credit limits in half. Thus, if a particular customer had a credit limit of $2000, it's now $1000. If a customer had a credit limit of $5000, it's now $2500. Write a program that analyzes the credit status of three customers of this company. For each customer you're given:

a) The customer's account number.
b) The customer's credit limit before the recession.
c) The customer's current balance (i.e., the amount the customer owes).

Your program should calculate and print the new credit limit for each customer and determine (and print) which customers have balances that exceed their new credit limits.

4.18 ***(Bar-Chart Printing Program)*** One interesting application of computers is drawing graphs and bar charts. Write a program that reads five numbers (each between 1 and 30). For each number read, your program should print a line containing that number of adjacent asterisks. For example, if your program reads the number seven, it should print *******.

4.19 ***(Calculating Sales)*** An online retailer sells five different products whose retail prices are shown in the following table:

Product number	Retail price
1	$ 2.98
2	$ 4.50
3	$ 9.98
4	$ 4.49
5	$ 6.87

Write a program that reads a series of pairs of numbers as follows:

a) Product number.
b) Quantity sold for one day.

Your program should use a `switch` statement to help determine the retail price for each product. Your program should calculate and display the total retail value of all products sold last week.

4.20 ***(Truth Tables)*** Complete the following truth tables by filling in each blank with 0 or 1.

Condition1	Condition2	Condition1 && Condition2
0	0	0
0	nonzero	0
nonzero	0	_____
nonzero	nonzero	_____

Condition1	Condition2	Condition1 || Condition2
0	0	0
0	nonzero	1
nonzero	0	_____
nonzero	nonzero	_____

Condition1	!Condition1
0	1
nonzero	_____

4.21 Rewrite the program of Fig. 4.2 to define and initialize the variable `counter` before the `for` statement, then output the value of `counter` after the loop terminates.

4.22 *(Average Grade)* Modify the program of Fig. 4.5 so that it calculates the average grade for the class.

4.23 *(Calculating the Compound Interest with Integers)* Modify the program of Fig. 4.4 so that it uses only integers to calculate the compound interest. [*Hint:* Treat all monetary amounts as integral numbers of pennies. Then "break" the result into its dollar portion and cents portion by using the division and remainder operations, respectively. Insert a period.]

4.24 Assume `i = 1`, `j = 2`, `k = 3` and `m = 2`. What does each statement print?

a) `printf("%d", i == 1);`
b) `printf("%d", j == 3);`
c) `printf("%d", i >= 1 && j < 4);`
d) `printf("%d", m <= 99 && k < m);`
e) `printf("%d", j >= i || k == m);`
f) `printf("%d", k + m < j || 3 - j >= k);`
g) `printf("%d", !m);`
h) `printf("%d", !(j - m));`
i) `printf("%d", !(k > m));`
j) `printf("%d", !(j > k));`

4.25 *(Table of Decimal, Binary, Octal and Hexadecimal Equivalents)* Write a program that prints a table of the binary, octal and hexadecimal equivalents of the decimal numbers 1—256. If you're not familiar with these number systems, read online Appendix E before you attempt this exercise. [*Note:* You can display an integer as an octal or hexadecimal value with the conversion specifications `%o` and `%X`, respectively.]

4.26 *(Calculating the Value of π)* Calculate the value of π from the infinite series

$$\pi = 4 - \frac{4}{3} + \frac{4}{5} - \frac{4}{7} + \frac{4}{9} - \frac{4}{11} + \cdots$$

Print a table that shows the value of π approximated by one term of this series, by two terms, by three terms, and so on. How many terms of this series do you have to use before you first get 3.14? 3.141? 3.1415? 3.14159?

4.27 ***(Pythagorean Triples)*** A right triangle can have sides that are all integers. The set of three integer values for a right triangle's sides is a Pythagorean triple. These three sides must satisfy the relationship that the sum of the sides' squares is equal to the hypotenuse's square. Find all Pythagorean triples for side1, side2, and the hypotenuse, all no larger than 500. Use a triple-nested `for` loop that tries all possibilities. This is an example of "brute-force" computing. It's not aesthetically pleasing to many people. But there are many reasons why this technique is important. First, with computing power increasing at such a phenomenal pace, solutions that would have taken years or even centuries of computer time to produce with the technology of just a few years ago can now be produced in hours, minutes, seconds or even less. Second, there are large numbers of interesting problems for which there's no known algorithmic approach other than sheer brute force. We investigate many problem-solving methodologies in this book. We'll consider brute-force approaches to various interesting problems.

4.28 ***(Calculating Weekly Pay)*** A company pays its employees as managers (who receive a fixed weekly salary), hourly workers (who receive a fixed hourly wage for up to the first 40 hours they work and "time-and-a-half" for overtime hours worked), commission workers (who receive $250 plus 5.7% of their gross weekly sales), or piecework workers (who receive a fixed amount of money for each of the items they produce—each pieceworker in this company works on only one type of item). Write a program to compute each employee's weekly pay. You do not know the number of employees in advance. Each type of employee has a pay code: Managers have paycode 1, hourly workers have code 2, commission workers have code 3 and pieceworkers have code 4. Use a `switch` to compute each employee's pay based on the paycode. Within the `switch`, prompt the user to enter the appropriate facts your program needs to calculate each employee's pay based on that employee's paycode. [*Note:* You can input values of type `double` using the conversion specification `%lf` with `scanf`.]

4.29 ***(De Morgan's Laws)*** We discussed the logical operators `&&`, `||`, and `!`. De Morgan's Laws help express logical expressions more conveniently. These laws state that the expression `!(`*condition1* `&&` *condition2*`)` is logically equivalent to the expression `(!`*condition1* `||` `!`*condition2*`)`. Also, the expression `!(`*condition1* `||` *condition2*`)` is logically equivalent to the expression `(!`*condition1* `&&` `!`*condition2*`)`. Use De Morgan's Laws to write equivalent expressions for each of the following, and then write a program to show that both the original expression and the new expression in each case are equivalent.

a) `!(x < 5) && !(y >= 7)`
b) `!(a == b) || !(g != 5)`
c) `!((x <= 8) && (y > 4))`
d) `!((i > 4) || (j <= 6))`

4.30 ***(Replacing `switch` with `if...else`)*** Rewrite Fig. 4.5 by replacing the `switch` with a nested `if...else` statement. Be careful to deal with the `default` case properly. Next,

rewrite this new version by replacing the nested `if...else` statement with a series of `if` statements. Here, too, be careful to deal with the `default` case properly. This exercise demonstrates that `switch` is a convenience and that any `switch` statement can be written with only single-selection statements.

4.31 ***(Diamond-Printing Program)*** Write a program that prints the following diamond shape. Your `printf` statements may print either one asterisk (`*`) or one blank. Use nested `for` statements and minimize the number of `printf` statements.

```
    *
   ***
  *****
 *******
*********
 *******
  *****
   ***
    *
```

4.32 ***(Modified Diamond-Printing Program)*** Modify the program you wrote in Exercise 4.31 to read an odd number in the range 1 to 19 to specify the number of rows in the diamond. Your program should then display a diamond of the appropriate size.

4.33 ***(Roman-Numeral Equivalent of Decimal Values)*** Write a program that prints a table of the Roman-numeral equivalents for the decimal numbers in the range 1 to 100.

4.34 Describe how you'd replace a `do...while` loop with an equivalent `while`. What problem occurs when you try to replace a `while` loop with an equivalent `do...while` loop? Suppose you've been told that you must remove a `while` loop and replace it with a `do...while`. What additional control statement would you need to use? How would you use it to ensure that the resulting program behaves exactly like the original?

4.35 A criticism of the `break` and `continue` statements is that each is unstructured. Actually, `break` and `continue` statements can always be replaced by structured statements, though doing so can be awkward. Describe how you'd remove any `break` statement from a loop and replace that statement with some structured equivalent. [*Hint:* The `break` statement terminates a loop from the loop body. The other way to leave is by failing the loop-continuation test. Consider using in the loop-continuation test a second test that indicates "early exit because of a 'break' condition."] Use the technique you developed here to remove the `break` statement from the program of Fig. 4.7.

4.36 What does the following program segment do?

```
1 for (int i = 1; i <= 5; ++i) {
2    for (int j = 1; j <= 3; ++j) {
3       for (int k = 1; k <= 4; ++k) {
4          printf("%s", "*");
5       }
6       puts("");
7    }
8    puts("");
9 }
```

4.37 Describe in general how you would remove any `continue` statement from a loop in a program and replace that statement with some structured equivalent. Use the technique you developed here to remove the `continue` statement from the program of Fig. 4.8.

4.38 ***("The Twelve Days of Christmas" Song)*** Write a program that uses iteration and `switch` statements to print the song "The Twelve Days of Christmas." One `switch` statement should be used to print the day (i.e., "first," "second," etc.). A separate `switch` statement should be used to print the remainder of each verse.

4.39 ***(Limitations of Floating-Point Numbers for Monetary Amounts)*** Section 4.5 cautioned about using floating-point values for monetary calculations. Try this experiment: Create a `float` variable with the value `1000000.00`. Next, add to that variable the literal `float` value `0.12f`. Display the result using `printf` and the conversion specification `"%.2f"`. What do you get?

4.40 ***(World Population Growth)*** World population has grown considerably over the centuries. Continued growth could eventually challenge the limits of breathable air, drinkable water, arable cropland and other limited resources. There's evidence that growth has been slowing in recent years and that world population could peak sometime this century, then start to decline.

For this exercise, research world population growth issues online. *Be sure to investigate various viewpoints.* Get estimates for the current world population and its growth rate (the percentage by which it's likely to increase this year). Write a program that calculates world population growth each year for the next 75 years, *using the simplifying assumption that the current growth rate will stay constant*. Print the results in a table. The first column should display the year from year 1 to year 75. The second column should display the anticipated world population at the end of that year. The third column should display the numerical increase in the world population that would occur that year. Using your results, determine the year in which the population would be double what it is today if this year's growth rate were to persist.

5

Functions



Objectives

In this chapter, you'll:

- Construct programs modularly from small pieces called functions.
- Use common math functions from the C standard library.
- Create new functions.
- Understand how function prototypes help the compiler ensure that you use functions correctly.
- Use the mechanisms that pass information between functions.
- See some commonly used C standard library headers.
- Learn how the function call and return mechanism is supported by the function-call stack and stack frames.
- Build a casino game using simulation techniques and random-number generation.
- Understand how an identifier's storage class affects its storage duration, scope and linkage.
- Write and use recursive functions, i.e., functions that call themselves.
- Continue our presentation of Secure C programming with a look at secure random-number generation.

Outline

5.1 Introduction
5.2 Modularizing Programs in C
5.3 Math Library Functions
5.4 Functions
5.5 Function Definitions
5.5.1 `square` Function
5.5.2 `maximum` Function
5.6 Function Prototypes: A Deeper Look
5.7 Function-Call Stack and Stack Frames
5.8 Headers
5.9 Passing Arguments by Value and by Reference
5.10 Random-Number Generation
5.11 Random-Number Simulation Case Study: Building a Casino Game
5.12 Storage Classes
5.13 Scope Rules
5.14 Recursion
5.15 Example Using Recursion: Fibonacci Series
5.16 Recursion vs. Iteration
5.17 Secure C Programming—Secure Random-Number Generation

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises*

5.1 Introduction

Most computer programs that solve real-world problems are much larger than those presented in the first few chapters. Experience has shown that the best way to develop and maintain a program is to construct it from smaller pieces, each of which is more manageable than the original program. This technique is called **divide and conquer**. We'll describe some key C features for designing, implementing, operating and maintaining large programs.

5.2 Modularizing Programs in C

In C, you use **functions** to modularize programs by combining the new functions you write with prepackaged **C standard library** functions. The C standard library provides a rich collection of functions for performing common mathematical calculations, string manipulations, character manipulations, input/output and many other useful operations. Prepackaged functions make your job easier because they provide many of the capabilities you need.

The C standard includes the C language and its standard library—standard C compilers implement both.[1] The functions `printf`, `scanf` and `pow` that we've used in previous chapters are from the standard library.

SE **Avoid Reinventing the Wheel**

Familiarize yourself with the rich collection of C standard library functions to help reduce program-development time. When possible, use standard functions instead of writing new ones. The C standard library functions are written by experts, well tested

1. Some C standard library portions are designated as optional and are not available in all standard C compilers.

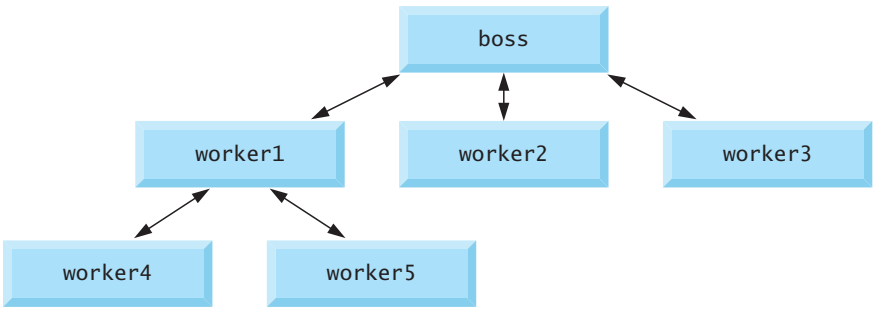
and efficient. Also, using the functions in the C standard library helps make programs more portable. PERF

Defining Functions

You can define functions to perform specific tasks that may be used at many points in a program. The statements defining the function are written once and are hidden from other functions. As we'll see, such hiding is crucial to good software engineering.

Calling and Returning from Functions

Functions are **invoked** by a **function call**, which specifies the function name and provides information (as arguments) that the function needs to perform its designated task.[2] A common analogy for this is the hierarchical form of management. A boss (the **calling function** or **caller**) asks a worker (the **called function**) to perform a task and report back when it's done. For example, a function that displays data on the screen calls the worker function `printf` to perform that task. Function `printf` displays the data and reports back—or **returns**—to the caller when it completes its task. The boss function does not know how the worker function performs its designated task. The worker may call other worker functions, and the boss will be unaware of this. The following diagram shows a boss function hierarchically communicating with several worker functions:



Note that `worker1` acts as a boss function to `worker4` and `worker5`. Relationships among functions may differ from the hierarchical structure shown in this figure.

Self Check

1 ***(Fill-In)*** Programs are typically written by combining new functions you write with prepackaged functions available in the _____.
Answer: C standard library.

2 ***(Fill-In)*** Functions are invoked by a function _____, which specifies the function name and provides information (as arguments) that the function needs to perform its designated task.
Answer: call.

2. In Chapter 7, Pointers, we'll discuss function pointers. You'll see that you also can call a function through a function pointer, and that you can actually pass functions to other functions.

5.3 Math Library Functions

C's math library functions (header `math.h`) allow you to perform common mathematical calculations. We use many of these functions in this section. To calculate and print the square root of `900.0` you might write

```
printf("%.2f", sqrt(900.0));
```

When this statement executes, it calls the math library function `sqrt` to calculate the square root of `900.0`, then prints the result as `30.00`. The `sqrt` function takes an argument of type `double` and returns a result of type `double`. In fact, all functions in the math library that return floating-point values return the data type `double`. Note that `double` values, like `float` values, can be output using the `%f` conversion specification. You may store a function call's result in a variable for later use as in

```
double result = sqrt(900.0);
```

Function arguments may be constants, variables, or expressions. If `c = 13.0`, `d = 3.0` and `f = 4.0`, then the statement

```
printf("%.2f", sqrt(c + d * f));
```

calculates the square root of `13.0 + 3.0 * 4.0 = 25.0` and prints it as `5.00`.

The following table summarizes several C math library functions. In the table, the variables `x` and `y` are of type `double`. The C11 standard added complex-number capabilities via the `complex.h` header.

Function	Description	Example
`sqrt(x)`	square root of *x*	`sqrt(900.0)` is `30.0` `sqrt(9.0)` is `3.0`
`cbrt(x)`	cube root of *x* (C99 and C11 only)	`cbrt(27.0)` is `3.0` `cbrt(-8.0)` is `-2.0`
`exp(x)`	exponential function e^x	`exp(1.0)` is `2.718282` `exp(2.0)` is `7.389056`
`log(x)`	natural logarithm of *x* (base *e*)	`log(2.718282)` is `1.0` `log(7.389056)` is `2.0`

`log10(x)`	logarithm of *x* (base 10)	`log10(1.0)` is `0.0`
		`log10(10.0)` is `1.0`
		`log10(100.0)` is `2.0`

`fabs(x)`	absolute value of *x* as a floating-point number	`fabs(13.5)` is `13.5`
		`fabs(0.0)` is `0.0`
		`fabs(-13.5)` is `13.5`

`ceil(x)`	rounds *x* to the smallest integer not less than *x*	`ceil(9.2)` is `10.0` `ceil(-9.8)` is `-9.0`
`floor(x)`	rounds *x* to the largest integer not greater than *x*	`floor(9.2)` is `9.0` `floor(-9.8)` is `-10.0`
`pow(x, y)`	*x* raised to power *y* (x^y)	`pow(2, 7)` is `128.0` `pow(9, .5)` is `3.0`

Function	Description	Example
`fmod(x, y)`	remainder of x/y as a floating-point number	`fmod(13.657, 2.333)` is `1.992`
`sin(x)`	trigonometric sine of x (x in radians)	`sin(0.0)` is `0.0`
`cos(x)`	trigonometric cosine of x (x in radians)	`cos(0.0)` is `1.0`
`tan(x)`	trigonometric tangent of x (x in radians)	`tan(0.0)` is `0.0`

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) You call a function by writing its name followed by its argument, or a comma-separated list of arguments, in parentheses.

b) The following statement calculates and stores the square root of `900.0`:

```
double result = sqrt(900.0);
```

c) To use the math library functions, you must include the `math.h` header.

d) All of the above statements are *true*.

Answer: d.

2 *(True/False)* Function arguments may be constants, variables or expressions. If `c = 16.0`, `d = 4.0` and `f = 5.0`, then the following statement calculates and prints the square root of `100.00`:

```
printf("%.2f", sqrt(c + d * f));
```

Answer: *False*. Actually, it calculates the square root of `36.0` and prints it as `6.00`.

5.4 Functions

Functions allow you to modularize a program. In programs containing many functions, `main` is often implemented as a group of calls to functions that perform the bulk of the program's work. SE

Functionalizing Programs

There are several motivations for "functionalizing" a program. The **divide-and-conquer** approach makes program development more manageable. Another motivation is building new programs by using existing functions. Such **software reusability** is a key concept in object-oriented programming languages derived from C, such as C++, Java, C# (pronounced "C sharp"), Objective-C and Swift.

With good function naming and definition, you can create programs from standardized functions that accomplish specific tasks, rather than custom code. This is known as **abstraction**. We use abstraction each time we use standard library functions like `printf`, `scanf` and `pow`. A third motivation is to avoid repeating code in a program. Packaging code as a function allows it to be executed from other program locations by calling that function.

Each function should be limited to performing a single, well-defined task, and the function name should express that task. This facilitates abstraction and promotes SE

SE software reuse. If you cannot choose a concise name to describe what the function does, it may be performing too many diverse tasks. It's usually best to break such a function into smaller functions—a process called *decomposition*.

Self Check

1 *(Fill-In)* There are several motivations for "functionalizing" a program. The divide-and-conquer approach makes program development more manageable. Another motivation is _____—using existing functions as building blocks to create new programs.
Answer: software reusability.

2 *(True/False)* Each function should perform a rich collection of related tasks, and the function name should describe those tasks.
Answer: *False*. Actually, each function should be limited to performing a single, well-defined task, and the function name should describe that task. This facilitates abstraction and promotes software reuse.

5.5 Function Definitions

Each program we've presented has consisted of a function called `main` that called standard library functions to accomplish its tasks. Now we consider how to write custom functions.

5.5.1 square Function

Consider a program that uses a function `square` to calculate and print the squares of the integers from 1 to 10 (Fig. 5.1).

```
1  // fig05_01.c
2  // Creating and using a function.
3  #include <stdio.h>
4
5  int square(int number); // function prototype
6
7  int main(void) {
8     // loop 10 times and calculate and output square of x each time
9     for (int x = 1; x <= 10; ++x) {
10       printf("%d  ", square(x)); // function call
11    }
12
13    puts("");
14 }
15
16 // square function definition returns the square of its parameter
17 int square(int number) { // number is a copy of the function's argument
18    return number * number; // returns square of number as an int
19 }
```

Fig. 5.1 | Creating and using a function. (Part 1 of 2.)

```
1  4  9  16  25  36  49  64  81  100
```

Fig. 5.1 | Creating and using a function. (Part 2 of 2.)

Calling Function square

Function `square` is **invoked** or **called** in `main` within the `printf` statement (line 10):

```
printf("%d  ", square(x)); // function call
```

Function `square` receives a copy of the argument `x`'s value in the parameter `number` (line 17). Then `square` calculates `number * number` and passes the result back to line 10 in `main` where `square` was invoked. Line 10 passes `square`'s result to function `printf`, which displays the result on the screen. This process repeats 10 times—once for each iteration of the `for` statement.

square Function Definition

Function `square`'s definition (lines 17–19) shows that it expects an `int` parameter `number`. The keyword `int` preceding the function name (line 17) indicates that `square` returns an integer result. The **`return` statement** in `square` passes the result of `number * number` back to the calling function.

Choosing meaningful function names and meaningful parameter names makes programs more readable and helps avoid excessive comments. Programs should be written as collections of small functions. This makes programs easier to write, debug, maintain, modify and reuse. SE

A function requiring a large number of parameters may be performing too many tasks. Consider dividing the function into smaller functions that perform the separate tasks. The function's return type, name and parameter list should fit on one line if possible. SE

Local Variables

All variables defined in function definitions are **local variables**—they can be accessed only in the function in which they're defined. Most functions have **parameters** that enable communicating between functions via arguments in function calls. A function's parameters are also local variables of that function.

square Function Prototype

Line 5

```
int square(int number); // function prototype
```

is a **function prototype**. The `int` in parentheses informs the compiler that `square` expects to receive an integer value from the caller. The `int` to the left of the function name `square` informs the compiler that `square` returns an integer result to the caller. Forgetting the semicolon at the end of a function prototype is a syntax error. ERR

The compiler compares `square`'s call (line 10) to its prototype to ensure that:

- the number of arguments is correct,

- the arguments are of the correct types,
- the argument types are in the correct order, and
- the return type is consistent with the context in which the function is called.

The function prototype, first line of the function definition and function calls should all agree in the number, type and order of arguments and parameters. The function prototype and function header must have the same return type, which affects where the function can be called. For example, a function with the return type `void` cannot be used in an assignment statement to store a value or in a call to `printf` to display a value. Function prototypes are discussed in detail in Section 5.6.

Format of a Function Definition

The format of a function definition is

```
return-value-type function-name(parameter-list) {
    statements
}
```

The *function-name* is any valid identifier. The ***return-value-type*** is the type of the result returned to the caller. The *return-value-type* `void` indicates that a function does *not* return a value. Together, the *return-value-type*, *function-name* and *parameter-list* are sometimes referred to as the function **header**.

The ***parameter-list*** is a comma-separated list that specifies the parameters received by the function when it's called. If a function does not receive any parameters, *parameter-list* should contain the keyword `void`. Each parameter must include its type; otherwise, a compilation error occurs.

ERR

Placing a semicolon after the *parameter-list*'s right parenthesis in a function definition is an error, as is redefining a parameter as a local variable in a function. Although it's not incorrect to do so, do not use the same names for a function's arguments and the corresponding parameters in the function definition—this helps avoid ambiguity.

ERR

Function Body

The *statements* within braces form the **function body**, which also is a block. Local variables can be declared in any block, and blocks can be nested. Functions cannot be nested—defining a function inside another function is a syntax error.

ERR

Returning Control from a Function

There are three ways to return control from a called function to the point at which a function was invoked. If the function does not return a result, control is returned simply when the function-ending right brace is reached, or by executing the statement

```
return;
```

If the function does return a result, the statement

```
return expression;
```

returns the *expression*'s value to the caller.

main's Return Type

The main function's int return value indicates whether the program executed correctly. In earlier versions of C, we'd explicitly place

```
return 0; // 0 indicates successful program termination
```

at the end of main. The C standard indicates that main implicitly returns 0 if you omit the preceding statement—as we do throughout this book. You can explicitly return nonzero values from main to indicate that a problem occurred during your program's execution. For information on how to report a program failure, see the documentation for your particular operating system.

5.5.2 maximum Function

Let's consider a custom maximum function that returns the largest of three integers (Fig. 5.2). Next, they're passed to maximum (line 17), which determines the largest integer. This value is returned to main by the return statement in maximum (line 32). The printf statement in line 17 then prints the value returned by maximum.

```
1  // fig05_02.c
2  // Finding the maximum of three integers.
3  #include <stdio.h>
4
5  int maximum(int x, int y, int z); // function prototype
6
7  int main(void) {
8     int number1 = 0; // first integer entered by the user
9     int number2 = 0; // second integer entered by the user
10    int number3 = 0; // third integer entered by the user
11
12    printf("%s", "Enter three integers: ");
13    scanf("%d%d%d", &number1, &number2, &number3);
14
15    // number1, number2 and number3 are arguments
16    // to the maximum function call
17    printf("Maximum is: %d\n", maximum(number1, number2, number3));
18 }
19
20 // Function maximum definition
21 int maximum(int x, int y, int z) {
22    int max = x; // assume x is largest
23
24    if (y > max) { // if y is larger than max,
25       max = y; // assign y to max
26    }
27
28    if (z > max) { // if z is larger than max,
29       max = z; // assign z to max
30    }
31
32    return max; // max is largest value
33 }
```

Fig. 5.2 | Finding the maximum of three integers. (Part 1 of 2.)

```
Enter three integers: 22 85 17
Maximum is: 85
```

```
Enter three integers: 47 32 14
Maximum is: 47
```

```
Enter three integers: 35 8 79
Maximum is: 79
```

Fig. 5.2 | Finding the maximum of three integers. (Part 2 of 2.)

The function initially assumes that its first argument (stored in the parameter `x`) is the largest and assigns it to `max` (line 22). Next, the `if` statement at lines 24–26 determines whether `y` is greater than `max` and, if so, assigns `y` to `max`. Then, the `if` statement at lines 28–30 determines whether `z` is greater than `max` and, if so, assigns `z` to `max`. Finally, line 32 returns `max` to the caller.

Self Check

1 *(Multiple Choice)* The following line of code is a _____.

```
int square(int y);
```

a) Function definition.
b) Function statement.
c) Function prototype.
d) None of the above.

Answer: c.

2 *(Multiple Choice)* Consider the maximum function in Fig. 5.2. Which of the following statements is *false*?

a) The code determines the largest of three integer values.
b) The statement `return max;` sends the result back to the calling function.
c) The code in line 21—`int maximum(int x, int y, int z)`—is commonly called a function header.
d) If `int max = x;` (line 22) were accidentally replaced by `int max = y;` the function would still return the same result.

Answer: d) is *false*. The function would then incorrectly return the larger of the values contained in only parameters `y` and `z`.

5.6 Function Prototypes: A Deeper Look

An important C feature is the function prototype, which was borrowed from C++. The compiler uses function prototypes to validate function calls. Pre-standard C did *not* perform this kind of checking, so it was possible to call functions improperly

without the compiler detecting the errors. Such calls could result in fatal execution-time errors or nonfatal errors that caused subtle, difficult-to-detect problems. Function prototypes correct this deficiency.

You should include function prototypes for all functions to take advantage of C's type-checking capabilities. Use `#include` preprocessor directives to obtain function prototypes from standard library headers, third-party library headers and headers for functions developed by you or your team members. SE

The function prototype for `maximum` in Fig. 5.2 (line 5) is

```
int maximum(int x, int y, int z); // function prototype
```

It states that `maximum` takes three arguments of type `int` and returns an `int` result. Notice that the function prototype (omitting the semicolon) is the same as the `maximum` definition's first line. We include parameter names in function prototypes for documentation purposes. The compiler ignores these names, so the following prototype also is valid: SE

```
int maximum(int, int, int);
```

Compilation Errors

A function call that does not match the function prototype is a compilation error. It also is an error if the function prototype and the function definition disagree. For example, in Fig. 5.2, if the function prototype had been written ERR

```
void maximum(int x, int y, int z);
```

the compiler would generate an error, because the function prototype's `void` return type would differ from the `int` return type in the function header.

Argument Coercion and "Usual Arithmetic Conversion Rules"

Another important feature of function prototypes is **argument coercion**, i.e., implicitly converting arguments to the appropriate type. For example, calling the math library function `sqrt` with an integer argument still works even though the function prototype in `<math.h>` specifies a `double` parameter. The following statement correctly evaluates `sqrt(4)` and prints `2.000`:

```
printf("%.3f\n", sqrt(4));
```

The function prototype causes the compiler to convert a copy of the `int` value `4` to the `double` value `4.0` before passing it to `sqrt`. In general, argument values that do not correspond precisely to the function prototype's parameter types are converted to the proper type before the function is called. Such conversions can lead to incorrect results if C's **usual arithmetic conversion rules** are not followed. These rules specify how values can be converted to other types without losing data. ERR

In our `sqrt` example, an `int` is automatically converted to a `double` without changing its value—`double` can represent a much wider range of values than `int`. However, a `double` converted to an `int` truncates the `double`'s fractional part, thus changing the original value. Converting large integer types to small integer types (e.g., `long` to `short`) can also change values.

Mixed-Type Expressions

The usual arithmetic conversion rules are handled by the compiler. They apply to **mixed-type expressions**—that is, expressions containing values of multiple data types. In such expressions, the compiler makes temporary copies of values that need to be converted, then converts the *copies* to the "highest" type in the expression—this is known as **promotion**. For mixed-type expressions containing at least one floating-point value:

- If one value is a `long double`, the other values are converted to `long double`.
- If one value is a `double`, the other values are converted to `double`.
- If one value is a `float`, the other values are converted to `float`.

If the mixed-type expression contains only integer types, then the usual arithmetic conversions specify a set of integer promotion rules.

Section 6.3.1 of the C standard document specifies the complete details of arithmetic operands and the usual arithmetic conversion rules. The following table lists the floating-point and integer data types with each type's `printf` and `scanf` conversion specifications. In most cases, the integer types lower in the following table are converted to higher types:

Data type	`printf` conversion specification	`scanf` conversion specification
Floating-point types		
`long double`	`%Lf`	`%Lf`
`double`	`%f`	`%lf`
`float`	`%f`	`%f`
Integer types		
`unsigned long long int`	`%llu`	`%llu`
`long long int`	`%lld`	`%lld`
`unsigned long int`	`%lu`	`%lu`
`long int`	`%ld`	`%ld`
`unsigned int`	`%u`	`%u`
`int`	`%d`	`%d`
`unsigned short`	`%hu`	`%hu`
`short`	`%hd`	`%hd`
`char`	`%c`	`%c`

A value can be converted to a lower type only by explicitly assigning the value to a variable of lower type or by using a cast operator. Arguments are converted to the parameter types specified in a function prototype as if the arguments were being assigned to variables of those types. So, if we pass a `double` to our `square` function in Fig. 5.1, the `double` is converted to `int` (a lower type), and `square` usually returns an incorrect value. For example, `square(4.5)` returns `16`, not `20.25`.

ERR ⊗ Converting from a higher data type in the promotion hierarchy to a lower type can change the data value. Many compilers issue warnings in such cases.

Function Prototype Notes

If there's no function prototype for a function, the compiler forms one from the first occurrence of the function—either the function definition or a call to the function. This typically leads to warnings or errors, depending on the compiler.

ERR

Always include function prototypes for the functions you define or use in your program to help prevent compilation errors and warnings.

SE

A function prototype placed outside any function definition applies to all calls to the function appearing after the function prototype. A function prototype placed in a function body applies only to calls in that function made after that prototype.

SE

Self Check

1 *(Fill-In)* In a mixed-type expression, the compiler makes a temporary copy of each value that needs to be converted, then converts the copies to the "highest" type in the expression—this is known as _____.

Answer: promotion.

2 *(Multiple Choice)* Consider the following function prototype for a `maximum` function:

```
int maximum(int x, int y, int z); // function prototype
```

Which of the following statements is false?

a) It states that `maximum` takes three arguments of type `int` and returns a result of type `int`.
b) Parameter names are required in function prototypes.
c) A function's prototype is often the same as the function's header, except that the header does not end in a semicolon.
d) Forgetting the semicolon at the end of a function prototype is a syntax error.

Answer: b) is *false*. Parameter names in function prototypes are for documentation purposes. The compiler ignores these names, so `int maximum(int, int, int);` is equivalent to the preceding prototype.

5.7 Function-Call Stack and Stack Frames

To understand how C performs function calls, we first need to consider a data structure (i.e., collection of related data items) known as a **stack**. Think of a stack as analogous to a pile of dishes. You usually place a dish at the top—referred to as **pushing** the dish onto the stack. Similarly, you typically remove a dish from the top—referred to as **popping** the dish off the stack. Stacks are known as **last-in, first-out (LIFO) data structures**—the last item pushed (inserted) on the stack is the *first* item popped (removed) from the stack.

Function-Call Stack

An important mechanism for computing students to understand is the **function-call stack** (sometimes referred to as the **program execution stack**). This data structure—

working "behind the scenes"—supports the function call/return mechanism. As you'll see in this section, the function-call stack also supports creating, maintaining and destroying each called function's local variables.

Stack Frames

As each function is called, it may call other functions, which may call other functions—all before any function returns. Each function eventually must return control to its caller. So, we must keep track of the return addresses that each function needs to return control to the function that called it. The function-call stack is the perfect data structure for handling this information. Each time a function calls another function, an entry is pushed onto the stack. This entry, called a **stack frame**, contains the *return address* that the called function needs in order to return to the calling function. It also contains some additional information we'll soon discuss. When a called function returns, the stack frame for the function call is popped, and control transfers to the return address specified in the popped stack frame.

Each called function always finds at the *top* of the call stack the information it needs to return to its caller. If a called function calls another function, a stack frame for the new function call is pushed onto the call stack. Thus, the return address required by the newly called function to return to its caller is now located at the top of the stack.

The stack frames have another important responsibility. Most functions have local variables, which must exist while a function is executing. They need to remain active if the function makes calls to other functions. But when a called function returns to its caller, the called function's local variables need to "go away." The called function's stack frame is a perfect place to reserve the memory for local variables. That stack frame exists only as long as the called function is active. When that function returns—and no longer needs its local variables—its stack frame is popped from the stack. Those local variables are no longer known to the program.

Stack Overflow

Of course, the amount of memory in a computer is finite, so only limited memory can be used to store stack frames on the function-call stack. If more function calls occur than can have their stack frames stored on the function-call stack, a *fatal* error known as **stack overflow**[3] occurs.

Function-Call Stack in Action

Now let's consider how the call stack supports the operation of a `square` function called by `main` (lines 8–12 of Fig. 5.3).

3. This is how the website `stackoverflow.com` got its name—a popular website for getting answers to your programming questions.

```c
// fig05_03.c
// Demonstrating the function-call stack
// and stack frames using a function square.
#include <stdio.h>

int square(int x); // prototype for function square

int main() {
   int a = 10; // value to square (local variable in main)

   printf("%d squared: %d\n", a, square(a)); // display a squared
}

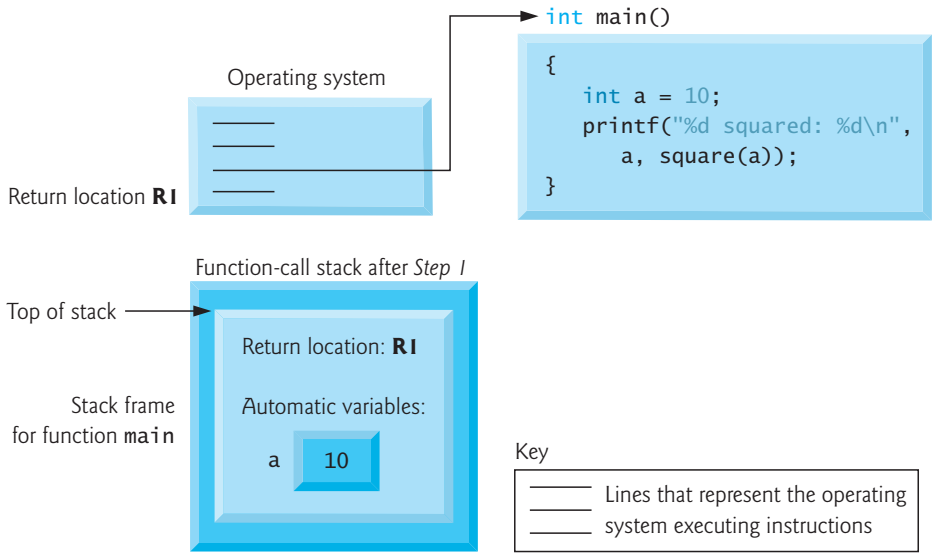
// returns the square of an integer
int square(int x) { // x is a local variable
   return x * x; // calculate square and return result
}
```

```
10 squared: 100
```

Fig. 5.3 | Demonstrating the function-call stack and stack frames using a function `square`.

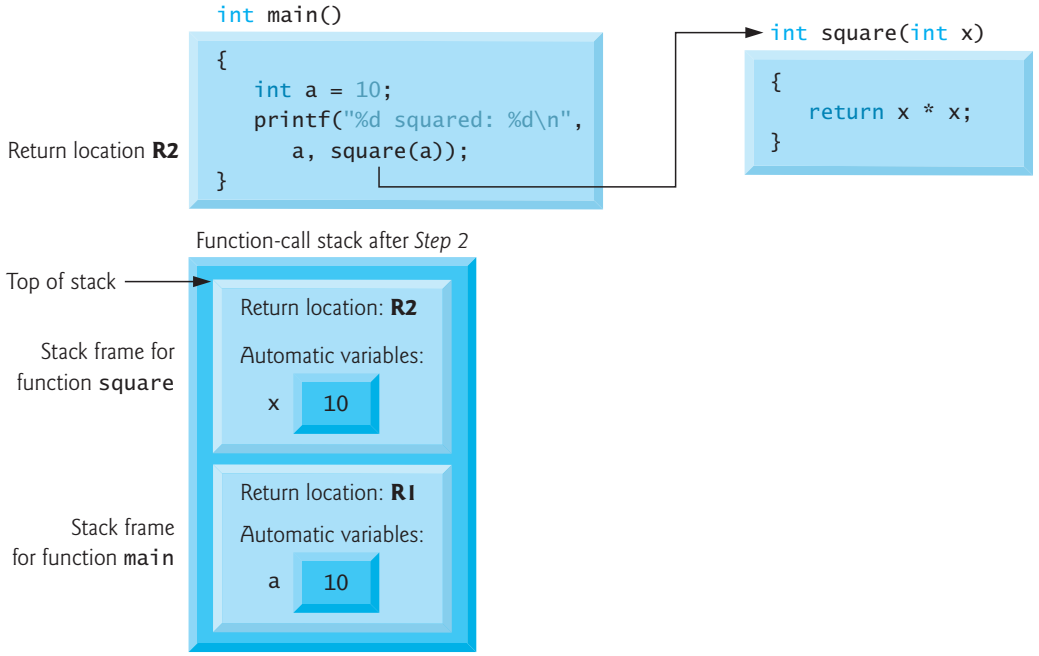
Step 1: Operating System Invokes `main` to Execute Application

First, the operating system calls `main`—this pushes a stack frame onto the stack (as shown in the following diagram). The stack frame tells `main` how to return to the operating system (that is, transfer to return address `R1`) and contains the space for `main`'s local variable a, which is initialized to `10`.



Step 2: `main` Invokes Function `square` to Perform Calculation

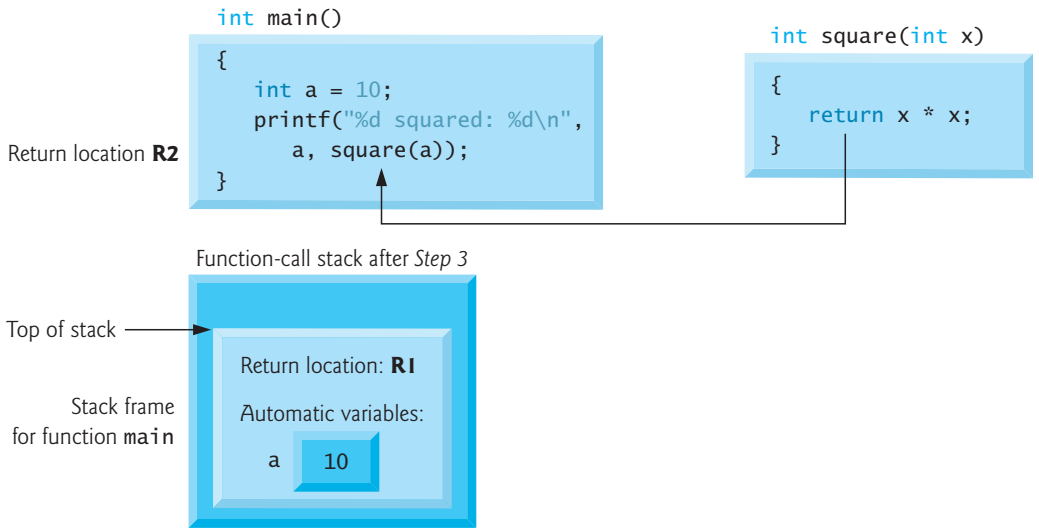
Function `main`—before returning to the operating system—now calls function `square` in line 11 of Fig. 5.3. This causes a stack frame for `square` (lines 15–17) to be pushed onto the function-call stack, as shown in the following diagram:



This stack frame contains the return address that `square` needs to return to `main` (i.e., `R2`) and the memory for `square`'s local variable (i.e., `x`).

Step 3: `square` Returns Its Result to `main`

After `square` calculates the square of its argument, it needs to return to `main`—and no longer needs the memory for its local variable `x`. So the stack is popped—giving `square` the return location in `main` (i.e., `R2`) and losing `square`'s local variable. The following diagram shows the function-call stack *after* `square`'s stack frame has been popped:



Function `main` now displays the result of calling `square` (line 11 in Fig. 5.3). Reaching `main`'s closing right brace pops its stack frame from the stack. This gives `main` the address it needs to return to the operating system (i.e., `R1` in the preceding diagram). At this point, the memory for `main`'s local variable (i.e., `a`) is unavailable.

Flaw in Our Discussion

There is a flaw in the preceding discussion and diagrams. We showed `main` calling out to `square` and `square` returning to `main`, but, of course, `printf` is a function too. As you study the code in Fig. 5.3, you might be inclined to say that `main` calls `printf`, then `printf` calls `square`. However, `printf`'s argument values must be known in full before `printf` can be called. So execution proceeds as follows:

1. The operating system calls `main`, so `main`'s stack frame is pushed onto the stack.
2. `main` calls `square`, so `square`'s stack frame is pushed onto the stack.
3. `square` calculates and returns to `main` a value for use in `printf`'s argument list, so `square`'s stack frame is popped from the stack.
4. `main` calls `printf`, so `printf`'s stack frame is pushed onto the stack.
5. `printf` displays its arguments, then returns to `main`, so `printf`'s stack frame is popped from the stack.
6. `main` terminates, so `main`'s stack frame is popped from the stack.

Data Structures

You've now seen how valuable the stack data structure is in implementing a key mechanism that supports program execution. Data structures have many important applications in computer science. We discuss stacks, queues, lists and trees in Chapter 12.

Self Check

1 *(Fill-In)* Each time a function calls another function, an entry is pushed onto the stack. This entry, called a _____, contains the return address that the called function needs in order to return to the calling function.
Answer: stack frame.

2 *(True/False)* A called function's stack frame is a perfect place to reserve the memory for local variables. That stack frame exists only as long as the called function is active. When the function returns—and no longer needs its local variables—its stack frame is popped from the stack. At that point, those local variables are no longer known to the program.
Answer: *True*.

5.8 Headers

Each standard library has a corresponding **header** containing the function prototypes for all the functions in that library and definitions of various data types and constants needed by those functions. The following table alphabetically lists several standard library headers that may be included in programs. The C standard includes additional headers. The term "macros"—used several times in this table—is discussed in detail in Chapter 14.

Header	Explanation
Headers we use or discuss in this book:	
`<assert.h>`	Contains information for adding diagnostics that aid program debugging.
`<ctype.h>`	Contains function prototypes for functions that test characters for certain properties, and function prototypes for functions that can be used to convert lowercase letters to uppercase letters and vice versa.
`<float.h>`	Contains the floating-point size limits of the system.
`<limits.h>`	Contains the integral size limits of the system.
`<math.h>`	Contains function prototypes for math library functions.
`<signal.h>`	Contains function prototypes and macros to handle various conditions that may arise during program execution.
`<stdarg.h>`	Defines macros for dealing with a list of arguments to a function whose number and types are unknown.
`<stdio.h>`	Contains function prototypes for the standard input/output library functions and information used by them.
`<stdlib.h>`	Contains function prototypes for conversions of numbers to text and text to numbers, memory allocation, random numbers and other utility functions.
`<string.h>`	Contains function prototypes for string-processing functions.
`<time.h>`	Contains function prototypes and types for manipulating the time and date.
Other headers:	
`<errno.h>`	Defines macros that are useful for reporting error conditions.
`<locale.h>`	Contains function prototypes and other information that enables a program to be modified for the current locale on which it's running. The locale notion enables the computer system to handle different conventions for expressing data such as dates, times, currency amounts and large numbers throughout the world.
`<setjmp.h>`	Contains function prototypes for functions that allow bypassing of the usual function call and return sequence.
`<stddef.h>`	Contains common type definitions used by C.

You can create custom headers. A programmer-defined header can be included by using the `#include` preprocessor directive. For example, if the prototype for our square function was located in the header `square.h`, we'd include that header in our program by using the following directive at the top of the program:

```
#include "square.h"
```

Section 14.2 presents additional information on including headers, such as why programmer-defined headers are enclosed in quotes (`""`) rather than angle brackets (`<>`).

Self Check

1 *(Fill-In)* The _____ header contains function prototypes for string-processing functions.

Answer: `<string.h>`.

2 *(Fill-In)* The _____ header contains information for adding diagnostics that aid program debugging.
Answer: `<assert.h>`.

5.9 Passing Arguments by Value and by Reference

In many programming languages, there are two ways to pass arguments—**pass-by-value** and **pass-by-reference**. When an argument is passed by value, a copy of the argument's value is made and passed to the function. Changes to the copy do not affect an original variable's value in the caller. When an argument is passed by reference, the caller allows the called function to *modify* the original variable's value.

Pass-by-value should be used whenever the called function does not need to modify the value of the caller's original variable. This prevents accidental **side effects** (variable modifications) that can hinder the development of correct and reliable software systems. Pass-by-reference should be used only with *trusted* called functions that need to modify the original variable.

In C, all arguments are passed by value. In **Chapter 7, Pointers**, we'll show how to achieve pass-by-reference. In Chapter 6, we'll see that array arguments are automatically passed by reference for performance reasons. We'll see in Chapter 7 that this is not a contradiction. For now, we concentrate on pass-by-value.

Self Check

1 *(True/False)* When an argument is passed by value, a copy of the argument's value is made and passed to the function. Changes to the copy also are applied to the original variable's value in the caller.
Answer: *False*. With pass-by-value, changes to the copy do not affect an original variable's value in the caller.

2 *(True/False)* Pass-by-reference should be used only with *trusted* called functions that need to modify the original variable.
Answer: *True*.

5.10 Random-Number Generation

We now take a brief and, hopefully, entertaining diversion into *simulation* and *game playing*. In this and the next section, we'll develop a nicely structured game-playing program that includes multiple custom functions. The program uses functions and several of the control statements we've studied. The *element of chance* can be introduced into computer applications by using the C standard library function `rand`[4] from the `<stdlib.h>` header.

4. C standard library function `rand` is known to be "predictable," which can create security breach opportunities. Each of our preferred platforms offers a non-standard secure random-number generator. We'll mention these in Section 5.17, Secure C Programming—Secure Random-Number Generation.

Obtaining a Random Integer Value

Consider the following statement:

```
int value = rand();
```

The `rand` function generates an integer between 0 and `RAND_MAX` (a symbolic constant defined in the `<stdlib.h>` header). The C standard states that `RAND_MAX`'s value must be at least 32,767, which is the maximum value for a two-byte (i.e., 16-bit) integer. The programs in this section were tested on Microsoft Visual C++ with a maximum `RAND_MAX` value of 32,767, and on GNU `gcc` and Xcode Clang with a maximum `RAND_MAX` value of 2,147,483,647. If `rand` truly produces integers at random, every number between 0 and `RAND_MAX` has an equal chance (or probability) of being chosen each time `rand` is called.

The range of values produced directly by `rand` is often different from what's needed in a specific application. For example, a program that simulates coin tossing might require only 0 for "heads" and 1 for "tails." A dice-rolling program that simulates a six-sided die would require random integers from 1 to 6.

Rolling a Six-Sided Die

To demonstrate `rand`, let's develop a program (Fig. 5.4) to simulate 10 rolls of a six-sided die and print each roll's value.

```
1  // fig05_04.c
2  // Shifted, scaled random integers produced by 1 + rand() % 6.
3  #include <stdio.h>
4  #include <stdlib.h>
5
6  int main(void) {
7
8     for (int i = 1; i <= 10; ++i) {
9        printf("%d  ", 1 + (rand() % 6)); // display random die value
10    }
11
12    puts("");
13 }
```

```
6  6  5  5  6  5  1  1  5  3
```

Fig. 5.4 | Shifted, scaled random integers produced by `1 + rand() % 6`.

The `rand` function's prototype is in `<stdlib.h>`. In line 9, we use the remainder operator (`%`) in conjunction with `rand` as follows

```
rand() % 6
```

to produce integers in the range 0 to 5. This is called **scaling**. The number 6 is called the **scaling factor**. We then **shift** the range of numbers produced by adding 1 to our previous result. The output confirms that the results are in the range 1 to 6—the order in which these random values are chosen might vary by compiler.

Rolling a Six-Sided Die 60,000,000 Times

To show that these numbers occur approximately with *equal likelihood*, let's simulate 60,000,000 rolls of a die with the program of Fig. 5.5. Each integer from 1 to 6 should appear approximately 10,000,000 times.

```
1  // fig05_05.c
2  // Rolling a six-sided die 60,000,000 times.
3  #include <stdio.h>
4  #include <stdlib.h>
5
6  int main(void) {
7     int frequency1 = 0; // rolled 1 counter
8     int frequency2 = 0; // rolled 2 counter
9     int frequency3 = 0; // rolled 3 counter
10    int frequency4 = 0; // rolled 4 counter
11    int frequency5 = 0; // rolled 5 counter
12    int frequency6 = 0; // rolled 6 counter
13
14    // loop 60000000 times and summarize results
15    for (int roll = 1; roll <= 60000000; ++roll) {
16       int face = 1 + rand() % 6; // random number from 1 to 6
17
18       // determine face value and increment appropriate counter
19       switch (face) {
20          case 1: // rolled 1
21             ++frequency1;
22             break;
23          case 2: // rolled 2
24             ++frequency2;
25             break;
26          case 3: // rolled 3
27             ++frequency3;
28             break;
29          case 4: // rolled 4
30             ++frequency4;
31             break;
32          case 5: // rolled 5
33             ++frequency5;
34             break;
35          case 6: // rolled 6
36             ++frequency6;
37             break; // optional
38       }
39    }
40
41    // display results in tabular format
42    printf("%s%13s\n", "Face", "Frequency");
43    printf("   1%13d\n", frequency1);
44    printf("   2%13d\n", frequency2);
45    printf("   3%13d\n", frequency3);
46    printf("   4%13d\n", frequency4);
```

Fig. 5.5 | Rolling a six-sided die 60,000,000 times. (Part 1 of 2.)

```
47      printf("   5%13d\n", frequency5);
48      printf("   6%13d\n", frequency6);
49   }
```

```
Face    Frequency
   1      9999294
   2     10002929
   3      9995360
   4     10000409
   5     10005206
   6      9996802
```

Fig. 5.5 | Rolling a six-sided die 60,000,000 times. (Part 2 of 2.)

As the program output shows, by scaling and shifting, we've used the `rand` function to realistically simulate the rolling of a six-sided die. Note the use of the `%s` conversion specification to print the character strings `"Face"` and `"Frequency"` as column headers (line 42). After we study arrays in Chapter 6, we'll show how to replace this 20-line `switch` statement elegantly with a single-line statement.

Randomizing the Random-Number Generator

Executing the program of Fig. 5.4 again produces

```
6  6  5  5  6  5  1  1  5  3
```

This is the exact sequence of values we showed in Fig. 5.4. How can these be random numbers? Ironically, this *repeatability* is an important characteristic of function `rand`. When debugging a program, this repeatability is essential for proving that corrections to a program work properly.

Function `rand` actually generates **pseudorandom numbers**. Calling `rand` repeatedly produces a sequence of numbers that appears to be random. However, the sequence repeats itself each time the program is executed. Once a program has been thoroughly debugged, it can be conditioned to produce a different sequence of random numbers for each execution. This is called **randomizing** and is accomplished with the standard library function **`srand`**. Function `srand` takes an `int` argument and **seeds** function `rand` to produce a different sequence of random numbers for each program execution.

We demonstrate function `srand` in Fig. 5.6. The function prototype for `srand` is found in `<stdlib.h>`.

```
1  // fig05_06.c
2  // Randomizing the die-rolling program.
3  #include <stdio.h>
4  #include <stdlib.h>
5
6  int main(void) {
7     printf("%s", "Enter seed: ");
```

Fig. 5.6 | Randomizing the die-rolling program. (Part 1 of 2.)

```
8      int seed = 0; // number used to seed the random-number generator
9      scanf("%d", &seed);
10
11     srand(seed); // seed the random-number generator
12
13     for (int i = 1; i <= 10; ++i) {
14        printf("%d  ", 1 + (rand() % 6)); // display random die value
15     }
16
17     puts("");
18  }
```

```
Enter seed: 67
6  1  4  6  2  1  6  1  6  4
```

```
Enter seed: 867
2  4  6  1  6  1  1  3  6  2
```

```
Enter seed: 67
6  1  4  6  2  1  6  1  6  4
```

Fig. 5.6 | Randomizing the die-rolling program. (Part 2 of 2.)

Let's run the program several times and observe the results. Notice that a different sequence of random numbers is obtained each time the program is run, provided that a different seed is supplied. The first and last outputs use the same seed value, so they show the same results.

To randomize without entering a seed each time, use a statement like

```
srand(time(NULL));
```

This causes the computer to read its clock to obtain the value for the seed automatically. Function `time` returns the number of seconds that have passed since midnight on January 1, 1970. This value is converted to an integer and used as the seed to the random-number generator. The function prototype for `time` is in `<time.h>`. We'll say more about `NULL` in Chapter 7.

Generalized Scaling and Shifting of Random Numbers

The values produced directly by `rand` are always in the range:

```
0 ≤ rand() ≤ RAND_MAX
```

As you know, the following statement simulates rolling a six-sided die:

```
int face = 1 + rand() % 6;
```

This statement always assigns an integer value (at random) to the variable `face` in the range $1 \leq \texttt{face} \leq 6$. The *width* of this range (i.e., the number of consecutive integers in the range) is 6, and the starting number in the range is 1. Referring to the preceding statement, we see that the width of the range is determined by the number used to

scale `rand` with the remainder operator (i.e., 6), and the starting number of the range is equal to the number (i.e., 1) that's added to `rand % 6`. We can generalize this result as follows:

```
int n = a + rand() % b;
```

where

- `a` is the **shifting value** (which is equal to the first number in the desired range of consecutive integers), and
- `b` is the *scaling factor* (which is equal to the width of the desired range of consecutive integers).

In the exercises, you'll choose integers at random from sets of values other than ranges of consecutive integers.

Self Check

1 ***(Fill-In)*** _____ is an important characteristic of function `rand`. When we're debugging a program, this characteristic is essential for proving that corrections to a program work properly.
Answer: Repeatability.

2 ***(True/False)*** If `rand` truly produces integers at random, every number between 0 and `RAND_MAX` has an equal chance (or probability) of being chosen each time `rand` is called.
Answer: *True*.

3 ***(Fill-In)*** Once a program has been thoroughly debugged, it can be conditioned to produce a different sequence of random numbers for each execution. This is called randomizing and is accomplished with the standard library function _____.
Answer: `srand`.

5.11 Random-Number Simulation Case Study: Building a Casino Game

In this section, we simulate the popular dice game known as "craps." The rules of the game are straightforward:

> *A player rolls two dice. Each die has six faces. These faces contain 1, 2, 3, 4, 5, and 6 spots. After the dice have come to rest, the sum of the spots on the two upward faces is calculated. If the sum is 7 or 11 on the first throw, the player wins. If the sum is 2, 3, or 12 on the first throw (called "craps"), the player loses (i.e., the "house" wins). If the sum is 4, 5, 6, 8, 9, or 10 on the first throw, that sum becomes the player's "point." To win, you must continue rolling the dice until you "make your point." The player loses by rolling a 7 before making the point.*

Figure 5.7 simulates the game of craps and shows several sample executions.

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```c
// fig05_07.c
// Simulating the game of craps.
#include <stdio.h>
#include <stdlib.h>
#include <time.h> // contains prototype for function time

enum Status {CONTINUE, WON, LOST}; // constants represent game status

int rollDice(void); // rollDice function prototype

int main(void) {
   srand(time(NULL)); // randomize based on current time

   int myPoint = 0; // player must make this point to win
   enum Status gameStatus = CONTINUE; // may be CONTINUE, WON, or LOST
   int sum = rollDice(); // first roll of the dice

   // determine game status based on sum of dice
   switch(sum) {
      // win on first roll
      case 7: // 7 is a winner
      case 11: // 11 is a winner
         gameStatus = WON;
         break;
      // lose on first roll
      case 2: // 2 is a loser
      case 3: // 3 is a loser
      case 12: // 12 is a loser
         gameStatus = LOST;
         break;
      // remember point
      default:
         gameStatus = CONTINUE; // player should keep rolling
         myPoint = sum; // remember the point
         printf("Point is %d\n", myPoint);
         break; // optional
   }

   // while game not complete
   while (CONTINUE == gameStatus) { // player should keep rolling
      sum = rollDice(); // roll dice again

      // determine game status
      if (sum == myPoint) { // win by making point
         gameStatus = WON;
      }
      else if (7 == sum) { // lose by rolling 7
         gameStatus = LOST;
      }
   }

```

Fig. 5.7 | Simulating the game of craps. (Part 1 of 2.)

```
52     // display won or lost message
53     if (WON == gameStatus) { // did player win?
54        puts("Player wins");
55     }
56     else { // player lost
57        puts("Player loses");
58     }
59  }
60
61  // roll dice, calculate sum and display results
62  int rollDice(void) {
63     int die1 = 1 + (rand() % 6); // pick random die1 value
64     int die2 = 1 + (rand() % 6); // pick random die2 value
65
66     // display results of this roll
67     printf("Player rolled %d + %d = %d\n", die1, die2, die1 + die2);
68     return die1 + die2; // return sum of dice
69  }
```

Player wins on the first roll:

```
Player rolled 5 + 6 = 11
Player wins
```

Player wins on a subsequent roll:

```
Player rolled 4 + 1 = 5
Point is 5
Player rolled 6 + 2 = 8
Player rolled 2 + 1 = 3
Player rolled 3 + 2 = 5
Player wins
```

Player loses on the first roll:

```
Player rolled 1 + 1 = 2
Player loses
```

Player loses on a subsequent roll:

```
Player rolled 6 + 4 = 10
Point is 10
Player rolled 3 + 4 = 7
Player loses
```

Fig. 5.7 | Simulating the game of craps. (Part 2 of 2.)

In the game, the player must roll two dice on each roll. We define the `rollDice` function to roll the dice and compute and print their sum. The function is defined once, but it's called twice (lines 16 and 41). The function takes no arguments, so we've indicated `void` in the parameter list (line 62) and the function prototype (line 9). Function `rollDice` does return the sum of the two dice, so a return type of `int` is indicated in its function header and in its function prototype.

Enumerations

The game is reasonably involved. The player may win or lose on the first roll or any subsequent roll. Variable `gameStatus`, defined to be of a new type—`enum Status`—stores the current status. Line 7 creates a new type called an **enumeration**. An enumeration, introduced by the keyword **`enum`**, is a set of integer constants represented by identifiers. **Enumeration constants** help make programs more readable and easier to maintain. Values in an `enum` start with `0` and are incremented by `1`. In line 7, the constant `CONTINUE` has the value `0`, `WON` has the value `1` and `LOST` has the value `2`. It's also possible to assign an integer value to each identifier in an `enum` (see Chapter 10). The identifiers in an enumeration must be unique, but the values may be duplicated. Use only uppercase letters in `enum` constant names to make them stand out in a program and to indicate they are not variables.

When the game is won, `gameStatus` is set to `WON`. When the game is lost, `gameStatus` is set to `LOST`. Otherwise, `gameStatus` is set to `CONTINUE`, and the game continues.

Game Ends on First Roll

If the game is over after the first roll, `gameStatus` is not `CONTINUE`, so the program proceeds to the `if...else` statement at lines 53–58, which prints `"Player wins"` if `gameStatus` is `WON` and `"Player loses"` otherwise.

Game Ends on a Subsequent Roll

After the first roll, if the game is *not* over, then `sum` is saved in `myPoint`. Execution proceeds with the `while` statement because `gameStatus` is `CONTINUE`. Each time through the `while`, `rollDice` is called to produce a new `sum`:

- If `sum` matches `myPoint`, `gameStatus` is set to `WON`, the `while` loop terminates, the `if...else` statement prints `"Player wins"` and execution terminates.
- If `sum` is `7` (line 47), `gameStatus` is set to `LOST`, the `while` loop terminates, the `if...else` statement prints `"Player loses"` and execution terminates.

Control Architecture

Note the program's control architecture. We've used two functions—`main` and `rollDice`—and the `switch`, `while` and nested `if...else` statements.

Related Exercises

This Building a Casino Game case study is supported by the following exercises:

- Exercise 5.47 (Craps Game Modification).
- Exercise 6.20 (Craps Game Statistics).

Self Check

1 *(Fill-In)* An enumeration, introduced by the keyword _____, is a set of integer constants represented by identifiers.

Answer: `enum`.

2 *(Fill-In)* In the following statement

```
enum Status {CONTINUE, WON, LOST};
```

the values of `CONTINUE`, `WON` and `LOST` are _____, _____ and _____,.
Answer: `0`, `1` and `2`.

5.12 Storage Classes

In Chapters 2–4, we used identifiers for variable names. The attributes of variables include *name*, *type*, *size* and *value*. In this chapter, we also use identifiers as names for user-defined functions. Actually, each identifier in a program has other attributes, including storage class, storage duration, scope and linkage.

C provides the **storage-class specifiers** `auto`, `register`,[5] `extern` and `static`.[6] A **storage class** determines an identifier's storage duration, scope and linkage. **Storage duration** is the period during which an identifier exists in memory. Some exist briefly, some are repeatedly created and destroyed, and others exist for the entire program execution. **Scope** determines where a program can reference an identifier. Some can be referenced throughout a program, others from only portions of a program. For a multiple-source-file program, an identifier's **linkage** determines whether the identifier is known only in the current source file or in any source file with proper declarations. This section discusses storage classes and storage duration, and Section 5.13 discusses scope. Chapter 15 discusses identifier linkage and programming with multiple source files.

Local Variables and Automatic Storage Duration

The storage-class specifiers are split between **automatic storage duration** and **static storage duration**. The `auto` keyword declares that a variable has automatic storage duration. Such variables are created when program control enters the block in which they're defined. They exist while the block is active, and they're destroyed when program control exits the block.

Only variables can have automatic storage duration. A function's local variables—those declared in the parameter list or function body—have automatic storage duration by default, so the `auto` keyword is rarely used. Automatic storage duration is a means of conserving memory because local variables exist only when they're needed. We'll refer to variables with automatic storage duration simply as local variables.

PERF

Static Storage Class

Keywords `extern` and `static` declare identifiers for variables and functions with *static storage duration*. Identifiers of static storage duration exist from the time at which the program begins execution until it terminates. For `static` variables, storage is allocated and initialized *only once*, *before the program begins execution*. For functions, the name of the function exists when the program begins execution. However, even though these names exist from the start of program execution, they are not always

5. Keyword `register` is archaic and should not be used.
6. C11 added the storage-class specifier `_Thread_local`, which is beyond this book's scope.

accessible. Storage duration and scope (*where* a name can be used) are separate issues, as we'll see in Section 5.13.

There are several types of identifiers with static storage duration: *external identifiers* (such as global variables and function names) and local variables declared with the storage-class specifier `static`. Global variables and function names have storage class `extern` by default. Global variables are created by placing variable declarations outside any function definition. They retain their values throughout program execution. Global variables and functions can be referenced by any function that follows their declarations or definitions in the file. This is one reason for using function prototypes—when we include `stdio.h` in a program that calls `printf`, the function prototype is placed at the start of our file to make the name `printf` known to the rest of the file.

ERR Defining a variable as global rather than local allows unintended side effects to occur when a function that does not need access to the variable accidentally or maliciously modifies it. In general, you should avoid global variables except in situations PERF with unique performance requirements (as discussed in Chapter 15). Variables used only in a particular function should be defined as local variables in that function.

Local `static` variables are still known only in the function in which they're defined and retain their value when the function returns. The next time the function is called, the `static` local variable contains the value it had when the function last exited. The following statement declares local variable `count` to be `static` and initializes it to 1:

```
static int count = 1;
```

All numeric variables of static storage duration are initialized to zero by default if you do not explicitly initialize them.

Keywords `extern` and `static` have special meaning when explicitly applied to external identifiers. Chapter 15 discusses the explicit use of `extern` and `static` with external identifiers and multiple-source-file programs.

Self Check

1 ***(Fill-In)*** Each identifier in a program has attributes, including storage class, storage duration, _____ and _____.

Answer: scope, linkage.

2 ***(Multiple Choice)*** Which of the following statements a), b) or c) is *false*?

a) An identifier's storage duration is the period during which the identifier exists in memory.
b) An identifier's scope is where the identifier can be referenced in a program.
c) Keyword `auto` declares variables of automatic storage duration. Such variables are created when program control enters the block in which they're defined. They exist while the block is active, and they're destroyed when program control exits the block.
d) All of the above statements are *true*.

Answer: d.

5.13 Scope Rules

The **scope of an identifier** is the portion of the program in which the identifier can be referenced. For example, a local variable in a block can be referenced only following its definition in that block or in blocks nested within that block. The four identifier scopes are function scope, file scope, block scope and function-prototype scope.

Function Scope

Labels are identifiers followed by a colon such as `start:`. Labels are the *only* identifiers with **function scope**. Labels can be used anywhere in the function in which they appear, but they cannot be referenced outside the function body. Labels are used in `switch` statements (as `case` labels) and in `goto` statements (see Chapter 15). Labels are hidden in the function in which they're defined. This **information hiding** is a means of implementing the **principle of least privilege**—a fundamental principle of good software engineering. In the context of an application, the principle states that code should be granted only the amount of privilege and access that it needs to accomplish its designated task, but no more.

File Scope

An identifier declared outside any function has **file scope**. Such an identifier is "known" (i.e., accessible) in all functions from the point at which the identifier is declared until the end of the file. Global variables, function definitions and function prototypes placed outside a function all have file scope.

Block Scope

Identifiers defined inside a block have **block scope**. Block scope ends at the terminating right brace (`}`) of the block. Local variables defined at the beginning of a function have block scope, as do function parameters, which are considered local variables by the function. Any block may contain variable definitions. When blocks are nested and an outer block's identifier has the same name as an inner block's identifier, the outer block's identifier is hidden until the inner block terminates. While executing in the inner block, the inner block sees its local identifier's value, *not* the value of the enclosing block's identically named identifier. For this reason, you generally should avoid variable names that hide names in outer scopes. Local variables declared `static` still have block scope, even though they exist from before program startup. Thus, storage duration does *not* affect the scope of an identifier.

Function-Prototype Scope

The only identifiers with **function-prototype scope** are those used in the parameter list of a function prototype. As mentioned previously, function prototypes do not require names in the parameter list—only types are required. If a name is used in the parameter list of a function prototype, the compiler ignores it. Identifiers used in a function prototype can be reused elsewhere in the program without ambiguity.

Scoping Example

Figure 5.8 demonstrates scoping issues with global variables, local variables and `static` local variables. A global variable `x` is defined and initialized to 1 (line 9). This global variable is hidden in any block (or function) in which a variable named `x` is defined. In `main`, a local variable `x` is defined and initialized to 5 (line 12). This variable is then printed to show that the global `x` is hidden in `main`. Next, a new block is defined in `main` with another local variable `x` initialized to 7 (line 17). This variable is printed to show that it hides `x` in the outer block of `main`. The variable `x` with value 7 is automatically destroyed when the block is exited, and the local variable `x` in the outer block of `main` is printed again to show that it's no longer hidden.

```
1  // fig05_08.c
2  // Scoping.
3  #include <stdio.h>
4
5  void useLocal(void); // function prototype
6  void useStaticLocal(void); // function prototype
7  void useGlobal(void); // function prototype
8
9  int x = 1; // global variable
10
11 int main(void) {
12    int x = 5; // local variable to main
13
14    printf("local x in outer scope of main is %d\n", x);
15
16    { // start new scope
17       int x = 7; // local variable to new scope
18
19       printf("local x in inner scope of main is %d\n", x);
20    } // end new scope
21
22    printf("local x in outer scope of main is %d\n", x);
23
24    useLocal(); // useLocal has automatic local x
25    useStaticLocal(); // useStaticLocal has static local x
26    useGlobal(); // useGlobal uses global x
27    useLocal(); // useLocal reinitializes automatic local x
28    useStaticLocal(); // static local x retains its prior value
29    useGlobal(); // global x also retains its value
30
31    printf("\nlocal x in main is %d\n", x);
32 }
33
34 // useLocal reinitializes local variable x during each call
35 void useLocal(void) {
36    int x = 25; // initialized each time useLocal is called
37
38    printf("\nlocal x in useLocal is %d after entering useLocal\n", x);
39    ++x;
```

Fig. 5.8 | Scoping. (Part 1 of 2.)

```
40     printf("local x in useLocal is %d before exiting useLocal\n", x);
41  }
42
43  // useStaticLocal initializes static local variable x only the first time
44  // the function is called; value of x is saved between calls to this
45  // function
46  void useStaticLocal(void) {
47     static int x = 50; // initialized once
48
49     printf("\nlocal static x is %d on entering useStaticLocal\n", x);
50     ++x;
51     printf("local static x is %d on exiting useStaticLocal\n", x);
52  }
53
54  // function useGlobal modifies global variable x during each call
55  void useGlobal(void) {
56     printf("\nglobal x is %d on entering useGlobal\n", x);
57     x *= 10;
58     printf("global x is %d on exiting useGlobal\n", x);
59  }
```

```
local x in outer scope of main is 5
local x in inner scope of main is 7
local x in outer scope of main is 5

local x in useLocal is 25 after entering useLocal
local x in useLocal is 26 before exiting useLocal

local static x is 50 on entering useStaticLocal
local static x is 51 on exiting useStaticLocal

global x is 1 on entering useGlobal
global x is 10 on exiting useGlobal

local x in useLocal is 25 after entering useLocal
local x in useLocal is 26 before exiting useLocal

local static x is 51 on entering useStaticLocal
local static x is 52 on exiting useStaticLocal

global x is 10 on entering useGlobal
global x is 100 on exiting useGlobal

local x in main is 5
```

Fig. 5.8 | Scoping. (Part 2 of 2.)

The program defines three functions that each take no arguments and return nothing. Function `useLocal` defines a local variable `x` and initializes it to 25 (line 36). When function `useLocal` is called, the variable is printed, incremented, and printed again before exiting the function. Each time this function is called, the local variable `x` is reinitialized to 25.

Function `useStaticLocal` defines a `static` variable `x` and initializes it to 50 in line 47 (recall that the storage for `static` variables is allocated and initialized only once before the program begins execution). Local variables declared as `static` retain their

values even when they're out of scope. When `useStaticLocal` is called, `x` is printed, incremented, and printed again before exiting the function. In the next call to this function, the `static` local variable `x` will contain the previously incremented value 51.

Function `useGlobal` does not define any variables, so when it refers to variable `x`, the global `x` (line 9) is used. When `useGlobal` is called, the global variable is printed, multiplied by 10, and printed again before exiting the function. The next time function `useGlobal` is called, the global variable still has its modified value, 10. Finally, the program prints the local variable `x` in `main` again (line 31) to show that none of the function calls modified `x`'s value because the functions all referred to variables in other scopes.

Self Check

1 *(Fill-In)* The _____ of an identifier is the portion of the program in which the identifier can be referenced. For example, a local variable in a block can be referenced only following its definition in that block or in blocks nested within that block.
Answer: scope.

2 *(True/False)* Any block may contain variable definitions. When blocks are nested and an outer block's identifier has the same name as an inner block's identifier, the inner block's identifier is hidden until the outer block terminates.
Answer: *False*. Actually, when blocks are nested and an outer block's identifier has the same name as an inner block's identifier, the outer block's identifier is hidden until the inner block terminates.

5.14 Recursion

For some types of problems, it's actually useful to have functions call themselves. A **recursive function** is one that *calls itself* either directly or indirectly through another function. Recursion is a complex topic discussed at length in upper-level computer science courses. In this section and the next, we present simple recursion examples. We present an extensive treatment of recursion, which is spread throughout Chapters 5–8, 12 and 13. The table in Section 5.16 summarizes the book's recursion examples and exercises.

Base Cases and Recursive Calls

We consider recursion conceptually first, then examine several programs containing recursive functions. Recursive problem-solving approaches have several elements in common. A recursive function is called to solve a problem. The function actually knows how to solve only the simplest case(s), or so-called **base case(s)**. If the function is called with a base case, it simply returns a result. When called with a more complex problem, the function typically divides the problem into two conceptual pieces:

- one that the function knows how to do, and
- one that it does not know how to do.

To make recursion feasible, the latter piece must resemble the original problem, but be a slightly simpler or smaller version. Because this new problem looks like the orig-

inal problem, the function launches (calls) a fresh copy of itself to work on the smaller problem—this is referred to as a **recursive call** or the **recursion step**. The recursion step also includes a `return` statement, because its result will be combined with the portion of the problem the function knew how to solve to form a result that will be passed back to the original caller.

The recursion step executes while the original call to the function is paused, waiting for the result from the recursion step. The recursion step can result in many more such recursive calls, as the function keeps dividing each problem with which it's called into two conceptual pieces. For the recursion to terminate, each time the function calls itself with a slightly simpler version of the original problem, this sequence of smaller problems must eventually *converge on the base case*. When the function recognizes the base case, it returns a result to the previous copy of the function, and a sequence of returns ensues all the way up the line until the original call of the function eventually returns the final result to its caller. As an example of these concepts at work, let's write a recursive program to perform a popular mathematical calculation.

Recursively Calculating Factorials

The factorial of a nonnegative integer n, written $n!$ (pronounced "n factorial"), is the product

$$n \cdot (n-1) \cdot (n-2) \cdot \ldots \cdot 1$$

with 1! equal to 1, and 0! defined to be 1. For example, 5! is the product 5 * 4 * 3 * 2 * 1, which is equal to 120.

The factorial of an integer, `number`, greater than or equal to 0 can be calculated *iteratively* (nonrecursively) using a `for` statement as follows:

```
unsigned long long int factorial = 1;
for (int counter = number; counter > 1; --counter)
    factorial *= counter;
```

A *recursive* definition of the factorial function is arrived at by observing the following relationship:

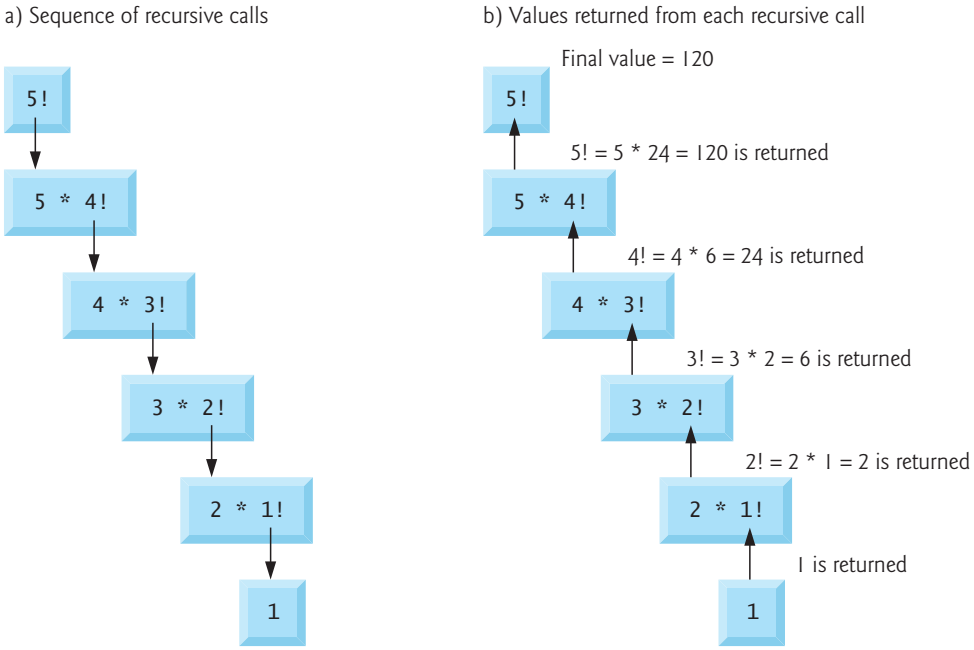
$$n! = n \cdot (n-1)!$$

For example, 5! is clearly equal to 5 * 4! as shown by the following:

$$5! = 5 \cdot 4 \cdot 3 \cdot 2 \cdot 1$$
$$5! = 5 \cdot (4 \cdot 3 \cdot 2 \cdot 1)$$
$$5! = 5 \cdot (4!)$$

Evaluating 5! Recursively

The evaluation of 5! would proceed as shown in the following diagram. Part (a) of the following diagram shows how the succession of recursive calls proceeds until 1! is evaluated to be 1 (i.e., the *base case*), terminating the recursion. Part (b) shows the values returned from each recursive call to its caller until the final value is calculated and returned.



Implementing Recursive Factorial Calculations

Figure 5.9 uses recursion to calculate and print the factorials of the integers 0–21 (the choice of the type `unsigned long long int` will be explained momentarily).

```
1  // fig05_09.c
2  // Recursive factorial function.
3  #include <stdio.h>
4
5  unsigned long long int factorial(int number);
6
7  int main(void) {
8     // calculate factorial(i) and display result
9     for (int i = 0; i <= 21; ++i) {
10       printf("%d! = %llu\n", i, factorial(i));
11    }
12 }
13
14 // recursive definition of function factorial
15 unsigned long long int factorial(int number) {
16    if (number <= 1) { // base case
17       return 1;
18    }
19    else { // recursive step
20       return (number * factorial(number - 1));
21    }
22 }
```

Fig. 5.9 | Recursive factorial function. (Part 1 of 2.)

```
0! = 1
1! = 1
2! = 2
3! = 6
4! = 24
5! = 120
6! = 720
7! = 5040
8! = 40320
9! = 362880
10! = 3628800
11! = 39916800
12! = 479001600
13! = 6227020800
14! = 87178291200
15! = 1307674368000
16! = 20922789888000
17! = 355687428096000
18! = 6402373705728000
19! = 121645100408832000
20! = 2432902008176640000
21! = 14197454024290336768
```

Fig. 5.9 | Recursive factorial function. (Part 2 of 2.)

Function `factorial`

The recursive `factorial` function first tests whether a *terminating condition* is true, i.e., whether `number` is less than or equal to 1. If `number` is indeed less than or equal to 1, `factorial` returns 1, no further recursion is necessary, and the program terminates. If `number` is greater than 1, the statement

```
return number * factorial(number - 1);
```

expresses the problem as the product of `number` and a recursive call to `factorial` evaluating the factorial of `number - 1`. The call `factorial(number - 1)` is a slightly simpler problem than the original calculation `factorial(number)`.

Omitting the base case or writing the recursion step incorrectly so that it does not converge on the base case will cause infinite recursion, eventually exhausting memory. This is analogous to the problem of an infinite loop in an iterative (nonrecursive) solution, though infinite loops do not typically exhaust memory. ERR

Factorials Become Large Quickly

Function `factorial` (lines 15–22) receives an `int` and returns an `unsigned long long int`. The C standard specifies that a variable of type `unsigned long long int` can hold a value at least as large as 18,446,744,073,709,551,615. As can be seen in Fig. 5.9, factorial values become large quickly. We've chosen the data type `unsigned long long int` so the program can calculate larger factorial values. The conversion specification `%llu` is used to print `unsigned long long int` values. Unfortunately, the `factorial` function produces large values so quickly that even `unsigned long long int` does not help us print many factorial values, because that type's maximum value is quickly exceeded.

Integer Types Have Limitations

Even when we use `unsigned long long int`, we still can't calculate factorials beyond 21! This points to a weakness in procedural programming languages like C—the language is not easily extended to handle the unique requirements of various applications. Object-oriented languages like C++ are **extensible**. Through a language feature called **classes**, programmers can create new data types, even ones that could hold arbitrarily large integers.

Self Check

1 *(Fill-In)* Omitting the base case or writing the recursion step incorrectly so that it does not converge on the base case will cause _____, eventually exhausting memory.

Answer: infinite recursion.

2 *(Fill-In)* The following code should iteratively calculate the factorial of an integer, `number`, but the code contains a bug:

```
unsigned long long int factorial = 1;

for (int counter = number; counter >= 1; --counter)
    factorial * counter;
```

You can correct the bug by changing _____ to _____.

Answer: *, *=.

5.15 Example Using Recursion: Fibonacci Series

The Fibonacci series

0, 1, 1, 2, 3, 5, 8, 13, 21, …

begins with 0 and 1 and has the property that each subsequent Fibonacci number is the sum of the previous two Fibonacci numbers.

The series occurs in nature and, in particular, describes a form of spiral. The ratio of successive Fibonacci numbers converges to a constant value of 1.618…. This number, too, repeatedly occurs in nature and has been called the *golden ratio* or the *golden mean*. Humans tend to find the golden mean aesthetically pleasing. Architects often design windows, rooms and buildings whose length and width are in the ratio of the golden mean. Postcards are often designed with a golden mean length/width ratio.

The Fibonacci series may be defined recursively as follows:

fibonacci(0) = 0
fibonacci(1) = 1
fibonacci(n) = fibonacci(n – 1) + fibonacci(n – 2)

Figure 5.10 calculates the nth Fibonacci number recursively using function `fibonacci`. Fibonacci numbers tend to become large quickly. So, we've chosen the data type `unsigned long long int` for the return type in function `fibonacci`.

```c
// fig05_10.c
// Recursive fibonacci function.
#include <stdio.h>

unsigned long long int fibonacci(int n); // function prototype

int main(void) {
   // calculate and display fibonacci(number) for 0-10
   for (int number = 0; number <= 10; number++) {
      printf("Fibonacci(%d) = %llu\n", number, fibonacci(number));
   }

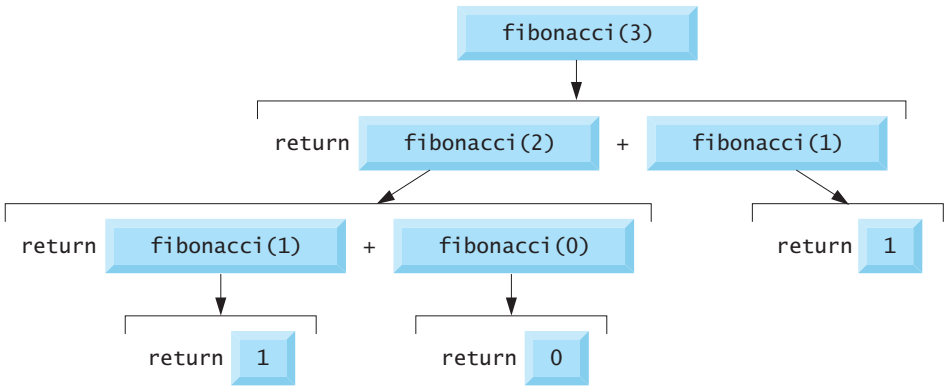
   printf("Fibonacci(20) = %llu\n", fibonacci(20));
   printf("Fibonacci(30) = %llu\n", fibonacci(30));
   printf("Fibonacci(40) = %llu\n", fibonacci(40));
}

// Recursive definition of function fibonacci
unsigned long long int fibonacci(int n) {
   if (0 == n || 1 == n) { // base case
      return n;
   }
   else { // recursive step
      return fibonacci(n - 1) + fibonacci(n - 2);
   }
}
```

```
Fibonacci(0) = 0
Fibonacci(1) = 1
Fibonacci(2) = 1
Fibonacci(3) = 2
Fibonacci(4) = 3
Fibonacci(5) = 5
Fibonacci(6) = 8
Fibonacci(7) = 13
Fibonacci(8) = 21
Fibonacci(9) = 34
Fibonacci(10) = 55
Fibonacci(20) = 6765
Fibonacci(30) = 832040
Fibonacci(40) = 102334155
```

Fig. 5.10 | Recursive fibonacci function.

The `fibonacci` calls from `main` are *not* recursive (lines 10 and 13–15), but all subsequent calls to `fibonacci` are recursive (line 24). Each time `fibonacci` is invoked, it immediately tests for the *base case*—`n` is equal to 0 or 1. If this is true, `n` is returned. Interestingly, if `n` is greater than 1, the recursion step generates *two* recursive calls, each a slightly simpler problem than the original call to `fibonacci`. The following diagram shows how function `fibonacci` would evaluate `fibonacci(3)`:



Order of Evaluation of Operands

This figure raises some interesting issues about the *order* in which C compilers will evaluate operators' operands. This is a different issue from the order in which operators are applied to their operands—that is, the order dictated by the rules of operator precedence and grouping. The preceding diagram shows that while evaluating `fibonacci(3)`, *two* recursive calls will be made, namely `fibonacci(2)` and `fibonacci(1)`. But in what order will these calls be made? You might simply assume the operands will be evaluated left-to-right. For optimization reasons, C does *not* specify the order in which the operands of most operators (including +) are to be evaluated. Therefore, you should make no assumption about the order in which these calls will execute. The calls could execute `fibonacci(2)` first and then `fibonacci(1)`, or the calls could execute in the reverse order, `fibonacci(1)` then `fibonacci(2)`. In this and most other programs, the final result would be the same. But in some programs, the evaluation of an operand may have *side effects* that could affect the final result of the expression.

Operators for which Operand Evaluation Order Is Specified

C specifies the operand evaluation order of only four operators—`&&`, `||`, the comma (`,`) operator and `?:`. The first three are binary operators whose operands are guaranteed to be evaluated *left-to-right*. [*Note:* The commas used to separate the arguments in a function call are *not* comma operators.] The last operator is C's only *ternary* operator. Its leftmost operand is always evaluated first. If the leftmost operand evaluates to nonzero (true), the middle operand is evaluated next, and the last operand is ignored. If the leftmost operand evaluates to zero (false), the third operand is evaluated next, and the middle operand is ignored.

Exponential Complexity

A word of caution is in order about recursive programs like the one we use here to generate Fibonacci numbers. Each level of recursion in the `fibonacci` function has a doubling effect on the number of calls. The number of recursive calls that execute to calculate the nth Fibonacci number is "on the order of 2^n." This rapidly gets out of hand. Calculating only the 20th Fibonacci number would require on the order of 2^{20} or about a million calls, calculating the 30th Fibonacci number would require on the

order of 2^{30} or about a billion calls, and so on. Computer scientists refer to this as **exponential complexity**. Problems of this nature can humble even the world's most powerful computers! Complexity issues in general, and exponential complexity in particular, are discussed in detail in the upper-level computer-science course generally called "Algorithms."

The example we showed in this section used an intuitively appealing solution to calculate Fibonacci numbers, but there are better approaches. Exercise 5.48 asks you to investigate recursion in more depth and propose alternate approaches to implementing the recursive Fibonacci algorithm.

Self Check

1 *(True/False)* For optimization reasons, C specifies the order in which the operands of most operators (including +) are to be evaluated.

Answer: *False*. For optimization reasons, C does *not* specify the order in which the operands of most operators (including +) are to be evaluated. C specifies the order of evaluation of the operands of *only four* operators—&&, ||, the comma (,) operator and ?:.

2 *(Multiple Choice)* Consider the code in Fig. 5.10, which implements a recursive `fibonacci` function. Which of the following statements a), b) or c) is *false*?

a) All `fibonacci` calls in Fig. 5.10 are recursive calls.
b) Each time `fibonacci` is invoked, it immediately tests for the base case—`n` is equal to 0 or 1. If this is true, `n` is returned.
c) If `n` is greater than 1, the recursion step generates *two* recursive calls, each a slightly simpler problem than the original call to `fibonacci`.
d) All of the above statements are *true*.

Answer: a) is *false*. Actually, the calls to `fibonacci` from `main` are not recursive calls, but all subsequent calls to `fibonacci` are recursive (line 24).

5.16 Recursion vs. Iteration

In the previous sections, we studied two functions that can easily be implemented either recursively or iteratively. This section compares the two approaches and discusses why you might choose one approach over the other.

Common Features of Iteration and Recursion

- Both iteration and recursion are based on a *control statement*: Iteration uses an *iteration statement*; recursion uses a *selection statement*.
- Both iteration and recursion involve *repetition*: Iteration uses an *iteration statement*; recursion achieves repetition through *repeated function calls*.
- Iteration and recursion each have a *termination test*: Iteration terminates when the *loop-continuation condition fails*; recursion when a *base case is recognized*.
- Counter-controlled iteration and recursion both *gradually approach termination*: Iteration keeps modifying a counter until the counter assumes a value

that makes the *loop-continuation condition fail*; recursion keeps producing simpler versions of the original problem until the *base case is reached*.

- Both iteration and recursion can occur *infinitely*: An *infinite loop* occurs with iteration if the loop-continuation test *never* becomes false; *infinite recursion* occurs if the recursion step does *not* reduce the problem each time in a manner that *converges on the base case*. Infinite iteration and recursion typically occur as a result of errors in a program's logic.

Negatives of Recursion

Recursion has many negatives. It *repeatedly* invokes the mechanism, and consequently the *overhead,* of function calls. This can be expensive in both processor time and memory space. Each recursive call causes *another copy* of the function (actually only the function's variables) to be created; this can *consume considerable memory*. Iteration normally occurs within a function, so the overhead of repeated function calls and extra memory assignment is omitted. So why choose recursion?

Recursion Is Not Required

Any problem that can be solved recursively can also be solved iteratively (nonrecursively). A recursive approach is chosen in preference to an iterative approach when the recursive approach more naturally mirrors the problem and results in a program that's easier to understand and debug. Another reason to choose a recursive solution is that an iterative solution may not be apparent.

Recursion Examples and Exercises Throughout This Book

Most programming textbooks introduce recursion much later than we've done here. We feel that recursion is such a sufficiently rich and complex topic that it's better to introduce it earlier and spread the examples over the remainder of the text. The following table summarizes by chapter the recursion examples and exercises in the text.

Recursion examples and exercises

Chapter 5
Factorial function
Fibonacci function
Greatest common divisor
Multiply two integers
Raising an integer to an integer power
Towers of Hanoi
Recursive `main`
Visualizing recursion

Chapter 6
Sum the elements of an array
Print an array
Print an array backward
Print a string backward
Check whether a string is a palindrome
Minimum value in an array
Linear search
Binary search
Eight Queens

Chapter 7
Maze traversal

Chapter 8
Printing a string input at the keyboard backward

Chapter 12
Search a linked list
Print a linked list backward
Binary tree insert
Preorder traversal of a binary tree
Inorder traversal of a binary tree
Postorder traversal of a binary tree
Printing trees

Chapter 13
Selection sort
Quicksort

Closing Observations

Let's close this discussion with some observations that we make repeatedly throughout the book. Good software engineering is important, and high performance is important. So, we've included extensive software-engineering and performance tips throughout the book. Unfortunately, these goals are often at odds with one another. Good software engineering is key to making more manageable the task of developing the larger and more complex software systems we need. High performance is key to realizing the systems of the future that will place ever greater computing demands on hardware. Where do functions fit in here?

Software Engineering

SE

Dividing a large program into functions promotes good software engineering. But it has a price. A heavily functionalized program—compared to a monolithic (i.e., one-piece) program without functions—makes potentially large numbers of function calls. These consume execution time on a computer's processor(s). Although monolithic programs may perform better, they're more difficult to program, test, debug, maintain and evolve.

Performance

PERF

Today's hardware architectures are tuned to make function calls efficient. C compilers help optimize your code, and today's hardware processors and multicore architecture are incredibly fast. For the vast majority of applications and software systems you'll build, concentrating on good software engineering will be more important than high-performance programming. Nevertheless, in many applications and systems, such as game programming, real-time systems, operating systems and embedded systems, performance is crucial, so we include performance tips throughout the book.

Self Check

1 *(True/False)* Dividing a large program into functions promotes good software engineering. But a heavily functionalized program—compared to a monolithic (i.e., one-piece) program without functions—makes a potentially large number of function calls. These consume execution time on a computer's processor(s). Although monolithic programs may perform better, they're more difficult to program, test, debug, maintain and evolve.

Answer: *True*.

2 *(Multiple Choice)* Which of the following statements is *false*?

a) Recursion repeatedly invokes the mechanism, and consequently the overhead, of function calls. This can be expensive in both processor time and memory space.

b) Each recursive call causes another copy of the function's statements and variables to be created; this can consume considerable memory.

c) Iteration normally occurs within a function, so the overhead of repeated function calls and extra memory assignment is omitted.
d) A recursive approach is chosen in preference to an iterative approach when the recursive approach more naturally mirrors the problem and results in a program that's easier to understand and debug.

Answer: b) is *false*. Actually, each recursive call causes another copy of *only the function's variables* to be created.

SEC 

5.17 Secure C Programming—Secure Random-Number Generation

In Section 5.10, we introduced the `rand` function for generating pseudorandom numbers. This function is sufficient for textbook examples but is not meant for use in industrial-strength applications. According to the C standard document's description of function `rand`, "There are no guarantees as to the quality of the random sequence produced and some implementations are known to produce sequences with *distressingly* non-random low-order bits." The CERT guideline MSC30-C indicates that implementation-specific random-number generation functions must be used to ensure that the random numbers produced are *not predictable*—this is extremely important, for example, in cryptography and other security applications.

The guideline presents several platform-specific random-number generators that are considered to be secure. For more information, see guideline MSC30-C at `https://wiki.sei.cmu.edu/`. If you're building industrial-strength applications that require random numbers, you should investigate for your platform the recommended function(s) to use. For example:

- Microsoft Windows provides the `BCryptGenRandom` function, which is part of Microsoft's "Cryptography API: Next Generation:"

  ```
  https://docs.microsoft.com/en-us/windows/win32/seccng/cng-portal
  ```

- POSIX-based systems (such as Linux) provide a `random` function, which you can learn more about by executing the following command in a Terminal or shell:

  ```
  man random
  ```

- MacOS's `stdlib.h` header provides the `arc4random` function, which you can learn more about by executing the following command in a macOS Terminal:

  ```
  man arc4random
  ```



Self Check

1 ***(True/False)*** The CERT guideline MSC30-C indicates that implementation-specific random-number generation functions must be used to ensure that the random numbers produced are predictable—this is extremely important, for example, in cryptography and other security applications.

Answer: *False*. Actually, the CERT guideline MSC30-C indicates that implementation-specific random-number generation functions must be used to ensure that the random numbers produced are not predictable.

Summary

Section 5.1 Introduction

- The best way to develop and maintain a large program is to **divide** (p. 180) it into several smaller pieces, each more manageable than the original program.

Section 5.2 Modularizing Programs in C

- A **function** (p. 180) is invoked by a **function call** (p. 181), which specifies the function name and provides information (as arguments) that the function needs to perform its task.

Section 5.3 Math Library Functions

- A function is invoked by writing its name followed by a left parenthesis, the argument (or a comma-separated list of arguments) and a right parenthesis.
- Each argument may be a constant, a variable or an expression.

Section 5.4 Functions

- There are several motivations for "functionalizing" a program. The divide-and-conquer approach makes program development more manageable. Another is building new programs by using existing functions. Such software reusability is a key concept in object-oriented programming languages derived from C, such as C++, Java, C# (pronounced "C sharp"), Objective-C and Swift.
- With good function naming and definition, you can create programs from standardized functions that accomplish specific tasks, rather than custom code. This is known as abstraction. We use abstraction each time we use standard library functions like `printf`, `scanf` and `pow`. A third motivation is to avoid repeating code in a program. Packaging code as a function allows it to be executed from other program locations by calling that function.

Section 5.5 Function Definitions

- The arguments passed to a function should match in number, type and order with the **parameters** (p. 185) in the function definition.
- When a program encounters a function call, control transfers from the point of invocation to the called function, the statements of that function execute, then control returns to the caller.
- A **called function** can **return control** to the caller in one of three ways. If the function does not return a value, control is returned when the function-ending right brace is reached, or by executing the statement

  ```
  return;
  ```

  If the function does return a value, the statement

  ```
  return expression;
  ```

  returns the value of *expression*.
- A **local variable** (p. 185) is known only in a function definition. Other functions are not allowed to know the names of a function's local variables, nor is any function allowed to know the implementation details of any other function.

- A **function prototype** (p. 185) declares the function's name, its return type and the number, types and order of the parameters the function expects to receive.
- The general **format for a function definition** is

```
return-value-type function-name(parameter-list) {
    statements
}
```

If a function does not return a value, the *return-value-type* is declared as `void`. The *function-name* is any valid identifier. The *parameter-list* (p. 186) is a comma-separated list containing the definitions of the variables that will be passed to the function. If a function does not receive any values, *parameter-list* is declared as `void`.

Section 5.6 Function Prototypes: A Deeper Look

- Function prototypes enable the compiler to verify that functions are called correctly.
- The compiler ignores variable names mentioned in the function prototype.
- The C standard's **usual arithmetic-conversion rules** (p. 189) determine how arguments in a **mixed-type expression** (p. 190) are converted to the same type.

Section 5.7 Function-Call Stack and Stack Frames

- **Stacks** (p. 191) are known as **last-in, first-out** (**LIFO**; p. 191) data structures—the last item pushed (inserted) onto the stack is the first item popped (removed) from the stack.
- A called function must know how to return to its caller, so the return address of the calling function is pushed onto the **program execution stack** (p. 191) when the function is called. If a series of function calls occurs, the successive return addresses are pushed onto the stack in last-in, first-out order so that the last function to execute will be the first to return to its caller.
- The program execution stack contains the **memory for the local variables** used in each function invocation during a program's execution. This data is known as the **stack frame** (p. 191) of the function call. When a function call is made, the stack frame for that function call is pushed onto the program execution stack. When the function returns to its caller, the stack frame is popped off the stack and those local variables are no longer known to the program.
- If there are more function calls than can have their stack frames stored on the program execution stack, an error known as a **stack overflow** occurs.

Section 5.8 Headers

- Each standard library has a corresponding **header** (p. 195) containing the function prototypes for that library's functions.
- You can create and include your own headers.

Section 5.9 Passing Arguments by Value and by Reference

- When an argument is **passed by value** (p. 197), a copy is made and passed to the called function. Changes to the copy do not affect the original variable's value in the caller.
- When an argument is **passed by reference** (p. 197), the caller allows the called function to modify the original variable's value.
- All calls in C are pass-by-value by default.

Section 5.10 Random-Number Generation

- **Function `rand`** generates an integer between 0 and `RAND_MAX` which is defined by the C standard to be at least 32767.

- Values produced by `rand` can be **scaled** and **shifted** to produce values in a specific range (p. 198).
- To **randomize** a program, use the C standard library function `srand`.
- The **`srand` function** seeds (p. 200) the random-number generator. An `srand` call is ordinarily inserted in a program only after it has been thoroughly debugged. This ensures repeatability, which is essential to proving that corrections to a random-number generation program work properly.
- The function prototypes for `rand` and `srand` are contained in `<stdlib.h>`.
- To randomize without the need for entering a seed each time, we use `srand(time(NULL))`.
- The general equation for scaling and shifting a random number is

```
int n = a + rand() % b;
```

  where `a` is the shifting value (i.e., the first number in the desired range of consecutive integers) and `b` is the scaling factor (i.e., the width of the desired range of consecutive integers).

Section 5.11 Example: A Game of Chance; Introducing `enum`

- An **enumeration** (p. 206), introduced by the keyword **`enum`**, is a set of integer constants. Values in an `enum` start with `0` and are incremented by `1`. You also can assign an integer to each identifier in an `enum`. The identifiers in an enumeration must be unique, but the values may be duplicated.

Section 5.12 Storage Classes

- Each identifier in a program has the attributes **storage class**, **storage duration**, **scope** and **linkage** (p. 207).
- C provides four **storage classes** indicated by the **storage class specifiers**: **`auto`**, **`register`**, **`extern`** and **`static`** (p. 207).
- An identifier's **storage duration** is when that identifier exists in memory.
- An identifier's **linkage** (p. 207) determines for a multiple-source-file program whether an identifier is known only in the current source file or in any source file with proper declarations.
- A function's local variables have **automatic storage duration** (p. 207)—they're created when program control enters the block in which they're defined, exist while the block is active and are destroyed when program control exits the block.
- Keywords **`extern`** and **`static`** declare identifiers for variables and functions of static storage duration. **Static storage duration** (p. 207) variables are allocated and initialized once, before the program begins execution.
- There are two types of **identifiers with static storage duration**: **external identifiers** (such as global variables and function names) and **local variables declared with the storage-class specifier `static`**.
- **Global variables** are created by placing variable definitions outside any function definition. Global variables retain their values throughout the program execution.
- **Local `static` variables** retain their value between calls to the function in which they're defined.
- All numeric variables of static storage duration are initialized to zero by default.

Section 5.13 Scope Rules

- An identifier's **scope** (p. 209) is where the identifier can be referenced in a program.

- The purpose of **information hiding** is to give functions access only to the information they need to complete their tasks. This is a means of implementing the **principle of least privilege**.
- An identifier can have **function scope**, **file scope**, **block scope** or **function-prototype scope** (p. 209).
- **Labels** are the only identifiers with function scope. Labels can be used anywhere in the function in which they appear but cannot be referenced outside the function body.
- An identifier declared outside any function has file scope. Such an identifier is "known" in all functions from the point at which it's declared until the end of the file.
- Identifiers defined inside a block have block scope. Block scope ends at the terminating right brace (}) of the block.
- Local variables have block scope, as do function parameters, which are local variables.
- Any block may contain variable definitions. When blocks are nested, and an identifier in an outer block has the same name as an identifier in an inner block, the identifier in the outer block is "hidden" until the inner block terminates.
- The only identifiers with function-prototype scope are those used in the parameter list of a function prototype.

Section 5.14 Recursion

- A **recursive function** (p. 212) is a function that calls itself either directly or indirectly.
- If a recursive function is called with a **base case** (p. 212), the function simply returns a result. If it's called with a more complex problem, it divides the problem into two conceptual pieces: a piece that the function knows how to do and a slightly smaller version of the original problem. Because this new problem looks like the original, the function launches a recursive call to work on the smaller problem.
- For recursion to terminate, each time the recursive function calls itself with a slightly simpler version of the original problem, the sequence of smaller and smaller problems must converge on the **base case**. When the function recognizes the base case, the result is returned to the previous function call, and a sequence of returns ensues all the way up the line until the original call of the function eventually returns the final result.
- Standard C does not specify the order in which the operands of most operators (including +) are to be evaluated. Of C's many operators, the standard specifies the order of evaluation of the operands of only the operators `&&`, `||`, the comma (`,`) operator and `?:`. The first three of these are binary operators whose two operands are evaluated left-to-right. The last operator is C's only ternary operator. Its leftmost operand is evaluated first; if it evaluates to nonzero, the middle operand is evaluated next and the last operand is ignored; if the leftmost operand evaluates to zero, the third operand is evaluated next and the middle operand is ignored.

Section 5.16 Recursion vs. Iteration

- Both iteration and recursion are based on a control structure: Iteration uses an iteration statement; recursion uses a selection statement.
- Both iteration and recursion involve repetition: Iteration uses an iteration statement; recursion achieves repetition through repeated function calls.
- Iteration and recursion each involve a termination test: Iteration terminates when the loop-continuation condition fails; recursion terminates when a base case is recognized.

- Iteration and recursion can occur infinitely: An infinite loop occurs with iteration if the loop-continuation test never becomes false; infinite recursion occurs if the recursion step does not reduce the problem in a manner that converges on the base case.
- Recursion repeatedly invokes the mechanism, and consequently the overhead, of function calls. This can be expensive in both processor time and memory space.

Self-Review Exercises

5.1 Answer each of the following:

a) _____ are used to modularize programs.
b) A function is invoked with a(n) _____.
c) A variable known only within the function in which it's defined is called a(n) _____.
d) The _____ statement is used to pass an expression's value back to a calling function.
e) Keyword _____ is used in a function header to indicate that a function does not return a value or to indicate that a function contains no parameters.
f) The _____ of an identifier is the portion of the program in which the identifier can be used.
g) The three ways to return control from a called function to a caller are _____, _____ and _____.
h) A(n) _____ allows the compiler to check the number, types, and order of the arguments passed to a function.
i) The _____ function is used to produce random numbers.
j) The _____ function is used to set the random number seed to randomize a program.
k) The storage-class specifiers are _____, _____, _____ and _____.
l) Variables declared in a block or in the parameter list of a function have storage class _____, unless specified otherwise.
m) A non-`static` variable defined outside any block or function is a(n) _____ variable.
n) For a local variable in a function to retain its value between calls to the function, it must be declared with the _____ storage-class specifier.
o) The four identifier scopes are _____, _____, _____ and _____.
p) A function that calls itself either directly or indirectly is a(n) _____ function.
q) A recursive function typically has two components: one that provides a means for the recursion to terminate by testing for a(n) _____ case, and one that expresses the problem as a recursive call for a slightly simpler problem than the original call.

5.2 Consider the following program:

```
1 #include <stdio.h>
2 int cube(int y);
3
```

```
4  int main(void) {
5     for (int x = 1; x <= 10; ++x) {
6        printf("%d\n", cube(x));
7     }
8  }
9
10 int cube(int y) {
11    return y * y * y;
12 }
```

State the scope (function scope, file scope, block scope or function-prototype scope) of each of the following elements:

a) The variable `x` in `main`.
b) The variable `y` in `cube`.
c) The function `cube`.
d) The function `main`.
e) The function prototype for `cube`.
f) The identifier `y` in the function prototype for `cube`.

5.3 Write a program that tests whether the examples of the math library function calls shown in the table of Section 5.3 actually produce the indicated results.

5.4 Give the function header for each of the following functions:

a) Function `hypotenuse` that takes two `double` arguments, `side1` and `side2`, and returns a `double` result.
b) Function `smallest` that takes three integers, `x`, `y`, `z`, and returns an integer.
c) Function `instructions` that does not receive any arguments and does not return a value.
d) Function `intToFloat` that takes an integer argument, `number`, and returns a `float`.

5.5 Give the function prototype for each of the following:

a) The function described in Exercise 5.4(a).
b) The function described in Exercise 5.4(b).
c) The function described in Exercise 5.4(c).
d) The function described in Exercise 5.4(d).

5.6 Write a declaration for floating-point variable `lastValue` that's to retain its value between calls to the function in which it's defined.

5.7 Find the error in each of the following program segments and explain how the error can be corrected (see also Exercise 5.46):

a)
```
int g(void) {
   printf("%s", "Inside function g\n");
   int h(void) {
      printf("%s", "Inside function h\n");
   }
}
```

b)
```
int sum(int x, int y) {
   int result = x + y;
}
```
c)
```
void f(float a); {
   float a;
   printf("%f", a);
}
```
d)
```
int sum(int n) {
   if (0 == n) {
      return 0;
   }
   else {
      n + sum(n - 1);
   }
}
```
e)
```
void product(void) {
   printf("%s", "Enter three integers: ")
   int a;
   int b;
   int c;
   scanf("%d%d%d", &a, &b, &c);
   int result = a * b * c;
   printf("Result is %d", result);
   return result;
}
```

Answers to Self-Review Exercises

5.1 a) functions. b) function call. c) local variable. d) `return`. e) `void`. f) scope. g) `return;` or `return expression;` or encountering the closing right brace of a function. h) function prototype. i) `rand`. j) `srand`. k) `auto`, `register`, `extern`, `static`. l) `auto`. m) external, global. n) `static`. o) function scope, file scope, block scope, function-prototype scope. p) recursive. q) base.

5.2 a) Block scope. b) Block scope. c) File scope. d) File scope. e) File scope. f) Function-prototype scope.

5.3 See below. [*Note:* On most Linux systems, you must use the `-lm` option when compiling this program.]

```
1  // ex05_03.c
2  // Testing the math library functions
3  #include <stdio.h>
4  #include <math.h>
5
```

```c
int main(void) {
   // calculates and outputs the square root
   printf("sqrt(%.1f) = %.1f\n", 900.0, sqrt(900.0));
   printf("sqrt(%.1f) = %.1f\n", 9.0, sqrt(9.0));

   // calculates and outputs the cube root
   printf("cbrt(%.1f) = %.1f\n", 27.0, cbrt(27.0));
   printf("cbrt(%.1f) = %.1f\n", -8.0, cbrt(-8.0));

   // calculates and outputs the exponential function e to the x
   printf("exp(%.1f) = %f\n", 1.0, exp(1.0));
   printf("exp(%.1f) = %f\n", 2.0, exp(2.0));

   // calculates and outputs the logarithm (base e)
   printf("log(%f) = %.1f\n", 2.718282, log(2.718282));
   printf("log(%f) = %.1f\n", 7.389056, log(7.389056));

   // calculates and outputs the logarithm (base 10)
   printf("log10(%.1f) = %.1f\n", 1.0, log10(1.0));
   printf("log10(%.1f) = %.1f\n", 10.0, log10(10.0));
   printf("log10(%.1f) = %.1f\n", 100.0, log10(100.0));

   // calculates and outputs the absolute value
   printf("fabs(%.1f) = %.1f\n", 13.5, fabs(13.5));
   printf("fabs(%.1f) = %.1f\n", 0.0, fabs(0.0));
   printf("fabs(%.1f) = %.1f\n", -13.5, fabs(-13.5));

   // calculates and outputs ceil(x)
   printf("ceil(%.1f) = %.1f\n", 9.2, ceil(9.2));
   printf("ceil(%.1f) = %.1f\n", -9.8, ceil(-9.8));

   // calculates and outputs floor(x)
   printf("floor(%.1f) = %.1f\n", 9.2, floor(9.2));
   printf("floor(%.1f) = %.1f\n", -9.8, floor(-9.8));

   // calculates and outputs pow(x, y)
   printf("pow(%.1f, %.1f) = %.1f\n", 2.0, 7.0, pow(2.0, 7.0));
   printf("pow(%.1f, %.1f) = %.1f\n", 9.0, 0.5, pow(9.0, 0.5));

   // calculates and outputs fmod(x, y)
   printf("fmod(%.3f, %.3f) = %.3f\n", 13.657, 2.333,
      fmod(13.657, 2.333));

   // calculates and outputs sin(x)
   printf("sin(%.1f) = %.1f\n", 0.0, sin(0.0));

   // calculates and outputs cos(x)
   printf("cos(%.1f) = %.1f\n", 0.0, cos(0.0));

   // calculates and outputs tan(x)
   printf("tan(%.1f) = %.1f\n", 0.0, tan(0.0));
}
```

```
sqrt(900.0) = 30.0
sqrt(9.0) = 3.0
cbrt(27.0) = 3.0
cbrt(-8.0) = -2.0
exp(1.0) = 2.718282
exp(2.0) = 7.389056
log(2.718282) = 1.0
log(7.389056) = 2.0
log10(1.0) = 0.0
log10(10.0) = 1.0
log10(100.0) = 2.0
fabs(13.5) = 13.5
fabs(0.0) = 0.0
fabs(-13.5) = 13.5
ceil(9.2) = 10.0
ceil(-9.8) = -9.0
floor(9.2) = 9.0
floor(-9.8) = -10.0
pow(2.0, 7.0) = 128.0
pow(9.0, 0.5) = 3.0
fmod(13.657, 2.333) = 1.992
sin(0.0) = 0.0
cos(0.0) = 1.0
tan(0.0) = 0.0
```

5.4 See the answers below:

a) `double hypotenuse(double side1, double side2)`

b) `int smallest(int x, int y, int z)`

c) `void instructions(void)`

d) `float intToFloat(int number)`

5.5 See the answers below:

a) `double hypotenuse(double side1, double side2);`

b) `int smallest(int x, int y, int z);`

c) `void instructions(void);`

d) `float intToFloat(int number);`

5.6 `static float lastValue;`

5.7 See the answers below:

a) Error: Function `h` is defined in function `g`.
Correction: Move the definition of `h` out of the definition of `g`.

b) Error: The function body is supposed to return an integer, but does not.
Correction: Replace the statement in the function body with:

```
return x + y;
```

c) Error: Semicolon after the right parenthesis that encloses the parameter list, and redefining the parameter `a` in the function definition.
Correction: Delete the semicolon after the right parenthesis of the parameter list, and delete the declaration `float a;` in the function body.

d) Error: `n + sum(n - 1)` is not returned; `sum` returns an improper result.
Correction: Rewrite the statement in the `else` clause as

```
return n + sum(n - 1);
```

e) Error: The function returns a value when it's not supposed to.
Correction: Eliminate the `return` statement.

Exercises

5.8 Show the value of `x` after each of the following statements is performed:

a) `x = fabs(7.5);`
b) `x = floor(7.5);`
c) `x = fabs(0.0);`
d) `x = ceil(0.0);`
e) `x = fabs(-6.4);`
f) `x = ceil(-6.4);`
g) `x = ceil(-fabs(-8 + floor(-5.5)));`

5.9 ***(Parking Charges)*** A parking garage charges a $2.00 minimum fee to park for up to three hours and an additional $0.50 per hour for each hour *or part thereof* over three hours. The maximum charge for any given 24-hour period is $10.00. Assume that no car parks for longer than 24 hours at a time. Write a program that calculates and prints the parking charges for each of three customers who parked their cars in this garage yesterday. You should enter the hours parked for each customer. Your program should print the results in a tabular format, and should calculate and print the total of yesterday's receipts. The program should use the function `calculateCharges` to determine the charge for each customer. Your outputs should appear in the following format:

```
Car      Hours       Charge
1          1.5         2.00
2          4.0         2.50
3         24.0        10.00
TOTAL     29.5        14.50
```

5.10 ***(Rounding Numbers)*** An application of function `floor` is rounding a value to the nearest integer. The statement

```
y = floor(x + .5);
```

rounds `x` to the nearest integer and assigns the result to `y`. Write a program that reads several numbers and rounds each of these numbers to the nearest integer. For each number processed, print both the original number and the rounded number.

5.11 ***(Rounding Numbers)*** Function `floor` may be used to round a number to a specific decimal place. The statement

```
y = floor(x * 10 + .5) / 10;
```

rounds x to the tenths position (the first position to the right of the decimal point). The statement

```
y = floor(x * 100 + .5) / 100;
```

rounds x to the hundredths position (the second position to the right of the decimal point). Write a program that defines functions to round a number x in various ways:

a) `roundToInteger(number)`
b) `roundToTenths(number)`
c) `roundToHundreths(number)`
d) `roundToThousandths(number)`

For each value the program inputs, display the original value, the number rounded to the nearest integer, the number rounded to the nearest tenth, the number rounded to the nearest hundredth, and the number rounded to the nearest thousandth.

5.12 Answer each of the following questions:

a) What does it mean to choose numbers "at random"?
b) Why is the `rand` function useful for simulating games of chance?
c) Why would you randomize a program by using `srand`? Under what circumstances is it desirable not to randomize?
d) Why is it often necessary to scale and/or shift the values produced by `rand`?

5.13 Write statements that assign random integers to the variable n in the following ranges:

a) $1 \leq n \leq 2$
b) $1 \leq n \leq 100$
c) $0 \leq n \leq 9$
d) $1000 \leq n \leq 1112$
e) $-1 \leq n \leq 1$
f) $-3 \leq n \leq 11$

5.14 For each of the following sets of integers, write a single statement that will print a number at random from the set:

a) 2, 4, 6, 8, 10.
b) 3, 5, 7, 9, 11.
c) 6, 10, 14, 18, 22.

5.15 ***(Hypotenuse Calculations)*** Define a function called `hypotenuse` that calculates a right triangle's hypotenuse, based on the values of the other two sides. The function should take two `double` arguments and return the hypotenuse as a `double`. Test your program with the side values specified in the following table:

Side 1	Side 2
3.0	4.0
5.0	12.0
8.0	15.0

5.16 *(Exponentiation)* Write a function `integerPower(base, exponent)` that returns the value of

$$\texttt{base}^{\texttt{exponent}}$$

For example, `integerPower(3, 4)` = `3 * 3 * 3 * 3`. Assume that `exponent` is a positive, nonzero integer, and `base` is an integer. Function `integerPower` should use a `for` statement to control the calculation. Do not use any math library functions.

5.17 *(Multiples)* Write a function `isMultiple` that determines for a pair of integers whether the second integer is a multiple of the first. The function should take two integer arguments and return `1` (true) if the second is a multiple of the first, and `0` (false) otherwise. Use this function in a program that inputs a series of pairs of integers.

5.18 *(Even or Odd)* Write a program that inputs a series of integers and passes them one at a time to function `isEven`, which uses the remainder operator to determine whether an integer is even. The function should take an integer argument and return `1` if the integer is even and `0` otherwise.

5.19 *(Square of Asterisks)* Write a function that displays a solid square of asterisks whose side is specified in integer parameter `side`. For example, if `side` is `4`, the function displays:

```
****
****
****
****
```

5.20 *(Displaying a Square of Any Character)* Modify the function in Exercise 5.19 to form the square out of whatever character is contained in `char` parameter `fillCharacter`. Thus if `side` is `5` and `fillCharacter` is "`#`", then this function should print:

```
#####
#####
#####
#####
#####
```

5.21 *(Project: Drawing Shapes with Characters)* Use techniques similar to those developed in Exercises 5.19 and 5.20 to produce a program that graphs a wide range of shapes.

5.22 *(Separating Digits)* Write program segments to accomplish each of the following:

a) Calculate the `int` part of the quotient when `int a` is divided by `int b`.
b) Calculate the `int` remainder when `int a` is divided by `int b`.
c) Use the program pieces developed in a) and b) to write a function that inputs an integer between `1` and `32767` and prints it as a series of digits, with two spaces between each digit. For example, `4562` should be printed as:

```
4  5  6  2
```

5.23 ***(Time in Seconds)*** Write a function that takes the time as three integer arguments (for hours, minutes and seconds) and returns the number of seconds since the last time the clock "struck 12." Use this function to calculate the amount of time in seconds between two times, both of which are within one 12-hour cycle of the clock.

5.24 ***(Temperature Conversions)*** Implement the following integer functions:

a) `toCelsius` returns the Celsius equivalent of a Fahrenheit temperature.

b) `toFahrenheit` returns the Fahrenheit equivalent of a Celsius temperature.

Use these functions to write a program that prints charts showing the Fahrenheit equivalents of all Celsius temperatures from 0 to 100 degrees, and the Celsius equivalents of all Fahrenheit temperatures from 32 to 212 degrees. Print the outputs in a tabular format that minimizes the number of lines of output while remaining readable.

5.25 ***(Find the Minimum)*** Write a function that returns the smallest of three floating-point numbers.

5.26 ***(Perfect Numbers)*** An integer number is said to be a *perfect number* if its factors, including 1 (but not the number itself), sum to the number. For example, 6 is a perfect number because 6 = 1 + 2 + 3. Write a function `isPerfect` that determines whether parameter `number` is a perfect number. Use this function in a program that determines and prints all the perfect numbers between 1 and 1000. Print the factors of each perfect number to confirm that the number is indeed perfect. Challenge the power of your computer by testing numbers much larger than 1000.

5.27 ***(Prime Numbers)*** An integer is said to be *prime* if it's divisible by only 1 and itself. For example, 2, 3, 5 and 7 are prime, but 4, 6, 8 and 9 are not. Write a function that determines whether a number is prime. Use this function in a program that determines and prints all the prime numbers between 1 and 10,000. How many of these 10,000 numbers do you really have to test before being sure that you have found all the primes? Initially you might think that $n/2$ is the upper limit for which you must test to see whether a number is prime, but you need go only as high as the square root of n. Rewrite the program, and run it both ways. Estimate the performance improvement.

5.28 ***(Reversing Digits)*** Write a function that takes an integer value and returns the number with its digits reversed. For example, given the number 7631, the function should return 1367.

5.29 ***(Greatest Common Divisor)*** The *greatest common divisor* (*GCD*) of two integers is the largest integer that evenly divides each of the two numbers. Write a function `gcd` that returns the greatest common divisor of two integers.

5.30 ***(Quality Points for Student's Grades)*** Write a function `toQualityPoints` that inputs a student's average and returns 4 if it's 90–100, 3 if it's 80–89, 2 if it's 70–79, 1 if it's 60–69, and 0 if the average is lower than 60.

5.31 ***(Coin Tossing)*** Write a program that simulates coin tossing. For each toss, display `Heads` or `Tails`. Let the program toss the coin 100 times, and count the number of heads and tails. Display the results. The program should call a function `flip` that takes no arguments and returns `0` for tails and `1` for heads. If the program realistically

simulates the coin tossing, then each side of the coin should appear approximately half the time for a total of approximately 50 heads and 50 tails.

5.32 ***(Guess the Number)*** Write a C program that plays the game of "guess the number" as follows: Your program chooses the number to be guessed by selecting an integer at random in the range 1 to 1000. The program then types:

```
I have a number between 1 and 1000.
Can you guess my number?
Please type your first guess.
```

The player types a first guess. The program responds with one of the following:

```
1. Excellent! You guessed the number!
   Would you like to play again (y or n)?
2. Too low. Try again.
3. Too high. Try again.
```

If the guess is incorrect, your program should loop until the player guesses the number. Your program should keep telling the player `Too high` or `Too low` to help the player "zero in" on the correct answer.

5.33 ***(Guess the Number Modification)*** Modify your Exercise 5.32 solution to count the number of guesses the player makes. If the number is 10 or fewer, print `"Either you know the secret or you got lucky!"` If the player guesses the number in 10 tries, then print `"Aha! You know the secret!"` If the player makes more than 10 guesses, then print `"You should be able to do better!"` Why should it take no more than 10 guesses? Well, with each "good guess" the player should be able to eliminate half of the numbers. Now show why any number 1 to 1000 can be guessed in 10 or fewer tries.

5.34 ***(Recursive Exponentiation)*** Write a recursive function `power(base, exponent)` that when invoked returns

$$base^{exponent}$$

For example, `power(3, 4) = 3 * 3 * 3 * 3`. Assume that `exponent` is an integer greater than or equal to 1. *Hint:* The recursion step would use the relationship

$$base^{exponent} = base * base^{exponent-1}$$

and the terminating condition occurs when `exponent` is equal to `1` because

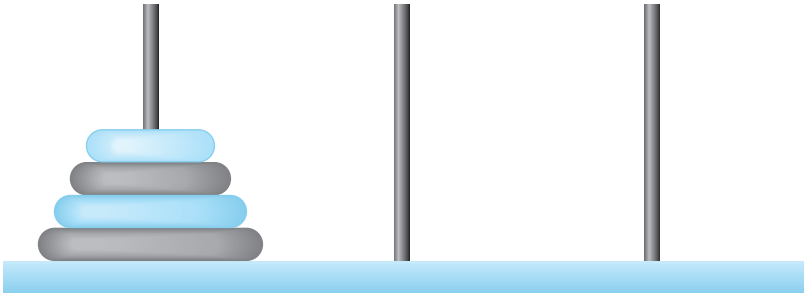
$$base^{1} = base$$

5.35 ***(Fibonacci)*** The Fibonacci series

0, 1, 1, 2, 3, 5, 8, 13, 21, …

begins with the terms 0 and 1 and has the property that each succeeding term is the sum of the two preceding terms. First, write a *nonrecursive* function `fibonacci(n)` that calculates the nth Fibonacci number. Use `int` for the function's parameter and `unsigned long long int` for its return type. Then, determine the largest Fibonacci number that can be printed on your system.

5.36 *(Towers of Hanoi)* Every budding computer scientist must grapple with certain classic problems, and the Towers of Hanoi (shown in the following diagram) is one of the most famous of these:



Legend has it that in a temple in the Far East, priests are attempting to move a stack of disks from one peg to another. The initial stack had 64 disks threaded onto one peg and arranged from bottom to top by decreasing size. The priests are attempting to move the stack from this peg to a second peg under the constraints that exactly one disk is moved at a time and at no time may a larger disk be placed above a smaller disk. A third peg is available for temporarily holding the disks. Supposedly the world will end when the priests complete their task, so there's little incentive for us to facilitate their efforts.

Let's assume that the priests are attempting to move the disks from peg 1 to peg 3. We wish to develop an algorithm that will print the precise sequence of disk-to-disk peg transfers.

If we were to approach this problem with conventional methods, we'd rapidly find ourselves hopelessly knotted up in managing the disks. Instead, if we attack the problem with recursion in mind, it immediately becomes tractable. Moving n disks can be viewed in terms of moving only $n - 1$ disks (and hence the recursion) as follows:

a) Move $n - 1$ disks from peg 1 to peg 2, using peg 3 as a temporary holding area.
b) Move the last disk (the largest) from peg 1 to peg 3.
c) Move the $n - 1$ disks from peg 2 to peg 3, using peg 1 as a temporary holding area.

The process ends when the last task involves moving $n = 1$ disk, i.e., the base case. This is accomplished by trivially moving the disk without the need for a temporary holding area.

Write a program to solve the Towers of Hanoi problem. Use a recursive function with four parameters:

a) The number of disks to be moved.
b) The peg on which these disks are initially threaded.
c) The peg to which this stack of disks is to be moved.
d) The peg to be used as a temporary holding area.

Your program should print the precise instructions it will take to move the disks from the starting peg to the destination peg. For example, to move a stack of three disks from peg 1 to peg 3, your program should print the following series of moves:

1 → 3 (This means move one disk from peg 1 to peg 3.)
1 → 2
3 → 2
1 → 3
2 → 1
2 → 3
1 → 3

5.37 *(Towers of Hanoi: Iterative Solution)* Any program that can be implemented recursively can be implemented iteratively, although sometimes with considerably more difficulty and considerably less clarity. Try writing an iterative version of the Towers of Hanoi. If you succeed, compare your iterative version with the recursive version you developed in Exercise 5.36. Investigate issues of performance, clarity and your ability to demonstrate the correctness of the programs.

5.38 *(Visualizing Recursion)* It's interesting to watch recursion "in action." Modify the factorial function of Fig. 5.9 to print its local variable and recursive call parameter. For each recursive call, display the outputs on a separate line and add a level of indentation. Do your utmost to make the outputs clear, interesting and meaningful. Your goal here is to design and implement an output format that helps a person understand recursion better. You may want to add such display capabilities to the many other recursion examples and exercises throughout the text.

5.39 *(Recursive Greatest Common Divisor)* The greatest common divisor of integers `x` and `y` is the largest integer that evenly divides both `x` and `y`. Write a recursive function `gcd` that returns the greatest common divisor of `x` and `y`. The greatest common divisor of `x` and `y` is defined recursively as follows: If `y` is equal to `0`, then `gcd(x, y)` is `x`; otherwise `gcd(x, y)` is `gcd(y, x % y)`, where `%` is the remainder operator.

5.40 *(Recursive `main`)* Can `main` be called recursively? Write a program containing a function `main`. Include `static` local variable `count` initialized to 1. Postincrement and print the value of `count` each time `main` is called. Run your program. What happens?

5.41 *(Distance Between Points)* Write a function `distance` that calculates the distance between two points *(x1, y1)* and *(x2, y2)*. All numbers and return values should be of type `double`.

5.42 What does the following program do? What happens if you exchange lines 7 and 8?

```
1  #include <stdio.h>
2
3  int main(void) {
4     int c = '\0'; // variable to hold character input by user
5
6     if ((c = getchar()) != EOF) {
7        main();
8        printf("%c", c);
9     }
10 }
```

5.43 What does the following program do?

```
#include <stdio.h>

int mystery(int a, int b); // function prototype

int main(void) {
   printf("%s", "Enter two positive integers: ");
   int x = 0; // first integer
   int y = 0; // second integer
   scanf("%d%d", &x, &y);

   printf("The result is %d\n", mystery(x, y));
}

// Parameter b must be a positive integer
// to prevent infinite recursion
int mystery(int a, int b) {
   // base case
   if (1 == b) {
      return a;
   }
   else { // recursive step
      return a + mystery(a, b - 1);
   }
}
```

5.44 After you determine what the program of Exercise 5.43 does, modify it to function properly after removing the restriction that the second argument must be positive.

5.45 *(Testing Math Library Functions)* Write a program that tests the math library functions shown in Section 5.3's table. Exercise each of these functions by having your program print out tables of return values for a diversity of argument values.

5.46 Find the error in each of the following program segments and explain how to correct it:

a)
```
double cube(float); // function prototype
cube(float number) { // function definition
   return number * number * number;
}
```

b)
```
int randomNumber = srand();
```

c)
```
double y = 123.45678;
int x;
x = y;
printf("%f\n", (double) x);
```

d)
```
double square(double number) {
   double number;
   return number * number;
}
```

e)
```
int sum(int n) {
   if (0 == n) {
      return 0;
   }
   else {
      return n + sum(n);
   }
}
```

5.47 ***(Craps Game Modification)*** Modify the craps program of Fig. 5.7 to allow *wagering*. Package as a function the portion of the program that runs one game of craps. Initialize variable `bankBalance` to 1000 dollars. Prompt the player to enter a `wager`. Use a `while` loop to check that `wager` is less than or equal to `bankBalance`, and if not, prompt the user to reenter `wager` until a valid `wager` is entered. After a correct `wager` is entered, run one game of craps. If the player wins, increase `bankBalance` by `wager` and print the new `bankBalance`. If the player loses, decrease `bankBalance` by `wager`, print the new `bankBalance`, check whether `bankBalance` has become zero, and if so print the message, `"Sorry. You busted!"` As the game progresses, print various messages to create some "chatter" such as, `"Oh, you're going for broke, huh?"` or `"Aw cmon, take a chance!"` or `"You're up big. Now's the time to cash in your chips!"`

5.48 ***(Research Project: Improving the Recursive Fibonacci Implementation)*** In Section 5.15, the recursive algorithm we used to calculate Fibonacci numbers was intuitively appealing. However, recall that the algorithm resulted in the exponential explosion of recursive function calls. Research the recursive Fibonacci implementation online. Study the various approaches, including the iterative version in Exercise 5.35 and versions that use only so-called "tail recursion." Discuss the relative merits of each.

Computer-Assisted Instruction

Computers create exciting possibilities for improving the educational experience of all students worldwide, as suggested by the next five exercises. [*Note:* Check out initiatives such as the One Laptop Per Child Project (`www.laptop.org`).]

5.49 ***(Computer-Assisted Instruction)*** The use of computers in education is referred to as *computer-assisted instruction* (*CAI*). Write a program that will help an elementary-school student learn multiplication. Use the `rand` function to produce two positive one-digit integers. The program should then prompt the user with a question, such as

```
How much is 6 times 7?
```

The student then inputs the answer. Next, the program checks the student's answer. If it's correct, display the message `"Very good!"` and ask another multiplication question. If the answer is wrong, display the message `"No. Please try again."` and let the student try the same question repeatedly until the student finally gets it right. A separate function should be used to generate each new question. This function should be called once when the application begins execution and each time the user answers the question correctly.

5.50 *(Computer-Assisted Instruction: Reducing Student Fatigue)* One problem in CAI environments is student fatigue. This can be reduced by varying the computer's responses to hold the student's attention. Modify the program of Exercise 5.49 so that various comments are displayed for each answer as follows:

Possible responses to a correct answer:

```
Very good!
Excellent!
Nice work!
Keep up the good work!
```

Possible responses to an incorrect answer:

```
No. Please try again.
Wrong. Try once more.
Don't give up!
No. Keep trying.
```

Use random-number generation to choose a number from 1 to 4 that will be used to select one of the four appropriate responses to each correct or incorrect answer. Use a `switch` statement to issue the responses.

5.51 *(Computer-Assisted Instruction: Monitoring Student Performance)* More sophisticated computer-assisted instruction systems monitor the student's performance over a period of time. The decision to begin a new topic is often based on the student's success with previous topics. Modify the program of Exercise 5.50 to count the number of correct and incorrect responses typed by the student. After the student types 10 answers, your program should calculate the percentage that are correct. If the percentage is lower than 75%, display `"Please ask your teacher for extra help."`, then reset the program so another student can try it. If the percentage is 75% or higher, display `"Congratulations, you are ready to go to the next level!"`, then reset the program so another student can try it.

5.52 *(Computer-Assisted Instruction: Difficulty Levels)* Exercises 5.49–5.51 developed a computer-assisted instruction program to help teach an elementary-school student multiplication. Modify the program to allow the user to enter a difficulty level. At a difficulty level of 1, the program should use only single-digit numbers in the problems; at a difficulty level of 2, numbers as large as two digits, and so on.

5.53 *(Computer-Assisted Instruction: Varying the Types of Problems)* Modify the program of Exercise 5.52 to allow the user to pick a type of arithmetic problem to study. An option of `1` means addition problems only, `2` means subtraction problems only, `3` means multiplication problems only and `4` means a random mixture of all these types.

Random-Number Simulation Case Study: The Tortoise and the Hare

5.54 *(The Tortoise and the Hare Race)* In this problem, you'll recreate one of the truly great moments in history—the classic race of the tortoise and the hare. You'll use random-number generation to develop a simulation of this memorable event.

Our contenders begin the race at "square 1" of 70 squares. Each square represents a possible position along the racecourse. The finish line is at square 70. The first contender to reach or pass square 70 is rewarded with a pail of fresh carrots and lettuce. The course weaves its way up a slippery mountainside, so occasionally, the contenders lose ground.

There's a clock that ticks once per second. With each tick, adjust the animals' positions according to the following rules:

Animal	Move type	Percentage of the time	Actual move
Tortoise	Fast plod	50%	3 squares forward
	Slip	20%	6 squares backward
	Slow plod	30%	1 square forward
Hare	Sleep	20%	No move at all
	Big hop	20%	9 squares forward
	Big slip	10%	12 squares backward
	Small hop	30%	1 square forward
	Small slip	20%	2 squares backward

Use variables to keep track of the animals' positions (i.e., position numbers are 1–70). Start each animal at position 1 (i.e., the "starting gate"). If an animal slips left before square 1, move the animal back to square 1. If an animal moves past square 70, move the animal back to square 80.

Generate the percentages in the preceding table by producing a random integer, `x`, in the range $1 \le x \le 10$. For the tortoise, perform a "fast plod" when $1 \le x \le 5$, a "slip" when $6 \le x \le 7$, or a "slow plod" when $8 \le x \le 10$. Use a similar technique to move the hare.

Begin the race by printing

```
ON YOUR MARK, GET SET
BANG               !!!!
AND THEY'RE OFF    !!!!
```

Then, for each tick (i.e., each iteration of a loop), print a 70-position line showing the letter `T` in the tortoise's position and the letter `H` in the hare's position. Occasionally, the contenders will land on the same square. In this case, the tortoise bites the hare, and your program should print `"OUCH!!!"` beginning at that position. All print positions other than the `T`, the `H`, or the `OUCH!!!` (in case of a tie) should be blank.

After printing each line, test whether either animal has reached or passed square 70. If so, then print the winner and terminate the simulation. If the tortoise wins, print `"TORTOISE WINS!!! YAY!!!"` If the hare wins, print `"Hare wins. Yuch."` If both animals win on the same tick of the clock, you may want to favor the turtle (the "underdog"), or you may want to print `"It's a tie"`. If neither animal wins, perform the loop again to simulate the next tick of the clock. When you're ready to run your program, assemble a group of fans to watch the race. You'll be amazed at how involved your audience gets!

6

Arrays



Objectives

In this chapter, you'll:

- Use the array data structure to represent lists and tables of values.
- Define arrays, initialize arrays and refer to individual elements of arrays.
- Define symbolic constants.
- Pass arrays to functions.
- Use arrays to store, sort and search lists and tables of values.
- Be introduced to data science using basic descriptive statistics, such as mean, median and mode.
- Define and manipulate multidimensional arrays.
- Create variable-length arrays whose size is determined at execution time.
- Understand security issues related to input with `scanf`, output with `printf` and arrays.

Outline

6.1 Introduction
6.2 Arrays
6.3 Defining Arrays
6.4 Array Examples
- 6.4.1 Defining an Array and Using a Loop to Set the Array's Element Values
- 6.4.2 Initializing an Array in a Definition with an Initializer List
- 6.4.3 Specifying an Array's Size with a Symbolic Constant and Initializing Array Elements with Calculations
- 6.4.4 Summing the Elements of an Array
- 6.4.5 Using Arrays to Summarize Survey Results
- 6.4.6 Graphing Array Element Values with Bar Charts
- 6.4.7 Rolling a Die 60,000,000 Times and Summarizing the Results in an Array

6.5 Using Character Arrays to Store and Manipulate Strings
- 6.5.1 Initializing a Character Array with a String
- 6.5.2 Initializing a Character Array with an Initializer List of Characters
- 6.5.3 Accessing the Characters in a String
- 6.5.4 Inputting into a Character Array
- 6.5.5 Outputting a Character Array That Represents a String
- 6.5.6 Demonstrating Character Arrays

6.6 Static Local Arrays and Automatic Local Arrays
6.7 Passing Arrays to Functions
6.8 Sorting Arrays
6.9 Intro to Data Science Case Study: Survey Data Analysis
6.10 Searching Arrays
- 6.10.1 Searching an Array with Linear Search
- 6.10.2 Searching an Array with Binary Search

6.11 Multidimensional Arrays
- 6.11.1 Illustrating a Two-Dimensional Array
- 6.11.2 Initializing a Double-Subscripted Array
- 6.11.3 Setting the Elements in One Row
- 6.11.4 Totaling the Elements in a Two-Dimensional Array
- 6.11.5 Two-Dimensional Array Manipulations

6.12 Variable-Length Arrays
6.13 Secure C Programming

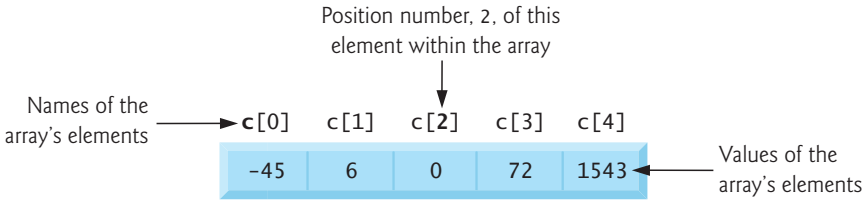
Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises* | *Recursion Exercises*

6.1 Introduction

This chapter introduces data structures. **Arrays** are data structures consisting of related data items of the same type. Chapter 10 discusses C's notion of `struct`—a data structure consisting of related data items of possibly different types. Arrays and `structs` are "static" entities in that they remain the same size throughout their lifetimes.

6.2 Arrays

An array is a group of **elements** of the same type stored contiguously in memory. The following diagram shows an integer array called `c`, containing five elements:



To refer to a particular location or element in the array, we specify the array's name, followed by the element's **position number** in square brackets (`[]`). The first element is located at position number `0` (zero). The position number is called the element's **subscript** (or **index**). A subscript must be a non-negative integer or integer expression.

Let's examine the array in the previous diagram more closely. The array's **name** is `c`. The **value** of `c[0]` is `-45`, `c[2]` is `0` and `c[4]` is `1543`. A subscripted array name is an *lvalue* that can be used on the left side of an assignment. So, the statement:

```
c[2] = 1000;
```

replaces `c[2]`'s current value (`0`) with the value `1000`. To print the sum of the values in array `c`'s first three elements, we'd write:

```
printf("%d", c[0] + c[1] + c[2]);
```

To divide the value of element `3` of array `c` by `2` and assign the result to the variable `x`, write:

```
x = c[3] / 2;
```

The brackets that enclose an array's subscript are an operator with the highest level of precedence. The following table shows the precedence and grouping of the operators introduced to this point in the text:

Operators	Grouping	Type
`[]` `()` `++` *(postfix)* `--` *(postfix)*	left to right	highest
`+` `-` `!` `++` *(prefix)* `--` *(prefix)* (*type*)	right to left	unary
`*` `/` `%`	left to right	multiplicative
`+` `-`	left to right	additive
`<` `<=` `>` `>=`	left to right	relational
`==` `!=`	left to right	equality
`&&`	left to right	logical AND
`||`	left to right	logical OR
`?:`	right to left	conditional
`=` `+=` `-=` `*=` `/=` `%=`	right to left	assignment
`,`	left to right	comma

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) Any array element may be referred to by giving the array's name followed by the element's position number in square brackets (`[]`).

b) Every array's first element has position number `1`.

c) An array name, like other identifiers, can contain only letters, digits and underscores and cannot begin with a digit.

d) The position number in square brackets is called the element's subscript (or index), which must be an integer or an integer expression.

Answer: b) is *false*. Actually, every array's first element has position number `0`.

2 *(Code)* Write a statement that displays the `int` product of the values contained in the first four elements of `int` array `grades`.

Answer: `printf("%d", grades[0] * grades[1] * grades[2] * grades[3]);`

6.3 Defining Arrays

When you define an array, you specify its element type and number of elements so the compiler may reserve the appropriate amount of memory. The following definition reserves five elements for integer array `c`, which has subscripts in the range 0–4.

```
int c[5];
```

The definitions

```
int b[100];
int x[27];
```

reserve 100 elements for integer array `b` and 27 elements for integer array `x`. These arrays have subscripts in the ranges 0–99 and 0–26, respectively.

A `char` array can store a character string. Character strings and their similarity to arrays are discussed in Chapter 8. The relationship between pointers and arrays is discussed in Chapter 7.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) When creating an array, you specify an array's element type and number of elements so the compiler may reserve the appropriate amount of memory.

b) The following definition reserves space for the `double` array `temperatures`, which has index numbers in the range `0`–`6`:

```
double temperatures[7];
```

c) The following definitions reserve 50 elements for `float` array `b` and `19` elements for `float` array `x`:

```
float b[50];
float x[19];
```

d) An array of type `string` can store a character string.

Answer: d) is *false*. Actually, an array of type `char` can store a character string. C does not have a `string` type.

6.4 Array Examples

This section presents several examples demonstrating how to define and initialize arrays and how to perform many common array manipulations.

6.4.1 Defining an Array and Using a Loop to Set the Array's Element Values

Like any other local variable, uninitialized array elements contain "garbage" values. Figure 6.1 uses `for` statements to set five-element integer array `n`'s elements to zeros (lines 10–12) and print the array in tabular format (lines 17–19). The first `printf` statement (line 14) displays the column heads for the two columns printed in the subsequent `for` statement.

```
1  // fig06_01.c
2  // Initializing the elements of an array to zeros.
3  #include <stdio.h>
4
5  // function main begins program execution
6  int main(void) {
7     int n[5]; // n is an array of five integers
8
9     // set elements of array n to 0
10    for (size_t i = 0; i < 5; ++i) {
11       n[i] = 0; // set element at location i to 0
12    }
13
14    printf("%s%8s\n", "Element", "Value");
15
16    // output contents of array n in tabular format
17    for (size_t i = 0; i < 5; ++i) {
18       printf("%7zu%8d\n", i, n[i]);
19    }
20 }
```

```
Element   Value
      0       0
      1       0
      2       0
      3       0
      4       0
```

Fig. 6.1 | Initializing the elements of an array to zeros.

The counter-control variable `i`'s type is **`size_t`** in each `for` statement (lines 10 and 17). The C standard says `size_t` represents an unsigned integral type and is recommended for any variable representing an array's size or subscripts. Type `size_t` is defined in header `<stddef.h>`, which is often included by other headers (such as `<stdio.h>`).[1] The **conversion specification `%zu`** is used to display `size_t` values.

1. If you attempt to compile Fig. 6.1 and receive errors, include `<stddef.h>` in your program.

6.4.2 Initializing an Array in a Definition with an Initializer List

You can initialize an array's elements when defining the array by providing a comma-separated list of **array initializers** in braces, `{}`. Figure 6.2 initializes an integer array with five values (line 7) and prints it in a tabular format.

```
1  // fig06_02.c
2  // Initializing the elements of an array with an initializer list.
3  #include <stdio.h>
4
5  // function main begins program execution
6  int main(void) {
7     int n[5] = {32, 27, 64, 18, 95}; // initialize n with initializer list
8
9     printf("%s%8s\n", "Element", "Value");
10
11    // output contents of array in tabular format
12    for (size_t i = 0; i < 5; ++i) {
13       printf("%7zu%8d\n", i, n[i]);
14    }
15 }
```

```
Element   Value
      0      32
      1      27
      2      64
      3      18
      4      95
```

Fig. 6.2 | Initializing the elements of an array with an initializer list.

If there are fewer initializers than array elements, the remaining elements are initialized to `0`. For example, Fig. 6.1 could have initialized array `n`'s elements to zero as follows:

```
int n[5] = {0}; // initializes entire array to zeros
```

This explicitly initializes `n[0]` to `0` and implicitly initializes the remaining elements to `0`. It's a compilation error if you provide more initializers in an array initializer list than elements in the array. For example, the following array definition produces a compilation error because there are four initializers for only three elements:

ERR

```
int n[3] = {32, 27, 64, 18};
```

The following definition creates a five-element array initialized with the values `1`–`5`:

```
int n[] = {1, 2, 3, 4, 5};
```

When you omit the array size, the compiler calculates the array's number of elements from the number initializers.

6.4.3 Specifying an Array's Size with a Symbolic Constant and Initializing Array Elements with Calculations

Figure 6.3 initializes five-element array `s` with the values `2`, `4`, `6`, `8` and `10`, then prints the array in tabular format. To generate the values, we multiply the loop counter by `2` and add `2`.

```
1  // fig06_03.c
2  // Initializing the elements of array s to the even integers from 2 to 10.
3  #include <stdio.h>
4  #define SIZE 5 // maximum size of array
5
6  // function main begins program execution
7  int main(void) {
8     // symbolic constant SIZE can be used to specify array size
9     int s[SIZE] = {0}; // array s has SIZE elements
10
11    for (size_t j = 0; j < SIZE; ++j) { // set the values
12       s[j] = 2 + 2 * j;
13    }
14
15    printf("%s%8s\n", "Element", "Value");
16
17    // output contents of array s in tabular format
18    for (size_t j = 0; j < SIZE; ++j) {
19       printf("%7zu%8d\n", j, s[j]);
20    }
21 }
```

```
Element   Value
      0       2
      1       4
      2       6
      3       8
      4      10
```

Fig. 6.3 | Initializing the elements of array `s` to the even integers from 2 to 10.

Line 4 uses the **`#define` preprocessor directive**

```
#define SIZE 5
```

to create the **symbolic constant** `SIZE` with the value `5`. A symbolic constant is an identifier that the C preprocessor replaces with **replacement text** before the program is compiled. In this program, the preprocessor replaces all `SIZE` occurrences with `5`.

Using symbolic constants to specify array sizes makes programs easier to read and modify. In Fig. 6.3, for example, we could have the first `for` loop (line 11) fill a 1000-element array simply by changing `SIZE`'s value in the `#define` directive from `5` to `1000`. Without the symbolic constant, we'd have to change the program in lines 9, 11 and 18. As programs get larger, this technique becomes more useful for writing clear, easy-to-read, maintainable programs. A symbolic constant (like `SIZE`) is easier to understand than the numeric value `5`, which could have different meanings throughout the code.

Do not terminate the `#define` preprocessor directives with semicolons. If you do that in line 4, the preprocessor replaces all occurrences of `SIZE` with the text `"5;"`. This may lead to syntax errors at compile time or logic errors at execution time. Remember that the preprocessor is not the C compiler.

ERR

Assigning a value to a symbolic constant in an executable statement is a compilation error—symbolic constants are not variables. By convention, use only uppercase letters for symbolic constant names, so they stand out in a program. This also reminds you that symbolic constants are not variables.

ERR

6.4.4 Summing the Elements of an Array

Figure 6.4 sums the values contained in the five-element integer array `a`. The `for` statement's body (line 14) does the totaling.

```
1  // fig06_04.c
2  // Computing the sum of the elements of an array.
3  #include <stdio.h>
4  #define SIZE 5
5
6  // function main begins program execution
7  int main(void) {
8     // use an initializer list to initialize the array
9     int a[SIZE] = {1, 2, 3, 4, 5};
10    int total = 0; // sum of array
11
12    // sum contents of array a
13    for (size_t i = 0; i < SIZE; ++i) {
14       total += a[i];
15    }
16
17    printf("The total of a's values is %d\n", total);
18 }
```

```
The total of a's values is 15
```

Fig. 6.4 | Computing the sum of the elements of an array.

6.4.5 Using Arrays to Summarize Survey Results

Our next example uses arrays to summarize the results of data collected in a survey. Consider the problem statement:

> *Twenty students were asked to rate the quality of the food in the student cafeteria on a scale of 1 to 5 (1 means awful, and 5 means excellent). Place the 20 responses in an integer array and summarize the results of the poll.*

Figure 6.5 is a typical array application. We wish to summarize the number of responses of each type. The 20-element array `responses` (lines 10–11) contains the students' responses. We use a 6-element array `frequency` (line 14) to count each response's number of occurrences. We ignore `frequency[0]` because it's logical to

have response 1 increment `frequency[1]` rather than `frequency[0]`. This allows us to use each response directly as the subscript in the `frequency` array. You should strive for program clarity. Sometimes it may be worthwhile to trade off the most efficient use of memory or processor time in favor of writing clearer programs. Sometimes performance considerations far outweigh clarity considerations.

PERF

```
1  // fig06_05.c
2  // Analyzing a student poll.
3  #include <stdio.h>
4  #define RESPONSES_SIZE 20 // define array sizes
5  #define FREQUENCY_SIZE 6
6
7  // function main begins program execution
8  int main(void) {
9     // place the survey responses in the responses array
10    int responses[RESPONSES_SIZE] =
11       {1, 2, 5, 4, 3, 5, 2, 1, 3, 1, 4, 3, 3, 3, 2, 3, 3, 2, 2, 5};
12
13    // initialize frequency counters to 0
14    int frequency[FREQUENCY_SIZE] = {0};
15
16    // for each answer, select the value of an element of the array
17    // responses and use that value as a subscript into the array
18    // frequency to determine the element to increment
19    for (size_t answer = 0; answer < RESPONSES_SIZE; ++answer) {
20       ++frequency[responses[answer]];
21    }
22
23    // display results
24    printf("%s%12s\n", "Rating", "Frequency");
25
26    // output the frequencies in a tabular format
27    for (size_t rating = 1; rating < FREQUENCY_SIZE; ++rating) {
28       printf("%6zu%12d\n", rating, frequency[rating]);
29    }
30 }
```

```
Rating   Frequency
     1           3
     2           5
     3           7
     4           2
     5           3
```

Fig. 6.5 | Analyzing a student poll.

How the `frequency` Counters Are Incremented

The `for` loop (lines 19–21) takes each response from `responses` and increments one of the five `frequency` array counters—`frequency[1]` to `frequency[5]`. The key statement in the loop is line 20:

```
++frequency[responses[answer]];
```

which increments the appropriate `frequency` counter, based on the value of the expression `responses[answer]`. When the counter variable `answer` is `0`, `responses[answer]` is `1`, so `++frequency[responses[answer]];` is interpreted as

```
++frequency[1];
```

which increments `frequency[1]`. When `answer` is `1`, the value of `responses[answer]` is `2`, so `++frequency[responses[answer]];` is interpreted as

```
++frequency[2];
```

which increments `frequency[2]`. When `answer` is `2`, the value of `responses[answer]` is `5`, so `++frequency[responses[answer]];` is interpreted as

```
++frequency[5];
```

which increments `frequency[5]`, and so on.

Invalid Survey Responses

Regardless of the number of survey responses processed, only a 6-element `frequency` array is required (ignoring element zero) to summarize the results. But what if the data contained an invalid value such as 13? In this case, the program would attempt to add `1` to `frequency[13]`, which is outside the array's bounds. C has no array bounds checking to prevent a program from referring to an element that does not exist. So, an executing program can "walk off" either end of an array without warning—a security problem we discuss in Section 6.13. Programs should validate that all input values are correct to prevent erroneous information from affecting a program's calculations.

SEC

Validate Array Subscripts

Referring to an element outside the array bounds is a logic error. When looping through an array, the array subscript should never go below 0 and should always be less than the total number of array elements—the array's size minus one. You should ensure that all array references remain within the bounds of the array.

ERR

6.4.6 Graphing Array Element Values with Bar Charts

Our next example (Fig. 6.6) reads numbers from an array and graphs the information in a bar chart. We display each number followed by a bar consisting of that many asterisks. The nested `for` statement (lines 17–19) displays the bars by iterating `n[i]` times and displaying one asterisk per iteration. Line 21 ends each bar.

```
1  // fig06_06.c
2  // Displaying a bar chart.
3  #include <stdio.h>
4  #define SIZE 5
5
6  // function main begins program execution
7  int main(void) {
```

Fig. 6.6 | Displaying a bar chart. (Part 1 of 2.)

```
8     // use initializer list to initialize array n
9     int n[SIZE] = {19, 3, 15, 7, 11};
10
11    printf("%s%13s%17s\n", "Element", "Value", "Bar Chart");
12
13    // for each element of array n, output a bar of the bar chart
14    for (size_t i = 0; i < SIZE; ++i) {
15       printf("%7zu%13d%8s", i, n[i], "");
16
17       for (int j = 1; j <= n[i]; ++j) { // print one bar
18          printf("%c", '*');
19       }
20
21       puts(""); // end a bar with a newline
22    }
23 }
```

```
Element         Value         Bar Chart
      0            19         *******************
      1             3         ***
      2            15         ***************
      3             7         *******
      4            11         ***********
```

Fig. 6.6 | Displaying a bar chart. (Part 2 of 2.)

6.4.7 Rolling a Die 60,000,000 Times and Summarizing the Results in an Array

In Chapter 5, we stated that we'd show a more elegant way to write Fig. 5.5's dice-rolling program. Recall that the program rolled a single six-sided die 60,000,000 times and displayed the face counts. Figure 6.7 is an array version of Fig. 5.5. Line 17 replaces Fig. 5.5's entire 20-line `switch` statement. Once again, we use a `frequency` array in which we ignore element `0`, so we can use the face values as subscripts into the array.

```
1  // fig06_07.c
2  // Roll a six-sided die 60,000,000 times
3  #include <stdio.h>
4  #include <stdlib.h>
5  #include <time.h>
6  #define SIZE 7
7
8  // function main begins program execution
9  int main(void) {
10    srand(time(NULL)); // seed random number generator
11
12    int frequency[SIZE] = {0}; // initialize all frequency counts to 0
13
```

Fig. 6.7 | Roll a six-sided die 60,000,000 times. (Part 1 of 2.)

```
14     // roll die 60,000,000 times
15     for (int roll = 1; roll <= 60000000; ++roll) {
16        size_t face = 1 + rand() % 6;
17        ++frequency[face]; // replaces entire switch of Fig. 5.5
18     }
19
20     printf("%s%17s\n", "Face", "Frequency");
21
22     // output frequency elements 1-6 in tabular format
23     for (size_t face = 1; face < SIZE; ++face) {
24        printf("%4zu%17d\n", face, frequency[face]);
25     }
26  }
```

```
Face        Frequency
   1          9997167
   2         10003506
   3         10001940
   4          9995833
   5         10000843
   6         10000711
```

Fig. 6.7 | Roll a six-sided die 60,000,000 times. (Part 2 of 2.)

Self Check

1 *(Code)* Rewrite the following code segment to define seven-element `double` array `m` and initialize each of its elements to `10`:

```
int n[5]; // n is an array of five integers

// set elements of array n to 0
for (size_t i = 0; i < 5; ++i) {
   n[i] = 0; // set element at location i to 0
}
```

Answer:

```
double m[7]; // m is an array of 7 doubles

// set elements of array m to 10.0
for (size_t i = 0; i < 7; ++i) {
   m[i] = 10.0; // set element at location i to 10.0
}
```

2 *(Multiple Choice)* Which of the following statements a), b) or c) is *true*?

a) For an `int` array, if you provide fewer initializers than there are elements in the array, the remaining elements are initialized to `0`.

b) It's a syntax error to provide more initializers in an array initializer list than there are array elements—for example, `int n[3] = {32, 27, 64, 18};` is a syntax error, because there are four initializers but only three array elements.

c) If the array size is omitted from a definition with an initializer list, the compiler determines the number of elements based on the number of elements in the initializer list. So, the following creates the three-element `int` array `s`:

```
int s[] = {10, 20, 30};
```

d) All of the above statements are *true*.

Answer: d.

6.5 Using Character Arrays to Store and Manipulate Strings

Arrays can hold data of any type, though all the elements of a given array must have the same type. We now discuss storing strings in character arrays. So far, the only string-processing capability we have is outputting a string with `printf`. A string such as `"hello"` is really an array of individual characters, plus one more thing.

6.5.1 Initializing a Character Array with a String

Character arrays have several unique features. A character array can be initialized using a string literal. For example,

```
char string1[] = "first";
```

initializes the elements of array `string1` to the individual characters in the string literal `"first"`. In this case, the compiler determined array `string1`'s size based on the string's length. The string `"first"` contains five characters *plus a string-terminating null character*. So, `string1` actually contains six elements. The escape sequence representing the null character is `'\0'`. All strings end with this character. A character array representing a string should always be defined large enough to hold the string's number of characters and the terminating null character.

6.5.2 Initializing a Character Array with an Initializer List of Characters

Character arrays also can be initialized with individual character constants in an initializer list, but this can be tedious. The preceding definition is equivalent to

```
char string1[] = {'f', 'i', 'r', 's', 't', '\0'};
```

6.5.3 Accessing the Characters in a String

You can access a string's individual characters directly using array subscript notation. So, `string1[0]` is the character `'f'`, `string1[3]` is `'s'` and `string1[5]` is `'\0'`.

6.5.4 Inputting into a Character Array

The following definition creates a character array capable of storing a string of *at most 19 characters* and a *terminating null character*:

```
char string2[20];
```

The statement

```
scanf("%19s", string2);
```

reads a string from the keyboard into `string2`. You pass the array name to `scanf` without the `&` used with non-string variables. The `&` is normally used to provide `scanf` with a variable's *location* in memory so that a value can be stored there. In Section 6.7, when we discuss passing arrays to functions, we'll discuss why the `&` is not necessary for array names.

It's your responsibility to ensure that the array into which the string is read is capable of holding any string that the user types at the keyboard. Function `scanf` does *not* check how large the array is. It will read characters until a *space*, *tab*, *newline* or *end-of-file indicator* is encountered. The string `string2` should be no longer than 19 characters to leave room for the terminating null character. If the user types 20 or more characters, SEC your program may crash or create a security vulnerability called a buffer overflow. For this reason, we used the conversion specification `%19s`. This tells `scanf` to read a maximum of 19 characters, preventing it from writing characters into memory beyond the end of `string2`. (In Section 6.13, we revisit the potential security issue raised by inputting into a character array and discuss the C standard's `scanf_s` function.)

6.5.5 Outputting a Character Array That Represents a String

A character array representing a string can be output with `printf` using the `%s` conversion specification. For example, you can print the character array `string2` with

```
printf("%s\n", string2);
```

Like `scanf`, `printf` does not check how large the character array is. It displays the string's characters until it encounters a terminating null character. [Consider what would print if, for some reason, the terminating null character were missing.]

6.5.6 Demonstrating Character Arrays

Figure 6.8 demonstrates initializing a character array with a string literal, reading a string into a character array, printing a character array as a string and accessing a string's individual characters. The program uses a `for` statement (lines 20–22) to loop through the `string1` array and print the individual characters separated by spaces, using the `%c` conversion specification. The condition in the `for` statement is true while the counter is less than the array's size and the terminating null character has not been encountered in the string. This program reads only strings that do not contain whitespace characters. We'll show how to read strings containing whitespace characters in Chapter 8.

```
1 // fig06_08.c
2 // Treating character arrays as strings.
3 #include <stdio.h>
4 #define SIZE 20
```

Fig. 6.8 | Treating character arrays as strings. (Part 1 of 2.)

```
5
6  // function main begins program execution
7  int main(void) {
8     char string1[SIZE] = ""; // reserves 20 characters
9     char string2[] = "string literal"; // reserves 15 characters
10
11    // prompt for string from user then read it into array string1
12    printf("%s", "Enter a string (no longer than 19 characters): ");
13    scanf("%19s", string1); // input no more than 19 characters
14
15    // output strings
16    printf("string1 is: %s\nstring2 is: %s\n", string1, string2);
17    puts("string1 with spaces between characters is:");
18
19    // output characters until null character is reached
20    for (size_t i = 0; i < SIZE && string1[i] != '\0'; ++i) {
21       printf("%c ", string1[i]);
22    }
23
24    puts("");
25 }
```

```
Enter a string (no longer than 19 characters): Hello there
string1 is: Hello
string2 is: string literal
string1 with spaces between characters is:
H e l l o
```

Fig. 6.8 | Treating character arrays as strings. (Part 2 of 2.)

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) A character array representing a string can be output with `printf` and the `%s` conversion specifier, as in:

```
printf("%s\n", month);
```

b) Function `printf`, like `scanf`, does not check how large the character array is.

c) When function `printf` displays the characters of a character array representing a string, it stops when it tries to print the first character past the end of the array.

d) All of the above statements are *true*.

Answer: c) is *false*. Actually, `printf` keeps displaying characters until it encounters a terminating null character, even if that is well beyond the end of the array.

2 *(True/False)* The following array can store a string of at most 20 characters and a terminating null character:

```
char name1[20];
```

Answer: *False*. Actually, the statement creates a character array capable of storing a string of at most 19 characters and a terminating null character.

6.6 Static Local Arrays and Automatic Local Arrays

Chapter 5 discussed the storage-class specifier `static`. A `static` local variable exists for the program's duration but is visible only in the function body. We can apply `static` to a local array definition to prevent the array from being created and initialized every time the function is called and destroyed every time the function exits. This PERF reduces program execution time, particularly for programs with frequently called functions that contain large arrays. Arrays that are `static` are initialized once at program startup. If you do not explicitly initialize a `static` array, that array's elements are initialized to zero by default.

Figure 6.9 demonstrates function `staticArrayInit` (lines 21–38) with a local `static` array (line 23) and function `automaticArrayInit` (lines 41–58) with a local automatic array (line 43). Function `staticArrayInit` is called twice (lines 11 and 15). The local `static` array in the function is initialized to zero at program startup (line 23). The function prints the array, adds 5 to each element and prints the array again. The second time the function is called, the `static` array contains the values stored during the first call.

```
1  // fig06_09.c
2  // Static arrays are initialized to zero if not explicitly initialized.
3  #include <stdio.h>
4
5  void staticArrayInit(void); // function prototype
6  void automaticArrayInit(void); // function prototype
7
8  // function main begins program execution
9  int main(void) {
10    puts("First call to each function:");
11    staticArrayInit();
12    automaticArrayInit();
13
14    puts("\n\nSecond call to each function:");
15    staticArrayInit();
16    automaticArrayInit();
17    puts("");
18 }
19
20 // function to demonstrate a static local array
21 void staticArrayInit(void) {
22    // initializes elements to 0 before the function is called
23    static int array1[3];
24
25    puts("\nValues on entering staticArrayInit:");
26
27    // output contents of array1
28    for (size_t i = 0; i <= 2; ++i) {
29       printf("array1[%zu] = %d  ", i, array1[i]);
30    }
```

Fig. 6.9 | Static arrays are initialized to zero if not explicitly initialized. (Part 1 of 2.)

```
31
32     puts("\nValues on exiting staticArrayInit:");
33
34     // modify and output contents of array1
35     for (size_t i = 0; i <= 2; ++i) {
36        printf("array1[%zu] = %d  ", i, array1[i] += 5);
37     }
38  }
39
40  // function to demonstrate an automatic local array
41  void automaticArrayInit(void) {
42     // initializes elements each time function is called
43     int array2[3] = {1, 2, 3};
44
45     puts("\n\nValues on entering automaticArrayInit:");
46
47     // output contents of array2
48     for (size_t i = 0; i <= 2; ++i) {
49        printf("array2[%zu] = %d  ", i, array2[i]);
50     }
51
52     puts("\nValues on exiting automaticArrayInit:");
53
54     // modify and output contents of array2
55     for (size_t i = 0; i <= 2; ++i) {
56        printf("array2[%zu] = %d  ", i, array2[i] += 5);
57     }
58  }
```

```
First call to each function:

Values on entering staticArrayInit:
array1[0] = 0  array1[1] = 0  array1[2] = 0
Values on exiting staticArrayInit:
array1[0] = 5  array1[1] = 5  array1[2] = 5

Values on entering automaticArrayInit:
array2[0] = 1  array2[1] = 2  array2[2] = 3
Values on exiting automaticArrayInit:
array2[0] = 6  array2[1] = 7  array2[2] = 8

Second call to each function:

Values on entering staticArrayInit:
array1[0] = 5  array1[1] = 5  array1[2] = 5 — values preserved from last call
Values on exiting staticArrayInit:
array1[0] = 10  array1[1] = 10  array1[2] = 10

Values on entering automaticArrayInit:
array2[0] = 1  array2[1] = 2  array2[2] = 3 — values reinitialized after last call
Values on exiting automaticArrayInit:
array2[0] = 6  array2[1] = 7  array2[2] = 8
```

Fig. 6.9 | Static arrays are initialized to zero if not explicitly initialized. (Part 2 of 2.)

Function `automaticArrayInit` is also called twice (lines 12 and 16). The automatic local array's elements are initialized with the values 1, 2 and 3 (line 43). The function prints the array, adds 5 to each element and prints the array again. The second time the function is called, the array elements are initialized to 1, 2 and 3 again because the array has automatic storage duration

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?
   a) A `static` local variable exists for the duration of the program but is visible only in the function body.
   b) A `static` local array is created and initialized once, not each time the function is called. This reduces program execution time, particularly for programs with frequently called functions that contain large arrays.
   c) If you do not explicitly initialize a `static` array, that array's elements are initialized to zero by default.
   d) All of the above statements are *true*.

Answer: d.

6.7 Passing Arrays to Functions

To pass an array argument to a function, specify the array's name without any brackets. For example, if array `hourlyTemperatures` has been defined as

```
int hourlyTemperatures[HOURS_IN_A_DAY];
```

the function call

```
modifyArray(hourlyTemperatures, HOURS_IN_A_DAY)
```

passes array `hourlyTemperatures` and its size to function `modifyArray`.

Recall that all arguments in C are passed by value. However, C automatically passes arrays to functions by reference—the called functions can modify the callers' original array element values. We'll see in Chapter 7 that this is not a contradiction. An array's name evaluates to the address in memory of the array's first element. Because the array's starting address is passed, the called function knows precisely where the array is stored. So, any modifications the called function makes to the array elements change the values of the original array's elements in the caller.

Showing That an Array Name Is an Address

Figure 6.10 demonstrates that "the value of an array name" is really the *address* of the array's first element by printing `array`, `&array[0]` and `&array` using the **`%p` conversion specification** for printing addresses. The `%p` conversion specification normally outputs addresses as hexadecimal numbers, but this is compiler-dependent. Hexadecimal (base 16) numbers consist of the digits 0 through 9 and the letters A through F—the hexadecimal equivalents of the decimal numbers 10–15. Online Appendix E provides an in-depth discussion of the relationships among binary (base 2), octal (base 8), decimal (base 10; standard integers) and hexadecimal integers. The output shows

that `array`, `&array` and `&array[0]` have the same value. This program's output is system dependent, but the addresses are always identical for each program execution on a particular computer.

```
1  // fig06_10.c
2  // Array name is the same as the address of the array's first element.
3  #include <stdio.h>
4
5  // function main begins program execution
6  int main(void) {
7     char array[5] = ""; // define an array of size 5
8
9     printf("    array = %p\n&array[0] = %p\n   &array = %p\n",
10       array, &array[0], &array);
11 }
```

```
    array = 0031F930
&array[0] = 0031F930
   &array = 0031F930
```

Fig. 6.10 | Array name is the same as the address of the array's first element.

Passing arrays by reference makes sense for performance reasons. If arrays were passed by value, a copy of each element would be passed. For large, frequently passed arrays, this would be time-consuming and would consume storage for the copies of the arrays. It's possible to pass an array by value (by placing it in a `struct`, as we explain in Chapter 10, Structures, Unions, Bit Manipulation and Enumerations). PERF SE

Passing Individual Array Elements

Although entire arrays are passed by reference, individual array elements are passed by value, exactly as any other variable. Single pieces of data, such as individual `int`s, `float`s and `char`s, are called **scalars**. To pass an array element to a function, use the subscripted array name as an argument in the function call. In Chapter 7, we show how to pass scalars (i.e., individual variables and array elements) to functions by reference.

Array Parameters

For a function to receive an array through a function call, the function's parameter list must expect an array. The function header for function `modifyArray` (from earlier in this section) can be written as

```
void modifyArray(int b[], size_t size)
```

indicating that `modifyArray` expects to receive an `int` array in parameter `b` and the array's number of elements in parameter `size`. The array's number of elements is not required in the array parameter's brackets. If it's included, the compiler checks that it's greater than zero, then ignores it—specifying a negative value is a compilation error. When the called function uses the array name `b`, it will be referring to the caller's original array. So, in the function call: ERR

```
modifyArray(hourlyTemperatures, HOURS_IN_A_DAY)
```

`modifyArray`'s parameter `b` represents `hourlyTemperatures` in the caller. In Chapter 7, we introduce other notations for indicating that a function receives an array. As we'll see, these notations are based on the intimate relationship between arrays and pointers.

Difference Between Passing an Entire Array and Passing an Array Element

Figure 6.11 demonstrates the difference between passing an entire array and passing an individual array element. The program first prints integer array a's five elements (lines 18–20). Next, we pass array a and its size to `modifyArray` (line 24), which multiplies each of a's elements by 2 (lines 45–47). Then, lines 28–30 display a's updated contents. As the output shows, `modifyArray` did, indeed, modify a's elements. Next, line 34 prints `a[3]`'s value and line 36 passes it to function `modifyElement`. The function multiplies its argument by 2 (line 53) and prints the new value. When line 39 in `main` displays `a[3]` again, it has *not* been modified because individual array elements are passed by value.

```
1  // fig06_11.c
2  // Passing arrays and individual array elements to functions.
3  #include <stdio.h>
4  #define SIZE 5
5
6  // function prototypes
7  void modifyArray(int b[], size_t size);
8  void modifyElement(int e);
9
10 // function main begins program execution
11 int main(void) {
12    int a[SIZE] = {0, 1, 2, 3, 4}; // initialize array a
13
14    puts("Effects of passing entire array by reference:\n\nThe "
15       "values of the original array are:");
16
17    // output original array
18    for (size_t i = 0; i < SIZE; ++i) {
19       printf("%3d", a[i]);
20    }
21
22    puts(""); // outputs a newline
23
24    modifyArray(a, SIZE); // pass array a to modifyArray by reference
25    puts("The values of the modified array are:");
26
27    // output modified array
28    for (size_t i = 0; i < SIZE; ++i) {
29       printf("%3d", a[i]);
30    }
31
```

Fig. 6.11 | Passing arrays and individual array elements to functions. (Part 1 of 2.)

```
32     // output value of a[3]
33     printf("\n\n\nEffects of passing array element "
34        "by value:\n\nThe value of a[3] is %d\n", a[3]);
35
36     modifyElement(a[3]); // pass array element a[3] by value
37
38     // output value of a[3]
39     printf("The value of a[3] is %d\n", a[3]);
40  }
41
42  // in function modifyArray, "b" points to the original array "a" in memory
43  void modifyArray(int b[], size_t size) {
44     // multiply each array element by 2
45     for (size_t j = 0; j < size; ++j) {
46        b[j] *= 2; // actually modifies original array
47     }
48  }
49
50  // in function modifyElement, "e" is a local copy of array element
51  // a[3] passed from main
52  void modifyElement(int e) {
53     e *= 2; // multiply parameter by 2
54     printf("Value in modifyElement is %d\n", e);
55  }
```

```
Effects of passing entire array by reference:

The values of the original array are:
  0  1  2  3  4
The values of the modified array are:
  0  2  4  6  8


Effects of passing array element by value:

The value of a[3] is 6
Value in modifyElement is 12
The value of a[3] is 6
```

Fig. 6.11 | Passing arrays and individual array elements to functions. (Part 2 of 2.)

Using `const` to Prevent Functions from Modifying Array Elements

There may be situations in your programs in which a function should *not* modify array elements. C's type qualifier **`const`** (short for "constant") can prevent a function from modifying an argument. When an array parameter is preceded by the `const` qualifier, the function treats the array elements as constants. Any attempt to modify an array element in the function body results in a compile-time error. This is another example of the principle of least privilege. A function should not be given the capability to modify an array in the caller unless it's absolutely necessary.

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ERR

The following definition of a function named `tryToModifyArray` uses the parameter `const int b[]` (line 3) to specify that array `b` is constant and cannot be modified:

```
1 // in function tryToModifyArray, array b is const, so it cannot be
2 // used to modify its array argument in the caller
3 void tryToModifyArray(const int b[]) {
4    b[0] /= 2; // error
5    b[1] /= 2; // error
6    b[2] /= 2; // error
7 }
```

Each of the function's attempts to modify array elements results in a compiler error. The `const` qualifier is discussed in additional contexts in Chapter 7.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) Given the following array `hourlyTemperatures`:

```
int hourlyTemperatures[HOURS_IN_A_DAY];
```

the following function call passes `hourlyTemperatures` and its size to `modifyArray`:

```
modifyArray(hourlyTemperatures, HOURS_IN_A_DAY)
```

b) Recall that all arguments in C are passed by value, so C automatically passes arrays to functions by value.

c) The array's name evaluates to the address of the array's first element.

d) Because the address of the array's first element is passed, the called function knows precisely where the array is stored.

Answer: b) is *false*. Actually, C automatically passes arrays to functions by reference—the called functions can modify the element values in the callers' original arrays.

2 *(Discussion)* Based on the meaningful function name and parameter definitions in the following function header, describe as much as you can about what this function probably does:

```
void modifyArray(int b[], size_t size)
```

Answer: Function `modifyArray` expects to receive an array of integers in parameter `b` and the number of array elements in parameter `size`. The array is passed in by reference, so the function is able to modify the original array in the caller.

6.8 Sorting Arrays

Sorting data—that is, placing the data into ascending or descending order—is one of the most important computing applications. A bank sorts checks by account number to prepare individual bank statements at the end of each month. Telephone companies sort their lists of accounts by last name and, within that, by first name to make it easy to find phone numbers. Virtually every organization must sort some data, and in many cases, massive amounts of it. Sorting data is an intriguing problem that has attracted some of the most intense computer-science research efforts. Here, we dis-

cuss a simple sorting scheme. In Chapters 12 and 13, we investigate more complex schemes that yield better performance. Often, the simplest algorithms perform poorly. Their virtue is that they're easy to write, test and debug. More complex algorithms are often needed to realize maximum performance.

PERF

Bubble Sort

Figure 6.12 sorts the 10-element array a's values (line 8) into ascending order. The technique we use is called the **bubble sort** or the **sinking sort** because the smaller values gradually "bubble" their way to the top of the array like air bubbles rising in water, while the larger values sink to the bottom of the array. The technique uses several passes through the array. On each pass, the algorithm compares successive pairs of elements (element 0 and element 1, then element 1 and element 2, etc.). If a pair is in increasing order (or if the values are identical), we leave the values as they are. If a pair is in decreasing order, we swap their values in the array.

```
1  // fig06_12.c
2  // Sorting an array's values into ascending order.
3  #include <stdio.h>
4  #define SIZE 10
5
6  // function main begins program execution
7  int main(void) {
8     int a[SIZE] = {2, 6, 4, 8, 10, 12, 89, 68, 45, 37};
9
10    puts("Data items in original order");
11
12    // output original array
13    for (size_t i = 0; i < SIZE; ++i) {
14       printf("%4d", a[i]);
15    }
16
17    // bubble sort
18    // loop to control number of passes
19    for (int pass = 1; pass < SIZE; ++pass) {
20       // loop to control number of comparisons per pass
21       for (size_t i = 0; i < SIZE - 1; ++i) {
22          // compare adjacent elements and swap them if first
23          // element is greater than second element
24          if (a[i] > a[i + 1]) {
25             int hold = a[i];
26             a[i] = a[i + 1];
27             a[i + 1] = hold;
28          }
29       }
30    }
31
32    puts("\nData items in ascending order");
33
```

Fig. 6.12 | Sorting an array's values into ascending order. (Part 1 of 2.)

```
34      // output sorted array
35      for (size_t i = 0; i < SIZE; ++i) {
36         printf("%4d", a[i]);
37      }
38
39      puts("");
40   }
```

```
Data items in original order
   2   6   4   8  10  12  89  68  45  37
Data items in ascending order
   2   4   6   8  10  12  37  45  68  89
```

Fig. 6.12 | Sorting an array's values into ascending order. (Part 2 of 2.)

First, the program compares `a[0]` to `a[1]`, then `a[1]` to `a[2]`, then `a[2]` to `a[3]`, and so on until it completes the pass by comparing `a[8]` to `a[9]`. Although there are 10 elements, only nine comparisons are performed. A large value may move down the array many positions on a single pass because of how the successive comparisons are made, but a small value may move up only one position.

On the first pass, the largest value is guaranteed to sink to the array's bottom element, `a[9]`. On the second pass, the second-largest value is guaranteed to sink to `a[8]`. On the ninth pass, the ninth-largest value sinks to `a[1]`. This leaves the smallest value in `a[0]`, so only nine passes are needed to sort the 10-element array.

Swapping Elements

The sorting is performed by the nested `for` loops (lines 19–30). If a swap is necessary, it's performed by the three assignments in lines 25–27

```
int hold = a[i];
a[i] = a[i + 1];
a[i + 1] = hold;
```

The variable `hold` temporarily stores one of the two values being swapped. The swap cannot be performed with only the two assignments

```
a[i] = a[i + 1];
a[i + 1] = a[i];
```

If, for example, `a[i]` is `7` and `a[i + 1]` is `5`, after the first assignment, both values will be `5` and the value `7` will be lost—hence the need for the extra variable `hold`.

Bubble Sort Is Easy to Implement, But Slow

The chief virtue of the bubble sort is that it's easy to program. However, it runs slowly because every exchange moves an element only one position closer to its final destination. This becomes apparent when sorting large arrays. In the exercises, we'll develop more efficient versions of the bubble sort. Far more efficient sorts than the bubble sort have been developed. We'll investigate other algorithms in Chapter 13. More advanced courses investigate sorting and searching in greater depth.

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *true*?
   a) The chief virtue of the bubble sort is that it's easy to program.
   b) Bubble sort runs slowly because every exchange moves an element only one position closer to its final position. This becomes apparent when sorting large arrays.
   c) Far more efficient sorts than the bubble sort have been developed.
   d) All of the above statements are *true*.

Answer: d.

2 *(True/False)* If a swap is necessary in the bubble sort, it uses the assignments:

```
a[i] = a[i + 1];
a[i + 1] = a[i];
```

Answer: *False*. Actually, the swap requires one more variable and one more statement:

```
int hold = a[i];
a[i] = a[i + 1];
a[i + 1] = hold;
```

where the variable `hold` temporarily stores one of the two values being swapped.

6.9 Intro to Data Science Case Study: Survey Data Analysis

We now consider a larger example. Computers are commonly used for **survey data analysis** to compile and analyze the results of surveys and opinion polls. Figure 6.13 uses the array `response` initialized with 99 responses to a survey. Each response is a number from 1 to 9. The program computes the mean, median and mode of the 99 values. This example includes many common manipulations required in array problems, including passing arrays to functions. Notice that lines 48–52 contain several string literals separated only by whitespace. C compilers automatically combine such string literals into one—this helps making long string literals more readable.

```
1  // fig06_13.c
2  // Survey data analysis with arrays:
3  // computing the mean, median and mode of the data.
4  #include <stdio.h>
5  #define SIZE 99
6
7  // function prototypes
8  void mean(const int answer[]);
9  void median(int answer[]);
10 void mode(int freq[], const int answer[]) ;
11 void bubbleSort(int a[]);
12 void printArray(const int a[]);
```

Fig. 6.13 | Survey data analysis with arrays: computing the mean, median and mode of the data. (Part 1 of 5.)

```
13
14 // function main begins program execution
15 int main(void) {
16    int frequency[10] = {0}; // initialize array frequency
17
18    // initialize array response
19    int response[SIZE] =
20       {6, 7, 8, 9, 8, 7, 8, 9, 8, 9,
21        7, 8, 9, 5, 9, 8, 7, 8, 7, 8,
22        6, 7, 8, 9, 3, 9, 8, 7, 8, 7,
23        7, 8, 9, 8, 9, 8, 9, 7, 8, 9,
24        6, 7, 8, 7, 8, 7, 9, 8, 9, 2,
25        7, 8, 9, 8, 9, 8, 9, 7, 5, 3,
26        5, 6, 7, 2, 5, 3, 9, 4, 6, 4,
27        7, 8, 9, 6, 8, 7, 8, 9, 7, 8,
28        7, 4, 4, 2, 5, 3, 8, 7, 5, 6,
29        4, 5, 6, 1, 6, 5, 7, 8, 7};
30
31    // process responses
32    mean(response);
33    median(response);
34    mode(frequency, response);
35 }
36
37 // calculate average of all response values
38 void mean(const int answer[]) {
39    printf("%s\n%s\n%s\n", "--------", "  Mean", "--------");
40
41    int total = 0; // variable to hold sum of array elements
42
43    // total response values
44    for (size_t j = 0; j < SIZE; ++j) {
45       total += answer[j];
46    }
47
48    printf("The mean is the average value of the data\n"
49           "items. The mean is equal to the total of\n"
50           "all the data items divided by the number\n"
51           "of data items (%u). The mean value for\n"
52           "this run is: %u / %u = %.4f\n\n",
53           SIZE, total, SIZE, (double) total / SIZE);
54 }
55
56 // sort array and determine median element's value
57 void median(int answer[]) {
58    printf("\n%s\n%s\n%s\n%s", "--------", " Median", "--------",
59           "The unsorted array of responses is");
60
61    printArray(answer); // output unsorted array
62
63    bubbleSort(answer); // sort array
```

Fig. 6.13 | Survey data analysis with arrays: computing the mean, median and mode of the data. (Part 2 of 5.)

```
64
65     printf("%s", "\n\nThe sorted array is");
66     printArray(answer); // output sorted array
67
68     // display median element
69     printf("\n\nThe median is element %u of\n"
70            "the sorted %u element array.\n"
71            "For this run the median is %u\n\n",
72            SIZE / 2, SIZE, answer[SIZE / 2]);
73  }
74
75  // determine most frequent response
76  void mode(int freq[], const int answer[]) {
77     printf("\n%s\n%s\n%s\n", "--------", "  Mode", "--------");
78
79     // initialize frequencies to 0
80     for (size_t rating = 1; rating <= 9; ++rating) {
81        freq[rating] = 0;
82     }
83
84     // summarize frequencies
85     for (size_t j = 0; j < SIZE; ++j) {
86        ++freq[answer[j]];
87     }
88
89     // output headers for result columns
90     printf("%s%11s%19s\n\n%54s\n%54s\n\n",
91            "Response", "Frequency", "Bar Chart",
92            "1    1    2    2", "5    0    5    0    5");
93
94     // output results
95     int largest = 0; // represents largest frequency
96     int modeValue = 0; // represents most frequent response
97
98     for (size_t rating = 1; rating <= 9; ++rating) {
99        printf("%8zu%11d          ", rating, freq[rating]);
100
101       // keep track of mode value and largest frequency value
102       if (freq[rating] > largest) {
103          largest = freq[rating];
104          modeValue = rating;
105       }
106
107       // output bar representing frequency value
108       for (int h = 1; h <= freq[rating]; ++h) {
109          printf("%s", "*");
110       }
111
112       puts(""); // being new line of output
113    }
114
```

Fig. 6.13 | Survey data analysis with arrays: computing the mean, median and mode of the data. (Part 3 of 5.)

```
115    // display the mode value
116    printf("\nThe mode is the most frequent value.\n"
117           "For this run the mode is %d which occurred %d times.\n",
118           modeValue, largest);
119 }
120
121 // function that sorts an array with bubble sort algorithm
122 void bubbleSort(int a[]) {
123    // loop to control number of passes
124    for (int pass = 1; pass < SIZE; ++pass) {
125       // loop to control number of comparisons per pass
126       for (size_t j = 0; j < SIZE - 1; ++j) {
127          // swap elements if out of order
128          if (a[j] > a[j + 1]) {
129             int hold = a[j];
130             a[j] = a[j + 1];
131             a[j + 1] = hold;
132          }
133       }
134    }
135 }
136
137 // output array contents (20 values per row)
138 void printArray(const int a[]) {
139    // output array contents
140    for (size_t j = 0; j < SIZE; ++j) {
141
142       if (j % 20 == 0) { // begin new line every 20 values
143          puts("");
144       }
145
146       printf("%2d", a[j]);
147    }
148 }
```

```
--------
  Mean
--------
The mean is the average value of the data
items. The mean is equal to the total of
all the data items divided by the number
of data items (99). The mean value for
this run is: 681 / 99 = 6.8788


--------
 Median
--------
The unsorted array of responses is
 6 7 8 9 8 7 8 9 8 9 7 8 9 5 9 8 7 8 7 8
 6 7 8 9 3 9 8 7 8 7 7 8 9 8 9 8 9 7 8 9
```

Fig. 6.13 | Survey data analysis with arrays: computing the mean, median and mode of the data. (Part 4 of 5.)

```
 6 7 8 7 8 7 9 8 9 2 7 8 9 8 9 8 9 7 5 3
 5 6 7 2 5 3 9 4 6 4 7 8 9 6 8 7 8 9 7 8
 7 4 4 2 5 3 8 7 5 6 4 5 6 1 6 5 7 8 7

The sorted array is
 1 2 2 2 3 3 3 3 4 4 4 4 5 5 5 5 5 5 5
 5 6 6 6 6 6 6 6 6 6 7 7 7 7 7 7 7 7 7
 7 7 7 7 7 7 7 7 7 7 7 7 8 8 8 8 8 8 8
 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9

The median is element 49 of
the sorted 99 element array.
For this run the median is 7


--------
  Mode
--------
Response  Frequency          Bar Chart

                                     1    1    2    2
                                5    0    5    0    5

       1          1          *
       2          3          ***
       3          4          ****
       4          5          *****
       5          8          ********
       6          9          *********
       7         23          ***********************
       8         27          ***************************
       9         19          *******************

The mode is the most frequent value.
For this run the mode is 8 which occurred 27 times.
```

Fig. 6.13 | Survey data analysis with arrays: computing the mean, median and mode of the data. (Part 5 of 5.)

Mean

The mean is the arithmetic average of the 99 values. Function `mean` (lines 38–54) computes the mean by totaling the 99 elements and dividing the result by 99.

Median

The median is the middle value. Function `median` (lines 57–73) first sorts the responses by calling function `bubbleSort` (defined in lines 122–135). Then it determines the median by picking the sorted array's middle element, `answer[SIZE / 2]`. When the number of elements is even, the median should be calculated as the mean of the two middle elements—function `median` does not currently provide this capability. Lines 61 and 66 call function `printArray` (lines 138–148) to output the `response` array before and after the sort.

Mode

The mode is the value that occurs most frequently among the 99 responses. Function `mode` (lines 76–119) determines the mode by counting the number of responses of each type, then selecting the value with the greatest count. This version of function `mode` does not handle a tie (see Exercise 6.14). Function `mode` also produces a bar chart to aid in determining the mode graphically.

Related Exercises

This case study is supported by the following exercise:

- Exercise 6.14 (Mean, Median and Mode Program Modifications).

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) The median is the middle value among the sorted data items.
b) The algorithm for finding the median of the values in an array sorts the array into ascending order, then picks the sorted array's middle element.
c) When the number of elements is even, the median is calculated as the mean of the two middle elements.
d) All of the above statements are *true*.

Answer: d.

2 *(Multiple Choice)* Which of the following statements is a), b) or c) is *false*?

a) The mode is the value that occurs most frequently among the data items.
b) The algorithm for finding the mode counts the number of occurrences of each value, then selects the most frequently occurring value. One problem with determining the `mode` is what to do in case of a tie.
c) The `mode` can be determined visually by graphing the frequencies of the values in a bar chart—the longest bar represents the mode.
d) All of the above statements are *true*.

Answer: d.

6.10 Searching Arrays

You'll often work with large amounts of data stored in arrays. It may be necessary to determine whether an array contains a value that matches a certain **key value**. The process of finding a key value in an array is called **searching**. This section discusses two searching techniques—the simple **linear search** technique and the more efficient (but more complicated) **binary search** technique. Exercises 6.32 and 6.33 ask you to implement recursive versions of the linear search and the binary search.

6.10.1 Searching an Array with Linear Search

A linear search (Fig. 6.14, lines 37–46) compares each array element with the **search key**. The array is not sorted, so it's just as likely the value will be found in the first element as in the last. On average, therefore, the program will have to compare the

search key with *half* the array elements. If the key value is found, we return the element's subscript; otherwise, we return -1 (an invalid subscript).

```c
// fig06_14.c
// Linear search of an array.
#include <stdio.h>
#define SIZE 100

// function prototype
int linearSearch(const int array[], int key, size_t size);

// function main begins program execution
int main(void) {
   int a[SIZE] = {0}; // create array a

   // create some data
   for (size_t x = 0; x < SIZE; ++x) {
      a[x] = 2 * x;
   }

   printf("Enter integer search key: ");
   int searchKey = 0; // value to locate in array a
   scanf("%d", &searchKey);

   // attempt to locate searchKey in array a
   int subscript = linearSearch(a, searchKey, SIZE);

   // display results
   if (subscript != -1) {
      printf("Found value at subscript %d\n", subscript);
   }
   else {
      puts("Value not found");
   }
}

// compare key to every element of array until the location is found
// or until the end of array is reached; return subscript of element
// if key is found or -1 if key is not found
int linearSearch(const int array[], int key, size_t size) {
   // loop through array
   for (size_t n = 0; n < size; ++n) {
      if (array[n] == key) {
         return n; // return location of key
      }
   }

   return -1; // key not found
}
```

```
Enter integer search key: 36
Found value at subscript 18
```

Fig. 6.14 | Linear search of an array. (Part 1 of 2.)

```
Enter integer search key: 37
Value not found
```

Fig. 6.14 | Linear search of an array. (Part 2 of 2.)

6.10.2 Searching an Array with Binary Search

Linear searching works well for small or unsorted arrays. However, for large arrays, linear searching is inefficient. If the array is sorted, the high-speed binary search technique can be used.

The binary search algorithm eliminates from consideration *one-half* of a sorted array's elements after each comparison. The algorithm locates the middle array element and compares it to the search key. If they're equal, the algorithm found the search key, so it returns that element's subscript. If they're not equal, the problem is reduced to searching *one-half* of the array. If the search key is less than the middle array element, the algorithm searches the *first half* of the array; otherwise, it searches the *second half*. If the search key is not the middle element in the current subarray (a piece of the original array), the algorithm repeats on one-quarter of the original array. The search continues until the search key is equal to the middle element of a subarray, or until the subarray consists of one element that's not equal to the search key—that is, the search key is not found.

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Performance of the Binary Search Algorithm

In the worst-case scenario, searching a sorted array of 1023 elements takes only 10 comparisons using a binary search. Repeatedly dividing 1,024 by 2 yields the values 512, 256, 128, 64, 32, 16, 8, 4, 2 and 1. The number 1,024 (2^{10}) is divided by 2 only 10 times to get the value 1. Dividing by 2 is equivalent to one comparison in the binary search algorithm. An array of 1,048,576 (2^{20}) elements takes a maximum of only 20 comparisons to find the search key. A sorted array of one billion elements takes a maximum of only 30 comparisons to find the search key. This is a tremendous increase in performance over a linear search of a sorted array, which requires comparing the search key to an average of half of the array elements. For a one-billion-element array, this is a difference between an average of 500 million comparisons and a maximum of 30 comparisons! The maximum comparisons for any array can be determined by finding the first power of 2 greater than the number of array elements.

Implementing Binary Search

Figure 6.15 presents the iterative version of function `binarySearch` (lines 39–60). The function receives four arguments—an integer array `b` to search, an integer `key` to find, the `low` array subscript and the `high` array subscript. The last two arguments define the portion of the array to search. If the search key does not match the middle element of a subarray, the `low` subscript or `high` subscript is modified so that a smaller subarray can be searched:

- If the search key is less than the middle element, the algorithm sets the `high` subscript to `middle - 1` (line 52), then continues the search on the elements with subscripts in the range `low` to `middle - 1`.
- If the search key is greater than the middle element, the algorithm sets the `low` subscript to `middle + 1` (line 55), then continues the search on the elements with subscripts in the range `middle + 1` to `high`.

The program uses an array of 15 elements. The first power of 2 greater than the number of elements in this array is 16 (2^4), so no more than 4 comparisons are required to find the search key. We use function `printHeader` (lines 63–79) to output the array subscripts and function `printRow` (lines 83–99) to output each subarray during the binary search process. We mark the middle element in each subarray with an asterisk (*) to indicate the element to which the search key is compared.

```
1  // fig06_15.c
2  // Binary search of a sorted array.
3  #include <stdio.h>
4  #define SIZE 15
5
6  // function prototypes
7  int binarySearch(const int b[], int key, size_t low, size_t high);
8  void printHeader(void);
9  void printRow(const int b[], size_t low, size_t mid, size_t high);
10
11 // function main begins program execution
12 int main(void) {
13    int a[SIZE] = {0}; // create array a
14
15    // create data
16    for (size_t i = 0; i < SIZE; ++i) {
17       a[i] = 2 * i;
18    }
19
20    printf("%s", "Enter a number between 0 and 28: ");
21    int key = 0; // value to locate in array a
22    scanf("%d", &key);
23
24    printHeader();
25
26    // search for key in array a
27    int result = binarySearch(a, key, 0, SIZE - 1);
28
29    // display results
30    if (result != -1) {
31       printf("\n%d found at subscript %d\n", key, result);
32    }
33    else {
34       printf("\n%d not found\n", key);
35    }
36 }
```

Fig. 6.15 | Binary search of a sorted array. (Part 1 of 3.)

```
37
38 // function to perform binary search of an array
39 int binarySearch(const int b[], int key, size_t low, size_t high) {
40    // loop until low subscript is greater than high subscript
41    while (low <= high) {
42       size_t middle = (low + high) / 2; // determine middle subscript
43
44       // display subarray used in this loop iteration
45       printRow(b, low, middle, high);
46
47       // if key matches, return middle subscript
48       if (key == b[middle]) {
49          return middle;
50       }
51       else if (key < b[middle]) { // if key < b[middle], adjust high
52          high = middle - 1; // next iteration searches low end of array
53       }
54       else { // key > b[middle], so adjust low
55          low = middle + 1; // next iteration searches high end of array
56       }
57    } // end while
58
59    return -1; // searchKey not found
60 }
61
62 // Print a header for the output
63 void printHeader(void) {
64    puts("\nSubscripts:");
65
66    // output column head
67    for (int i = 0; i < SIZE; ++i) {
68       printf("%3d ", i);
69    }
70
71    puts(""); // start new line of output
72
73    // output line of - characters
74    for (int i = 1; i <= 4 * SIZE; ++i) {
75       printf("%s", "-");
76    }
77
78    puts(""); // start new line of output
79 }
80
81 // Print one row of output showing the current
82 // part of the array being processed.
83 void printRow(const int b[], size_t low, size_t mid, size_t high) {
84    // loop through entire array
85    for (size_t i = 0; i < SIZE; ++i) {
86       // display spaces if outside current subarray range
87       if (i < low || i > high) {
88          printf("%s", "    ");
89       }
```

Fig. 6.15 | Binary search of a sorted array. (Part 2 of 3.)

```
90          else if (i == mid) { // display middle element
91             printf("%3d*", b[i]); // mark middle value
92          }
93          else { // display other elements in subarray
94             printf("%3d ", b[i]);
95          }
96       }
97
98       puts(""); // start new line of output
99    }
```

```
Enter a number between 0 and 28: 25

Subscripts:
  0   1   2   3   4   5   6   7   8   9  10  11  12  13  14
-------------------------------------------------------------
  0   2   4   6   8  10  12  14* 16  18  20  22  24  26  28
                               16  18  20  22* 24  26  28
                                           24  26* 28
                                           24*

25 not found
```

```
Enter a number between 0 and 28: 8

Subscripts:
  0   1   2   3   4   5   6   7   8   9  10  11  12  13  14
-------------------------------------------------------------
  0   2   4   6   8  10  12  14* 16  18  20  22  24  26  28
  0   2   4   6*  8  10  12
                  8  10* 12
                  8*

8 found at subscript 4
```

```
Enter a number between 0 and 28: 6

Subscripts:
  0   1   2   3   4   5   6   7   8   9  10  11  12  13  14
-------------------------------------------------------------
  0   2   4   6   8  10  12  14* 16  18  20  22  24  26  28
  0   2   4   6*  8  10  12

6 found at subscript 3
```

Fig. 6.15 | Binary search of a sorted array. (Part 3 of 3.)

Self Check

1 *(Multiple Choice)* Which of the following statements about linear search is *false*?

a) It compares every array element with the search key.

b) Because the array is not in any particular order, it's just as likely that the value will be found in the first element as in the last.

c) On average, it compares the search key with half the array's elements.

d) It works well for small or unsorted arrays. For *large* arrays it's *inefficient*.

Answer: a) is *false*. It could find a match before reaching the array's end, in which case it would terminate the search before comparing every element with the search key.

2 ***(Multiple Choice)*** Which of the following statements about binary search is *false*?

a) If the array is sorted, the high-speed binary search technique can be used.

b) The binary search algorithm eliminates from consideration two of the elements in a sorted array after each comparison.

c) The algorithm locates the middle element of the array and compares it to the search key. If they're equal, the search key is found and the array index of that element is returned. If the search key is less than the middle element of the array, the algorithm then searches the array's first half; otherwise, the algorithm searches the array's second half.

d) The search continues until the search key is equal to a subarray's middle element, or until the subarray consists of one element that's not equal to the search key (i.e., the search key is not found).

Answer: b) is *false*. Actually, the binary search algorithm eliminates from consideration one-half of the elements in a sorted array after each comparison.

6.11 Multidimensional Arrays

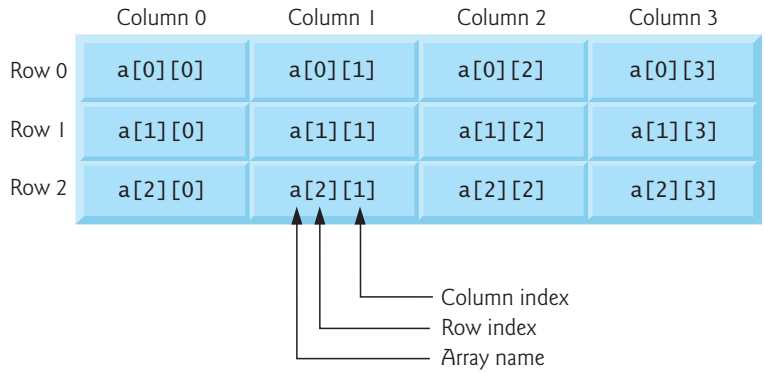
Arrays can have multiple subscripts. A common use of **multidimensional arrays** is to represent tables of values consisting of information arranged in *rows* and *columns*. To identify a particular table element, we specify two subscripts:

- The *first* (by convention) identifies the element's *row* and
- the *second* (by convention) identifies the element's *column*.

Arrays that require two subscripts to identify a particular element commonly are called **two-dimensional arrays**. Multidimensional arrays can have more than two subscripts.

6.11.1 Illustrating a Two-Dimensional Array

The following diagram illustrates a two-dimensional array named a:



The array contains three rows and four columns, so it's said to be a 3-by-4 array. In general, an array with *m* rows and *n* columns is called an **m-by-n array**.

Every element in array a is identified by a name of the form `a[i][j]`, where a is the array name, and `i` and `j` are the subscripts that uniquely identify each element. The element names in row 0 all have the first subscript `0`. The element names in column 3 all have the second subscript `3`. Referencing a two-dimensional array element as `a[x, y]` instead of `a[x][y]` is a logic error. C treats `a[x, y]` as `a[y]`, so this programmer error is not a *syntax* error. The comma in this context is a **comma operator** which guarantees that a list of expressions evaluates from left to right. The value of a comma-separated list of expressions is the value of the rightmost expression in the list.

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6.11.2 Initializing a Double-Subscripted Array

You can initialize a multidimensional array when you define it. For example, you can define and initialize the two-dimensional array `int b[2][2]` with:

```
int b[2][2] = {{1, 2}, {3, 4}};
```

The values in the initializer list are grouped by row in braces. The values in the first set of braces initialize row 0 and the values in the second set of braces initialize row 1. So, the values `1` and `2` initialize elements `b[0][0]` and `b[0][1]`, respectively, and the values `3` and `4` initialize elements `b[1][0]` and `b[1][1]`, respectively. If there are not enough initializers for a given row, that row's remaining elements are initialized to `0`. So the definition:

```
int b[2][2] = {{1}, {3, 4}};
```

would initialize `b[0][0]` to `1`, `b[0][1]` to `0`, `b[1][0]` to `3` and `b[1][1]` to `4`. Figure 6.16 demonstrates defining and initializing two-dimensional arrays.

```
1  // fig06_16.c
2  // Initializing multidimensional arrays.
3  #include <stdio.h>
4
5  void printArray(int a[][3]); // function prototype
6
7  // function main begins program execution
8  int main(void) {
9     int array1[2][3] = {{1, 2, 3}, {4, 5, 6}};
10    puts("Values in array1 by row are:");
11    printArray(array1);
12
13    int array2[2][3] = {{1, 2, 3}, {4, 5}};
14    puts("Values in array2 by row are:");
15    printArray(array2);
16
17    int array3[2][3] = {{1, 2}, {4}};
18    puts("Values in array3 by row are:");
19    printArray(array3);
20 }
```

Fig. 6.16 | Initializing multidimensional arrays. (Part 1 of 2.)

```
21
22  // function to output array with two rows and three columns
23  void printArray(int a[][3]) {
24     // loop through rows
25     for (size_t i = 0; i <= 1; ++i) {
26        // output column values
27        for (size_t j = 0; j <= 2; ++j) {
28           printf("%d ", a[i][j]);
29        }
30
31        printf("\n"); // start new line of output
32     }
33  }
```

```
Values in array1 by row are:
1 2 3
4 5 6
Values in array2 by row are:
1 2 3
4 5 0
Values in array3 by row are:
1 2 0
4 0 0
```

Fig. 6.16 | Initializing multidimensional arrays. (Part 2 of 2.)

array1 Definition

The program defines three arrays of two rows and three columns. The definition of `array1` (line 9) provides six initializers in two sublists. The first sublist initializes *row 0* to the values 1, 2 and 3, and the second sublist initializes *row 1* to the values 4, 5 and 6.

array2 Definition

The definition of `array2` (line 13) provides five initializers in two sublists, initializing *row 0* to 1, 2 and 3, and *row 1* to 4, 5 and 0. Any elements that do not have an explicit initializer are initialized to zero automatically, so `array2[1][2]` is initialized to 0.

array3 Definition

The definition of `array3` (line 17) provides three initializers in two sublists. The first row's sublist explicitly initializes the row's first two elements to 1 and 2 and implicitly initializes the third element to 0. The second row's sublist explicitly initializes the first element to 4 and implicitly initializes the last two elements to 0.

printArray Function

The program calls `printArray` (lines 23–33) to output each array's elements. The function definition specifies the array parameter as `int a[][3]`. In a one-dimensional array parameter, the array brackets are empty. The first subscript of a multidimensional array is not required, but all subsequent subscripts are required. The compiler

uses these subscripts to determine the locations in memory of a multidimensional array's elements. All array elements are stored consecutively in memory regardless of the number of subscripts. In a two-dimensional array, the first row is stored in memory, followed by the second row.

Providing the subscript values in a parameter declaration enables the compiler to tell the function how to locate an array element. In a two-dimensional array, each row is basically a one-dimensional array. To locate an element in a particular row, the compiler must know how many elements are in each row so that it can skip the proper number of memory locations when accessing the array. So, when accessing `a[1][2]` in our example, the compiler knows to skip the three elements of the first row to get to the second row (row 1). Then, the compiler accesses element 2 of that row.

6.11.3 Setting the Elements in One Row

Many common array manipulations use `for` iteration statements. For example, the following statement sets all the elements in row 2 of the 3-by-4 `int` array `a` to zero:

```
for (int column = 0; column <= 3; ++column) {
   a[2][column] = 0;
}
```

We specified row 2, so the first subscript is always `2`. The `loop` varies only the column subscript. The preceding `for` statement is equivalent to the assignment statements:

```
a[2][0] = 0;
a[2][1] = 0;
a[2][2] = 0;
a[2][3] = 0;
```

6.11.4 Totaling the Elements in a Two-Dimensional Array

The following nested `for` statement totals the elements in the 3-by-4 `int` array `a`:

```
int total = 0;

for (int row = 0; row <= 2; ++row) {
   for (int column = 0; column <= 3; ++column) {
      total += a[row][column];
   }
}
```

The `for` statement totals the elements one row at a time. The outer `for` statement begins by setting the `row` subscript to `0` so that row's elements may be totaled by the inner `for` statement. The outer `for` statement then increments `row` to `1`, so that row's elements can be totaled. Then, the outer `for` statement increments `row` to `2`, so that row's elements can be totaled. When the nested `for` statement terminates, `total` contains the sum of all the elements in the array `a`.

6.11.5 Two-Dimensional Array Manipulations

Figure 6.17 uses `for` statements to perform several common array manipulations on a 3-by-4 array named `studentGrades`. Each row represents a student, and each col-

umn represents a grade on one of the four exams the students took during the semester. The array manipulations are performed by four functions:

- Function `minimum` (lines 38–52) finds the lowest grade of any student for the semester.
- Function `maximum` (lines 55–69) finds the highest grade of any student for the semester.
- Function `average` (lines 72–81) calculates a particular student's semester average.
- Function `printArray` (lines 84–98) displays the two-dimensional array in a neat, tabular format.

```
1  // fig06_17.c
2  // Two-dimensional array manipulations.
3  #include <stdio.h>
4  #define STUDENTS 3
5  #define EXAMS 4
6
7  // function prototypes
8  int minimum(const int grades[][EXAMS], size_t pupils, size_t tests);
9  int maximum(const int grades[][EXAMS], size_t pupils, size_t tests);
10 double average(const int setOfGrades[], size_t tests);
11 void printArray(const int grades[][EXAMS], size_t pupils, size_t tests);
12
13 // function main begins program execution
14 int main(void) {
15    // initialize student grades for three students (rows)
16    int studentGrades[STUDENTS][EXAMS] =
17       {{77, 68, 86, 73},
18        {96, 87, 89, 78},
19        {70, 90, 86, 81}};
20
21    // output array studentGrades
22    puts("The array is:");
23    printArray(studentGrades, STUDENTS, EXAMS);
24
25    // determine smallest and largest grade values
26    printf("\n\nLowest grade: %d\nHighest grade: %d\n",
27       minimum(studentGrades, STUDENTS, EXAMS),
28       maximum(studentGrades, STUDENTS, EXAMS));
29
30    // calculate average grade for each student
31    for (size_t student = 0; student < STUDENTS; ++student) {
32       printf("The average grade for student %zu is %.2f\n",
33          student, average(studentGrades[student], EXAMS));
34    }
35 }
```

Fig. 6.17 | Two-dimensional array manipulations. (Part 1 of 3.)

```
36
37 // Find the minimum grade
38 int minimum(const int grades[][EXAMS], size_t pupils, size_t tests) {
39    int lowGrade = 100; // initialize to highest possible grade
40
41    // loop through rows of grades
42    for (size_t row = 0; row < pupils; ++row) {
43       // loop through columns of grades
44       for (size_t column = 0; column < tests; ++column) {
45          if (grades[row][column] < lowGrade) {
46             lowGrade = grades[row][column];
47          }
48       }
49    }
50
51    return lowGrade; // return minimum grade
52 }
53
54 // Find the maximum grade
55 int maximum(const int grades[][EXAMS], size_t pupils, size_t tests) {
56    int highGrade = 0; // initialize to lowest possible grade
57
58    // loop through rows of grades
59    for (size_t row = 0; row < pupils; ++row) {
60       // loop through columns of grades
61       for (size_t column = 0; column < tests; ++column) {
62          if (grades[row][column] > highGrade) {
63             highGrade = grades[row][column];
64          }
65       }
66    }
67
68    return highGrade; // return maximum grade
69 }
70
71 // Determine the average grade for a particular student
72 double average(const int setOfGrades[], size_t tests) {
73    int total = 0; // sum of test grades
74
75    // total all grades for one student
76    for (size_t test = 0; test < tests; ++test) {
77       total += setOfGrades[test];
78    }
79
80    return (double) total / tests; // average
81 }
82
83 // Print the array
84 void printArray(const int grades[][EXAMS], size_t pupils, size_t tests) {
85    // output column heads
86    printf("%s", "                [0]  [1]  [2]  [3]");
87
```

Fig. 6.17 | Two-dimensional array manipulations. (Part 2 of 3.)

```
88      // output grades in tabular format
89      for (size_t row = 0; row < pupils; ++row) {
90         // output label for row
91         printf("\nstudentGrades[%zu] ", row);
92
93         // output grades for one student
94         for (size_t column = 0; column < tests; ++column) {
95            printf("%-5d", grades[row][column]);
96         }
97      }
98   }
```

```
The array is:
                  [0]  [1]  [2]  [3]
studentGrades[0] 77   68   86   73
studentGrades[1] 96   87   89   78
studentGrades[2] 70   90   86   81

Lowest grade: 68
Highest grade: 96
The average grade for student 0 is 76.00
The average grade for student 1 is 87.50
The average grade for student 2 is 81.75
```

Fig. 6.17 | Two-dimensional array manipulations. (Part 3 of 3.)

Nested Loops in Functions `minimum`, `maximum` and `printArray`

Functions `minimum`, `maximum` and `printArray` each receive three arguments—the `studentGrades` array (called `grades` in each function), the number of students (rows in the array) and the number of exams (columns in the array). Each function loops through array `grades` using nested `for` statements. The following nested `for` statement is from the function `minimum` definition:

```
// loop through rows of grades
for (size_t row = 0; row < pupils; ++row) {
   // loop through columns of grades
   for (size_t column = 0; column < tests; ++column) {
      if (grades[row][column] < lowGrade) {
         lowGrade = grades[row][column];
      }
   }
}
```

The outer `for` statement begins by setting `row` to `0` so that row's elements (i.e., the first student's grades) can be compared to variable `lowGrade` in the inner `for` statement. The inner `for` statement loops through a particular row's four grades and compares each grade to `lowGrade`. If a grade is less than `lowGrade`, the nested `if` statement sets `lowGrade` to that grade. The outer `for` statement then increments `row` to `1`, and that row's elements are compared to `lowGrade`. The outer `for` statement then increments `row` to `2`, and that row's elements are compared to `lowGrade`. When the nested

statement completes execution, `lowGrade` contains the smallest grade in the two-dimensional array. Function `maximum` works similarly to function `minimum`.

Function average

Function `average` (lines 72–81) takes two arguments—a one-dimensional array of test results for a particular student (`setOfGrades`) and the number of test results in the array. When line 33 calls `average`, the first argument—`studentGrades[student]`—passes the address of one row of the two-dimensional array. The argument `studentGrades[1]` is the starting address of row 1 of the array. Remember that a two-dimensional array is basically an array of one-dimensional arrays, and the name of a one-dimensional array is the address of that array in memory. Function `average` calculates the sum of the array elements, divides the total by the number of test results and returns the floating-point result.

Self Check

1 *(What Does This Code Do?)* What does the following nested `for` statement do?

```
product = 1;

for (row = 0; row <= 2; ++row) {
   for (column = 0; column <= 3; ++column) {
      product *= m[row][column];
   }
}
```

Answer: It calculates the `product` of all the element values in `3`-by-`4` double array `m`.

2 *(What Does This Code Do?)* What does the following nested `for` statement do?

```
// loop through rows of grades
for (i = 0; i < pupils; ++i) {
   // loop through columns of grades
   for (j = 0; j < tests; ++j) {
      if (grades[i][j] < lowGrade) {
         lowGrade = grades[i][j];
      }
   }
}
```

Answer: It loops through a two-dimensional array `grades` with `pupils` rows and `tests` columns attempting to find the minimum grade in the array. Assuming the grades would be zero through `100`, `lowGrade` would need to be initialized to a value of `100` or greater.

6.12 Variable-Length Arrays

For each array you've defined so far, you've specified its size at compilation time. But what if you cannot determine an array's size until execution time? In the past, to handle this, you had to use dynamic memory allocation (introduced in Chapter 12, Data Structures). For cases in which an array's size is not known at compilation time, C

has **variable-length arrays** (VLAs)—arrays whose lengths are determined by expressions evaluated at execution time.[2] The program of Fig. 6.18 declares and prints several VLAs.

```
1  // fig06_18.c
2  // Using variable-length arrays in C99
3  #include <stdio.h>
4
5  // function prototypes
6  void print1DArray(size_t size, int array[size]);
7  void print2DArray(size_t row, size_t col, int array[row][col]);
8
9  int main(void) {
10    printf("%s", "Enter size of a one-dimensional array: ");
11    int arraySize = 0; // size of 1-D array
12    scanf("%d", &arraySize);
13
14    int array[arraySize]; // declare 1-D variable-length array
15
16    printf("%s", "Enter number of rows and columns in a 2-D array: ");
17    int row1 = 0; // number of rows in a 2-D array
18    int col1 = 0; // number of columns in a 2-D array
19    scanf("%d %d", &row1, &col1);
20
21    int array2D1[row1][col1]; // declare 2-D variable-length array
22
23    printf("%s",
24       "Enter number of rows and columns in another 2-D array: ");
25    int row2 = 0; // number of rows in a 2-D array
26    int col2 = 0; // number of columns in a 2-D array
27    scanf("%d %d", &row2, &col2);
28
29    int array2D2[row2][col2]; // declare 2-D variable-length array
30
31    // test sizeof operator on VLA
32    printf("\nsizeof(array) yields array size of %zu bytes\n",
33       sizeof(array));
34
35    // assign elements of 1-D VLA
36    for (size_t i = 0; i < arraySize; ++i) {
37       array[i] = i * i;
38    }
39
40    // assign elements of first 2-D VLA
41    for (size_t i = 0; i < row1; ++i) {
42       for (size_t j = 0; j < col1; ++j) {
43          array2D1[i][j] = i + j;
44       }
45    }
46
```

Fig. 6.18 | Using variable-length arrays in C99. (Part 1 of 3.)

2. This feature is not supported in Microsoft Visual C++.

```
47     // assign elements of second 2-D VLA
48     for (size_t i = 0; i < row2; ++i) {
49        for (size_t j = 0; j < col2; ++j) {
50           array2D2[i][j] = i + j;
51        }
52     }
53
54     puts("\nOne-dimensional array:");
55     print1DArray(arraySize, array); // pass 1-D VLA to function
56
57     puts("\nFirst two-dimensional array:");
58     print2DArray(row1, col1, array2D1); // pass 2-D VLA to function
59
60     puts("\nSecond two-dimensional array:");
61     print2DArray(row2, col2, array2D2); // pass other 2-D VLA to function
62  }
63
64  void print1DArray(size_t size, int array[size]) {
65     // output contents of array
66     for (size_t i = 0; i < size; i++) {
67        printf("array[%zu] = %d\n", i, array[i]);
68     }
69  }
70
71  void print2DArray(size_t row, size_t col, int array[row][col]) {
72     // output contents of array
73     for (size_t i = 0; i < row; ++i) {
74        for (size_t j = 0; j < col; ++j) {
75           printf("%5d", array[i][j]);
76        }
77
78        puts("");
79     }
80  }
```

```
Enter size of a one-dimensional array: 6
Enter number of rows and columns in a 2-D array: 2 5
Enter number of rows and columns in another 2-D array: 4 3

sizeof(array) yields array size of 24 bytes

One-dimensional array:
array[0] = 0
array[1] = 1
array[2] = 4
array[3] = 9
array[4] = 16
array[5] = 25

First two-dimensional array:
    0    1    2    3    4
    1    2    3    4    5
```

Fig. 6.18 | Using variable-length arrays in C99. (Part 2 of 3.)

```
Second two-dimensional array:
    0    1    2
    1    2    3
    2    3    4
    3    4    5
```

Fig. 6.18 | Using variable-length arrays in C99. (Part 3 of 3.)

Creating the VLAs

Lines 10–29 prompt the user for the desired sizes for a one-dimensional array and two two-dimensional arrays and use the input values in lines 14, 21 and 29 to create VLAs. These lines are valid as long as the variables representing the array sizes are integers.

`sizeof` Operator with VLAs

After creating the arrays, we use the `sizeof` operator in lines 32–33 to check our one-dimensional VLA's length. Operator `sizeof` is normally a compile-time operation, but it operates at runtime when applied to a VLA. The output window shows that the `sizeof` operator returns a size of 24 bytes—four times the number we entered because the size of an `int` on our machine is 4 bytes.

Assigning Values to VLA Elements

Next, we assign values to our VLAs' elements (lines 36–52). We use the loop-continuation condition `i < arraySize` when filling the one-dimensional array. As with fixed-length arrays, there's no protection against stepping outside the array bounds.

Function `print1DArray`

Lines 64–69 define function `print1DArray` that displays its one-dimensional VLA argument. VLA function parameters have the same syntax as regular array parameters. We use the parameter `size` in parameter `array`'s declaration, but it's purely documentation for the programmer.

Function `print2DArray`

Function `print2DArray` (lines 71–80) displays a two-dimensional VLA. Recall that you must specify a size for all but the first subscript in a multidimensional array parameter. The same restriction holds true for VLAs, except that the sizes can be specified by variables. The initial value of `col` passed to the function determines where each row begins in memory, just as with a fixed-size array.

Self Check

1 *(True/False)* Unlike with fixed-length arrays, VLAs offer protection against stepping outside the array bounds.

Answer: *False*. Actually, as with fixed-length arrays, there is no protection against stepping outside the array bounds.

2 *(True/False)* `sizeof` is a compile-time-only operation.
Answer: *False*. Actually, generally `sizeof` is a compile-time operation, but when applied to a VLA, `sizeof` operates at runtime.

6.13 Secure C Programming

SEC

Bounds Checking for Array Subscripts

It's important to ensure that every subscript used to access an array element is within the array's bounds. A one-dimensional array's subscripts must be greater than or equal to 0 and less than the number of elements. A two-dimensional array's row and column subscripts must be greater than or equal to 0 and less than the numbers of rows and columns, respectively. This also applies to arrays with additional dimensions.

Allowing programs to read from or write to array elements outside an array's bounds are common security flaws. Reading from out-of-bounds array elements can cause a program to crash or even appear to execute correctly while using bad data. Writing to an out-of-bounds element (known as a buffer overflow) can corrupt a program's data in memory, crash a program and even allow attackers to exploit the system and execute their own code.

C provides no automatic bounds checking for arrays. You must ensure that array subscripts are always greater than or equal to 0 and less than the array's number elements. For additional techniques that help you prevent such problems, see CERT guideline ARR30-C at `https://wiki.sei.cmu.edu/confluence`.

`scanf_s`

Bounds checking is also important in string processing. When reading a string into a `char` array, `scanf` does not automatically prevent buffer overflows. If the number of characters input is greater than or equal to the array's length, `scanf` will write characters—including the string's terminating null character (`'\0'`)—beyond the end of the array. This might overwrite other variables' values in memory. In addition, if the program writes to those other variables, it might overwrite the string's `'\0'`.

A function determines where a string ends by looking for its terminating `'\0'` character. For example, recall that function `printf` outputs a string by reading characters from the beginning of the string in memory and continuing until it encounters the string's `'\0'`. If the `'\0'` is missing, `printf` continues reading from memory (and printing) until it encounters some later `'\0'` in memory. This can lead to strange results or cause a program to crash.

The C11 standard's optional Annex K provides more secure versions of many string-processing and input/output functions. When reading a string into a character array, function `scanf_s` performs checks to ensure that it does not write beyond the end of the array. Assuming that `myString` is a 20-character array, the statement

```
scanf_s("%19s", myString, 20);
```

reads a string into `myString`. Function `scanf_s` requires two arguments for each `%s` in the format string:

- a character array in which to place the input string and
- the array's number of elements.

The function uses the number of elements to prevent buffer overflows. For example, it's possible to supply a field width for `%s` that's too long for the underlying character array, or to simply omit the field width entirely. With `scanf_s`, if the number of characters input plus the terminating null character is larger than the number of array elements specified, the `%s` conversion fails. For the preceding statement, which contains only one conversion specification, `scanf_s` would return `0`, indicating no conversions were performed. The array `myString` would be unaltered. We discuss additional Annex K functions in later Secure C Programming sections.

Not all compilers support the C11 standard's Annex K functions. For programs that must compile on multiple platforms and compilers, you might have to edit your code to use the versions of `scanf_s` or `scanf` available on each platform. Your compiler might also require a specific setting to enable you to use the Annex K functions.

Don't Use Strings Read from the User as Format-Control Strings

You might have noticed that throughout this book, we do not use single-argument `printf` statements. Instead, we use one of the following forms:

- When we need to output a `'\n'` after the string, we use function `puts` (which automatically outputs a `'\n'` after its single string argument), as in

```
puts("Welcome to C!");
```

- When we need the cursor to remain on the same line as the string, we use function `printf`, as in

```
printf("%s", "Enter first integer: ");
```

Because we were displaying string literals, we certainly could have used the one-argument form of `printf`, as in

```
printf("Welcome to C!\n");
printf("Enter first integer: ");
```

When `printf` evaluates the format-control string in its first (and possibly only) argument, it performs tasks based on the conversion specification(s) in that string. If the format-control string were obtained from the user, an attacker could supply malicious conversion specifications that would be "executed" by the formatted output function. Now that you know how to read strings into character arrays, it's important to note that you should never use as a `printf`'s format-control string a character array that might contain user input. For more information, see CERT guideline FIO30-C at `https://wiki.sei.cmu.edu/confluence`.

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) It's important to ensure that every index you use to access an array element is within the array's bounds. A one-dimensional array's indexes must be greater

than or equal to 0 and less than the number of array elements. A two-dimensional array's row and column indexes must be greater than or equal to 0 and less than the numbers of rows and columns, respectively.

b) C provides no automatic bounds checking for arrays, so you must provide your own. Allowing programs to read from or write to array elements outside the bounds of arrays are common security flaws.

c) Reading from out-of-bounds array elements can cause a program to crash or even appear to execute correctly while using bad data.

d) All of the above statements are *true*.

Answer: d.

2 ***(True/False)*** When `printf` evaluates the format-control string in its first (and possibly its only) argument, the function performs tasks based on the conversion specifier(s) in that string. If the format-control string were obtained from the user, an attacker could supply malicious conversion specifiers that would be "executed" by the formatted output function. You should never use as a `printf`'s format-control string a character array that might contain user input.

Answer: *True*.

Summary

Section 6.1 Introduction

- **Arrays** (p. 244) are data structures consisting of related data items of the same type.
- Arrays are "static" entities in that they remain the same size throughout program execution.

Section 6.2 Arrays

- An array is a **contiguous group of memory locations** related by the fact that they all have the same name and the same type.
- To refer to a particular **location** or **element** (p. 244), specify the array's name and the **position number** (p. 245) of the element.
- The first element in every array is at location 0.
- The position number contained within square brackets is more formally called a **subscript** (p. 245) or **index**. A subscript must be an integer or an integer expression.
- The **brackets** that enclose an array subscript are an operator with the highest level of precedence.

Section 6.3 Defining Arrays

- You specify the array's element type and **number of elements** so that the computer may reserve the appropriate amount of memory.
- An **array of type `char`** can be used to store a **character string**.

Section 6.4 Array Examples

- Type **`size_t`** represents an **unsigned integral type**. This type is recommended for any variable that represents an array's size or an array's subscripts. The **header `<stddef.h>`** defines `size_t` and is often included by other headers (such as `<stdio.h>`).

- An array's elements can be initialized when the array is defined by following the definition with an equals sign and braces, `{}`, containing a comma-separated **list of initializers** (p. 248). If there are fewer initializers than array elements, the remaining elements are initialized to zero.
- The statement `int n[10] = {0};` explicitly initializes the first element to zero and initializes the remaining nine elements to zero because there are fewer initializers than array elements.
- If the array size is omitted from a definition with an initializer list, the compiler determines the array's number of elements from the number of initializers.
- The **`#define` preprocessor directive** can define a **symbolic constant**—an identifier that the preprocessor replaces with replacement text before the program is compiled. When a program is preprocessed, all occurrences of the symbolic constant are replaced with the replacement text (p. 249). Using symbolic constants to specify array sizes makes programs easier to read and more **modifiable**.
- C has **no array bounds checking** to prevent a program from referring to an element that does not exist. Thus, an executing program can "walk off" the end of an array without warning. You should ensure that all array references remain within the bounds of the array.

Section 6.5 Using Character Arrays to Store and Manipulate Strings

- A string literal such as `"hello"` is really an array of individual characters in C.
- A **character array** can be initialized using a **string literal**. In this case, the array's size is determined by the compiler based on the string's length.
- Every string contains a special **string-termination character** called the **null character** (p. 255). The character constant representing the null character is `'\0'`.
- A character array representing a string should always be defined large enough to hold the number of characters in the string and the terminating null character.
- Character arrays also can be initialized with individual character constants in an initializer list.
- Because a string is really an array of characters, we can access individual characters in a string directly using array subscript notation.
- You can input a string directly into a character array from the keyboard using `scanf` and the **conversion specification `%s`**. The character array's name is passed to `scanf` without the preceding `&` used with non-array variables.
- Function `scanf` reads characters from the keyboard until the first whitespace character is encountered—it does not check the array size. Thus, `scanf` can write beyond the end of an array. For this reason, when reading a string into a `char` array with `scanf`, you should always use a field width that's one less than the `char` array's size (e.g., `"%19s"` for a 20-`char` array).
- A character array representing a string can be output with `printf` and the `%s` conversion specification. The characters of the string are printed until a terminating null character is encountered.

Section 6.6 Static Local Arrays and Automatic Local Arrays

- We can apply `static` to a local array definition so the function does not create and initialize the array in each call and destroy it each time the function exits. This reduces program execution time, particularly for programs with frequently called functions that contain large arrays.
- Arrays that are `static` are automatically initialized once at program startup. If you do not explicitly initialize a `static` array, that array's elements are initialized to zero by the compiler.

Section 6.7 Passing Arrays to Functions

- To pass an array argument to a function, specify the array name without any brackets.
- Unlike `char` arrays that contain strings, other array types do not have a special terminator. For this reason, the array's size is passed to a function, so the function can process the proper number of elements.
- **C automatically passes arrays to functions by reference**—the called functions can modify the element values in the callers' original arrays. An array name evaluates to the address of the array's first element. Because the starting address of the array is passed, the called function knows precisely where the array is stored and can modify the original array in the caller.
- Although entire arrays are passed by reference, **individual array elements are passed by value** exactly as simple variables are.
- Single pieces of data (such as individual `int`s, `float`s and `char`s) are called **scalars** (p. 261).
- To pass an array element to a function, use the subscripted name of the array element.
- For a function to receive an array through a function call, the function's parameter list must specify that an array will be received. The array's size is not required between the array brackets. If it's included, the compiler checks that it's greater than zero, then ignores it.
- If an array parameter is preceded by the **`const` qualifier** (p. 263), any attempt to modify an element in the function body results in a compilation error.

Section 6.8 Sorting Arrays

- **Sorting** data—that is, placing the data into ascending or descending order—is one of the most important computing applications.
- One sorting technique is called the **bubble sort** (p. 265) or the **sinking sort**, because the smaller values gradually "bubble" their way upward to the top of the array like air bubbles rising in water, while the larger values sink to the bottom of the array. The technique is to make several passes through the array. On each pass, successive pairs of elements are compared. If a pair is in increasing order (or the values are identical), we leave the values as they are. If a pair is in decreasing order, their values are swapped in the array.
- Bubble sort may move a large value down the array many positions on a single pass but may move a small value up only one position.
- The chief virtue of the bubble sort is that it's easy to program. However, it runs slowly. This becomes apparent when sorting large arrays.

Section 6.9 Intro to Data Science Case Study: Survey Data Analysis

- The **mean** is the arithmetic average of a set of values.
- The **median** is the "middle value" in a sorted set of values.
- The **mode** is the value that occurs most frequently in a set of values.

Section 6.10 Searching Arrays

- The process of finding a particular array element is called **searching** (p. 272).
- The **linear search** compares each array element with a search key (p. 272). The array is not in any particular order, so it's just as likely that the value will be found in the first element as in the last. On average, therefore, the search key will be compared with half the array's elements.
- The linear search algorithm (p. 272) works well for small or unsorted arrays. For sorted arrays, the high-speed binary search algorithm can be used.

- The **binary search** algorithm (p. 272) eliminates from consideration one-half of a sorted array's elements after each comparison. The algorithm locates the middle array element and compares it to the search key. If they're equal, the search key is found, and that element's subscript is returned. If they're not equal, the problem is reduced to searching one-half of the array. If the search key is less than the middle array element, the array's first half is searched; otherwise, the second half is searched. If the search key is not found in the specified subarray, the algorithm is repeated on one-quarter of the original array. The search continues until the search key is equal to a subarray's middle element, or until the subarray consists of one element that's not equal to the search key (i.e., the search key is not found).
- When using a binary search, the maximum number of comparisons required for any array can be determined by finding the first power of 2 greater than the number of array elements.

Section 6.11 Multidimensional Arrays

- A common use of **multidimensional arrays** (p. 278) is to represent **tables** of values consisting of **rows** and **columns**. To identify a particular table element, we specify two subscripts. By convention, the first identifies the element's row, and the second identifies its column.
- Arrays that require two subscripts to identify an element are called **two-dimensional arrays** (p. 278). Multidimensional arrays can have more than two subscripts.
- A multidimensional array can be initialized when it's defined. The values in a two-dimensional array's initializer list are grouped by row in braces. If there are not enough initializers for a given row, its remaining elements are initialized to `0`.
- The first subscript of a multidimensional array parameter declaration is not required, but all subsequent subscripts are. The compiler uses these sizes to determine the locations in memory of elements in multidimensional arrays. All array elements are stored consecutively in memory, regardless of the number of subscripts. In a two-dimensional array, the first row is stored in memory, followed by the second row, and so on.
- Providing the subscript values in a parameter declaration enables the compiler to tell the function how to locate an array element. In a two-dimensional array, each row is basically a one-dimensional array. To locate an element in a particular row, the compiler must know how many elements are in each row, so it can skip the proper number of memory locations when accessing elements of a given row.

Section 6.12 Variable-Length Arrays

- A **variable-length array** (p. 286) is an array for which the size is defined by an expression evaluated at execution time.
- When applied to a variable-length array, **`sizeof`** operates at runtime.
- Variable-length arrays are optional in C—they may not be supported by your compiler.

Self-Review Exercises

6.1 Answer each of the following:

a) Lists and tables of values are stored in _____.
b) The number used to refer to a particular array element is called its _____.
c) A(n) _____ should be used to specify the size of an array because it makes the program more modifiable.
d) Placing the elements of an array in order is called _____ the array.
e) Determining whether an array contains a key value is called _____ the array.
f) An array that uses two subscripts is referred to as a(n) _____ array.

6.2 State whether the following are *true* or *false*. If the answer is *false*, explain why.
a) An array can store many different types of values.
b) An array subscript can be of data type `double`.
c) If there are fewer initializers in an initializer list than there are array elements, the remaining elements are initialized with the initializer list's last value.
d) It's an error if an initializer list contains more initializers than there are array elements.
e) An individual array element that's passed to a function as an argument of the form `a[i]` and modified in the called function will contain the modified value in the calling function.

6.3 Follow the instructions below regarding an array called `fractions`.
a) Define a symbolic constant `SIZE` with the replacement text 10.
b) Define a `double` array with `SIZE` elements and initialize the elements to `0`.
c) Refer to array element 4.
d) Assign the value `1.667` to array element nine.
e) Assign the value `3.333` to the seventh element of the array.
f) Print array elements 6 and 9 with two digits of precision to the right of the decimal point, and show the output that's displayed on the screen.
g) Print all the elements of an array using a `for` iteration statement. Use the variable `x` as the loop's control variable. Show the output.

6.4 Write statements to accomplish the following:
a) Define `table` to be an integer array and to have 3 rows and 3 columns. Assume the symbolic constant `SIZE` has been defined to be 3.
b) How many elements does the array `table` contain? Print the total number of elements.
c) Use a `for` iteration statement to initialize each element of `table` to the sum of its subscripts. Use variables `x` and `y` as control variables.
d) Print the values of each element of array `table`. Assume the array was initialized with the definition:

```
int table[SIZE][SIZE] = {{1, 8}, {2, 4, 6}, {5}};
```

6.5 Find the error in each of the following program segments and correct the error.
a)
```
#define SIZE 100;
```
b)
```
SIZE = 10;
```
c)
```
int b[10] = {0};
int i;
for (size_t i = 0; i <= 10; ++i) {
   b[i] = 1;
}
```
d)
```
#include <stdio.h>;
```
e)
```
int a[2][2] = {{1, 2}, {3, 4}};
a[1, 1] = 5;
```
f)
```
#define VALUE = 120
```

Answers to Self-Review Exercises

6.1 a) arrays. b) subscript (or index). c) symbolic constant. d) sorting. e) searching. f) two-dimensional.

6.2 a) *False*. An array can store only values of the same type.
b) *False*. An array subscript must be an integer or an integer expression.
c) *False*. C automatically initializes the remaining elements to zero.
d) *True*.
e) *False*. Individual elements of an array are passed by value. If the entire array is passed to a function, any modifications will be reflected in the original array.

6.3 a)
```
#define SIZE 10
```
b)
```
double fractions[SIZE] = {0.0};
```
c)
```
fractions[4]
```
d)
```
fractions[9] = 1.667;
```
e)
```
fractions[6] = 3.333;
```
f)
```
printf("%.2f %.2f\n", fractions[6], fractions[9]);
```
Output: `3.33 1.67`.
g)
```
for (size_t x = 0; x < SIZE; ++x) {
   printf("fractions[%zu] = %f\n", x, fractions[x]);
}
```
Output:
```
fractions[0] = 0.000000
fractions[1] = 0.000000
fractions[2] = 0.000000
fractions[3] = 0.000000
fractions[4] = 0.000000
fractions[5] = 0.000000
fractions[6] = 3.333000
fractions[7] = 0.000000
fractions[8] = 0.000000
fractions[9] = 1.667000
```

6.4 a)
```
int table[SIZE][SIZE];
```
b) Nine elements. `printf("%d\n", SIZE * SIZE);`
c)
```
for (size_t x = 0; x < SIZE; ++x) {
   for (size_t y = 0; y < SIZE; ++y) {
      table[x][y] = x + y;
   }
}
```
d)
```
for (size_t x = 0; x < SIZE; ++x) {
   for (size_t y = 0; y < SIZE; ++y) {
      printf("table[%d][%d] = %d\n", x, y, table[x][y]);
   }
}
```
Output:
```
table[0][0] = 1
```

```
table[0][1] = 8
table[0][2] = 0
table[1][0] = 2
table[1][1] = 4
table[1][2] = 6
table[2][0] = 5
table[2][1] = 0
table[2][2] = 0
```

6.5 a) Error: Semicolon at the end of the `#define` preprocessor directive.
Correction: Eliminate semicolon.

b) Error: Assigning a value to a symbolic constant using an assignment statement.
Correction: Assign a value to the symbolic constant in a `#define` preprocessor directive without using the assignment operator, as in `#define SIZE 10`.

c) Error: Referencing an array element outside the bounds of the array (`b[10]`).
Correction: Change the control variable's final value to `9` or change `<=` to `<`.

d) Error: Semicolon at the end of the `#include` preprocessor directive.
Correction: Eliminate semicolon.

e) Error: The array subscripting is done incorrectly.
Correction: Change the statement to `a[1][1] = 5;`

f) Error: A symbolic constant's value is not defined using `=`.
Correction: Change the preprocessor directive to `#define VALUE 120`.

Exercises

6.6 Fill in the blanks in each of the following:

a) C stores lists of values in _____.

b) An array's elements are related by the fact that they _____.

c) When referring to an array element, the position number contained within square brackets is called a(n) _____.

d) The names of array `p`'s five elements are _____, _____, _____, _____ and _____.

e) The content of a particular array element is called that element's _____.

f) Naming an array, stating its type and specifying its number of elements is called _____ the array.

g) Placing an array's elements into either ascending or descending order is called _____.

h) In a two-dimensional array, the first subscript identifies the element's _____ and the second identifies its _____.

i) An *m*-by-*n* array contains _____ rows, _____ columns and _____ elements.

j) The name of the element in row 3 and column 5 of array `d` is _____.

6.7 State which of the following are *true* and which are *false*. If *false*, explain why.

a) To refer to a particular location or element within an array, specify the array's name and the value of the particular element.

b) An array definition reserves space for the array.

c) To indicate that 100 locations should be reserved for integer array `p`, write

```
p[100];
```

d) A program that initializes a 15-element array's elements to zeros must contain a `for` statement.
e) A program that totals the elements of a two-dimensional array must contain nested `for` statements.
f) The mean, median and mode of the following set of values are 5, 6 and 7, respectively: 1, 2, 5, 6, 7, 7, 7.

6.8 Write statements to accomplish each of the following:
a) Display the value of the seventh element of character array `f`.
b) Input a value into element 4 of one-dimensional floating-point array `b`.
c) Initialize each of the five elements of one-dimensional integer array `g` to `8`.
d) Total the elements of floating-point 100-element array `c`.
e) Copy array `a` into the first portion of array `b`. Assume `a` has 11 elements, be has 34 elements, and both arrays have the same element type.
f) Determine and print the smallest and largest values contained in 99-element floating-point array `w`.

6.9 Consider a 2-by-5 integer array `t`.
a) Write a definition for `t`.
b) How many rows does `t` have?
c) How many columns does `t` have?
d) How many elements does `t` have?
e) Write the names of all the elements in the second row of `t`.
f) Write the names of all the elements in the third column of `t`.
g) Write a single statement that sets the element of `t` in row 1 and column 2 to 0.
h) Write a series of statements that initialize each element of `t` to zero. Do not use an iteration statement.
i) Write a nested `for` statement that initializes each element of `t` to zero.
j) Write a statement that inputs the values for the elements of `t` from the terminal.
k) Write a series of statements that determine and print the smallest value in array `t`.
l) Write a statement that displays the elements of the first row of `t`.
m) Write a statement that totals the elements of the fourth column of `t`.
n) Write a series of statements that print the array `t` in tabular format. List the column subscripts as headings across the top and list the row subscripts at the left of each row.

6.10 ***(Sales Commissions)*** Use a one-dimensional array to solve the following problem. A company pays its salespeople on a commission basis. The salespeople receive $200 per week plus 9% of their gross sales for that week. For example, a salesperson who grosses $3000 in sales in a week receives $200 plus 9% of $3000 for a total of $470. Write a C program (using an array of counters) that determines how many

salespeople earned salaries in each of the following ranges—assume that each salesperson's salary is truncated to an integer amount:

a) $200–299
b) $300–399
c) $400–499
d) $500–599
e) $600–699
f) $700–799
g) $800–899
h) $900–999
i) $1000 and over

6.11 ***(Bubble Sort)*** The bubble sort presented in Fig. 6.12 is inefficient for large arrays. Make the following modifications to improve its performance:

a) After the first pass, the largest number is guaranteed to be in the highest-numbered array element; after the second pass, the two highest numbers are "in place," and so on. Instead of making nine comparisons on every pass, modify the bubble sort to make eight comparisons on the second pass, seven on the third pass and so on.
b) The data in the array may already be in the proper or near-proper order, so why make nine passes if fewer will suffice? Modify the sort to check at the end of each pass whether any swaps have been made. If there were none, then the data must already be in the proper order, so the sort should terminate. If swaps have been made, then at least one more pass is needed.

6.12 Write loops that perform each of the following one-dimensional array operations:

a) Initialize the 10 elements of integer array `counts` to zeros.
b) Add 1 to each of the 15 elements of integer array `bonus`.
c) Read the 12 values of `float` array `monthlyTemperatures` from the keyboard.
d) Print the five values of integer array `bestScores` in column format.

6.13 Find the error(s) in each of the following statements:

a) Assume: `char str[5] = "";`
```
scanf("%s", str); // User types hello
```
b) Assume: `int a[3];`
```
printf("$d  %d  %d\n", a[1], a[2], a[3]);
```
c)
```
double f[3] = {1.1, 10.01, 100.001, 1000.0001};
```
d) Assume: `double d[2][10] = {0};`
```
d[1, 9] = 2.345;
```

6.14 ***(Mean, Median and Mode Program Modifications)*** Modify the program of Fig. 6.13 so function `mode` can handle a tie for the mode value. If there are two values with the same frequency, the data is "bimodal" and both values should be displayed. If there are more than two values with the same frequency, the data is "multimodal" and all the values with the same frequency should be displayed. Also modify the `me-`

dian function to average the two middle elements in an array with an even number of elements.

6.15 ***(Duplicate Elimination)*** Use a one-dimensional array to solve the following problem. Read 20 numbers, each of which is between 10 and 100, inclusive. As each number is read, print it only if it's not a duplicate of a number already read. Provide for the "worst case" in which all 20 numbers are different. Use the smallest possible array to solve this problem.

6.16 Label the elements of 3-by-5 two-dimensional array `sales` to indicate the order in which they're set to zero by the following program segment:

```
for (size_t row = 0; row <= 2; ++row) {
   for (size_t column = 0; column <= 4; ++column) {
      sales[row][column] = 0;
   }
}
```

6.17 What does the following program do?

```
1  // ex06_17.c
2  // What does this program do?
3  #include <stdio.h>
4  #define SIZE 10
5
6  int whatIsThis(const int b[], size_t p); // function prototype
7
8  int main(void) {
9     // initialize array a
10    int a[SIZE] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
11
12    int x = whatIsThis(a, SIZE);
13    printf("Result is %d\n", x);
14 }
15
16 // what does this function do?
17 int whatIsThis(const int b[], size_t p) {
18    if (1 == p) { // base case
19       return b[0];
20    }
21    else { // recursion step
22       return b[p - 1] + whatIsThis(b, p - 1);
23    }
24 }
```

6.18 What does the following program do?

```
1  // ex06_18.c
2  // What does this program do?
3  #include <stdio.h>
4  #define SIZE 10
5
6  // function prototype
7  void someFunction(const int b[], size_t start, size_t size);
```

```
 8
 9  // function main begins program execution
10  int main(void) {
11     int a[SIZE] = {8, 3, 1, 2, 6, 0, 9, 7, 4, 5}; // initialize a
12
13     puts("Answer is:");
14     someFunction(a, 0, SIZE);
15     puts("");
16  }
17
18  // What does this function do?
19  void someFunction(const int b[], size_t start, size_t size) {
20     if (start < size) {
21        someFunction(b, start + 1, size);
22        printf("%d  ", b[start]);
23     }
24  }
```

6.19 *(Dice Rolling)* Write a program that simulates rolling two dice. The program should use `rand` twice to roll the first and second die, respectively, then calculate their sum. Because each die can have an integer value from 1 to 6, the sum of the values will vary from 2 to 12, with 7 being the most frequent sum and 2 and 12 the least frequent sums. The following diagram shows the 36 possible combinations of the two dice:

	1	2	3	4	5	6
1	2	3	4	5	6	7
2	3	4	5	6	7	8
3	4	5	6	7	8	9
4	5	6	7	8	9	10
5	6	7	8	9	10	11
6	7	8	9	10	11	12

Your program should roll the two dice 36,000 times. Use a one-dimensional array to tally the numbers of times each possible sum appears. Print the results in tabular format. Also, determine whether the totals are reasonable—for example, there are six ways to roll a 7, so approximately one-sixth of all the rolls should be 7.

6.20 *(Craps Game Statistics)* Write a program that runs 1,000,000 games of craps (without human intervention) and answers each of the following questions:

a) How many games are won on the first roll, second roll, …, twentieth roll and after the twentieth roll?
b) How many games are lost on the first roll, second roll, …, twentieth roll and after the twentieth roll?
c) What are the chances of winning at craps? You should discover that craps is one of the fairest casino games. What do you suppose this means?
d) What's the average length of a game of craps?
e) Do the chances of winning improve with the length of the game?

6.21 ***(Airline Reservations System)*** A small airline has just purchased a computer for its new automated reservations system. The president has asked you to program the new system. You'll write a program to assign seats on each flight of the airline's only plane (capacity: 10 seats).

Your program should display the following menu of alternatives:

```
Please type 1 for "first class"
Please type 2 for "economy"
```

If the person types 1, assign a seat in the first-class section (seats 1–5). If the person types 2, assign a seat in the economy section (seats 6–10). Your program should then print a boarding pass indicating the person's seat number and whether it's in the first-class or economy section of the plane.

Use a one-dimensional array to represent the plane's seating chart. Initialize all the elements of the array to 0 to indicate that all seats are empty. As each seat is assigned, set the corresponding element of the array to 1 to indicate that the seat is no longer available.

Your program should, of course, never assign a seat that has already been assigned. When the first-class section is full, your program should ask the person if it's acceptable to be placed in the economy section (and vice versa). If yes, then make the appropriate seat assignment. If no, then print the message, `"Next flight leaves in 3 hours."`

6.22 ***(Total Sales)*** Use a two-dimensional array to solve the following problem. A company has four salespeople (1 to 4) who sell five different products (1 to 5). Once a day, each salesperson passes in a slip for each different type of product sold. Each slip contains:

a) The salesperson number
b) The product number
c) The total dollar value of that product sold that day

Thus, each salesperson passes in between 0 and 5 sales slips per day. Assume that the information from all of the slips for last month is available. Write a program that reads all this sales information and summarizes the total sales by salesperson by product. All totals should be stored in the two-dimensional array `sales`. After processing all the information for last month, print the results in tabular format with each column representing a particular salesperson and each row representing a particular product. Cross-total each row to get the total sales of each product for last month; cross total each column to get the total sales by salesperson for last month. Your tabular printout should include these cross totals to the right of the totaled rows and to the bottom of the totaled columns.

6.23 ***(Turtle Graphics)*** The Logo language made the concept of *turtle graphics* famous. Imagine a mechanical turtle that walks around the room under the control of a C program. The turtle holds a pen in one of two positions, up or down. While the pen is down, the turtle traces out shapes as it moves; while the pen is up, the turtle moves about freely without writing anything. In this problem, you'll simulate the operation of the turtle and create a computerized sketchpad as well.

Use a 50-by-50 array `floor` that's initialized to zeros. Read commands from an array that contains them. Keep track of the current turtle position at all times and whether the pen is currently up or down. Assume that the turtle always starts at position 0, 0 of the floor with its pen up. The set of turtle commands your program must process are shown in the following table:

Command	Meaning
1	Pen up
2	Pen down
3	Turn right
4	Turn left
5, 10	Move forward 10 spaces (or a number other than 10)
6	Print the 50-by-50 array
9	End of data (sentinel)

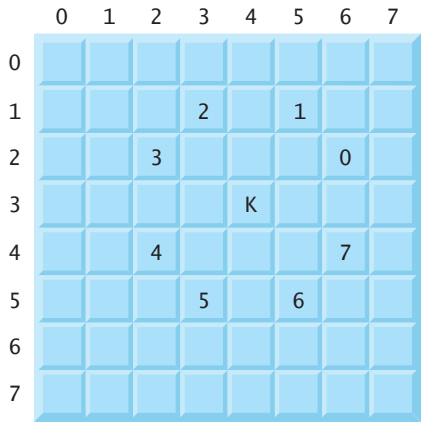
Suppose that the turtle is somewhere near the center of the floor. The following "program" would draw and print a 12-by-12 square:

```
2
5,12
3
5,12
3
5,12
3
5,12
1
6
9
```

As the turtle moves with the pen down, set elements of array `floor` to `1`s. When the `6` command is given, display an asterisk for each `1` in the array. For each zero, display a blank. Write a program to implement the turtle-graphics capabilities discussed here. Write several turtle graphics programs to draw interesting shapes. Add other commands to increase the power of your turtle-graphics language.

6.24 ***(Knight's Tour)*** One of the more interesting puzzles for chess buffs is the Knight's Tour problem, originally proposed by the mathematician Euler. The question is this: Can the chess piece called the knight move around an empty chessboard and touch each of the 64 squares once and only once? We study this intriguing problem in-depth here.

The knight makes L-shaped moves (two in one direction and then one in a perpendicular direction). Thus, from a square in the middle of an empty chessboard, the knight can make eight different moves (numbered 0 through 7), as shown in the following diagram:



a) Draw an 8-by-8 chessboard on a sheet of paper and attempt a Knight's Tour by hand. Put a `1` in the first square you move to, a `2` in the second square, a `3` in the third, and so on. Before starting the tour, estimate how far you think you'll get, remembering that a full tour consists of 64 moves. How far did you get? Were you close to the estimate?

b) Now let's develop a program that will move the knight around a chessboard. The board itself is represented by an 8-by-8 two-dimensional array `board`. Each square is initialized to zero. We describe each of the eight possible moves in terms of both its horizontal and vertical components. For example, a move of type 0, as shown in the preceding diagram, consists of moving two squares horizontally to the right and one square vertically upward. Move 2 consists of moving one square horizontally to the left and two squares vertically upward. Horizontal moves to the left and vertical moves upward are indicated with negative numbers. The eight moves may be described by two one-dimensional arrays, `horizontal` and `vertical`, as follows:

```
horizontal[0] = 2      vertical[0] = -1
horizontal[1] = 1      vertical[1] = -2
horizontal[2] = -1     vertical[2] = -2
horizontal[3] = -2     vertical[3] = -1
horizontal[4] = -2     vertical[4] = 1
horizontal[5] = -1     vertical[5] = 2
horizontal[6] = 1      vertical[6] = 2
horizontal[7] = 2      vertical[7] = 1
```

The variables `currentRow` and `currentColumn` indicate the row and column of the knight's current position. To make a move of type `moveNumber`, where `moveNumber` is between 0 and 7, your program uses the statements

```
currentRow += vertical[moveNumber];
currentColumn += horizontal[moveNumber];
```

Keep a counter that varies from `1` to `64`. Record the latest count in each square the knight moves to. Remember to test each potential move to see if the knight has already visited that square. And, of course, test every potential move to make sure that the knight does not land off the chessboard.

Now write a program to move the knight around the chessboard. Run the program. How many moves did the knight make?

c) After attempting to write and run a Knight's Tour program, you have probably developed some valuable insights. We'll use these to develop a *heuristic* (or strategy) for moving the knight. Heuristics do not guarantee success, but a carefully developed heuristic greatly improves the chance of success. You may have observed that the outer squares are in some sense more troublesome than the squares nearer the center of the board. In fact, the most troublesome, or inaccessible, squares are the four corners.

Intuition may suggest that you should attempt to move the knight to the most troublesome squares first and leave open those that are easiest to get to, so that when the board gets congested near the end of the tour, there will be a greater chance of success.

We develop an "accessibility heuristic" by classifying each square according to how accessible it is and always moving the knight to the square (within the knight's L-shaped moves, of course) that's most inaccessible. We label a two-dimensional array `accessibility` with numbers indicating from how many squares each particular square is accessible. On a blank chessboard, the center squares are therefore rated as `8`s, the corner squares are rated as `2`s, and the other squares have accessibility numbers of `3`, `4`, or `6` as follows:

```
2 3 4 4 4 4 3 2
3 4 6 6 6 6 4 3
4 6 8 8 8 8 6 4
4 6 8 8 8 8 6 4
4 6 8 8 8 8 6 4
4 6 8 8 8 8 6 4
3 4 6 6 6 6 4 3
2 3 4 4 4 4 3 2
```

Now write a version of the Knight's Tour program using the accessibility heuristic. At any time, the knight should move to the square with the lowest accessibility number. In case of a tie, the knight may move to any of the tied squares. Therefore, the tour may begin in any of the four corners. [*Note:* As the knight moves around the chessboard, your program should reduce the accessibility numbers as more and more squares become occupied. In this way, at any given time during the tour, each available square's accessibility number will remain equal to precisely the number of squares from which that square may be reached.] Run this version of your program. Did you get a full tour? (*Optional:* Modify the program to run 64 tours, one from each square of the chessboard. How many full tours did you get?)

d) Write a version of the Knight's Tour program which, when encountering a tie between two or more squares, decides what square to choose by looking ahead to those squares reachable from the "tied" squares. Your program should move to the square for which the next move would arrive at a square with the lowest accessibility number.

6.25 ***(Knight's Tour: Brute-Force Approaches)*** In Exercise 6.24, we developed a Knight's Tour solution. The approach used, called the "accessibility heuristic," generates many solutions and executes efficiently. As computers continue increasing in power, we'll be able to solve many problems with sheer computer power and relatively unsophisticated algorithms. Let's call this approach brute-force problem solving.

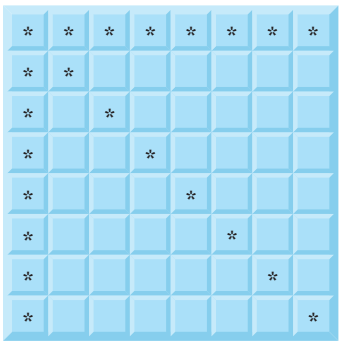
a) Use random numbers to enable the knight to walk at random around the chessboard in its legitimate L-shaped moves. Your program should run one tour and print the final chessboard. How far did the knight get?

b) Most likely, the preceding program produced a relatively short tour. Now modify your program to attempt 1000 tours. Use a one-dimensional array to keep track of the number of tours of each length. When your program finishes attempting the 1000 tours, it should print this information in a tabular format. What was the best result?

c) Most likely, the preceding program gave you some "respectable" tours but no full tours. Now "pull all the stops out" and simply let your program run until it produces a full tour. [*Caution:* This could run for hours on a powerful computer.] Once again, track the number of tours of each length and print this table when the first full tour is found. How many tours did your program attempt before producing a full tour? How much time did it take?

d) Compare the Knight's Tour brute-force version with the accessibility-heuristic version. Which required more careful study of the problem? Which was more difficult to develop? Which required more computer power? Could we be certain (in advance) of obtaining a full tour with the accessibility heuristic? Could we be certain (in advance) of obtaining a full tour with brute force? Argue the pros and cons of brute-force problem solving in general.

6.26 ***(Eight Queens)*** Another puzzle for chess buffs is the Eight Queens problem. Simply stated: Is it possible to place eight queens on an empty chessboard so that no queen is "attacking" any other—that is, so that no two queens are in the same row, the same column, or along the same diagonal? Use the kind of thinking developed in Exercise 6.24 to formulate a heuristic for solving the Eight Queens problem. Run your program. *Hint:* It's possible to assign a numeric value to each square of the chessboard indicating how many squares of an empty chessboard are "eliminated" once a queen is placed in that square. For example, each of the four corners would be assigned the value 22, as illustrated in the following diagram:



Once these "elimination numbers" are placed in all 64 squares, an appropriate heuristic might be: Place the next queen in the square with the smallest elimination number. Why is this strategy intuitively appealing?

6.27 ***(Eight Queens: Brute-Force Approaches)*** In this exercise, you'll develop several brute-force approaches to solving the Eight Queens problem introduced in Exercise 6.26.

a) Solve the Eight Queens problem, using the random brute-force technique developed in Exercise 6.25.
b) Use an exhaustive technique (i.e., try all possible combinations of eight queens on the chessboard).
c) Why do you suppose the exhaustive brute-force approach may not be appropriate for solving the Eight Queens problem?
d) Compare and contrast the random brute-force and exhaustive brute-force approaches in general.

6.28 ***(Duplicate Elimination)*** In Chapter 12, we explore the high-speed binary search tree data structure. One feature of a binary search tree is that duplicate values are discarded when insertions are made into the tree. This is referred to as duplicate elimination. Write a program that produces 20 random numbers between 1 and 20. The program should store all nonduplicate values in an array. Use the smallest possible array to accomplish this task.

6.29 ***(Knight's Tour: Closed Tour Test)*** In the Knight's Tour, a full tour occurs when the knight makes 64 moves touching each square of the chessboard once and only once. A closed tour occurs when the 64th move is one move away from the location in which the knight started the tour. Modify the Knight's Tour program you wrote in Exercise 6.24 to test for a closed tour if a full tour has occurred.

6.30 ***(The Sieve of Eratosthenes)*** A prime integer is any integer greater than 1 that can be divided evenly only by itself and 1. In this exercise, you'll use the Sieve of Eratosthenes to find all the prime numbers less than 1000. It works as follows:

a) Create a 100-element array with all elements initialized to 1 (true). Array elements with prime subscripts will remain 1. All other array elements will eventually be set to zero.
b) Starting with subscript 2 (1 is not prime), every time an array element is found whose value is 1, loop through the remainder of the array and set to zero every element whose subscript is a multiple of the subscript for the element with value 1. For array subscript 2, all elements beyond 2 in the array that are multiples of 2 will be set to zero (subscripts 4, 6, 8, 10, and so on). For array subscript 3, all elements beyond 3 in the array that are multiples of 3 will be set to zero (subscripts 6, 9, 12, 15, and so on).

When this process is complete, the array elements that are still set to 1 indicate that the subscript is a prime number. Write a program that determines and prints the prime numbers between 1 and 999. Ignore element 0 of the array.

Recursion Exercises

6.31 *(Palindromes)* A palindrome is a string that's spelled the same way forward and backward. Some examples of palindromes are: "radar," "able was i ere i saw elba," and, if you ignore blanks, "a man a plan a canal panama." Write a recursive function `testPalindrome` that returns 1 if the string stored in the array is a palindrome and 0 otherwise. The function should ignore spaces and punctuation in the string.

6.32 *(Linear Search)* Modify the program of Fig. 6.14 to use a recursive `linearSearch` function to perform the linear search of the array. The function should receive an integer array, the size of the array and the search key as arguments. If the search key is found, return the array subscript; otherwise, return –1.

6.33 *(Binary Search)* Modify the program of Fig. 6.15 to use a recursive `binarySearch` function to perform the binary search of the array. The function should receive an integer array, the starting subscript, the ending subscript and the search key as arguments. If the search key is found, return the array subscript; otherwise, return –1.

6.34 *(Eight Queens)* Modify the Eight Queens program you created in Exercise 6.26 to solve the problem recursively.

6.35 *(Print an Array)* Write a recursive function `printArray` that takes an array and the size of the array as arguments, prints the array, and returns nothing. The function should stop processing and return when it receives an array of size zero.

6.36 *(Print a String Backward)* Write a recursive function `stringReverse` that takes a character array as an argument, prints it back-to-front and returns nothing. The function should stop processing and return when the terminating null character of the string is encountered.

6.37 *(Find the Minimum Value in an Array)* Write a recursive function `recursiveMinimum` that takes an integer array and the array size as arguments and returns the smallest element of the array. The function should stop processing and return when it receives an array of one element.

7

Pointers



Objectives

In this chapter, you'll:

- Use pointers and pointer operators.
- Pass arguments to functions by reference using pointers.
- Understand the `const` qualifier's various placements and how they affect what operations you can perform on a variable.
- Use the `sizeof` operator with variables and types.
- Use pointer arithmetic to process array elements.
- Understand the close relationships among pointers, arrays and strings.
- Define and use arrays of strings.
- Use function pointers.
- Learn about secure C programming with pointers.

Outline

7.1 Introduction
7.2 Pointer Variable Definitions and Initialization
7.3 Pointer Operators
7.4 Passing Arguments to Functions by Reference
7.5 Using the `const` Qualifier with Pointers
- 7.5.1 Converting a String to Uppercase Using a Non-Constant Pointer to Non-Constant Data
- 7.5.2 Printing a String One Character at a Time Using a Non-Constant Pointer to Constant Data
- 7.5.3 Attempting to Modify a Constant Pointer to Non-Constant Data
- 7.5.4 Attempting to Modify a Constant Pointer to Constant Data

7.6 Bubble Sort Using Pass-By-Reference
7.7 `sizeof` Operator
7.8 Pointer Expressions and Pointer Arithmetic
- 7.8.1 Pointer Arithmetic Operators
- 7.8.2 Aiming a Pointer at an Array
- 7.8.3 Adding an Integer to a Pointer
- 7.8.4 Subtracting an Integer from a Pointer
- 7.8.5 Incrementing and Decrementing a Pointer
- 7.8.6 Subtracting One Pointer from Another
- 7.8.7 Assigning Pointers to One Another
- 7.8.8 Pointer to `void`
- 7.8.9 Comparing Pointers

7.9 Relationship between Pointers and Arrays
- 7.9.1 Pointer/Offset Notation
- 7.9.2 Pointer/Subscript Notation
- 7.9.3 Cannot Modify an Array Name with Pointer Arithmetic
- 7.9.4 Demonstrating Pointer Subscripting and Offsets
- 7.9.5 String Copying with Arrays and Pointers

7.10 Arrays of Pointers
7.11 Random-Number Simulation Case Study: Card Shuffling and Dealing
7.12 Function Pointers
- 7.12.1 Sorting in Ascending or Descending Order
- 7.12.2 Using Function Pointers to Create a Menu-Driven System

7.13 Secure C Programming

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises* | *Array of Function Pointer Exercises* | *Special Section: Building Your Own Computer as a Virtual Machine* | *Special Section; Embedded Systems Programming Case Study: Robotics with the Webots Simulator*

7.1 Introduction

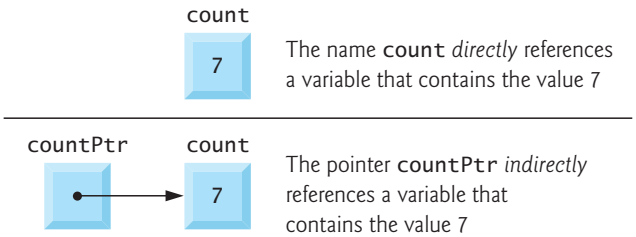
In this chapter, we discuss one of C's most powerful features—the **pointer**. Pointers enable programs to

- accomplish pass-by-reference,
- pass functions between functions,
- manipulate strings and arrays, and
- create and manipulate dynamic data structures that grow and shrink at execution time, such as linked lists, queues, stacks and trees.

This chapter explains basic pointer concepts. In Section 7.13, we discuss various pointer-related security issues. Chapter 10 examines using pointers with structures. Chapter 12 introduces dynamic memory management and shows how to create and use dynamic data structures.

7.2 Pointer Variable Definitions and Initialization

Pointers are variables whose values are memory addresses. Usually, a variable *directly* contains a specific value. A pointer, however, contains the address of another variable that contains a specific value. The pointer *points to* that variable. In this sense, a variable name directly references a value, and a pointer indirectly references a value, as in the following diagram:



Referencing a value through a pointer is called **indirection**.

Declaring Pointers

Pointers, like all variables, must be defined before they can be used. The following statement defines the variable `countPtr` as an `int *`—a pointer to an integer:

```
int *countPtr;
```

This definition is read right-to-left, "`countPtr` is a pointer to `int`" or "`countPtr` points to an object[1] of type `int`." The `*` indicates that the variable is a pointer.

Pointer Variable Naming

Our convention is to end each pointer variable's name with `Ptr` to indicate that the variable is a pointer and should be handled accordingly. Other common naming conventions include starting the variable name with `p` (e.g., `pCount`) or `p_` (e.g., `p_count`).

Define Variables in Separate Statements

The `*` in the following definition does not distribute to each variable:

```
int *countPtr, count;
```

so `countPtr` is a pointer to `int`, but `count` is just an `int`. For this reason, you should always write the preceding declaration as two statements to prevent ambiguity:

```
int *countPtr;
int count;
```

Initializing and Assigning Values to Pointers

Pointers should be initialized when they're defined, or they can be assigned a value. A pointer may be initialized to `NULL`, `0` or an address:

1. In C, an "object" is a region of memory that can hold a value. So objects in C include primitive types such as `int`s, `float`s, `char`s and `double`s, as well as aggregate types such as arrays and `struct`s (which we discuss in Chapter 10).

- A pointer with the value `NULL` points to *nothing*. `NULL` is a *symbolic constant* with the value `0` and is defined in the header `<stddef.h>` (and several other headers, such as `<stdio.h>`).
- Initializing a pointer to `0` is equivalent to initializing it to `NULL`. The constant `NULL` is preferred because it emphasizes that you're initializing a pointer rather than a variable that stores a number. When `0` is assigned, it's first converted to a pointer of the appropriate type. The value `0` is the only integer value that can be assigned directly to a pointer variable.

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- Assigning a variable's address to a pointer is discussed in Section 7.3. Initialize pointers to prevent unexpected results.

✓ Self Check

1 *(True/False)* The definition:

```
int *countPtr, count;
```

specifies that `countPtr` and `count` are of type `int *`—each is a pointer to an integer.
Answer: *False*. Actually, `count` is an `int`, not a pointer to an `int`. The `*` applies only to `countPtr` and does not distribute to the other variable(s) in the definition.

2 *(Multiple Choice)* Which of the following statements is *false*?

a) A pointer may be initialized to `NULL`, `0` or an address.
b) Initializing a pointer to `0` is equivalent to initializing a pointer to `NULL`, but `0` is preferred.
c) The only integer that can be assigned directly to a pointer variable is `0`.
d) Initialize pointers to prevent unexpected results.

Answer: b) is *false*. Actually, `NULL` is preferred because it highlights the fact that the variable is of a pointer type.

7.3 Pointer Operators

Next, let's discuss the address (`&`) and indirection (`*`) operators, and their relationship.

The Address (&) Operator

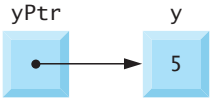
The unary **address operator** (`&`) returns the *address* of its operand. For example, given the following definition of `y`:

```
int y = 5;
```

the statement

```
int *yPtr = &y;
```

initializes pointer variable `yPtr` with variable `y`'s *address*—`yPtr` is then said to "point to" `y`. The following diagram shows the variables `yPtr` and `y` in memory:



Pointer Representation in Memory

The following diagram shows the preceding pointer's representation in memory, assuming that integer variable `y` is stored at location `600000` and the pointer variable `yPtr` is stored at location `500000`:



The operand of `&` must be a variable; the address operator *cannot* be applied to literal values (like `27` or `41.5`) or expressions.

The Indirection (*) Operator

You apply the unary **indirection operator** (`*`), also called the **dereferencing operator**, to a pointer operand to get the *value* of the object to which the pointer points. For example, the following statement prints `5`, which is the value of variable `y`:

```
printf("%d", *yPtr);
```

Using `*` in this manner is called **dereferencing a pointer**.

Dereferencing a pointer that has not been initialized with or assigned the address of another variable in memory is an error. This could ERR

- cause a fatal execution-time error,
- accidentally modify important data and allow the program to run to completion with incorrect results, or
- lead to a security breach.[2]

Demonstrating the & and * Operators

Figure 7.1 demonstrates the pointer operators `&` and `*`. The `printf` **conversion specification `%p`** outputs a memory location as a hexadecimal integer on most platforms.[3] The output shows that the *address* of `a` and the *value* of `aPtr` are identical, confirming that `a`'s address was indeed assigned to the pointer variable `aPtr` (line 7). The `&` and `*` operators are complements of one another. Applying both consecutively to `aPtr` in either order (line 12) produces the same result. The addresses in the output will vary across systems that use different processor architectures, different compilers and even different compiler settings.

```
1  // fig07_01.c
2  // Using the & and * pointer operators.
3  #include <stdio.h>
4
5  int main(void) {
```

Fig. 7.1 | Using the & and * pointer operators. (Part 1 of 2.)

2. `https://cwe.mitre.org/data/definitions/824.html`.
3. See online Appendix E for more information on hexadecimal integers.

```
6     int a = 7;
7     int *aPtr = &a; // set aPtr to the address of a
8
9     printf("Address of a is %p\nValue of aPtr is %p\n\n", &a, aPtr);
10    printf("Value of a is %d\nValue of *aPtr is %d\n\n", a, *aPtr);
11    printf("Showing that * and & are complements of each other\n");
12    printf("&*aPtr = %p\n*&aPtr = %p\n", &*aPtr, *&aPtr);
13 }
```

```
Address of a is 0x7fffe69386cc
Value of aPtr is 0x7fffe69386cc

Value of a is 7
Value of *aPtr is 7

Showing that * and & are complements of each other
&*aPtr = 0x7fffe69386cc
*&aPtr = 0x7fffe69386cc
```

Fig. 7.1 | Using the & and * pointer operators. (Part 2 of 2.)

The following table lists the precedence and grouping of the operators introduced to this point:

Operators	Grouping	Type
`()` `[]` `++` *(postfix)* `--` *(postfix)*	left to right	postfix
`+` `-` `++` `--` `!` `*` `&` *(type)*	right to left	unary
`*` `/` `%`	left to right	multiplicative
`+` `-`	left to right	additive
`<` `<=` `>` `s>=`	left to right	relational
`==` `!=`	left to right	equality
`&&`	left to right	logical AND
`||`	left to right	logical OR
`?:`	right to left	conditional
`=` `+=` `-=` `*=` `/=` `%=`	right to left	assignment
`,`	left to right	comma

Self Check

1 *(True/False)* Assuming the definitions

```
double d = 98.6;
double *dPtr;
```

the following statement assigns variable `d`'s address to the pointer variable `dPtr`:

```
dPtr = &d;
```

Variable `dPtr` is then said to "point to" `d`.
Answer: *True*.

2 *(Fill-In)* The unary indirection operator (*) returns the value of the object to which its pointer operand points. Using * in this manner is called _____.
Answer: dereferencing a pointer.

7.4 Passing Arguments to Functions by Reference

There are two ways to pass arguments to a function—**pass-by-value** and **pass-by-reference**. By default, arguments (other than arrays) are passed by value. As you've seen, arrays are passed by reference. Functions often need to modify variables in the caller or to receive a pointer to a large data object to avoid the overhead of copying the object (as in pass-by-value). As we saw in Chapter 5, a `return` statement can return at most one value from a called function to its caller. Pass-by-reference also can enable a function to "return" multiple values by modifying the caller's variables.

Use & and * to Accomplish Pass-By-Reference

Pointers and the indirection operator enable pass-by-reference. When calling a function with arguments that should be modified in the caller, you use & to pass each variable's address. As we saw in Chapter 6, arrays are *not* passed using operator & because an array's name is equivalent to &*arrayName*`[0]`—the array's starting location in memory. A function that receives the address of a variable in the caller can use the indirection operator (*) to modify the value at that location in the caller's memory, thus effecting pass-by-reference.

Pass-By-Value

The programs in Figs. 7.2 and 7.3 present two versions of a function that cubes an integer—`cubeByValue` and `cubeByReference`. Line 11 of Fig. 7.2 passes the variable `number` by value to function `cubeByValue` (lines 16–18), which cubes its argument and returns the new value. Line 11 assigns the new value to `number` in `main`, replacing `number`'s value.

```
1  // fig07_02.c
2  // Cube a variable using pass-by-value.
3  #include <stdio.h>
4
5  int cubeByValue(int n); // prototype
6
7  int main(void) {
8     int number = 5; // initialize number
9
10    printf("The original value of number is %d", number);
11    number = cubeByValue(number); // pass number by value to cubeByValue
12    printf("\nThe new value of number is %d\n", number);
13 }
14
```

Fig. 7.2 | Cube a variable using pass-by-value. (Part 1 of 2.)

```
15 // calculate and return cube of integer argument
16 int cubeByValue(int n) {
17    return n * n * n; // cube local variable n and return result
18 }
```

```
The original value of number is 5
The new value of number is 125
```

Fig. 7.2 | Cube a variable using pass-by-value. (Part 2 of 2.)

Pass-By-Reference

Line 12 of Fig. 7.3 passes the variable `number`'s address to function `cubeByReference` (lines 17–19)—passing the address enables pass-by-reference. The function's parameter is a pointer to an `int` called `nPtr` (line 17). The function uses the expression `*nPtr` to dereference the pointer and cube the value to which it points (line 18). It assigns the result to `*nPtr`—which is really the variable `number` in `main`—thus changing `number`'s value in `main`. Use pass-by-value unless the caller explicitly requires the called function to modify the argument variable's value in the caller. This prevents accidental modification of the caller's arguments and is another example of the principle of least privilege.

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```
1  // fig07_03.c
2  // Cube a variable using pass-by-reference with a pointer argument.
3
4  #include <stdio.h>
5
6  void cubeByReference(int *nPtr); // function prototype
7
8  int main(void) {
9     int number = 5; // initialize number
10
11    printf("The original value of number is %d", number);
12    cubeByReference(&number); // pass address of number to cubeByReference
13    printf("\nThe new value of number is %d\n", number);
14 }
15
16 // calculate cube of *nPtr; actually modifies number in main
17 void cubeByReference(int *nPtr) {
18    *nPtr = *nPtr * *nPtr * *nPtr; // cube *nPtr
19 }
```

```
The original value of number is 5
The new value of number is 125
```

Fig. 7.3 | Cube a variable using pass-by-reference with a pointer argument.

Use a Pointer Parameter to Receive an Address

A function receiving an address as an argument must receive it in a pointer parameter. For example, in Fig. 7.3, function `cubeByReference`'s header (line 17) is

```
void cubeByReference(int *nPtr) {
```

which specifies that `cubeByReference` receives the address of an integer variable as an argument, stores the address locally in parameter `nPtr` and does not return a value.

Pointer Parameters in Function Prototypes

The function prototype for `cubeByReference` (Fig. 7.3, line 6) specifies an `int *` parameter. As with other parameters, it's not necessary to include pointer names in function prototypes—they're ignored by the compiler—but it's good practice to include them for documentation purposes.

Functions That Receive One-Dimensional Arrays

For a function that expects a one-dimensional array argument, the function's prototype and header can use the pointer notation shown in the parameter list of function `cubeByReference` (line 17). The compiler does not differentiate between a function that receives a pointer and one that receives a one-dimensional array. So, the function must "know" when it's receiving an array vs. a single variable passed by reference. When the compiler encounters a function parameter for a one-dimensional array of the form `int b[]`, the compiler converts the parameter to the pointer notation `int *b`. The two forms are interchangeable. Similarly, for a parameter of the form `const int b[]` the compiler converts the parameter to `const int *b`.

Pass-By-Value vs. Pass-By-Reference Step-By-Step

Figures 7.4 and 7.5 analyze graphically and step-by-step the programs in Figs. 7.2 and 7.3, respectively.

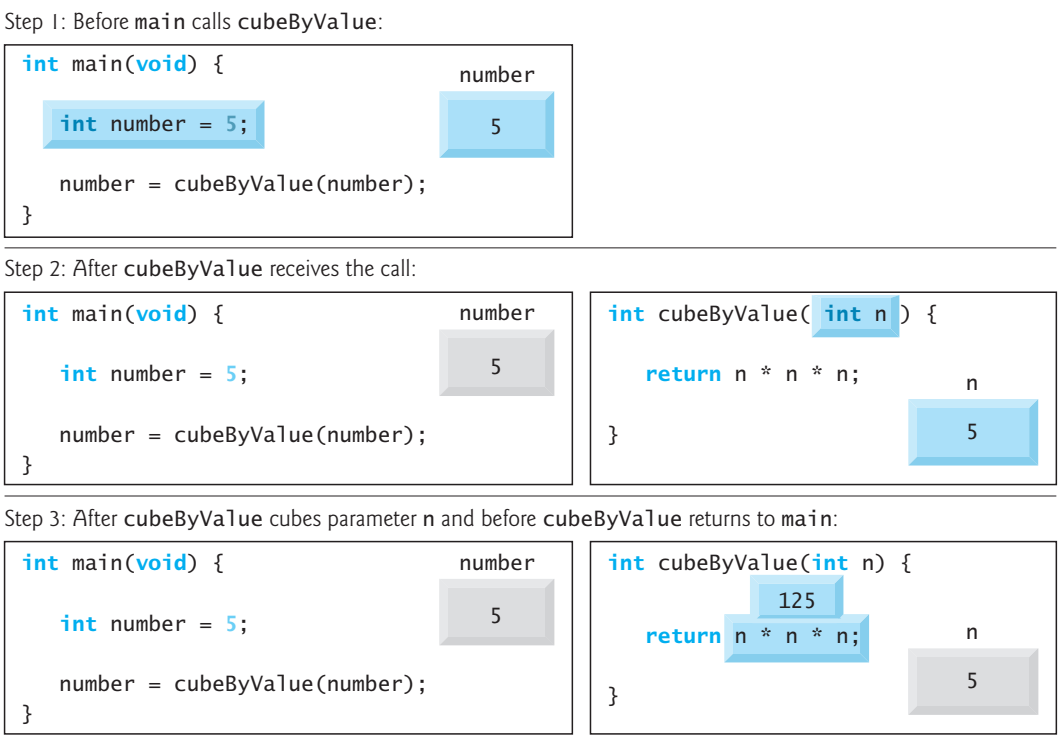
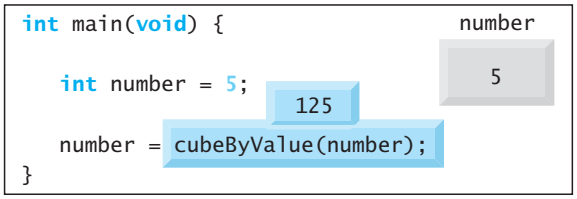


Fig. 7.4 | Analysis of a typical pass-by-value. (Part 1 of 2.)

Step 4: After `cubeByValue` returns to `main` and before assigning the result to `number`:



Step 5: After `main` completes the assignment to `number`:

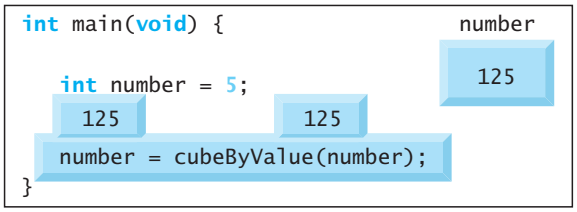
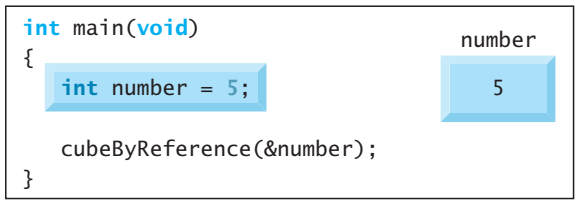
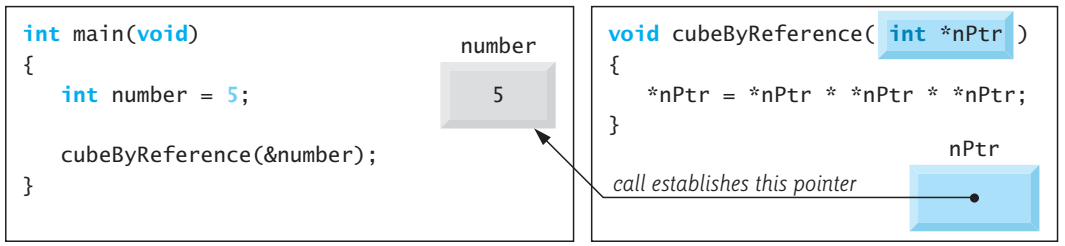


Fig. 7.4 | Analysis of a typical pass-by-value. (Part 2 of 2.)

Step 1: Before `main` calls `cubeByReference`:



Step 2: After `cubeByReference` receives the call and before `*nPtr` is cubed:



Step 3: After `*nPtr` is cubed and before program control returns to `main`:

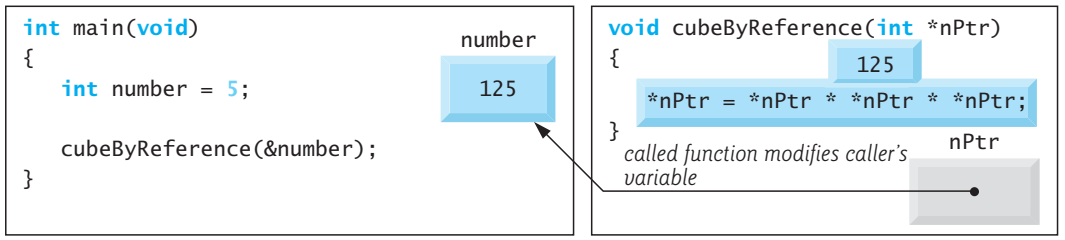


Fig. 7.5 | Analysis of a typical pass-by-reference with a pointer argument.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) By default, arguments (other than arrays) are passed by value. Arrays are passed by reference.

b) Functions often require the capability to modify variables in the caller or receive a pointer to a large data object to avoid copying the object.

c) `return` can return one or more values from a called function to a caller.

d) Pass-by-reference also can enable a function to "return" multiple values by modifying variables in the caller.

Answer: c) is *false*. `return` may be used to return at most one value from a called function to a caller.

2 *(Multiple Choice)* Which of the following statements is *false*?

a) You use pointers and the indirection operator to accomplish pass-by-reference.

b) When calling a function with arguments that should be modified, use the address operator (`&`) to pass the argument's addresses.

c) Arrays are passed by reference using operator `&`.

d) All of the above statements are *true*.

Answer: c) is *false*. Arrays are not passed by reference using operator `&` because an array's name is equivalent to the address of its first element—`&`*arrayName*`[0]`.

7.5 Using the const Qualifier with Pointers

The **`const` qualifier** enables you to inform the compiler that a particular variable's value should not be modified, thus enforcing the principle of least privilege. This can reduce debugging time and prevent unintentional side effects, making a program more robust, and easier to modify and maintain. If an attempt is made to modify a value that's declared `const`, the compiler catches it and issues an error.

SE

ERR

Over the years, a large base of legacy code was written in early C versions that did not use `const` because it was not available. Even more current code does not use `const` as often as it should. So, there are significant opportunities for improvement by re-engineering existing C code.

There are four ways to pass to a function a pointer to data:

- a **non-constant pointer to non-constant data**.
- a **constant pointer to non-constant data**.
- a **non-constant pointer to constant data**.
- a **constant pointer to constant data**.

Each of the four combinations provides different access privileges and is discussed in the next several examples. How do you choose one of the possibilities? Let the principle of least privilege be your guide. Always award a function enough access to the data in its parameters to accomplish its specified task, but absolutely no more.

7.5.1 Converting a String to Uppercase Using a Non-Constant Pointer to Non-Constant Data

The highest level of data access is granted by a **non-constant pointer to non-constant data**. The data can be modified through the dereferenced pointer, and the pointer can be modified to point to other data items. A function might use such a pointer to receive a string argument, then process (and possibly modify) each character in the string. Function `convertToUppercase` in Fig. 7.6 declares its parameter, a non-constant pointer to non-constant data called `sPtr` (line 18). The function processes the array `string` (pointed to by `sPtr`) one character at a time. C standard library function `toupper` (line 20) from the `<ctype.h>` header converts each character to its corresponding uppercase letter. If the original character is not a letter or is already uppercase, `toupper` returns the original character. Line 21 increments the pointer to point to the next character in the string. Chapter 8 presents many C standard library character- and string-processing functions.

```
1  // fig07_06.c
2  // Converting a string to uppercase using a
3  // non-constant pointer to non-constant data.
4  #include <ctype.h>
5  #include <stdio.h>
6
7  void convertToUppercase(char *sPtr); // prototype
8
9  int main(void) {
10    char string[] = "cHaRaCters and $32.98"; // initialize char array
11
12    printf("The string before conversion is: %s\n", string);
13    convertToUppercase(string);
14    printf("The string after conversion is: %s\n", string);
15 }
16
17 // convert string to uppercase letters
18 void convertToUppercase(char *sPtr) {
19    while (*sPtr != ) { // current character is not
20       *sPtr = toupper(*sPtr); // convert to uppercase
21       ++sPtr; // make sPtr point to the next character
22    }
23 }
```

```
The string before conversion is: cHaRaCters and $32.98
The string after conversion is: CHARACTERS AND $32.98
```

Fig. 7.6 | Converting a string to uppercase using a non-constant pointer to non-constant data.

7.5.2 Printing a String One Character at a Time Using a Non-Constant Pointer to Constant Data

A **non-constant pointer to constant data** *can be modified* to point to any data item of the appropriate type, but the data to which it points *cannot be modified*. A function

might receive such a pointer to process an array argument's elements without modifying them. For example, function `printCharacters` (Fig. 7.7) declares parameter `sPtr` to be of type `const char *` (line 20). The declaration is read from *right to left* as "`sPtr` is a pointer to a character constant." The function's `for` statement outputs each character until it encounters a null character. After displaying each character, the loop increments pointer `sPtr` to point to the string's next character.

```
1  // fig07_07.c
2  // Printing a string one character at a time using
3  // a non-constant pointer to constant data.
4
5  #include <stdio.h>
6
7  void printCharacters(const char *sPtr);
8
9  int main(void) {
10    // initialize char array
11    char string[] = "print characters of a string";
12
13    puts("The string is:");
14    printCharacters(string);
15    puts("");
16 }
17
18 // sPtr cannot be used to modify the character to which it points,
19 // i.e., sPtr is a "read-only" pointer
20 void printCharacters(const char *sPtr) {
21    // loop through entire string
22    for (; *sPtr != ; ++sPtr) { // no initialization
23       printf("%c", *sPtr);
24    }
25 }
```

```
The string is:
print characters of a string
```

Fig. 7.7 | Printing a string one character at a time using a non-constant pointer to constant data.

Trying to Modify Constant Data

Figure 7.8 shows the errors from compiling a function that receives a non-constant pointer (`xPtr`) to constant data and tries to use it to modify the data. The error shown is from the Visual C++ compiler. The C standard does not specify compiler warning or error messages, and the compiler vendors do not normalize these messages across compilers. So, the actual error message you receive is compiler-specific. For example, Xcode's LLVM compiler reports the error:

```
error: read-only variable is not assignable
```

and the GNU gcc compiler reports the error:

```
error: assignment of read-only location '*xPtr'
```

```c
// fig07_08.c
// Attempting to modify data through a
// non-constant pointer to constant data.
#include <stdio.h>
void f(const int *xPtr); // prototype

int main(void) {
   int y = 7; // define y

   f(&y); // f attempts illegal modification
}

// xPtr cannot be used to modify the
// value of the variable to which it points
void f(const int *xPtr) {
   *xPtr = 100; // error: cannot modify a const object
}
```

Microsoft Visual C++ Error Message

```
fig07_08.c(16,5): error C2166: l-value specifies const object
```

Fig. 7.8 | Attempting to modify data through a non-constant pointer to constant data.

Passing Structures vs. Arrays

As you know, arrays are aggregate types that store related data items of the same type under one name. Chapter 10 discusses another form of aggregate type called a **structure** (sometimes called a **record** or tuple in other languages), which can store related data items of the same or *different* types under one name—e.g., employee information, such as an employee's ID number, name, address and salary.

Unlike arrays, structures are passed by value—a copy of the entire structure is passed. This requires the execution-time overhead of making a copy of each data item PERF in the structure and storing it on the computer's function call stack. Passing large objects such as structures by using pointers to constant data obtains the performance of pass-by-reference and the security of pass-by-value. In this case, the program copies only the *address* at which the structure is stored—typically four or eight bytes.

If memory is low and execution efficiency is a concern, use pointers. If memory is in abundance and efficiency is not a major concern, pass data by value to enforce the principle of least privilege. Some systems do not enforce `const` well, so pass-by-value is still the best way to prevent data from being modified.

7.5.3 Attempting to Modify a Constant Pointer to Non-Constant Data

A **constant pointer to non-constant data** always points to the *same* memory location, but the data at that location *can be modified* through the pointer. This is the default for an array name, which is a constant pointer to the array's first element. All data in the array can be accessed and changed by using the array name and array subscripting. A constant pointer to non-constant data can be used to receive an array as an argu-

ment to a function that accesses array elements using array subscript notation. Pointers that are declared `const` must be initialized when they're defined. If the pointer is a function parameter, it's initialized with a pointer argument as the function is called.

Figure 7.9 attempts to modify a constant pointer. Pointer `ptr` is defined in line 11 to be of type `int * const`, which is read *right-to-left* as "`ptr` is a constant pointer to an integer." The pointer is initialized (line 11) with the address of integer variable `x`. The program attempts to assign `y`'s address to `ptr` (line 14), but the compiler generates an error.

```
1  // fig07_09.c
2  // Attempting to modify a constant pointer to non-constant data.
3  #include <stdio.h>
4
5  int main(void) {
6     int x = 0; // define x
7     int y = 0; // define y
8
9     // ptr is a constant pointer to an integer that can be modified
10    // through ptr, but ptr always points to the same memory location
11    int * const ptr = &x;
12
13    *ptr = 7; // allowed: *ptr is not const
14    ptr = &y; // error: ptr is const; cannot assign new address
15 }
```

Microsoft Visual C++ Error Message

```
fig07_09.c(14,4): error C2166: l-value specifies const object
```

Fig. 7.9 | Attempting to modify a constant pointer to non-constant data.

7.5.4 Attempting to Modify a Constant Pointer to Constant Data

The *least* access privilege is granted by a **constant pointer to constant data**. Such a pointer always points to the *same* memory location, and the data at that memory location *cannot be modified*. This is how an array should be passed to a function that only looks at the array's elements using array subscript notation and does *not* modify the elements. Figure 7.10 defines pointer variable `ptr` (line 12) to be of type `const int *const`, which is read *right-to-left* as "`ptr` is a constant pointer to an integer constant." The output shows the error messages generated when we attempt to *modify the data* to which `ptr` points (line 15) and when we attempt to *modify* the *address* stored in the pointer variable (line 16).

```
1  // fig07_10.c
2  // Attempting to modify a constant pointer to constant data.
3  #include <stdio.h>
```

Fig. 7.10 | Attempting to modify a constant pointer to constant data. (Part 1 of 2.)

```
4
5  int main(void) {
6     int x = 5;
7     int y = 0;
8
9     // ptr is a constant pointer to a constant integer. ptr always
10    // points to the same location; the integer at that location
11    // cannot be modified
12    const int *const ptr = &x; // initialization is OK
13
14    printf("%d\n", *ptr);
15    *ptr = 7; // error: *ptr is const; cannot assign new value
16    ptr = &y; // error: ptr is const; cannot assign new address
17 }
```

Microsoft Visual C++ Error Message

```
fig07_10.c(15,5): error C2166: l-value specifies const object
fig07_10.c(16,4): error C2166: l-value specifies const object
```

Fig. 7.10 | Attempting to modify a constant pointer to constant data. (Part 2 of 2.)

Self Check

1 *(Multiple Choice)* What is `sPtr` in the following prototype?

```
void convertToUppercase(char *sPtr);
```

a) A non-constant pointer to constant data.
b) A constant pointer to non-constant data.
c) A non-constant pointer to non-constant data.
d) A constant pointer to constant data.

Answer: c.

2 *(Fill-In)* The least access privilege is granted by a _____ pointer to _____ data. Such a pointer always points to the same memory location, and the data at that memory location cannot be modified.
Answer: constant, constant.

7.6 Bubble Sort Using Pass-By-Reference

Let's improve the bubble-sort[4] program of Fig. 6.12 to use two functions—`bubbleSort` and `swap` (Fig. 7.11). Function `bubbleSort` sorts the array. It calls function `swap` (line 42) to exchange the array elements `array[j]` and `array[j + 1]`.

4. In Chapter 12 and Appendix C, we investigate sorting schemes that yield better performance.

```c
// fig07_11.c
// Putting values into an array, sorting the values into
// ascending order and printing the resulting array.
#include <stdio.h>
#define SIZE 10

void bubbleSort(int * const array, size_t size); // prototype

int main(void) {
   // initialize array a
   int a[SIZE] = { 2, 6, 4, 8, 10, 12, 89, 68, 45, 37 };

   puts("Data items in original order");

   // loop through array a
   for (size_t i = 0; i < SIZE; ++i) {
      printf("%4d", a[i]);
   }

   bubbleSort(a, SIZE); // sort the array

   puts("\nData items in ascending order");

   // loop through array a
   for (size_t i = 0; i < SIZE; ++i) {
      printf("%4d", a[i]);
   }

   puts("");
}

// sort an array of integers using bubble sort algorithm
void bubbleSort(int * const array, size_t size) {
   void swap(int *element1Ptr, int *element2Ptr); // prototype

   // loop to control passes
   for (int pass = 0; pass < size - 1; ++pass) {
      // loop to control comparisons during each pass
      for (size_t j = 0; j < size - 1; ++j) {
         // swap adjacent elements if they're out of order
         if (array[j] > array[j + 1]) {
            swap(&array[j], &array[j + 1]);
         }
      }
   }
}

```

Fig. 7.11 | Putting values into an array, sorting the values into ascending order and printing the resulting array. (Part 1 of 2.)

```
48  // swap values at memory locations to which element1Ptr and
49  // element2Ptr point
50  void swap(int *element1Ptr, int *element2Ptr) {
51     int hold = *element1Ptr;
52     *element1Ptr = *element2Ptr;
53     *element2Ptr = hold;
54  }
```

```
Data items in original order
   2   6   4   8  10  12  89  68  45  37
Data items in ascending order
   2   4   6   8  10  12  37  45  68  89
```

Fig. 7.11 | Putting values into an array, sorting the values into ascending order and printing the resulting array. (Part 2 of 2.)

Function swap

Remember that C enforces *information hiding* between functions, so `swap` does not have access to individual array elements in `bubbleSort` by default. Because `bubbleSort` wants `swap` to have access to the array elements to swap, `bubbleSort` passes each element's address to `swap`, so the elements are passed by reference. Although entire arrays are automatically passed by reference, individual array elements are *scalars* and are ordinarily passed by value. So, `bubbleSort` uses the address operator (`&`) on each array element:

```
swap(&array[j], &array[j + 1]);
```

Function `swap` receives `&array[j]` in `element1Ptr` (line 50). Function `swap` may use `*element1Ptr` as a synonym for `array[j]`. Similarly, `*element2Ptr` is a synonym for `array[j + 1]`. Even though `swap` is not allowed to say

```
int hold = array[j];
array[j] = array[j + 1];
array[j + 1] = hold;
```

precisely the same effect is achieved by lines 51 through 53:

```
int hold = *element1Ptr;
*element1Ptr = *element2Ptr;
*element2Ptr = hold;
```

Function bubbleSort's Array Parameter

Note that function `bubbleSort`'s header (line 33) declares `array` as `int * const array` rather than `int array[]` to indicate that `bubbleSort` receives a one-dimensional array argument. Again, these notations are interchangeable; however, array notation generally is preferred for readability.

Function swap's Prototype in Function bubbleSort's Body

The prototype for function `swap` (line 34) is included in `bubbleSort`'s body because only `bubbleSort` calls `swap`. Placing the prototype in `bubbleSort` restricts proper `swap`

calls to those made from `bubbleSort` (or any function that appears after `swap` in the source code). Other functions defined before `swap` that attempt to call `swap` do not have access to a proper function prototype, so the compiler generates one automatically. This normally results in a prototype that does not match the function header (and generates a compilation warning or error) because the compiler assumes `int` for the return and parameter types. Placing function prototypes in the definitions of other functions enforces the principle of least privilege by restricting proper function calls to the functions in which the prototypes appear. SE

Function `bubbleSort`'s `size` Parameter

Function `bubbleSort` receives the array size as a parameter (line 33). When an array is passed to a function, the memory address of the array's first element, of course, does not convey the number of array elements. Therefore, you must pass the array size to the function to know how many elements to sort. Another common practice is to pass a pointer to the array's first element and a pointer to the location just beyond the array's end. As you'll learn in Section 7.8, the difference between these two pointers is the array's length, and the resulting code is simpler.

There are two main benefits to passing the array size to `bubbleSort`—*software reusability* and *proper software engineering*. By defining the function to receive the array size as an argument, we enable the function to be used by any program that sorts one-dimensional integer arrays of any size. SE

We could have stored the array's size in a global variable accessible to the entire program. However, other programs that require an integer array-sorting capability may not have the same global variable, so the function cannot be used in those programs. Global variables usually violate the principle of least privilege and can lead to poor software engineering. Global variables should be used only to represent truly shared resources, such as the time of day. SE

The array size could have been programmed directly into the function. This would restrict the function's use to processing an array of a specific size and significantly reduce its reusability. Only programs processing one-dimensional integer arrays of the specific size coded into the function can use the function.

Self Check

1 *(Code)* Our `bubbleSort` function used the address operator (`&`) on each of the array elements in the `swap` call to effect pass-by-reference as follows:

```
swap(&array[j], &array[j + 1]);
```

Suppose function `swap` receives `&array[j]` and `&array[j + 1]` in `int *` pointers named `firstPtr` and `secondPtr`, respectively. Write the pointer-based code in function `swap` to switch the values in these two elements, using a temporary `int` variable `temp`.

Answer:

```
int temp = *firstPtr;
*firstPtr = *secondPtr;
*secondPtr = temp;
```

2 *(Discussion)* Typically, when we pass an array to a function, we also pass the array size as another argument. Alternatively, we could build the array size directly into the function definition. What's wrong with that approach?
Answer: It would limit the function to processing arrays of a specific size, significantly reducing the function's reusability.

7.7 `sizeof` Operator

C provides the unary operator **`sizeof`** to determine an object's or type's size in bytes. This operator is applied at compilation time unless its operand is a variable-length array (VLA; Section 6.12). When applied to an array's name as in Fig. 7.12 (line 12), `sizeof` returns as a `size_t` value the array's total number of bytes. Variables of type `float` on our computer are stored in four bytes of memory, and `array` is defined to have 20 elements. Therefore, there are 80 bytes in `array`. `sizeof` is a compile-time operator, so it does not incur any execution-time overhead (except for VLAs).

PERF

```
1  // fig07_12.c
2  // Applying sizeof to an array name returns
3  // the number of bytes in the array.
4  #include <stdio.h>
5  #define SIZE 20
6
7  size_t getSize(const float *ptr); // prototype
8
9  int main(void){
10    float array[SIZE]; // create array
11
12    printf("Number of bytes in the array is %zu\n", sizeof(array));
13    printf("Number of bytes returned by getSize is %zu\n", getSize(array));
14 }
15
16 // return size of ptr
17 size_t getSize(const float *ptr) {
18    return sizeof(ptr);
19 }
```

```
Number of bytes in the array is 80
Number of bytes returned by getSize is 8
```

Fig. 7.12 | Applying `sizeof` to an array name returns the number of bytes in the array.

Even though function `getSize` receives an array of 20 elements as an argument, the function's parameter `ptr` is simply a pointer to the array's first element. When you use `sizeof` with a pointer, it returns the *pointer's size*, not the size of the item to which it points. On our 64-bit Windows, Mac and Linux test systems, a pointer's size is eight bytes, so `getSize` returns 8. On older 32-bit systems, a pointer's size is typically four bytes, so `getSize` would return 4.

The number of elements in an array also can be determined with `sizeof`. For example, consider the following array definition:

```
double real[22];
```

Variables of type `double` normally are stored in eight bytes of memory. Thus, the array `real` contains 176 bytes. The following expression determines the array's number of elements:

```
sizeof(real) / sizeof(real[0])
```

The expression divides the array `real`'s number of bytes by the number of bytes used to store one element of the array (a `double` value). This calculation works *only* when using the actual array's name, *not* when using a pointer to the array.

Determining the Sizes of the Standard Types, an Array and a Pointer

Figure 7.13 calculates the number of bytes used to store each of the standard types. The results of this program are implementation dependent. They often differ across platforms and sometimes across different compilers on the same platform. The output shows the results from our Mac system using the Xcode C++ compiler.

```
1  // fig07_13.c
2  // Using operator sizeof to determine standard type sizes.
3  #include <stdio.h>
4
5  int main(void) {
6     char c = ;
7     short s = 0;
8     int i = 0;
9     long l = 0;
10    long long ll = 0;
11    float f = 0.0F;
12    double d = 0.0;
13    long double ld = 0.0;
14    int array[20] = {0}; // create array of 20 int elements
15    int *ptr = array; // create pointer to array
16
17    printf("    sizeof c = %2zu\t       sizeof(char) = %2zu\n",
18       sizeof c, sizeof(char));
19    printf("    sizeof s = %2zu\t      sizeof(short) = %2zu\n",
20       sizeof s, sizeof(short));
21    printf("    sizeof i = %2zu\t        sizeof(int) = %2zu\n",
22       sizeof i, sizeof(int));
23    printf("    sizeof l = %2zu\t       sizeof(long) = %2zu\n",
24       sizeof l, sizeof(long));
25    printf("   sizeof ll = %2zu\t  sizeof(long long) = %2zu\n",
26       sizeof ll, sizeof(long long));
27    printf("    sizeof f = %2zu\t      sizeof(float) = %2zu\n",
28       sizeof f, sizeof(float));
29    printf("    sizeof d = %2zu\t     sizeof(double) = %2zu\n",
30       sizeof d, sizeof(double));
```

Fig. 7.13 | Using operator `sizeof` to determine standard type sizes. (Part 1 of 2.)

```
31     printf("   sizeof ld = %2zu\tsizeof(long double) = %2zu\n",
32        sizeof ld, sizeof(long double));
33     printf("sizeof array = %2zu\n  sizeof ptr = %2zu\n",
34        sizeof array, sizeof ptr);
35  }
```

```
    sizeof c =  1             sizeof(char) =  1
    sizeof s =  2            sizeof(short) =  2
    sizeof i =  4              sizeof(int) =  4
    sizeof l =  8             sizeof(long) =  8
   sizeof ll =  8        sizeof(long long) =  8
    sizeof f =  4            sizeof(float) =  4
    sizeof d =  8           sizeof(double) =  8
   sizeof ld = 16      sizeof(long double) = 16
sizeof array = 80
  sizeof ptr =  8
```

Fig. 7.13 | Using operator `sizeof` to determine standard type sizes. (Part 2 of 2.)

SE The number of bytes used to store a particular type may vary between systems. When writing programs that depend on type sizes and that will run on several computer systems, use `sizeof` to determine the number of bytes used to store the types.

You can apply `sizeof` to any variable name, type or value (including the value of an expression). When applied to a variable name (that's *not* an array name) or a constant, the number of bytes used to store the specific type of variable or constant is returned. The parentheses are required when a type is supplied as `sizeof`'s operand.

Self Check

1 *(Fill-In)* Given the array definition:

```
double temperatures[31];
```

the expression:

```
sizeof(temperatures) / sizeof(temperatures[0])
```

determines what attribute of `temperatures`? _____

Answer: The number of elements in the array (in this case, 31).

2 *(True/False)* When you use `sizeof` with a pointer, it returns the size of the item to which the pointer points.

Answer: *False*. Actually, when you use `sizeof` with a pointer, it returns the pointer's size, not the size of the item to which the pointer points. If you use `sizeof` with an array name, it returns the array's size.

7.8 Pointer Expressions and Pointer Arithmetic

Pointers are valid operands in arithmetic expressions, assignment expressions and comparison expressions. However, not all arithmetic operators are valid with pointer variables. This section describes the operators that can have pointers as operands, and how these operators are used.

7.8.1 Pointer Arithmetic Operators

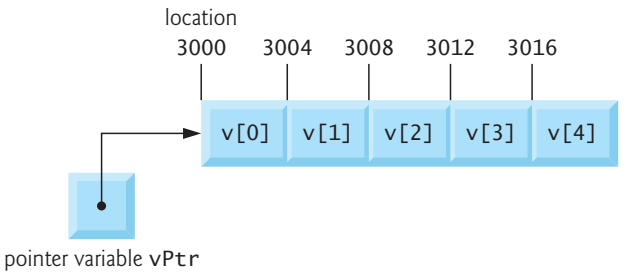
The following arithmetic operations are allowed for pointers:

- incrementing (++) or decrementing (--),
- adding an integer to a pointer (+ or +=),
- subtracting an integer from a pointer (- or -=), and
- subtracting one pointer from another—meaningful only when *both* pointers point into the *same* array.

Pointer arithmetic on pointers that do not refer to array elements is a logic error. ERR

7.8.2 Aiming a Pointer at an Array

Assume the array `int v[5]` is defined, and its first element is at location `3000` in memory. Also, assume the pointer `vPtr` points to `v[0]`—so the value of `vPtr` is `3000`. The following diagram illustrates this scenario for a machine with four-byte integers:



The variable `vPtr` can be initialized to point to array `v` with either of the statements

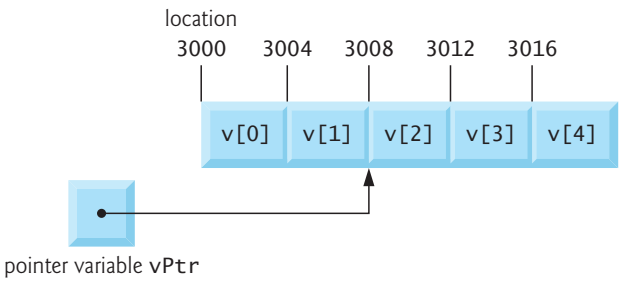
```
vPtr = v;
vPtr = &v[0];
```

7.8.3 Adding an Integer to a Pointer

In conventional arithmetic, `3000 + 2` yields the value `3002`. This is normally not the case with pointer arithmetic. When you add an integer to or subtract one from a pointer, the pointer increments or decrements by that integer *times the size of the object to which the pointer refers*. For example, the statement

```
vPtr += 2;
```

would produce `3008` (`3000 + 2 * 4`), assuming an integer is stored in four bytes of memory. In the array `v`, `vPtr` would now point to `v[2]`, as in the following diagram:



The object's size, depends on its type. When performing pointer arithmetic on a character array, the results will be consistent with regular arithmetic because each character is one byte. Type sizes can vary by platform and compiler, so pointer arithmetic is platform- and compiler-dependent.

7.8.4 Subtracting an Integer from a Pointer

If `vPtr` had been incremented to `3016` (`v[4]`), the statement

```
vPtr -= 4;
```

would set `vPtr` back to `3000` (`v[0]`)—the beginning of the array. Using pointer arithmetic to adjust pointers to point outside an array's bounds is a logic error that could lead to security problems.

ERR SEC

7.8.5 Incrementing and Decrementing a Pointer

To increment or decrement a pointer by one, use the increment (`++`) and decrement (`--`) operators. Either of the statements

```
++vPtr;
vPtr++;
```

increments the pointer to point to the next array element. Either of the statements

```
--vPtr;
vPtr--;
```

decrements the pointer to point to the previous array element.

7.8.6 Subtracting One Pointer from Another

If `vPtr` contains the location `3000` and `v2Ptr` contains the address `3008`, the statement

```
x = v2Ptr - vPtr;
```

assigns to `x` the *number of array elements* between `vPtr` and `v2Ptr`, in this case, 2 (not 8). Pointer arithmetic is undefined unless performed on elements of the same array. We cannot assume that two variables of the same type are stored side-by-side in memory unless they're adjacent elements of an array.

ERR

7.8.7 Assigning Pointers to One Another

Pointers of the same type may be assigned to one another. This rule's exception is a **pointer to void** (i.e., **`void *`**)—a generic pointer that can represent *any* pointer type. All pointer types can be assigned to a `void *`, and a `void *` can be assigned a pointer of any type (including another `void *`). In both cases, a cast operation is *not* required.

7.8.8 Pointer to `void`

A pointer to `void` *cannot* be dereferenced. Consider this: The compiler knows on a machine with four-byte integers that an `int *` points to four bytes of memory. However, a `void *` contains a memory location for an *unknown* type—the precise number of bytes to which the pointer refers is *not* known by the compiler. The compiler *must*

know the type to determine the number of bytes that represent the referenced value. *Dereferencing a* `void *` *pointer is a syntax error.* ERR

7.8.9 Comparing Pointers

You can compare pointers using equality and relational operators, but such comparisons are meaningful only if the pointers point to elements of the same array; otherwise, such comparisons are logic errors. Pointer comparisons compare the addresses stored in the pointers. Such a comparison could show, for example, that one pointer points to a higher-numbered array element than the other. A common use of pointer comparison is determining whether a pointer is `NULL`. ERR

Self Check

1 *(Fill-In)* When you add an integer to or subtract an integer from a pointer, the pointer increments or decrements by that integer times _____.
Answer: the size of the object to which the pointer points.

2 *(Fill-In)* Pointers `v1Ptr` and `v2Ptr` point to elements of the same array of eight-byte double values. If `v1Ptr` contains the address `3000` and `v2Ptr` contains the address `3016`, then the statement

```
size_t x = v2Ptr - v1Ptr;
```

will assign _____ to `x`.
Answer: 2 (not 16)—2 is the number of elements between the pointers.

7.9 Relationship between Pointers and Arrays

Arrays and pointers are intimately related and often may be used interchangeably. You can think of an *array name* as a *constant pointer* to the array's first element. Pointers can be used to do any operation involving array subscripting.

Assume the following definitions:

```
int b[5];
int *bPtr;
```

Because the array name `b` (without a subscript) is a pointer to the array's first element, we can set `bPtr` to the address of the array `b`'s first element with the statement:

```
bPtr = b;
```

This is equivalent to taking the address of array `b`'s first element as follows:

```
bPtr = &b[0];
```

7.9.1 Pointer/Offset Notation

Array element `b[3]` can alternatively be referenced with the pointer expression

```
*(bPtr + 3)
```

The `3` in the expression is the offset to the pointer. When `bPtr` points to the array's first element, the offset indicates which array element to reference—the offset's value

is identical to the array subscript. This notation is referred to as **pointer/offset notation**. The parentheses are required because the precedence of * is *higher* than that of +. Without the parentheses, the above expression would add 3 to the value of the expression *bPtr (i.e., 3 would be added to b[0], assuming bPtr points to the beginning of the array). Just as the array element can be referenced with a pointer expression, the address

```
&b[3]
```

can be written with the pointer expression

```
bPtr + 3
```

An array's name also can be treated as a pointer and used in pointer arithmetic. For example, the expression

```
*(b + 3)
```

refers to element b[3]. In general, all subscripted array expressions can be written with a pointer and an offset. In this case, pointer/offset notation was used with the array's name as a pointer. The preceding statement does not modify the array name in any way; b still points to the first element.

7.9.2 Pointer/Subscript Notation

Pointers can be subscripted like arrays. If bPtr has the value b, the expression

```
bPtr[1]
```

refers to the array element b[1]. This is referred to as **pointer/subscript notation**.

7.9.3 Cannot Modify an Array Name with Pointer Arithmetic

An array name always points to the beginning of the array, so it's like a constant pointer. Thus, the expression

```
b += 3
```

is *invalid* because it attempts to modify the array name's value with pointer arithmetic. Attempting to modify the value of an array name with pointer arithmetic is a compilation error.

ERR ⊗

7.9.4 Demonstrating Pointer Subscripting and Offsets

Figure 7.14 uses the four methods we've discussed for referring to array elements—array subscripting, pointer/offset with the array name as a pointer, **pointer subscripting**, and pointer/offset with a pointer—to print the four elements of the integer array b.

```
1 // fig07_14.cpp
2 // Using subscripting and pointer notations with arrays.
3 #include <stdio.h>
4 #define ARRAY_SIZE 4
```

Fig. 7.14 | Using subscripting and pointer notations with arrays. (Part 1 of 3.)

```
5
6  int main(void) {
7     int b[] = {10, 20, 30, 40}; // create and initialize array b
8     int *bPtr = b; // create bPtr and point it to array b
9
10    // output array b using array subscript notation
11    puts("Array b printed with:\nArray subscript notation");
12
13    // loop through array b
14    for (size_t i = 0; i < ARRAY_SIZE; ++i) {
15       printf("b[%zu] = %d\n", i, b[i]);
16    }
17
18    // output array b using array name and pointer/offset notation
19    puts("\nPointer/offset notation where the pointer is the array name");
20
21    // loop through array b
22    for (size_t offset = 0; offset < ARRAY_SIZE; ++offset) {
23       printf("*(b + %zu) = %d\n", offset, *(b + offset));
24    }
25
26    // output array b using bPtr and array subscript notation
27    puts("\nPointer subscript notation");
28
29    // loop through array b
30    for (size_t i = 0; i < ARRAY_SIZE; ++i) {
31       printf("bPtr[%zu] = %d\n", i, bPtr[i]);
32    }
33
34    // output array b using bPtr and pointer/offset notation
35    puts("\nPointer/offset notation");
36
37    // loop through array b
38    for (size_t offset = 0; offset < ARRAY_SIZE; ++offset) {
39       printf("*(bPtr + %zu) = %d\n", offset, *(bPtr + offset));
40    }
41 }
```

```
Array b printed with:
Array subscript notation
b[0] = 10
b[1] = 20
b[2] = 30
b[3] = 40

Pointer/offset notation where the pointer is the array name
*(b + 0) = 10
*(b + 1) = 20
*(b + 2) = 30
*(b + 3) = 40
```

Fig. 7.14 | Using subscripting and pointer notations with arrays. (Part 2 of 3.)

```
Pointer subscript notation
bPtr[0] = 10
bPtr[1] = 20
bPtr[2] = 30
bPtr[3] = 40

Pointer/offset notation
*(bPtr + 0) = 10
*(bPtr + 1) = 20
*(bPtr + 2) = 30
*(bPtr + 3) = 40
```

Fig. 7.14 | Using subscripting and pointer notations with arrays. (Part 3 of 3.)

7.9.5 String Copying with Arrays and Pointers

To further illustrate array and pointer interchangeability, let's look at two string-copying functions—`copy1` and `copy2`—in Fig. 7.15. Both functions copy a string into a character array, but they're implemented differently.

```
1  // fig07_15.c
2  // Copying a string using array notation and pointer notation.
3  #include <stdio.h>
4  #define SIZE 10
5
6  void copy1(char * const s1, const char * const s2); // prototype
7  void copy2(char *s1, const char *s2); // prototype
8
9  int main(void) {
10    char string1[SIZE]; // create array string1
11    char *string2 = "Hello"; // create a pointer to a string
12
13    copy1(string1, string2);
14    printf("string1 = %s\n", string1);
15
16    char string3[SIZE]; // create array string3
17    char string4[] = "Good Bye"; // create an array containing a string
18
19    copy2(string3, string4);
20    printf("string3 = %s\n", string3);
21 }
22
23 // copy s2 to s1 using array notation
24 void copy1(char * const s1, const char * const s2) {
25    // loop through strings
26    for (size_t i = 0; (s1[i] = s2[i]) != ; ++i) {
27       ; // do nothing in body
28    }
29 }
```

Fig. 7.15 | Copying a string using array notation and pointer notation. (Part 1 of 2.)

```
30
31  // copy s2 to s1 using pointer notation
32  void copy2(char *s1, const char *s2) {
33     // loop through strings
34     for (; (*s1 = *s2) != ; ++s1, ++s2) {
35        ; // do nothing in body
36     }
37  }
```

```
string1 = Hello
string3 = Good Bye
```

Fig. 7.15 | Copying a string using array notation and pointer notation. (Part 2 of 2.)

Copying with Array Subscript Notation

Function `copy1` uses *array subscript notation* to copy the string in `s2` to the character array `s1`. The function defines counter variable `i` as the array subscript. The `for` statement header (line 26) performs the entire copy operation. The statement's body is the empty statement. The header specifies that `i` is initialized to zero and incremented by one during each iteration. The expression `s1[i] = s2[i]` copies one character from `s2` to `s1`. When the null character is encountered in `s2`, it's assigned to `s1`. Since the assignment's value is what gets assigned to the left operand (`s1`), the loop terminates when an element of `s1` receives the null character, which has the value `0` and therefore is *false*.

Copying with Pointers and Pointer Arithmetic

Function `copy2` uses *pointers and pointer arithmetic* to copy the string in `s2` to the character array `s1`. Again, the `for` statement header (line 34) performs the copy operation. The header does not include any variable initialization. The expression `*s1 = *s2` performs the copy operation by dereferencing `s2` and assigning that character to the current location in `s1`. After the assignment, line 34 increments `s1` and `s2` to point to each string's next character. When the assignment copies the null character into `s1`, the loop terminates.

Notes Regarding Functions copy1 and copy2

The first argument to both `copy1` and `copy2` must be an array large enough to hold the second argument's string. Otherwise, a logic error may occur when an attempt is made to write into a memory location that's not part of the array. In both functions, the second argument is copied into the first argument—characters are read from it one at a time, but the characters are *never modified*. Therefore, the second parameter is declared to point to a constant value so that the *principle of least privilege* is enforced. Neither function requires the capability of modifying the string in the second argument, so we simply disallow it.



Self Check

1 *(True/False)* If `bPtr` points to array `b`'s second element (`b[1]`), then element `b[3]` also can be referenced with the pointer/offset notation expression `*(bPtr + 3)`.
Answer: *False*. Since the pointer points to array `b`'s *second element* (`b[1]`), the expression should be `*(bPtr + 2)`.

2 *(Fill-In)* Pointers can be subscripted like arrays. If `bPtr` points to the array `b`'s first element, the expression

```
bPtr[1]
```

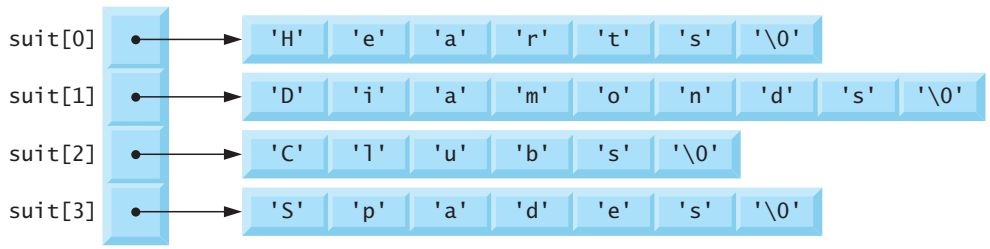
refers to the array element _____.
Answer: `b[1]`.

7.10 Arrays of Pointers

Arrays may contain pointers. A common use of an **array of pointers** is to form an **array of strings**, referred to simply as a **string array**. Each element in a C string is essentially a pointer to its first character. So, each entry in an array of strings is actually a pointer to a string's first character. Consider the definition of the string array `suit`, which might be useful in representing a deck of cards.

```
const char *suit[4] = {"Hearts", "Diamonds", "Clubs", "Spades"};
```

The array has four elements. The `char *` indicates that each `suit` element is of type "pointer to `char`." The qualifier `const` indicates that the string each element points to cannot be modified. The strings `"Hearts"`, `"Diamonds"`, `"Clubs"` and `"Spades"` are placed into the array. Each is stored in memory as a *null-terminated character string* that's one character longer than the number of characters in the quotes. So, the strings are 7, 9, 6 and 7 characters long. Although it appears these strings are being placed into the array, only pointers are actually stored, as shown in the following diagram:



Each pointer points to the first character of its corresponding string. Thus, even though a `char *` array is *fixed* in size, it can point to character strings of *any length*. This flexibility is one example of C's powerful data-structuring capabilities.

The suits could have been placed in a two-dimensional array, in which each row would represent a suit, and each column would represent a letter from a suit name. Such a data structure would have to have a fixed number of columns per row, and that number would have to be as large as the largest string. Therefore, considerable memory could be wasted when storing many strings that are shorter than the longest string. We use string arrays to represent a deck of cards in the next section.

Self Check

1 *(Fill-In)* A common use of an array of pointers is to form an array of strings, referred to simply as a _____.
Answer: string array.

2 *(True/False)* The characters of the strings in this section's `suit` array are stored directly in the array's elements.
Answer: *False*. Though the array appears to contain four strings, each element actually contains the address of the corresponding string's first character. The actual letters and terminating null characters are stored elsewhere in memory.

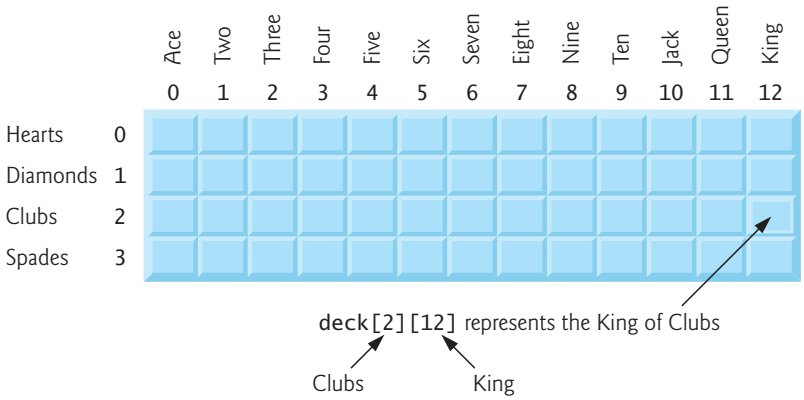
7.11 Random-Number Simulation Case Study: Card Shuffling and Dealing

Let's use random number generation to develop a card shuffling and dealing simulation program, which can then be used to implement programs that play card games. To reveal some subtle performance problems, we've intentionally used suboptimal shuffling and dealing algorithms. In this chapter's exercises and in Chapter 10, we develop more efficient algorithms.

Using the top-down, stepwise refinement approach, we develop a program that will shuffle a deck of 52 playing cards, then deal each card. The top-down approach is particularly useful in attacking more complex problems than you've seen in earlier chapters.

Representing a Deck of Cards as a Two-Dimensional Array

We use a 4-by-13 two-dimensional array `deck` to represent the deck of playing cards:



The rows correspond to the *suits*—row 0 corresponds to hearts, row 1 to diamonds, row 2 to clubs and row 3 to spades. The columns correspond to the cards' *face* values. Columns 0 through 9 correspond to ace through ten, and columns 10 through 12 correspond to jack, queen and king. We'll load string array `suit` with character strings representing the four suits, and load string array `face` with character strings representing the 13 face values.

Shuffling the Two-Dimensional Array

This simulated deck of cards may be *shuffled* as follows. First, set all elements of `deck` to `0`. Then, choose a `row` (0–3) and a `column` (0–12) *at random*. Place the number `1` in array element `deck[row][column]` to indicate that this card will be the first one dealt from the shuffled deck. Repeat this process for the numbers 2, 3, …, 52, randomly inserting each in the `deck` array to indicate which cards are to be dealt second, third, …, and fifty-second in the shuffled deck. As the `deck` array begins to fill with card numbers, a card may be selected again—i.e., `deck[row][column]` will be nonzero when it's selected. Ignore this selection and choose other random `row` and `column` values repeatedly until you find an *unselected* card. Eventually, the numbers 1 through 52 will occupy the `deck` array's 52 slots. At that point, the deck of cards is fully shuffled.

Possibility of Indefinite Postponement

This shuffling algorithm can execute *indefinitely* if cards that have already been shuffled are repeatedly selected at random. This phenomenon is known as **indefinite postponement**. In this chapter's exercises, we discuss a better shuffling algorithm that eliminates the possibility of indefinite postponement.

PERF Sometimes an algorithm that emerges in a "natural" way can contain subtle performance problems, such as indefinite postponement. Seek algorithms that avoid indefinite postponement.

Dealing Cards from the Two-Dimensional Array

To deal the first card, we search the array for `deck[row][column]` equal to `1` using nested `for` statements that vary `row` from 0 to 3 and `column` from 0 to 12. What card does that element of the array correspond to? The `suit` array has been preloaded with the four suits, so to get the card's suit, we print the character string `suit[row]`. Similarly, to get the card's face, we print the character string `face[column]`. We also print the character string `" of "`, as in `"King of Clubs"`, `"Ace of Diamonds"` and so on.

Developing the Program's Logic with Top-Down, Stepwise Refinement

Let's proceed with the top-down, stepwise refinement process. The *top* is simply:

Shuffle and deal 52 cards

Our *first refinement* yields:

Initialize the suit array
Initialize the face array
Initialize the deck array
Shuffle the deck
Deal 52 cards

"Shuffle the deck" may be refined as follows:

For each of the 52 cards
    Place card number in a randomly selected unoccupied element of deck

"Deal 52 cards" may be refined as follows:

```
For each of the 52 cards
    Find the card number in the deck array and print its face and suit
```

The complete *second refinement* is:

```
Initialize the suit array
Initialize the face array
Initialize the deck array

For each of the 52 cards
    Place card number in a randomly selected unoccupied slot of deck

For each of the 52 cards
    Find the card number in the deck array and print the card's face and suit
```

"Place card number in randomly selected unoccupied slot of deck" may be refined as:

```
Choose slot of deck randomly

While chosen slot of deck has been previously chosen
    Choose slot of deck randomly

Place card number in chosen slot of deck
```

"Find the card number in the deck array and print its face and suit" may be refined as:

```
For each slot of the deck array
    If slot contains card number
        Print the card's face and suit
```

Incorporating these expansions yields our *third refinement*:

```
Initialize the suit array
Initialize the face array
Initialize the deck array

For each of the 52 cards
    Choose slot of deck randomly

    While slot of deck has been previously chosen
        Choose slot of deck randomly

    Place card number in chosen slot of deck

For each of the 52 cards
    For each slot of deck array
        If slot contains desired card number
            Print the card's face and suit
```

This completes the refinement process.

Implementing the Card Shuffling and Dealing Program

The card shuffling and dealing program and a sample execution are shown in Fig. 7.16. When function `printf` uses the conversion specification `%s` to print a

string, the corresponding argument must be a pointer to `char` that points to a string or a `char` array that contains a string. Line 59's format specification displays the card's face *right-aligned* in a field of five characters followed by `" of "` and the card's suit *left-aligned* in a field of eight characters. The *minus sign* in `%-8s` indicates left-alignment.

```
1  // fig07_16.c
2  // Card shuffling and dealing.
3  #include <stdio.h>
4  #include <stdlib.h>
5  #include <time.h>
6
7  #define SUITS 4
8  #define FACES 13
9  #define CARDS 52
10
11 // prototypes
12 void shuffle(int deck[][FACES]);
13 void deal(int deck[][FACES], const char *face[], const char *suit[]);
14
15 int main(void) {
16    // initialize deck array
17    int deck[SUITS][FACES] = {0};
18
19    srand(time(NULL)); // seed random-number generator
20    shuffle(deck); // shuffle the deck
21
22    // initialize suit array
23    const char *suit[SUITS] = {"Hearts", "Diamonds", "Clubs", "Spades"};
24
25    // initialize face array
26    const char *face[FACES] = {"Ace", "Deuce", "Three", "Four", "Five",
27       "Six", "Seven", "Eight", "Nine", "Ten", "Jack", "Queen", "King"};
28
29    deal(deck, face, suit); // deal the deck
30 }
31
32 // shuffle cards in deck
33 void shuffle(int deck[][FACES]) {
34    // for each of the cards, choose slot of deck randomly
35    for (size_t card = 1; card <= CARDS; ++card) {
36       size_t row = 0; // row number
37       size_t column = 0; // column number
38
39       // choose new random location until unoccupied slot found
40       do {
41          row = rand() % SUITS;
42          column = rand() % FACES;
43       } while(deck[row][column] != 0);
44
45       deck[row][column] = card; // place card number in chosen slot
46    }
47 }
```

Fig. 7.16 | Card shuffling and dealing. (Part 1 of 2.)

```
48
49  // deal cards in deck
50  void deal(int deck[][FACES], const char *face[], const char *suit[]) {
51     // deal each of the cards
52     for (size_t card = 1; card <= CARDS; ++card) {
53        // loop through rows of deck
54        for (size_t row = 0; row < SUITS; ++row) {
55           // loop through columns of deck for current row
56           for (size_t column = 0; column < FACES; ++column) {
57              // if slot contains current card, display card
58              if (deck[row][column] == card) {
59                 printf("%5s of %-8s  %c", face[column], suit[row],
60                    card % 4 == 0 ?  : ); // 2-column format
61              }
62           }
63        }
64     }
65  }
```

```
  Ace of Hearts     Jack of Hearts     Five of Clubs      King of Clubs
Eight of Diamonds  Three of Clubs     Deuce of Hearts     Four of Hearts
  Ace of Clubs     Deuce of Spades    Queen of Diamonds    Six of Hearts
Seven of Clubs      Five of Hearts    Deuce of Clubs      King of Hearts
 Nine of Spades      Ace of Spades      Ace of Diamonds  Eight of Spades
Eight of Hearts      Ten of Spades      Ten of Hearts    Queen of Clubs
 Jack of Spades     Jack of Diamonds  Three of Spades     Four of Clubs
 Four of Spades      Ten of Clubs      King of Diamonds    Six of Spades
 Nine of Clubs       Six of Diamonds  Queen of Spades     King of Spades
 Four of Diamonds  Eight of Clubs      Jack of Clubs     Seven of Hearts
Seven of Diamonds  Three of Hearts     Five of Spades     Nine of Hearts
 Nine of Diamonds  Three of Diamonds  Deuce of Diamonds  Queen of Hearts
  Six of Clubs     Seven of Spades     Five of Diamonds    Ten of Diamonds
```

Fig. 7.16 | Card shuffling and dealing. (Part 2 of 2.)

Improving the Dealing Algorithm

There's a weakness in the dealing algorithm. Once a match is found, the two inner `for` statements continue searching `deck`'s remaining elements. We correct this deficiency in this chapter's exercises and in a Chapter 10 case study.

Related Exercises

This Card Shuffling and Dealing case study is supported by the following exercises:

- Exercise 7.12 (Card Shuffling and Dealing: Dealing Poker Hands)
- Exercise 7.13 (Project: Card Shuffling and Dealing—Which Poker Hand is Better?)
- Exercise 7.14 (Project: Card Shuffling and Dealing—Simulating the Dealer)
- Exercise 7.15 (Project: Card Shuffling and Dealing—Allowing Players to Draw Cards)

- Exercise 7.16 (Card Shuffling and Dealing Modification: High-Performance Shuffle)

Self Check

1 *(Fill-In)* The shuffling algorithm we presented can execute indefinitely if cards that have already been shuffled are repeatedly selected at random. This phenomenon is known as _____.
Answer: indefinite postponement.

2 *(True/False)* The format specification `"%5s of%-8s"` prints a string left-aligned in a field of five characters followed by `" of "` and a string right-aligned in a field of eight characters.
Answer: *False*. Actually, this format specification prints a string *right-aligned* in a field of five characters followed by `" of "` and a string *left-aligned* in a field of eight characters.

7.12 Function Pointers

In Chapter 6, we saw that an array name is really the address in memory of the array's first element. Similarly, a function's name is really the starting address in memory of the code that performs the function's task. A **pointer to a function** contains the *address* of the function in memory. Pointers to functions can be passed to functions, returned from functions, stored in arrays, assigned to other function pointers of the same type and compared with one another for equality or inequality.

7.12.1 Sorting in Ascending or Descending Order

To demonstrate pointers to functions, Fig. 7.17 presents a modified version of Fig. 7.11's bubble-sort program. The new version consists of `main` and functions `bubbleSort`, `swap`, `ascending` and `descending`. Function `bubbleSort` receives a pointer to a function as an argument—either function `ascending` or function `descending`—in addition to an `int` array and the array's size. The user chooses whether to sort the array in *ascending* (`1`) or *descending* (`2`) order. If the user enters `1`, `main` passes a pointer to function `ascending` to function `bubbleSort`. If the user enters `2`, `main` passes a pointer to function `descending` to function `bubbleSort`.

```
1  // fig07_17.c
2  // Multipurpose sorting program using function pointers.
3  #include <stdio.h>
4  #define SIZE 10
5
6  // prototypes
7  void bubbleSort(int work[], size_t size, int (*compare)(int a, int b));
8  int ascending(int a, int b);
9  int descending(int a, int b);
10
```

Fig. 7.17 | Multipurpose sorting program using function pointers. (Part 1 of 3.)

```
11 int main(void) {
12    // initialize unordered array a
13    int a[SIZE] = { 2, 6, 4, 8, 10, 12, 89, 68, 45, 37 };
14
15    printf("%s", "Enter 1 to sort in ascending order,\n"
16           "Enter 2 to sort in descending order: ");
17    int order = 0;
18    scanf("%d", &order);
19
20    puts("\nData items in original order");
21
22    // output original array
23    for (size_t counter = 0; counter < SIZE; ++counter) {
24       printf("%5d", a[counter]);
25    }
26
27    // sort array in ascending order; pass function ascending as an
28    // argument to specify ascending sorting order
29    if (order == 1) {
30       bubbleSort(a, SIZE, ascending);
31       puts("\nData items in ascending order");
32    }
33    else { // pass function descending
34       bubbleSort(a, SIZE, descending);
35       puts("\nData items in descending order");
36    }
37
38    // output sorted array
39    for (size_t counter = 0; counter < SIZE; ++counter) {
40       printf("%5d", a[counter]);
41    }
42
43    puts("\n");
44 }
45
46 // multipurpose bubble sort; parameter compare is a pointer to
47 // the comparison function that determines sorting order
48 void bubbleSort(int work[], size_t size, int (*compare)(int a, int b)) {
49    void swap(int *element1Ptr, int *element2ptr); // prototype
50
51    // loop to control passes
52    for (int pass = 1; pass < size; ++pass) {
53       // loop to control number of comparisons per pass
54       for (size_t count = 0; count < size - 1; ++count) {
55          // if adjacent elements are out of order, swap them
56          if ((*compare)(work[count], work[count + 1])) {
57             swap(&work[count], &work[count + 1]);
58          }
59       }
60    }
61 }
62
```

Fig. 7.17 | Multipurpose sorting program using function pointers. (Part 2 of 3.)

```
63 // swap values at memory locations to which element1Ptr and
64 // element2Ptr point
65 void swap(int *element1Ptr, int *element2Ptr) {
66    int hold = *element1Ptr;
67    *element1Ptr = *element2Ptr;
68    *element2Ptr = hold;
69 }
70
71 // determine whether elements are out of order for an ascending order sort
72 int ascending(int a, int b) {
73    return b < a; // should swap if b is less than a
74 }
75
76 // determine whether elements are out of order for a descending order sort
77 int descending(int a, int b) {
78    return b > a; // should swap if b is greater than a
79 }
```

```
Enter 1 to sort in ascending order,
Enter 2 to sort in descending order: 1

Data items in original order
    2    6    4    8   10   12   89   68   45   37
Data items in ascending order
    2    4    6    8   10   12   37   45   68   89
```

```
Enter 1 to sort in ascending order,
Enter 2 to sort in descending order: 2

Data items in original order
    2    6    4    8   10   12   89   68   45   37
Data items in descending order
   89   68   45   37   12   10    8    6    4    2
```

Fig. 7.17 | Multipurpose sorting program using function pointers. (Part 3 of 3.)

Function Pointer Parameter

The following parameter appears in the function header for `bubbleSort` (line 48):

```
int (*compare)(int a, int b)
```

This tells `bubbleSort` to expect a parameter (`compare`) that's a pointer to a function, specifically for a function that receives two `int`s and returns an `int` result. The parentheses around `*compare` are required to group the `*` with `compare` and indicate that `compare` is a *pointer*. Without the parentheses, the declaration would have been

```
int *compare(int a, int b)
```

which declares a function that receives two integers as parameters and returns a pointer to an integer.

To call the function passed to `bubbleSort` via its function pointer, we deference it, as shown in the `if` statement at line 56:

```
if ((*compare)(work[count], work[count + 1]))
```

The call to the function could have been made without dereferencing the pointer as in

```
if (compare(work[count], work[count + 1]))
```

which uses the pointer directly as the function name. The first method of calling a function through a pointer explicitly shows that `compare` is a pointer to a function that's dereferenced to call the function. The second technique makes it appear that `compare` is an *actual* function name. This may confuse someone reading the code who'd like to see `compare`'s function definition and finds that it's never defined.

7.12.2 Using Function Pointers to Create a Menu-Driven System

A common use of **function pointers** is in *menu-driven systems*. A program prompts a user to select an option from a menu (possibly from 0 to 2) by typing the menu item's number. The program services each option with a different function. It stores pointers to each function in an array of function pointers. The user's choice is used as an array subscript, and the pointer in the array is used to call the function.

Figure 7.18 provides a generic example of the mechanics of defining and using an array of function pointers. We define three functions—`function1`, `function2` and `function3`. Each takes an integer argument and returns nothing. We store pointers to these functions in array `f` (line 13). Beginning at the leftmost set of parentheses, the definition is read, "`f` is an array of `3` pointers to functions that each take an `int` as an argument and return `void`." The array is initialized with the names of the three functions. When the user enters a value between 0 and 2, we use the value as the subscript into the array of pointers to functions. In the function call (line 23), `f[choice]` selects the pointer at location `choice` in the array. We *dereference the pointer to call the function*, passing `choice` as the function's argument. Each function prints its argument's value and its function name to show that the function was called correctly. In this chapter's exercises, you'll develop several menu-driven systems.

```
1  // fig07_18.c
2  // Demonstrating an array of pointers to functions.
3  #include <stdio.h>
4
5  // prototypes
6  void function1(int a);
7  void function2(int b);
8  void function3(int c);
9
10 int main(void) {
11    // initialize array of 3 pointers to functions that each take an
12    // int argument and return void
13    void (*f[3])(int) = {function1, function2, function3};
```

Fig. 7.18 | Demonstrating an array of pointers to functions. (Part 1 of 2.)

```
14
15     printf("%s", "Enter a number between 0 and 2, 3 to end: ");
16     int choice = 0;
17     scanf("%d", &choice);
18
19     // process user
20     while (choice >= 0 && choice < 3) {
21        // invoke function at location choice in array f and pass
22        // choice as an argument
23        (*f[choice])(choice);
24
25        printf("%s", "Enter a number between 0 and 2, 3 to end: ");
26        scanf("%d", &choice);
27     }
28
29     puts("Program execution completed.");
30  }
31
32  void function1(int a) {
33     printf("You entered %d so function1 was called\n\n", a);
34  }
35
36  void function2(int b) {
37     printf("You entered %d so function2 was called\n\n", b);
38  }
39
40  void function3(int c) {
41     printf("You entered %d so function3 was called\n\n", c);
42  }
```

```
Enter a number between 0 and 2, 3 to end: 0
You entered 0 so function1 was called

Enter a number between 0 and 2, 3 to end: 1
You entered 1 so function2 was called

Enter a number between 0 and 2, 3 to end: 2
You entered 2 so function3 was called

Enter a number between 0 and 2, 3 to end: 3
Program execution completed.
```

Fig. 7.18 | Demonstrating an array of pointers to functions. (Part 2 of 2.)

Self Check

1 *(True/False)* Consider the following parameter which appeared in the function header for our bubble sort function:

```
int (*compare)(int a, int b)
```

This `compare` parameter is a pointer to a function that receives two integer parameters and returns an integer result. The parentheses around `*compare` are optional but we include them for clarity.

Answer: *False*. The parentheses are required to group `*compare` to indicate that `compare` is a pointer. Without the parentheses, the declaration would have been

```
int *compare(int a, int b)
```

which simply is the header of a function that receives two integers as parameters and *returns a pointer to an integer*.

2 ***(Fill-In)*** Just as a pointer to a variable is dereferenced to access the variable's value, a pointer to a function is dereferenced to _____.
Answer: call the function.

7.13 Secure C Programming

`printf_s`, `scanf_s` and Other Secure Functions

Earlier Secure C Programming sections presented `printf_s` and `scanf_s` and mentioned other more secure versions of standard library functions described by Annex K of the C standard. A key feature of functions like `printf_s` and `scanf_s` that makes them more secure is that they have *runtime constraints* requiring their pointer arguments to be non-`NULL`. The functions check these runtime constraints *before* attempting to use the pointers. Any `NULL` pointer argument is a *constraint violation* and causes the function to fail and return a status notification. A call to `scanf_s` returns `EOF` if any of its pointer arguments (including the format-control string) are `NULL`. A call to `printf_s` stops outputting data and returns a negative number if the format-control string is `NULL` or any argument that corresponds to a `%s` is `NULL`. For complete details of the Annex K functions, see the C standard document or your compiler's library documentation.

Other CERT Guidelines Regarding Pointers

Misused pointers are the source of many common security vulnerabilities in systems today. CERT provides various guidelines to help you prevent such problems. If you're building industrial-strength C systems, you should familiarize yourself with the *CERT C Secure Coding Standard* at `https://wiki.sei.cmu.edu/`. The following guidelines apply to pointer programming techniques that we presented in this chapter:

- EXP34-C: Dereferencing `NULL` pointers typically causes programs to crash, but CERT has encountered cases in which dereferencing `NULL` pointers can allow attackers to execute code.
- DCL13-C: Section 7.5 discussed uses of `const` with pointers. If a function parameter points to a value that will not be changed by the function, `const` should be used to indicate that the data is constant. For example, to represent a pointer to a string that will not be modified, use `const char *` as the pointer parameter's type.
- WIN04-C: This guideline discusses techniques for encrypting function pointers on Microsoft Windows to help prevent attackers from overwriting them and executing attack code.

Self Check

1 *(Fill-In)* A key feature of functions like `printf_s` and `scanf_s` is that they have runtime constraints requiring their pointer arguments to be _____.
Answer: non-`NULL`.

2 *(True/False)* Misused pointers lead to many of the most common security vulnerabilities in systems today.
Answer: *True*.

Summary

Section 7.2 Pointer Variable Definitions and Initialization

- A **pointer** (p. 310) contains an address of another variable that contains a value. In this sense, a variable name *directly* references a value, and a pointer ***indirectly*** **references** a value.
- Referencing a value through a pointer is called **indirection** (p. 311).
- Pointers can be defined to point to objects of any type.
- Pointers should be initialized either when they're defined or in an assignment statement. A pointer may be initialized to **`NULL`**, **`0`** or **an address**. A pointer with the value `NULL` points to nothing. Initializing a pointer to `0` is equivalent to initializing a pointer to `NULL`, but `NULL` is preferred for clarity. The value `0` is the only integer value that can be assigned directly to a pointer variable.
- `NULL` is a symbolic constant defined in the `<stddef.h>` header (and several other headers).

Section 7.3 Pointer Operators

- The **`&`**, or **address operator** (p. 312), is a unary operator that returns its operand's address.
- The operand of the address operator must be a variable.
- The **indirection operator** `*` (p. 313) returns the value of the object to which its operand points.
- The `printf` **conversion specification** **`%p`** outputs a memory location as a hexadecimal integer on most platforms.

Section 7.4 Passing Arguments to Functions by Reference

- In C, arguments (other than arrays) are **passed by value** (p. 315).
- C programs accomplish **pass-by-reference** (p. 315) by using pointers and the indirection operator. To pass a variable by reference, apply the address operator (`&`) to the variable's name.
- When the address of a variable is passed to a function, the indirection operator (`*`) may be used in the function to read and/or modify the value at that location in the caller's memory.
- A function receiving an address as an argument must define a **pointer parameter** to receive the address.
- The compiler does not differentiate between a function that receives a pointer and one that receives a **one-dimensional array**. A function must "know" when it's receiving an array vs. a single variable passed by reference.
- When the compiler encounters a function parameter for a one-dimensional array of the form `int b[]`, the compiler converts the parameter to the pointer notation `int *b`.

Section 7.5 Using the `const` Qualifier with Pointers

- The **`const` qualifier** (p. 319) indicates that a variable's value should not be modified.
- There are four ways to pass a pointer to a function (p. 319): a **non-constant pointer to non-constant data**, a **constant pointer to non-constant data**, a **non-constant pointer to constant data**, and a **constant pointer to constant data**.
- With a non-constant pointer to non-constant data, the data can be modified through the dereferenced pointer, and the pointer can be modified to point to other data items.
- A non-constant pointer to constant data can be modified to point to any data item of the appropriate type, but the data to which it points cannot be modified.
- A constant pointer to non-constant data always points to the same memory location, and the data at that location can be modified through the pointer. This is the default for an array name.
- A constant pointer to constant data always points to the same memory location, and the data at that memory location cannot be modified.

Section 7.7 `sizeof` Operator

- Unary **operator `sizeof`** (p. 328) determines the size in bytes of a variable or type.
- When applied to an array's name, `sizeof` returns the array's total number of bytes.
- Operator `sizeof` can be applied to any variable name, type or value.
- The parentheses used with `sizeof` are required if a type name is supplied as its operand.

Section 7.8 Pointer Expressions and Pointer Arithmetic

- A limited set of **arithmetic operations** (p. 331) **may be performed on pointers**. You can **increment** (`++`) or **decrement** (`--`) a pointer, **add** an integer to a pointer (`+` or `+=`), **subtract** an integer from a pointer (`-` or `-=`) and **subtract one pointer from another**.
- When you add an integer to or subtract an integer from a pointer, the pointer is incremented or decremented by that integer times the size of the object to which the pointer refers.
- Two pointers to elements of the same array may be subtracted from one another to determine the number of elements between them.
- A pointer can be assigned to another pointer if both have the same type. An exception is a `void *` pointer (p. 332), which can represent any pointer type. All pointer types can be assigned a `void *` pointer, and a `void *` pointer can be assigned a pointer of any type.
- A `void *` pointer cannot be dereferenced.
- **Pointers can be compared** using equality and relational operators, but such comparisons are meaningless unless the pointers point to elements of the same array. Pointer comparisons compare the addresses stored in the pointers.
- A common use of pointer comparison is **determining whether a pointer is `NULL`**.

Section 7.9 Relationship between Pointers and Arrays

- Arrays and pointers are intimately related in C and often may be used interchangeably.
- An **array name** can be thought of as a **constant pointer**.
- Pointers can be used to do any operation involving array subscripting.
- When a pointer points to the beginning of an array, adding an **offset** (p. 333) to the pointer indicates which element of the array should be referenced. The offset value is identical to the array subscript. This is referred to as pointer/offset notation.

- An **array name can be treated as a pointer** and used in pointer arithmetic expressions that do not attempt to modify the pointer's value.
- **Pointers can be subscripted** (p. 334) like arrays. This is referred to as pointer/subscript notation.
- A parameter of type `const char *` typically represents a constant string.

Section 7.10 Arrays of Pointers

- **Arrays may contain pointers** (p. 338). A common use of an array of pointers is to form an **array of strings** (p. 338). Each element is a string, but a C string is essentially a pointer to its first character. So, each element is actually a pointer to the first character of a string.

Section 7.12 Function Pointers

- A **function pointer** (p. 347) contains the address of a function in memory. A function name is really the starting address in memory of the code that performs the function's task.
- Pointers to functions can be **passed to functions**, **returned from functions**, **stored in arrays** **assigned to other function pointers** and **compared** with one another for equality or inequality.
- A pointer to a function is dereferenced to call the function. A function pointer can be used directly as the function name when calling the function.
- A common use of function pointers is in **menu-driven systems**.

Self-Review Exercises

7.1 Answer each of the following:

a) A pointer variable contains as its value another variable's _____.

b) Three values can be used to initialize a pointer—_____, _____ and _____.

c) The only integer that can be assigned to a pointer is _____.

7.2 State whether the following are *true* or *false*. If the answer is *false*, explain why.

a) A pointer that's declared to be `void` can be dereferenced.

b) Pointers of different types may not be assigned to one another without a cast operation.

7.3 Answer each of the following. Assume that single-precision floating-point numbers are stored in four bytes, and that the array's starting address is location 1002500 in memory. Each part of the exercise should use the results of previous parts where appropriate.

a) Define a `float` array called `numbers` with 10 elements, and initialize the elements to the values `0.0`, `1.1`, `2.2`, ..., `9.9`. Assume the symbolic constant `SIZE` has been defined as `10`.

b) Define a pointer, `nPtr`, that points to a `float`.

c) Use a `for` statement and array subscript notation to print array `numbers`' elements. Use one digit of precision to the right of the decimal point.

d) Give two separate statements that assign the starting address of array `numbers` to the pointer variable `nPtr`.

e) Print `numbers`' elements using pointer/offset notation with the pointer `nPtr`.
f) Print `numbers`' elements using pointer/offset notation with the array name as the pointer.
g) Print `numbers`' elements by subscripting pointer `nPtr`.
h) Refer to element 4 of `numbers` using array subscript notation, pointer/offset notation with the array name as the pointer, pointer subscript notation with `nPtr` and pointer/offset notation with `nPtr`.
i) Assuming that `nPtr` points to the beginning of array `numbers`, what address is referenced by `nPtr + 8`? What value is stored at that location?
j) Assuming that `nPtr` points to `numbers[5]`, what address is referenced by `nPtr -= 4`? What's the value stored at that location?

7.4 For each of the following, write a statement that performs the specified task. Assume that `float` variables `number1` and `number2` are defined and that `number1` is initialized to `7.3`.

a) Define the variable `fPtr` to be a pointer to an object of type `float`.
b) Assign the address of variable `number1` to pointer variable `fPtr`.
c) Print the value of the object pointed to by `fPtr`.
d) Assign the value of the object pointed to by `fPtr` to variable `number2`.
e) Print the value of `number2`.
f) Print the address of `number1`. Use the `%p` conversion specification.
g) Print the address stored in `fPtr`. Use the `%p` conversion specifier. Is the value printed the same as the address of `number1`?

7.5 Do each of the following:

a) Write the function header for a function `exchange` that takes two pointers to floating-point numbers `x` and `y` as parameters and does not return a value.
b) Write the function prototype for the function in part (a).
c) Write the function header for a function `evaluate` that returns an integer and that takes as parameters integer `x` and a pointer to function `poly`, which represents a function that takes an integer parameter and returns an integer.
d) Write the function prototype for the function in part (c).

7.6 Find the error in each of the following program segments. Assume:

```
int *zPtr; // zPtr will reference array z
int *aPtr = NULL;
void *sPtr = NULL;
int number;
int z[5] = {1, 2, 3, 4, 5};
sPtr = z;
```

a) `++zptr;`
b)
```
// use pointer to get array
number = zPtr;
```
c)
```
// assign array element 2 to number; assume zPtr is initialized
number = *zPtr[2];
```

d)
```
// print entire array z; assume zPtr is initialized
for (size_t i = 0; i <= 5; ++i) {
   printf("%d ", zPtr[i]);
}
```
e)
```
// assign the value pointed to by sPtr to number
number = *sPtr;
```
f)
```
++z;
```

Answers to Self-Review Exercises

7.1 a) address. b) `0`, `NULL`, an address. c) `0`.

7.2 a) *False*. A pointer to `void` cannot be dereferenced, because there's no way to know exactly how many bytes of memory to dereference. b) *False*. Pointers of type `void` can be assigned pointers of other types, and pointers of type `void` can be assigned to pointers of other types.

7.3 See the answers below:

a)
```
float numbers[SIZE] =
   {0.0, 1.1, 2.2, 3.3, 4.4, 5.5, 6.6, 7.7, 8.8, 9.9};
```
b)
```
float *nPtr;
```
c)
```
for (size_t i = 0; i < SIZE; ++i) {
   printf("%.1f ", numbers[i]);
}
```
d)
```
nPtr = numbers;
nPtr = &numbers[0];
```
e)
```
for (size_t i = 0; i < SIZE; ++i) {
   printf("%.1f ", *(nPtr + i));
}
```
f)
```
for (size_t i = 0; i < SIZE; ++i) {
   printf("%.1f ", *(numbers + i));
}
```
g)
```
for (size_t i = 0; i < SIZE; ++i) {
   printf("%.1f ", nPtr[i]);
}
```
h)
```
numbers[4]
*(numbers + 4)
nPtr[4]
*(nPtr + 4)
```
i) The address is `1002500 + 8 * 4 = 1002532`. The value is `8.8`.

j) The address of `numbers[5]` is `1002500 + 5 * 4 = 1002520`.
The address of `nPtr -= 4` is `1002520 - 4 * 4 = 1002504`.
The value at that location is `1.1`.

7.4 See the answers below:

a)
```
float *fPtr;
```

b) `fPtr = &number1;`
c) `printf("The value of *fPtr is %f\n", *fPtr);`
d) `number2 = *fPtr;`
e) `printf("The value of number2 is %f\n", number2);`
f) `printf("The address of number1 is %p\n", &number1);`
g) `printf("The address stored in fptr is %p\n", fPtr);`
Yes, the value is the same.

7.5 a) `void exchange(float *x, float *y)`
b) `void exchange(float *x, float *y);`
c) `int evaluate(int x, int (*poly)(int))`
d) `int evaluate(int x, int (*poly)(int));`

7.6 a) Error: `zPtr` has not been initialized.
Correction: Initialize `zPtr` with `zPtr = z;` before doing pointer arithmetic.
b) Error: The pointer is not dereferenced.
Correction: Change the statement to `number = *zPtr;`
c) Error: `zPtr[2]` is not a pointer and should not be dereferenced.
Correction: Change `*zPtr[2]` to `zPtr[2]`.
d) Error: Referring to an array element outside the array bounds with pointer subscripting.
Correction: Change the operator `<=` in the `for` condition to `<`.
e) Error: Dereferencing a void pointer.
Correction: To dereference the pointer, it must first be cast to an integer pointer. Change the statement to `number = *((int *) sPtr);`
f) Error: Trying to modify an array name with pointer arithmetic.
Correction: Use a pointer variable instead of the array name to accomplish pointer arithmetic, or subscript the array name to refer to a specific element.

Exercises

7.7 Answer each of the following:
a) The _____ operator returns its operand's location in memory.
b) The _____ operator returns the value of the object to which its operand points.
c) To accomplish pass-by-reference when passing a nonarray variable to a function, it's necessary to pass the _____ of the variable to the function.

7.8 State whether the following are *true* or *false*. If *false*, explain why.
a) Two pointers that point to different arrays cannot be compared meaningfully.
b) Because the name of an array is a pointer to the first element of the array, array names may be manipulated in precisely the same manner as pointers.

7.9 Answer each of the following. Assume that integers are stored in four bytes and that the starting address of the array is at location `1002500` in memory.
a) Define a five-element `int` array `values`, and initialize the elements to the even integers from `2` to `10`. Assume the symbolic constant `SIZE` is defined as `5`.

b) Define a pointer `vPtr` that points to an object of type `int`.
c) Print the elements of array `values` using array subscript notation. Use a `for` statement and assume integer control variable `i` has been defined.
d) Give two separate statements that assign the starting address of array `values` to pointer variable `vPtr`.
e) Print the elements of array `values` using pointer/offset notation.
f) Print the elements of array `values` using pointer/offset notation with the array name as the pointer.
g) Print the elements of array `values` by subscripting the pointer to the array.
h) Refer to element `4` of `values` using array subscript notation, pointer/offset notation via the array name, pointer subscript notation, and pointer/offset notation.
i) What address is referenced by `vPtr + 3`? What value is stored at that location?
j) Assuming `vPtr` points to `values[4]`, what address is referenced by `vPtr -= 4`? What value is stored at that location?

7.10 For each of the following, write a single statement that performs the indicated task. Assume that long integer variables `value1` and `value2` have been defined and that `value1` has been initialized to `200000`.

a) Define the variable `lPtr` to be a pointer to an object of type `long`.
b) Assign the address of variable `value1` to pointer variable `lPtr`.
c) Print the value of the object pointed to by `lPtr`.
d) Assign the value of the object pointed to by `lPtr` to variable `value2`.
e) Print the value of `value2`.
f) Print the address of `value1`.
g) Print the address stored in `lPtr`. Is the value the same as the address of `value1`?

7.11 Do each of the following:

a) Write the function header for function `zero`, which takes a long integer array parameter `bigIntegers` and does not return a value.
b) Write the function prototype for the function in part (a).
c) Write the function header for function `add1AndSum`, which takes an integer array parameter `oneTooSmall` and returns an integer.
d) Write the function prototype for the function described in part (c).

Note: Exercises 7.12–7.15 are reasonably challenging. Once you have done these problems, you ought to be able to implement most popular card games easily.

7.12 *(Card Shuffling and Dealing: Dealing Poker Hands)* Modify the program in Fig. 7.16 so that the card-dealing function deals a five-card poker hand. Then write the following additional functions:

a) Determine whether the hand contains a pair.
b) Determine whether the hand contains two pairs.
c) Determine whether the hand contains three of a kind (e.g., three jacks).
d) Determine whether the hand contains four of a kind (e.g., four aces).

e) Determine whether the hand contains a flush (i.e., all five cards of the same suit).
f) Determine whether the hand contains a straight (i.e., five cards of consecutive face values).

7.13 ***(Project: Card Shuffling and Dealing—Which Poker Hand is Better?)*** Use the functions developed in Exercise 7.12 to write a program that deals two five-card poker hands, evaluates each, and determines which is the better hand.

7.14 ***(Project: Card Shuffling and Dealing—Simulating the Dealer)*** Modify the program developed in Exercise 7.13 so that it can simulate the dealer. The dealer's five-card hand is dealt "face down" so the player cannot see it. The program should then evaluate the dealer's hand, and based on the quality of the hand, the dealer should draw one, two or three more cards to replace the corresponding number of unneeded cards in the original hand. The program should then reevaluate the dealer's hand. [*Caution:* This is a difficult problem!]

7.15 ***(Project: Card Shuffling and Dealing—Allowing Player's to Draw Cards)*** Modify the program developed in Exercise 7.14 so that it can handle the dealer's hand automatically, but the player is allowed to decide which cards of the player's hand to replace. The program should then evaluate both hands and determine who wins. Now use this new program to play 20 games against the computer. Who wins more games, you or the computer? Have one of your friends play 20 games against the computer. Who wins more games? Based on these games' results, refine your poker-playing program (this, too, is a difficult problem). Play 20 more games. Does your modified program play a better game?

7.16 ***(Card Shuffling and Dealing Modification: High-Performance Shuffle)*** In Fig. 7.16, we intentionally used an inefficient card shuffling algorithm with the possibility of indefinite postponement. In this problem, you'll create a high-performance shuffling algorithm that avoids indefinite postponement.

Modify the program of Fig. 7.16 as follows. Begin by initializing the `deck` array as shown below:

Unshuffled array

	0	1	2	3	4	5	6	7	8	9	10	11	12
0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	14	15	16	17	18	19	20	21	22	23	24	25	26
2	27	28	29	30	31	32	33	34	35	36	37	38	39
3	40	41	42	43	44	45	46	47	48	49	50	51	52

Modify the `shuffle` function to loop row-by-row and column-by-column through the array, touching every element once. Each element should be swapped with a randomly selected element of the array. Print the resulting array to determine whether the deck is satisfactorily shuffled. The following is a sample set of shuffled values:

Sample shuffled array

	0	1	2	3	4	5	6	7	8	9	10	11	12
0	19	40	27	25	36	46	10	34	35	41	18	2	44
1	13	28	14	16	21	30	8	11	31	17	24	7	1
2	12	33	15	42	43	23	45	3	29	32	4	47	26
3	50	38	52	39	48	51	9	5	37	49	22	6	20

You may want your program to call the `shuffle` function several times to ensure a satisfactory shuffle.

Although the approach in this problem improves the shuffling algorithm, the dealing algorithm still requires searching the `deck` array for card 1, then card 2, then card 3, and so on. Worse yet, even after the dealing algorithm locates and deals the card, the algorithm still searches through the remainder of the deck. Modify the program of Fig. 7.16 so that once a card is dealt, no further attempts are made to match that card number, and the program immediately proceeds with dealing the next card. In Chapter 10, we develop a dealing algorithm that requires only one operation per card.

7.17 What does this program do, assuming the user enters two strings of the same length?

```
1  // ex07_19.c
2  // What does this program do?
3  #include <stdio.h>
4  #define SIZE 80
5
6  void mystery1(char *s1, const char *s2); // prototype
7
8  int main(void) {
9     char string1[SIZE]; // create char array
10    char string2[SIZE]; // create char array
11
12    puts("Enter two strings: ");
13    scanf("%39s%39s" , string1, string2);
14    mystery1(string1, string2);
15    printf("%s", string1);
16 }
17
18 // What does this function do?
19 void mystery1(char *s1, const char *s2) {
20    while (*s1 != ) {
21       ++s1;
22    }
23
24    for (; *s1 = *s2; ++s1, ++s2) {
25       ; // empty statement
26    }
27 }
```

7.18 What does this program do?

```
// ex07_20.c
// what does this program do?
#include <stdio.h>
#define SIZE 80

size_t mystery2(const char *s); // prototype

int main(void) {
   char string[SIZE]; // create char array

   puts("Enter a string: ");
   scanf("%79s", string);
   printf("%d\n", mystery2(string));
}

// What does this function do?
size_t mystery2(const char *s) {
   size_t x;

   // loop through string
   for (x = 0; *s != ; ++s) {
      ++x;
   }

   return x;
}
```

7.19 Find the error in each of the following program segments. If the error can be corrected, explain how.

a)
```
int *number;
printf("%d\n", *number);
```

b)
```
float *realPtr;
long *integerPtr;
integerPtr = realPtr;
```

c)
```
int * x, y;
x = y;
```

d)
```
char s[] = "this is a character array";
int count;
for (; *s != ; ++s) {
   printf("%c ", *s);
}
```

e)
```
short *numPtr, result;
void *genericPtr = numPtr;
result = *genericPtr + 7;
```

f)
```
float x = 19.34;
float xPtr = &x;
printf("%f\n", xPtr);
```

g)
```
char *s;
printf("%s\n", s);
```

7.20 *(Maze Traversal)* The following grid is a two-dimensional array representation of a maze. The # symbols represent the maze's walls, and the periods (.) represent squares in the possible paths through the maze.

```
# # # # # # # # # # # #
# . . . # . . . . . . #
. . # . # . # # # # . #
# # # . # . . . . # . #
# . . . . # # # . # . .
# # # # . # . # . # . #
# . . # . # . # . # . #
# # . # . # . # . # . #
# . . . . . . . . # . #
# # # # # # . # # # . #
# . . . . . . # . . . #
# # # # # # # # # # # #
```

The Wikipedia page `https://en.wikipedia.org/wiki/Maze_solving_algorithm` lists several algorithms for finding a maze's exit. A simple algorithm for walking through a maze guarantees finding the exit (assuming there's an exit). Place your right hand on the wall to your right, and begin walking forward. Never remove your hand from the wall. If the maze turns to the right, you follow the wall to the right. As long as you do not remove your hand from the wall, eventually you'll arrive at the maze's exit. If there's not an exit, you'll eventually arrive back at the starting location. There may be a shorter path than the one you've taken, but you're guaranteed to get out of the maze.

Write recursive function `mazeTraverse` to walk through the maze. The function should receive as arguments a 12-by-12 character array representing the maze and the maze's starting location. As `mazeTraverse` attempts to locate the exit from the maze, it should place the character `X` in each square in the path. The function should display the maze after each move so the user can watch as the maze is solved.

7.21 *(Generating Mazes Randomly)* Write a function `mazeGenerator` that takes as an argument a two-dimensional 12-by-12 character array and randomly produces a maze. The function should also provide the starting and ending locations of the maze. Try your function `mazeTraverse` from Exercise 7.20 using several randomly generated mazes.

7.22 *(Mazes of Any Size)* Generalize functions `mazeTraverse` and `mazeGenerator` of Exercises 7.20–7.21 to process mazes of any width and height.

7.23 What does this program do, assuming that the user enters two strings of the same length?

```
1 // ex07_26.c
2 // What does this program do?
3 #include <stdio.h>
```

```
#define SIZE 80

int mystery3(const char *s1, const char *s2); // prototype

int main(void) {
   char string1[SIZE]; // create char array
   char string2[SIZE]; // create char array

   puts("Enter two strings: ");
   scanf("%79s%79s", string1 , string2);
   printf("The result is %d\n", mystery3(string1, string2));
}

int mystery3(const char *s1, const char *s2) {
   int result = 1;

   for (; *s1 !=  && *s2 != ; ++s1, ++s2) {
      if (*s1 != *s2) {
         result = 0;
      }
   }

   return result;
}
```

Arrays of Function Pointers

7.24 *(Arrays of Function Pointers)* Rewrite the program of Fig. 6.17 to use a menu-driven interface. The program should offer the user four options as follows:

```
Enter a choice:
  0  Print the array of grades
  1  Find the minimum grade
  2  Find the maximum grade
  3  Print the average on all tests for each student
  4  End program
```

One restriction on using arrays of pointers to functions is that all the pointers must have the same type. The pointers must be to functions of the same return type that receive arguments of the same type. For this reason, the functions in Fig. 6.17 must be modified so that they each return the same type and take the same parameters. Modify functions `minimum` and `maximum` to print the minimum or maximum value and return nothing. For option 3, modify function `average` of Fig. 6.17 to output the average for each student (not a specific student). Function `average` should return nothing and take the same parameters as `printArray`, `minimum` and `maximum`. Store the pointers to the four functions in array `processGrades` and use the choice made by the user as the subscript into the array for calling each function.

7.25 *(Calculating Circle Circumference, Circle Area or Sphere Volume Using Function Pointers)* Using the techniques from Fig. 7.18, create a menu-driven program.

Allow the user to choose whether to calculate a circle's circumference, a circle's area or a sphere's volume. The program should then input a radius from the user, perform the appropriate calculation and display the result. Use an array of function pointers in which each pointer represents a function that returns `void` and receives a `double` parameter. The corresponding functions should each display messages indicating which calculation was performed, the value of the radius and the result of the calculation.

7.26 ***(Calculator Using Function Pointers)*** Using the techniques you learned in Fig. 7.18, create a menu-driven program that allows the user to choose whether to add, subtract, multiply or divide two numbers. The program should then input two double values from the user, perform the appropriate calculation and display the result. Use an array of function pointers in which each pointer represents a function that returns `void` and receives two `double` parameters. The corresponding functions should each display messages indicating which calculation was performed, the values of the parameters and the result of the calculation.

7.27 ***(Carbon Footprint Calculator)*** Using arrays of function pointers, as you learned in this chapter, you can specify a set of functions that are called with the same types of arguments and return the same type of data. Governments and companies worldwide are becoming increasingly concerned with carbon footprints (annual releases of carbon dioxide into the atmosphere) from buildings burning various types of fuels for heat, vehicles burning fuels for power, and the like. Many scientists blame these greenhouse gases for the phenomenon called global warming. Create three functions that help calculate the carbon footprint of a building, a car and a bicycle, respectively. Each function should input appropriate data from the user, then calculate and display the carbon footprint. (Check out a few websites that explain how to calculate carbon footprints.) Each function should receive no parameters and return `void`. Write a program that prompts the user to enter the type of carbon footprint to calculate, then calls the corresponding function in the array of function pointers. For each type of carbon footprint, display some identifying information and the object's carbon footprint.

Special Section—Building Your Own Computer as a Virtual Machine

In the next several exercises, we take a temporary diversion away from the world of high-level language programming. We "peel open" a fake simple computer and look at its internal structure. We introduce machine-language programming for this computer and write several machine-language programs. To make this an especially valuable experience, we then build a software-based *simulation* of this computer on which you actually can execute your machine-language programs! Such a simulated computer is often called a **virtual machine**.

7.28 ***(Machine-Language Programming)*** Let's create a computer we'll call the Simpletron. As its name implies, it's a simple machine, but as we'll soon see, it's a powerful one as well. The Simpletron runs programs written in the only language it directly understands—that is, **Simpletron Machine Language**, or **SML** for short.

The Simpletron contains an **accumulator**—a "special register" in which information is put before the Simpletron uses that information in calculations or examines it in various ways. All information in the Simpletron is handled in terms of **words**. A word is a signed four-digit decimal number such as `+3364`, `-1293`, `+0007`, `-0001`, etc. The Simpletron is equipped with a `100`-word memory, and these words are referenced by their location numbers `00`, `01`, …, `99`.

Before running an SML program, we must **load** or place the program into memory. The first instruction (or statement) of every SML program is always placed in location `00`.

Each **SML instruction** occupies one word of the Simpletron's memory, so instructions are signed four-digit decimal numbers. We assume an SML instruction's sign is always plus, but a data word's sign may be plus or minus. Each Simpletron memory location may contain an instruction, a data value used by a program or an unused (and hence undefined) area of memory. Each SML instruction's first two digits are the **operation code** specifying the operation to perform. The SML operation codes are summarized in the following table:

Operation code	Meaning
Input/output operations:	
`#define READ 10`	Read a word from the keyboard into a specific location in memory.
`#define WRITE 11`	Write a word from a specific location in memory to the screen.
Load/store operations:	
`#define LOAD 20`	Load a word from a specific location in memory into the accumulator.
`#define STORE 21`	Store a word from the accumulator into a specific location in memory.
Arithmetic operations:	
`#define ADD 30`	Add a word from a specific location in memory to the word in the accumulator (leave the result in the accumulator).
`#define SUBTRACT 31`	Subtract a word from a specific location in memory from the word in the accumulator (leave the result in the accumulator).
`#define DIVIDE 32`	Divide a word from a specific location in memory into the word in the accumulator (leave the result in the accumulator).
`#define MULTIPLY 33`	Multiply a word from a specific location in memory by the word in the accumulator (leave the result in the accumulator).
Transfer-of-control operations:	
`#define BRANCH 40`	Branch to a specific location in memory.
`#define BRANCHNEG 41`	Branch to a specific location in memory if the accumulator is negative.
`#define BRANCHZERO 42`	Branch to a specific location in memory if the accumulator is zero.
`#define HALT 43`	Halt—i.e., the program has completed its task.

An SML instruction's last two digits are the **operand**—the memory location containing the word to which the operation applies.

Sample SML Program That Adds Two Numbers

Let's consider several simple SML programs. The following SML program reads two numbers from the keyboard, then computes and prints their sum:

Location	Number	Instruction
00	+1007	(Read A)
01	+1008	(Read B)
02	+2007	(Load A)
03	+3008	(Add B)
04	+2109	(Store C)
05	+1109	(Write C)
06	+4300	(Halt)
07	+0000	(Variable A)
08	+0000	(Variable B)
09	+0000	(Result C)

The instruction +1007 reads the first number from the keyboard and places it into location 07. Then +1008 reads the next number into location 08. The *load* instruction, +2007, copies the first number into the accumulator. The *add* instruction, +3008, adds the second number to the number in the accumulator. *All SML arithmetic instructions leave their results in the accumulator.* The *store* instruction, +2109, copies the result from the accumulator into memory location 09, from which the *write* instruction, +1109, then takes the number and prints it as a signed four-digit decimal number to the screen. The *halt* instruction, +4300, terminates execution.

Sample SML Program That Determines the Largest of Two Values

The next SML program reads two numbers from the keyboard, then determines and prints the larger value:

Location	Number	Instruction
00	+1009	(Read A)
01	+1010	(Read B)
02	+2009	(Load A)
03	+3110	(Subtract B)
04	+4107	(Branch negative to 07)
05	+1109	(Write A)
06	+4300	(Halt)
07	+1110	(Write B)
08	+4300	(Halt)
09	+0000	(Variable A)
10	+0000	(Variable B)

The instruction +4107 is a conditional transfer of control, like an `if` statement.

Now write SML programs to accomplish each of the following tasks.

a) Use a sentinel-controlled loop to read positive integers, then compute and print their sum.

b) Use a counter-controlled loop to read seven numbers, some positive and some negative. Compute and print their average.

c) Read a series of numbers. Determine and print the largest number. The first number read indicates how many numbers should be processed.

7.29 *(A Computer Simulator)* It may at first seem outrageous, but in this exercise you'll build your own computer. No, you won't be soldering components together. Rather, you'll use the powerful technique of **software-based simulation** to create a **software model** of the Simpletron. You will not be disappointed. Your Simpletron simulator will turn the computer you're using into a Simpletron, and you'll actually be able to run, test and debug the SML programs you wrote in Exercise 7.28!

When you run your Simpletron simulator, it should begin by printing:

```
***           Welcome to Simpletron           ***
***                                           ***
*** Please enter your program one instruction ***
*** (or data word) at a time. I will type the ***
*** location number and a question mark (?).  ***
*** You then type the word for that location. ***
*** Type the sentinel -99999 to stop entering ***
*** your program.                             ***
```

Simulate the memory of the Simpletron with a 100-element one-dimensional array `memory`. Now assume that the simulator is running, and let's examine the dialog as we enter the program of Example 2 of Exercise 7.28:

```
00 ? +1009
01 ? +1010
02 ? +2009
03 ? +3110
04 ? +4107
05 ? +1109
06 ? +4300
07 ? +1110
08 ? +4300
09 ? +0000
10 ? +0000
11 ? -99999
*** Program loading completed ***
*** Program execution begins  ***
```

The SML program has now been placed (or loaded) into the array `memory`. Next, the Simpletron executes the SML program. It begins with the instruction in location

00 and continues sequentially, unless directed to some other part of the program by a transfer of control.

Use the variable `accumulator` to represent the accumulator register. Use the variable `instructionCounter` to store the number of the memory location (00 to 99) containing the instruction being performed. Use the variable `operationCode` to store the operation currently being performed (the instruction word's left two digits). Use the variable `operand` to store the number of the memory location on which the current instruction operates. Thus, if an instruction has an `operand`, it's the rightmost two digits of the instruction currently being performed. Do not execute instructions directly from memory. Rather, transfer the next instruction to be performed from memory to a variable called `instructionRegister`. Then "pick off" the left two digits and place them in the variable `operationCode`, and "pick off" the right two digits and place them in `operand`.

When Simpletron begins execution, the special registers are initialized as follows:

```
accumulator            +0000
instructionCounter        00
instructionRegister    +0000
operationCode             00
operand                   00
```

Now let's "walk through" the execution of the first SML instruction, `+1009` in memory location `00`. This process is called an **instruction execution cycle**.

The `instructionCounter` tells us the location of the next instruction to be performed. We *fetch* the contents of that location from `memory` by using the C statement

```
instructionRegister = memory[instructionCounter];
```

The operation code and the operand are extracted from the instruction register by the statements

```
operationCode = instructionRegister / 100;
operand = instructionRegister % 100;
```

Now the Simpletron must determine that the operation code is actually a *read* (versus a *write*, a *load*, and so on). A `switch` statement differentiates among the twelve operations of SML. The `switch` simulates the behavior of various SML instructions as follows (we leave the others to the reader):

read: `scanf("%d", &memory[operand]);`

load: `accumulator = memory[operand];`

add: `accumulator += memory[operand];`

Various branch instructions: We'll discuss these shortly.

halt: This instruction prints the message

```
*** Simpletron execution terminated ***
```

then prints the name and contents of each register as well as the complete contents of all 100 memory locations. Such a printout is often called a **computer dump**. To help you program your `dump` function, the output below shows a sample dump:

```
REGISTERS:
accumulator                +0000
instructionCounter            00
instructionRegister        +0000
operationCode                 00
operand                       00

MEMORY:
         0      1      2      3      4      5      6      7      8      9
 0  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
10  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
20  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
30  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
40  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
50  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
60  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
70  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
80  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
90  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000  +0000
```

A dump after executing a Simpletron program would show the actual values of instructions and data values at the moment execution terminated. You can print leading 0s in front of an integer that is shorter than its field width by placing the 0 formatting flag before the field width in the format specifier as in `"%02d"`. You can place a + or - sign before a value with the + formatting flag. So to produce a number of the form +0000, you can use the format specifier `"%+05d"`.

Let's proceed with the execution of our program's first instruction, namely the `+1009` in location `00`. As we've indicated, the `switch` statement simulates this by performing the statement

```
scanf("%d", &memory[operand]);
```

A question mark (`?`) should be displayed on the screen before the `scanf` is executed to prompt the user for input. The Simpletron waits for the user to type a value and then press the *Return* (or *Enter*) key. The value is then read into location `09`.

At this point, simulation of the first instruction is completed. All that remains is to prepare the Simpletron to execute the next instruction. Because the instruction just performed was not a transfer of control, we need merely increment the instruction counter register as follows:

```
++instructionCounter;
```

This completes the simulated execution of the first instruction. The entire process (i.e., the **instruction execution cycle**) begins anew with the **fetch** of the next instruction to be executed.

Now let's consider how the branching instructions—the transfers of control—are simulated. All we need to do is adjust the value in the instruction counter appropriately. Therefore, the unconditional branch instruction (`40`) is simulated within the `switch` as

```
instructionCounter = operand;
```

The conditional "branch if accumulator is zero" instruction is simulated as

```
if (accumulator == 0) {
   instructionCounter = operand;
}
```

At this point, you should implement your Simpletron simulator and run the SML programs you wrote in Exercise 7.28. You may embellish SML with additional features and provide for these in your simulator. Exercise 7.30 lists several possible embellishments.

Your simulator should check for various types of errors. During the program **loading phase**, for example, each number the user types into the Simpletron's `memory` must be in the range `-9999` to `+9999`. Your simulator should use a `while` loop to test that each number entered is in this range, and, if not, keep prompting the user to reenter the number until a correct number is entered.

During the execution phase, your simulator should check for serious errors, such as attempts to **divide by zero**, attempts to execute an **invalid operation code** and **accumulator overflows** (i.e., arithmetic operations resulting in values larger than `+9999` or smaller than `-9999`). Such serious errors are fatal errors. When a fatal error is detected, print an error message such as:

```
*** Attempt to divide by zero                  ***
*** Simpletron execution abnormally terminated ***
```

and print a full computer dump in the format we've discussed previously. This will help the user locate the error in the program.

Implementation Note: When you implement the Simpletron Simulator, define the `memory` array and all the registers as variables in `main`. The program should contain three other functions—`load`, `execute` and `dump`. Function `load` reads the SML instructions from the user at the keyboard. (Once you study file processing in Chapter 11, you'll be able to read the SML instruction from a file.) Function `execute` executes the SML program currently loaded in the `memory` array. Function `dump` displays the contents of `memory` and all of the registers stored in `main`'s variables. Pass the `memory` array and registers to the other functions as necessary to complete their tasks. Functions `load` and `execute` need to modify variables that are defined in `main`, so you'll need to pass those variables to the functions by reference using pointers. You'll need to modify the statements we showed throughout this problem description to use the appropriate pointer notations.

7.30 ***(Modifications to the Simpletron Simulator)*** In this exercise, we propose several modifications and enhancements to Exercise 7.29's Simpletron Simulator. In Exercises 12.24 and 12.25, we propose building a compiler that converts programs written in a high-level programming language (a variation of BASIC) to Simpletron Machine Language. Some of the following modifications and enhancements may be required to execute the programs produced by the compiler:

a) Extend the Simpletron Simulator's memory to contain 1000 memory locations (000 to 999) to enable the Simpletron to handle larger programs.

b) Allow the simulator to perform remainder calculations. This requires an additional Simpletron Machine Language instruction.
c) Allow the simulator to perform exponentiation calculations. This requires an additional Simpletron Machine Language instruction.
d) Modify the simulator to use hexadecimal values rather than integer values to represent Simpletron Machine Language instructions. Online Appendix E, Number Systems, discusses hexadecimal.
e) Modify the simulator to allow output of a newline. This requires an additional Simpletron Machine Language instruction.
f) Modify the simulator to process floating-point values in addition to integer values.
g) Modify the simulator to detect division by 0 logic errors.
h) Modify the simulator to detect arithmetic-overflow errors.
i) Modify the simulator to handle string input. [*Hint:* Each Simpletron word can be divided into two groups, each holding a two-digit integer. Each two-digit integer represents the ASCII decimal equivalent of a character. Add a machine-language instruction that will input a string and store it beginning at a specific Simpletron memory location. The first half of the word at that location will be a count of the number of characters in the string (i.e., the length of the string). Each succeeding half word contains one ASCII character expressed as two decimal digits. The machine-language instruction converts each character into its ASCII equivalent and assigns it to either a left or right half word.]
j) Modify the simulator to handle output of strings stored in the format of part (g). [*Hint:* Add a machine-language instruction that prints a string beginning at a specified Simpletron memory location. The first half of the word at that location is the length of the string in characters. Each succeeding half word contains one ASCII character expressed as two decimal digits. The machine-language instruction checks the length and prints the string by translating each two-digit number into its equivalent character.]

Special Section—Embedded Systems Programming Case Study: Robotics with the Webots Simulator

7.31 **Webots**[5,6] is an open-source, full-color, 3D, robotics simulator with console-game-quality graphics. It enables you to create a **virtual reality** in which robots interact with simulated real-world environments. It runs on Windows, macOS and Linux. The simulator is widely used in industry and research to test robots' viability and de-

5. "Webots Open Source Robot Simulator."Accessed December 11, 2020. `https://cyberbotics.com`.
6. The Webots environment screen captures in this case study are Copyright 2020 Cyberbotics Ltd., which is licensed under the Apache License, Version 2.0 (`http://www.apache.org/licenses/LICENSE-2.0`).

velop controller software for those robots. Webots uses an Apache open-source license. The following is from their license webpage:[7]

> *"Webots is released under the terms of the Apache 2.0 license agreement. Apache 2.0 is a [sic] industry friendly, non-contaminating, permissive open source license that grants everyone the right to use a software source code, free of charge, for any purpose, including commercial applications."*

Webots was first developed in 1996 at the Swiss Federal Institute of Technology (EPFL). In 1998, the EPFL spin-off Cyberbotics Ltd. was founded to take over the Webots simulator development. Until 2018, Webots was sold as proprietary licensed software. In 2018, Cyberbotics open-sourced Webots under the Apache 2.0 license.[8,9]

Robotics is not typically discussed in introductory programming textbooks, but Webots makes it easy. Webots comes bundled with simulations for dozens of today's most popular real-world robots that walk, fly, roll, drive and more. For a current list of bundled robots, visit

```
https://cyberbotics.com/doc/guide/robots
```

Self-Contained Development Environment

Webots is a **self-contained robotics-simulation environment** with everything you need to begin developing and experimenting with robotics. It includes:

- an **interactive 3D simulation area** for viewing and interacting with simulations,
- a **code editor** where you can view the bundled simulation code, modify it and write your own, and
- **compilers and interpreters** that enable you to write Webots code in C, C++, Java, Python and MatLab.

You can easily modify existing simulations and re-run their code to see the effects of your changes. You also can develop entirely new simulations, as you'll do in this case study.

Installing Webots

First, check the Webots system requirements at

```
https://cyberbotics.com/doc/guide/system-requirements
```

You can download the Webots installer for Windows, macOS or Linux from the Cyberbotics home page:

```
https://cyberbotics.com/
```

Once downloaded, run the installer and follow the on-screen prompts.

---

7. "Webots User Guide R2020b revision 2—License Agreement." Accessed December 14, 2020. `https://cyberbotics.com/doc/guide/webots-license-agreement`.
8. "Cyberbotics." Accessed December 13, 2020. `https://cyberbotics.com/#cyberbotics`.
9. "Webots." Accessed December 13, 2020. `https://en.wikipedia.org/wiki/Webots`.

Guided Tour

Once the installation completes, run the **Webots application** on your system. You can get a quick overview of many bundled robotics simulations and the robots' capabilities in the **Webots guided tour**. To do so, select **Help > Webots Guided Tour...** (the first time you open the Webots environment, this guided tour will begin automatically). Then, in the window that appears (Fig. 7.19), check the **Auto** checkbox and click **Next**. This will begin the automated guided tour, which will show you each demonstration for a short time, then switch to the next. The **Guided Tour - Webots** window displays a brief description of each simulation. Figure 7.19 shows the description for the third simulation, which appears in Fig. 7.20.

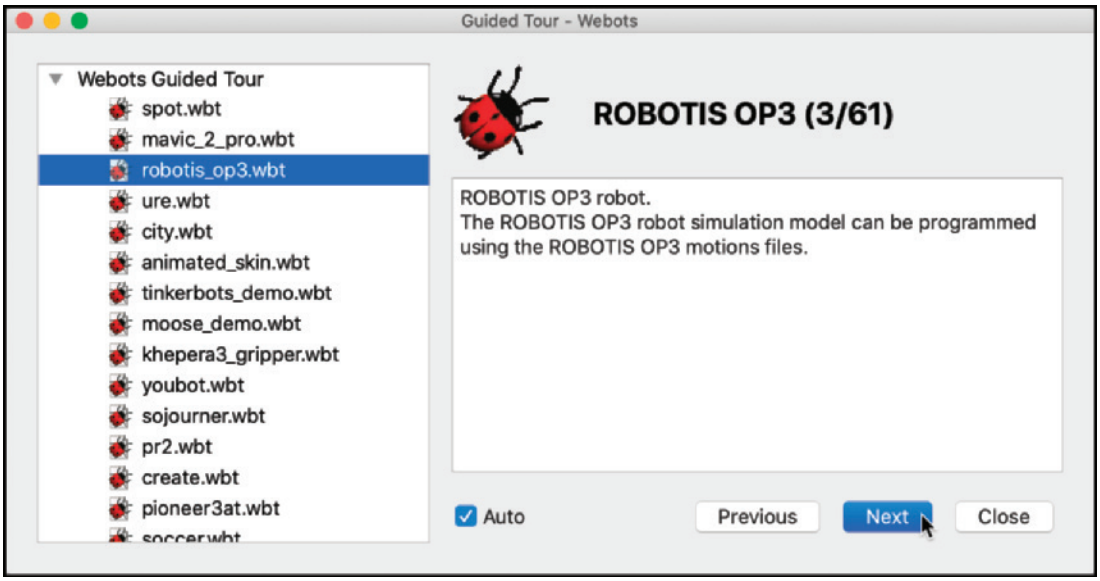


Fig. 7.19 | A brief description of the ROBOTIS OP3 robot shown in Fig. 7.20. [The screen captures in this case study are Copyright 2020 Cyberbotics Ltd., which is licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at `http://www.apache.org/licenses/LICENSE-2.0`.]

As the guided tour overviews each simulation, you'll see it live in the Webots environment's 3D viewing area—shown in the center portion of Fig. 7.20. As you'll soon see:

- the environment's left side enables you to manage and configure the components in your robotics simulations, and
- the environment's right side provides an integrated code editor for writing and compiling the C code that controls a robot in your simulation.

We narrowed the code editor for this screen capture. As in most IDEs, the areas within the window can be resized by dragging the divider bars.

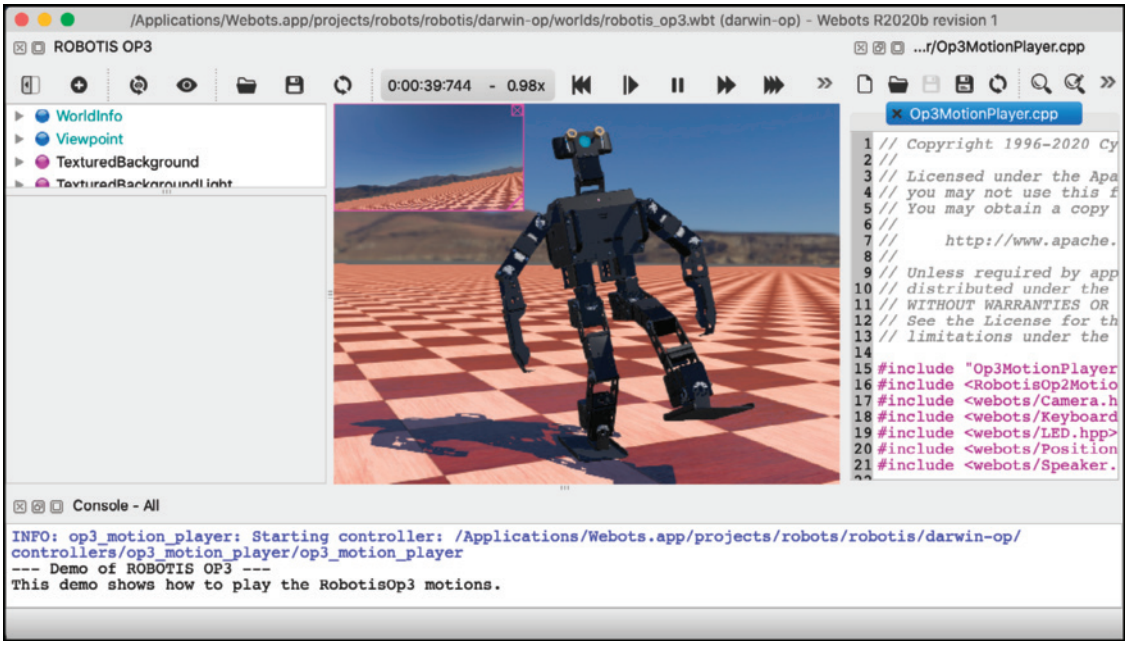


Fig. 7.20 | A ROBOTIS OP3 robotics simulation running in Webots.

User Interface Overview

Familiarize yourself with the Webots environment's user interface by reading the following overview:

```
https://cyberbotics.com/doc/guide/the-user-interface
```

Webots Tutorial 1: Your First Simulation in Webots

The Webots team provides eight tutorials that introduce you to many aspects of the Webots environment and its robotics-simulation capabilities:

- Tutorial 1: Your First Simulation in Webots
- Tutorial 2: Modification of the Environment
- Tutorial 3: Appearance
- Tutorial 4: More about Controllers
- Tutorial 5: Compound Solid and Physics Attributes
- Tutorial 6: 4-Wheels Robot
- Tutorial 7: Your First PROTO
- Tutorial 8: Using ROS

In this case study, you'll follow their first tutorial to create a robotics simulation using several predefined items:

- a `RectangleArena` in which your robot will roam,
- several `WoodenBox` obstacles, and

- an **e-puck robot**—a simple simulated robot that will move around the `RectangleArena` and change directions when it encounters a `WoodenBox` or a wall.

The e-puck simulator corresponds to a real-world, educational robot[10] that has:

- two independently controlled wheels (known as **differential wheels**), so the **robot can change direction** by moving its wheels at different speeds,
- a camera (the upper-left corner of the Webots environment's 3D viewing area shows a small window in which you can **view what a robot "sees"**),
- eight **distance sensors**, and
- **10 LED lights with controllable intensity**—other e-puck robots can "see" these via their camera for visual interactions between multiple e-puck robots.

This tutorial focuses on using the wheels to make the robot move. You can work through Webots Tutorials 2–4 to use additional e-puck features. For more information on the e-puck robot, visit:

```
http://www.e-puck.org/
```

Tutorial Steps

You can find the first Webots tutorial at

```
https://cyberbotics.com/doc/guide/tutorial-1-your-first-simulation-
   in-webots
```

Below, we overview each tutorial step, provide additional insights and clarify some of the tutorial instructions.[11] The step numbers in the rest of this exercise correspond to the "**Hands-on**" steps in the Webots tutorial. For each step, you should:

1. read the Webots tutorial step,
2. read our additional comments for that step, then
3. perform the step's task(s).

The tutorial shows only one diagram of the robotics simulation you'll create. To help you work through the tutorial, we include additional screen captures[12] to clarify the tutorial instructions. **As you work through the steps, be sure to save your changes after each modification. If you have to reset the simulation, it will revert to the last saved version.**

10. "The e-puck, a Robot Designed for Education in Engineering." Accessed December 13, 2020. `https://infoscience.epfl.ch/record/135236?ln=en`.
11. This discussion was written in December 2020. The software, documentation and tutorials could change. If you run into problems, visit the Webots forum (`https://discord.com/invite/nTWbN9m`) and check the Webots StackOverflow questions (`https://stackoverflow.com/questions/tagged/webots`) or e-mail us at `deitel@deitel.com`.
12. We changed the background color in our version of the simulation so that the screen captures would be more readable in print.

Step 1: Launch the Webots Application

In **Step 1**, you'll simply open the Webots environment. You'll then perform the additional steps discussed below.

Step 2: Create Your Virtual World

A **world** defines the simulation environment and is stored in a **`.wbt` file**. Internally, this file uses **Virtual Reality Modeling Language (VRML)** to describe your world's elements. Each world can have characteristics, such as **gravity**, that affect object interactions. The world specifies the area in which your robot can roam and the objects with which it can interact. The **Wizards** menu's **Create a Webots project directory** wizard (Figs. 7.21–7.24) will guide you through setting up a new world with Webots' required folder structure.

In the first screen of the **Create a Webots project directory** wizard (Fig. 7.21), simply click **Continue** (or **Next**) to move to the next step.

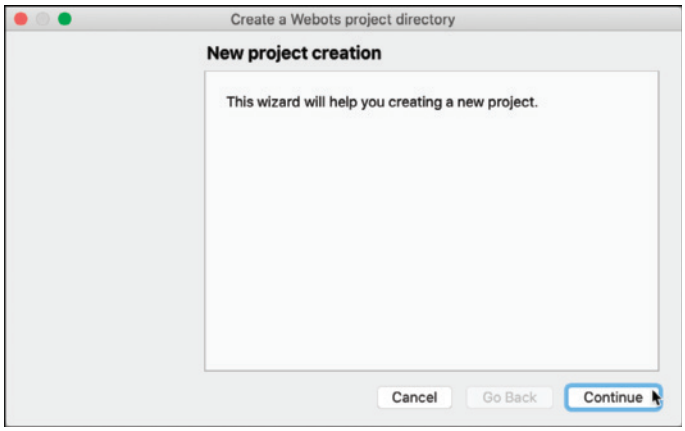


Fig. 7.21 | Initial **Create a Webots project directory** wizard window.

In the wizard's **Directory selection** step (Fig. 7.22), change your project's directory name from `my_project` (the default) to `my_first_simulation`—this folder's default location is your user account's `Documents` folder.[13]

In the wizard's **World settings** step (Fig. 7.23), you'll change the world's filename from `empty.wbt` (the default) to `my_first_simulation.wbt` and ensure that all four checkboxes are checked. This will add several Webots predefined components to your virtual world.

The wizard's **Conclusion** step (Fig. 7.24) shows all the folders and files the wizard will generate for your simulation. In subsequent steps, you'll add obstacles and an e-puck robot, configure various settings and write some C code that controls the robot.

13. You can change the location where your Webots project is stored. Ours is stored in our user account's `/Users/pauldeitel/Documents` folder, which you'll see in several screen captures.

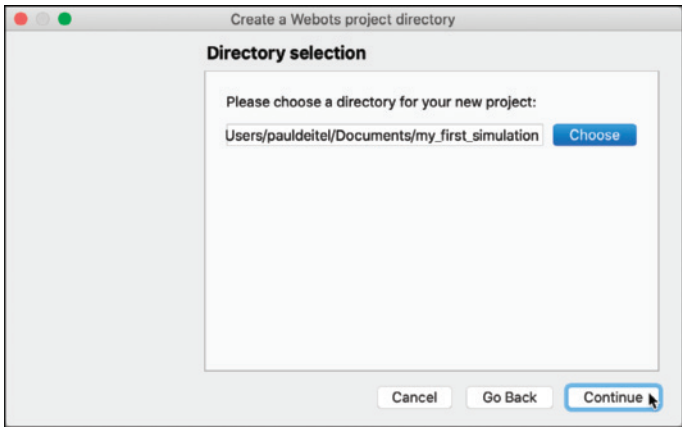


Fig. 7.22 | Changing the default project directory name to `my_first_simulation`.

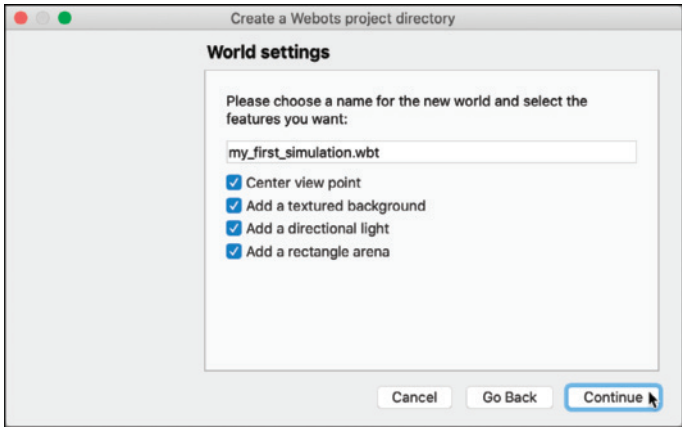


Fig. 7.23 | Changing the default world filename and ensuring all checkboxes are checked.

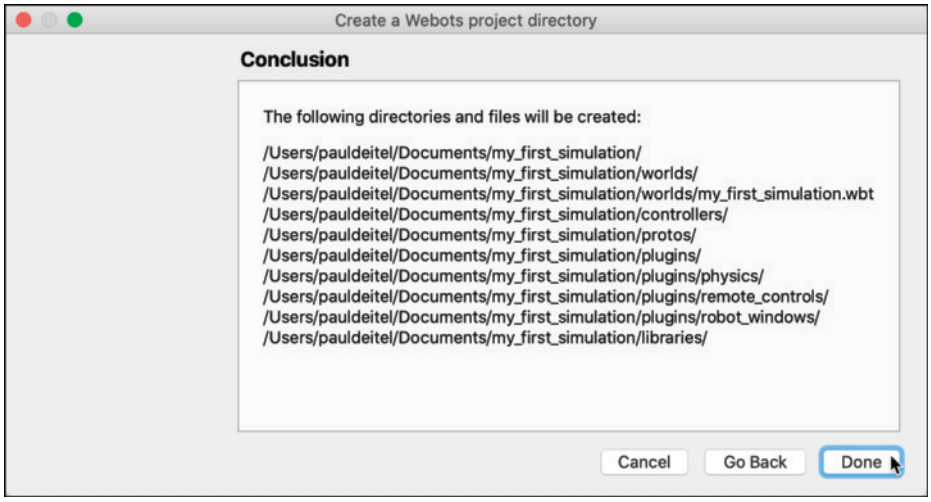


Fig. 7.24 | Summary of the folders and files the wizard will generate for your simulation.

When you click **Done** (macOS) or **Finish** (Windows and Linux) in the **Create a Webots project directory** wizard (Fig. 7.24), the Webots 3D viewing area displays an empty `RectangleArena` with a checkered floor—the default for a `RectangleArena` (Fig. 7.25). There are several floor-style options. You can experiment with these after you learn how to change settings for the elements in your world. In the 3D viewing area, you can zoom in and out using your mouse wheel, and you can click and drag the `RectangleArena` to view it from different angles and rotate it.

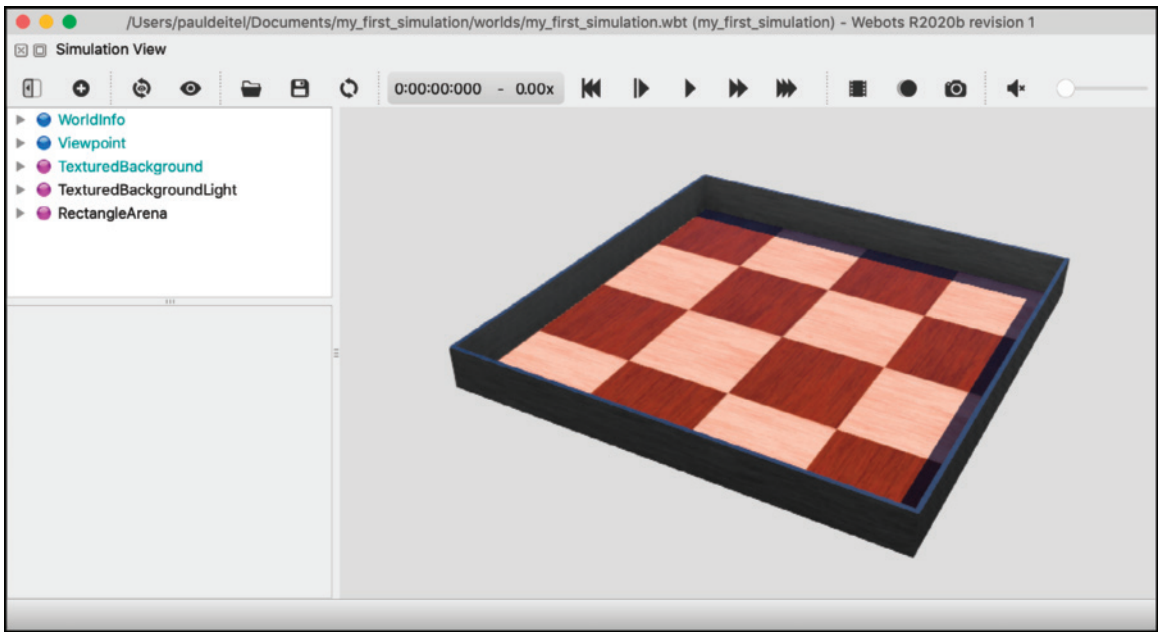


Fig. 7.25 | Initial view of the `RectangleArena` after completing the **Create a Webots project directory** wizard.

Step 3: Modify the `RectangleArena`

Each element in the simulation is a **node** in the world's **scene tree**, which you can see at the left side of the Webots environment. In this step, you'll select a node in the scene tree, then change some of its settings, called **fields**. After you perform this step, the environment should appear as in Fig. 7.26.

The colored arrows over the `RectangleArena` appear for any object you select in the world, either by clicking it in the 3D viewing area or by clicking its node in the scene tree. You can drag these arrowheads to move, rotate and tilt the object.[14] Dragging a straight arrowhead moves the object along that axis. Dragging a circular arrowhead rotates or tilts the object around that axis. Save your environment, then experiment with these arrowheads to see how they affect the `RectangleArena`'s position. You can then reset the environment to restore the original position.

14. "Webots User Guide R2020b revision 2 — The 3D Window — Moving a Solid Object." Accessed December 13, 2020. `https://cyberbotics.com/doc/guide/the-3d-window#moving-a-solid-object`.

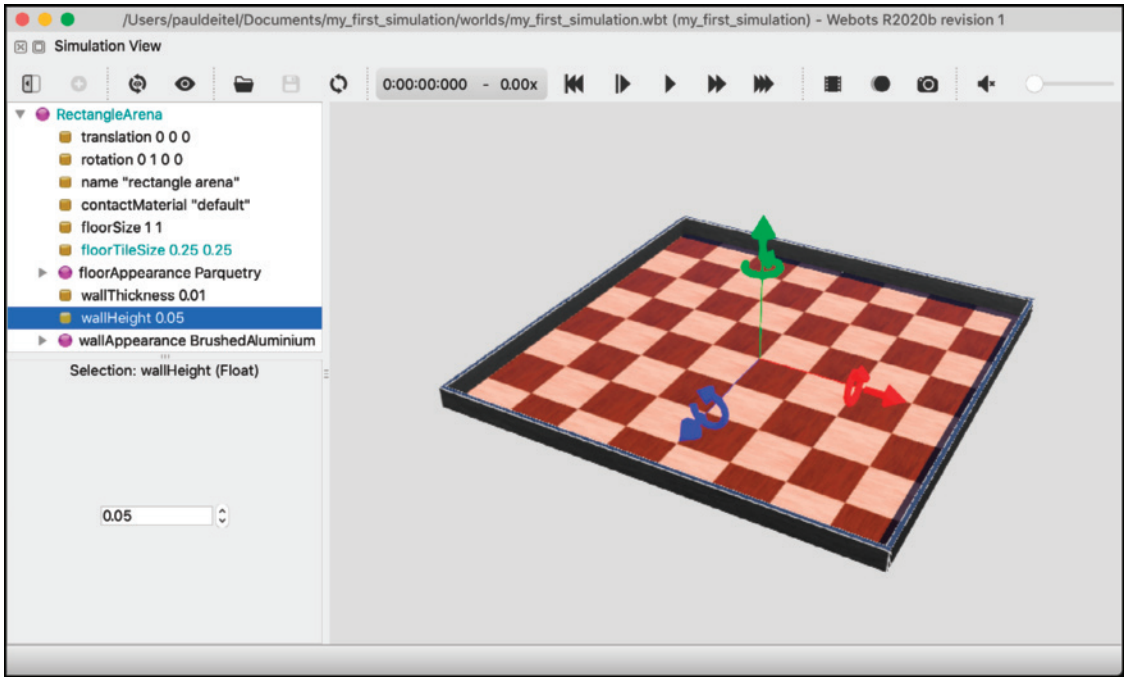


Fig. 7.26 | `RectangleArena` after changing the checkerboard floor pattern's square size and reducing the wall height.

Step 4: Add `WoodenBox` Obstacles

The Webots environment comes with almost **800 predefined objects and robots**—called **PROTO nodes**. A PROTO node describes a complex object or robot that you can add to your simulations. The wide variety of PROTO nodes enables you to create realistic 3D simulations of real-world environments. You also can create your own PROTO nodes.

In this step, you'll add a `WoodenBox` PROTO node using the **Add a node** dialog (Fig. 7.27). When you select a PROTO node in the dialog, it shows a brief node description, provides a link to the node's more detailed online documentation and shows the node's licensing information (with a link for more license information). Browse through the **Add a node** dialog to get a sense of the wide variety of **animate** (robots and vehicles) and **inanimate** (walls, buildings, furniture, plants, etc.) PROTO nodes you can use in your simulations.

Next, you'll **size the `WoodenBox`** and **move it**. Then you'll **make two copies** and move them to other locations within the `RectangleArena`. When this step asks you to copy-and-paste a `WoodenBox`, the new one will have the same size and location as the one you copied. **Hold the *Shift* key** and drag the new one to a different location to see it. We found it easier to copy nodes by selecting them in the scene tree. When you complete this step, your world should appear similar to Fig. 7.28. The last `WoodenBox` you moved will be selected in your world.[15]

15. "Webots User Guide R2020b revision 2 — The 3D Window." Accessed December 13, 2020. `https://cyberbotics.com/doc/guide/the-3d-window#moving-a-solid-object`.

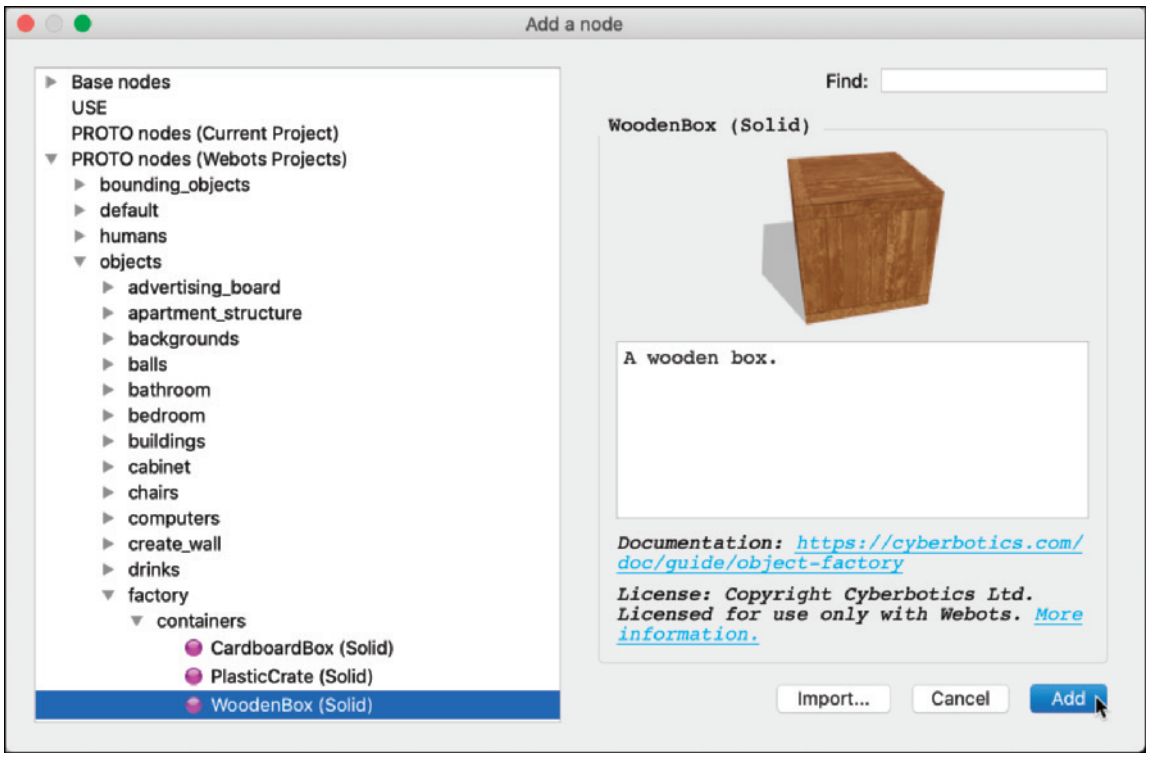


Fig. 7.27 | Selecting a `WoodenBox` PROTO node in the **Add a node** dialog.

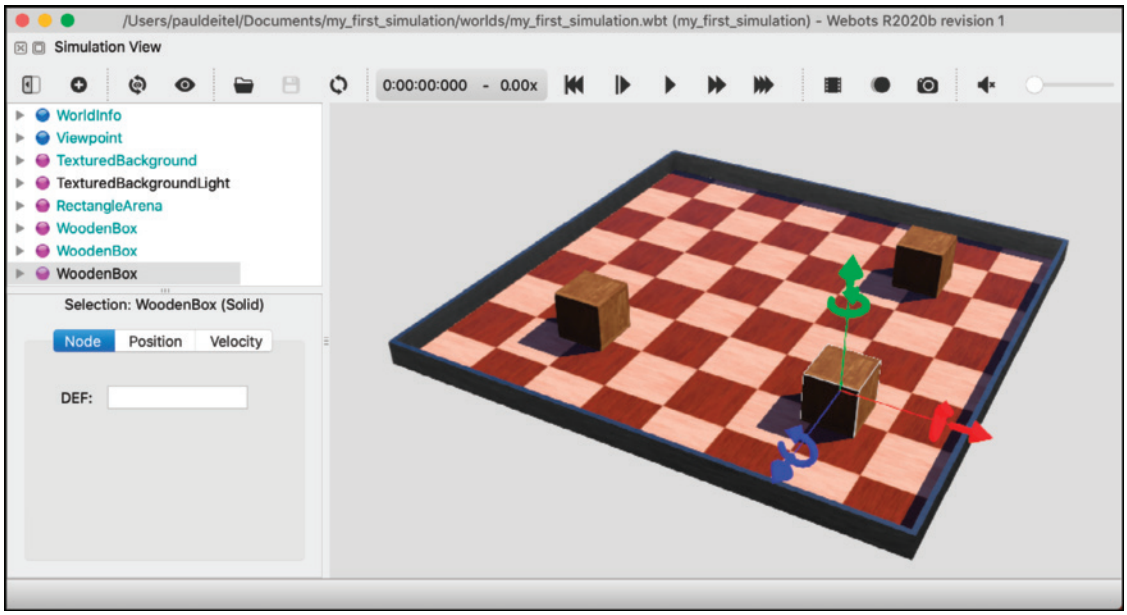


Fig. 7.28 | Virtual world after creating and positioning three `WoodenBox` objects.

Step 5: Add a Robot to Your Virtual World

In this step, you'll use the **Add a node** dialog to add an e-puck robot to the simulation (Fig. 7.29). When you select the E-puck (Robot) node, the dialog displays a description of the robot, the robot's website (`http://www.e-puck.org`), the robot's Webots documentation link and the robot's license information.

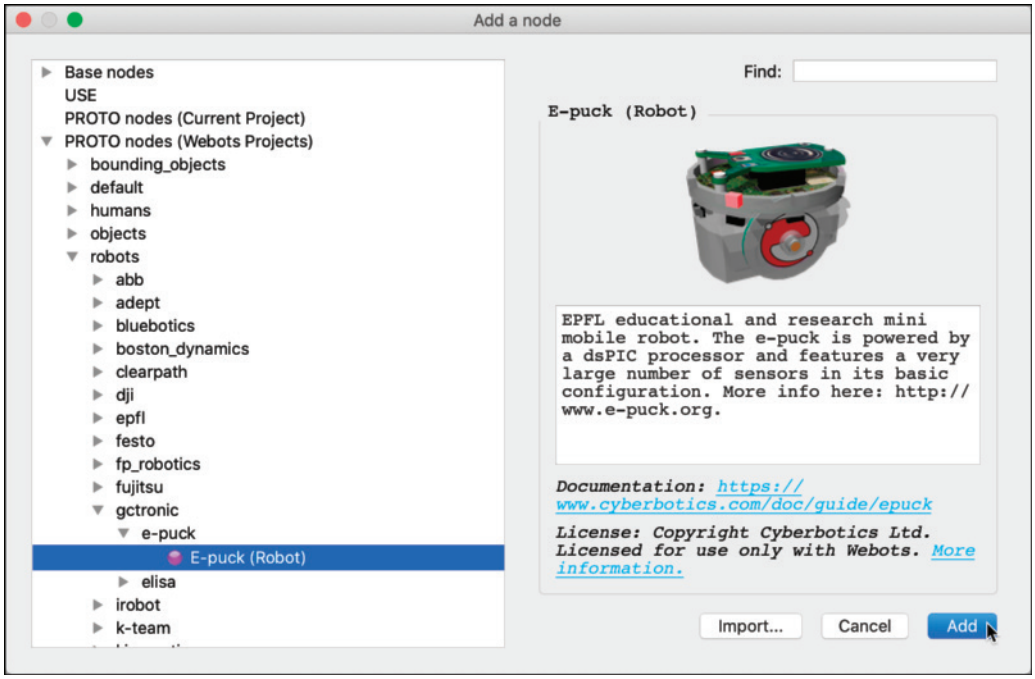


Fig. 7.29 | Adding an e-puck robot PROTO node to the simulation.

The e-puck is **preconfigured to move forward**, **rotating left to change direction** if it **collides with an obstacle**, such as a `WoodenBox` or a wall. Though small, an e-puck robot actually is loaded with technology, including **distance sensors**, which can be used to program it to **avoid collisions** entirely. In Webots Tutorial 4, you'll learn how to avoid obstacles using these distance sensors.

A robot's behavior is specified by its **controller**. The default e-puck robot controller we just described is named **`e-puck_avoid_obstacles`** (you can view this code in the text editor, by selecting **Tools > Text Editor**). Studying existing bundled controllers is a great way to learn more about controlling Webots robots. To complete this step, you'll run the e-puck robot's default controller (Fig. 7.30). We clicked the world's background area to deselect all the simulation elements.

Step 6: Playing with Physics

The Webots simulator has a **physics engine** that enables objects to act and interact as they would in the real world. Some physics options you can configure include density, mass, inertia, friction and bounce. For more, visit:

```
https://cyberbotics.com/doc/reference/physics
```

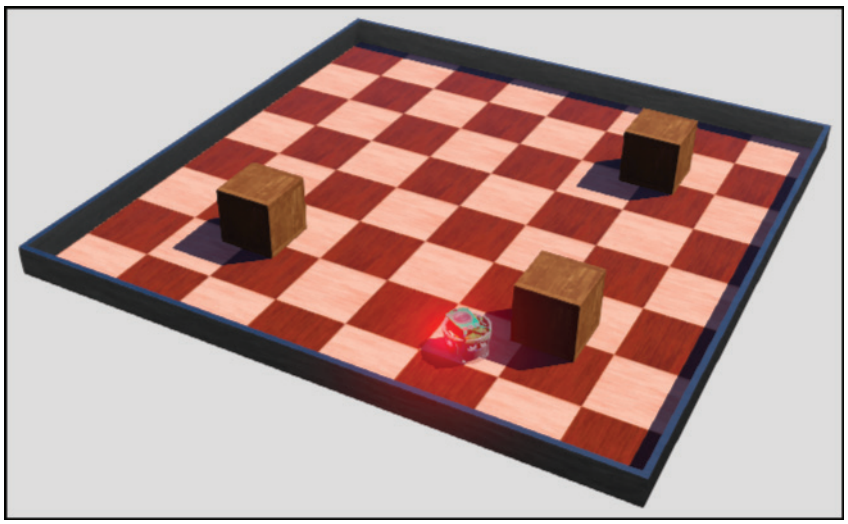


Fig. 7.30 | Simulation with an e-puck robot roaming the `RectangleArena`.

In this step, you'll use your mouse to **apply a force to the e-puck robot**. After you do this, your world should appear similar to Fig. 7.31, with the red arrow indicating the force's direction. When you perform this step, you might accidentally tip over the robot if you apply too much force—as shown in Fig. 7.31. Of course, robots can tip over in the real world, too. To fix this in the simulation, click the **Reset Simulation** button, which will restore the simulation to the point of your most recent save.

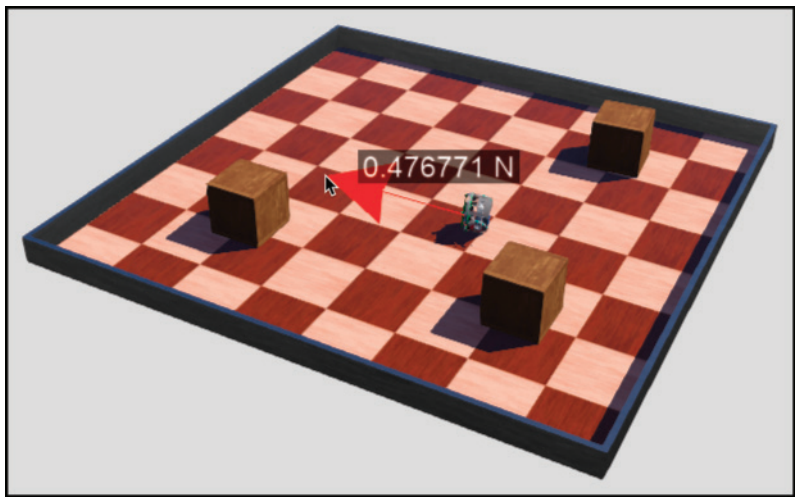


Fig. 7.31 | Manually applying a force to the e-puck robot. In this case, too much force was applied, tipping over the robot.

The `WoodenBox` obstacles you created in **Step 4** are stuck to the floor by default and do not move when the e-puck bumps into them. You'll see in this step that setting the `WoodenBoxes`' masses enables them to respond to force. The smaller a `WoodenBox`'s mass,

the more it will move when the e-puck robot collides with it. The tutorial recommends setting the `WoodenBoxes`' masses to 0.2 kilograms. Try setting each `WoodenBox`'s mass to smaller and larger values to see how these masses affect the physics interactions.

Step 7: Decrease the World's Time Step

Throughout a simulation, Webots keeps track of your simulation's **virtual time**. The **basic time step** is a value in milliseconds. Throughout the simulation, when virtual time increases by the basic time step, Webots performs its physics calculations:[16]

- Larger basic-time-step values decrease the physics-calculation frequency. This enables simulations to run faster because they perform fewer calculations; however, this can make physics interactions, such as collisions between objects, less accurate, and the simulation can feel clunky.
- Smaller values increase the physics-calculation frequency, making physics calculations more accurate. This causes simulations to run slower because they perform more calculations, but movements may appear smoother.

When you created this simulation's files, Webots set the basic time step to 32 milliseconds. In this step, you'll decrease the basic time-step value to 16 milliseconds. For tips on Webots simulation speed and performance, see:

```
https://www.cyberbotics.com/doc/guide/speed-performance
```

Step 8: Create a C Source-Code File for Your Robot's Controller

In this step, you'll replace the default `e-puck_avoid_obstacles` controller with a new **custom controller**. Many robots can use each controller you create, but each robot may have only one controller at a time. Figures 7.32–7.35 show the steps you'll go through after selecting **Wizards > New Robot Controller...**. These steps will **create a new C source-code file for your custom controller** and open it in the code editor at the Webots environment's right side:

- In the **New controller creation** step (Fig. 7.32), you'll simply click **Continue**.
- In the **Language selection** step (Fig. 7.33), ensure that **C** is selected, then click **Continue**.
- In the **Name selection** step (Fig. 7.34), change the default custom controller name to `epuck_go_forward` from `my_controller` and click **Continue**.
- The **Conclusion** step (Fig. 7.35) shows all the folders and files the wizard will generate for your controller.

16. "Webots Reference Manual R2020b revision 2: WorldInfo." Accessed December 12, 2020. `https://www.cyberbotics.com/doc/reference/worldinfo`.

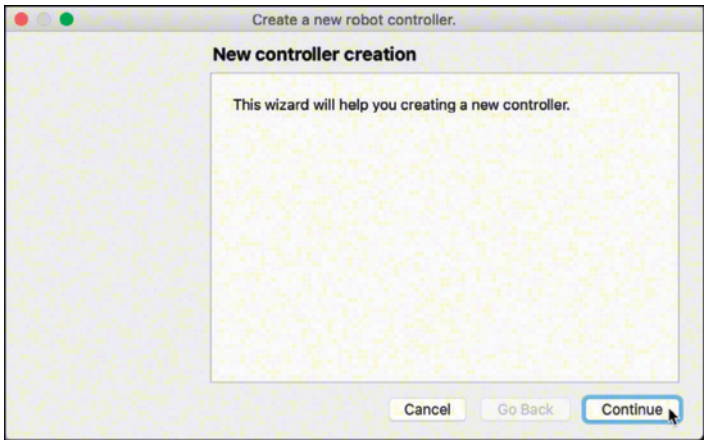


Fig. 7.32 | Initial **Create a new robot controller** wizard window.

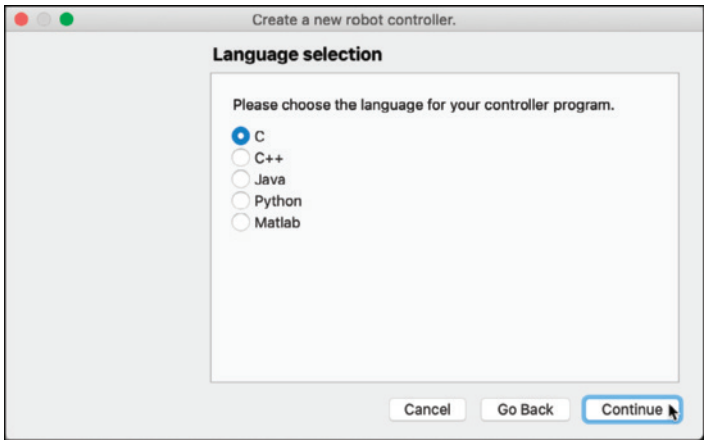


Fig. 7.33 | Selecting the C programming language for your custom robot controller.

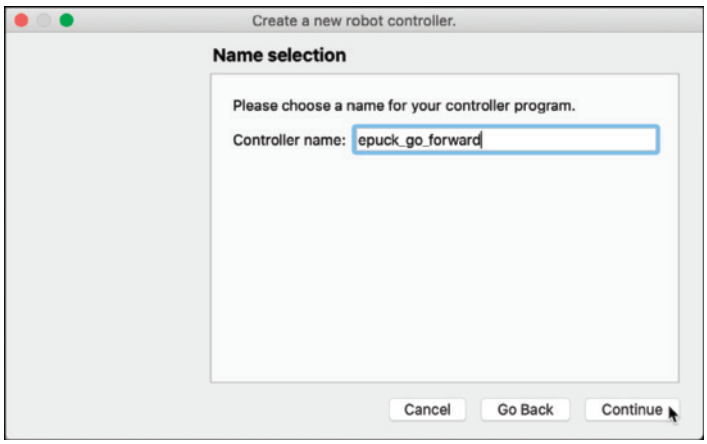


Fig. 7.34 | Changing the default custom controller name to `epuck_go_forward`.

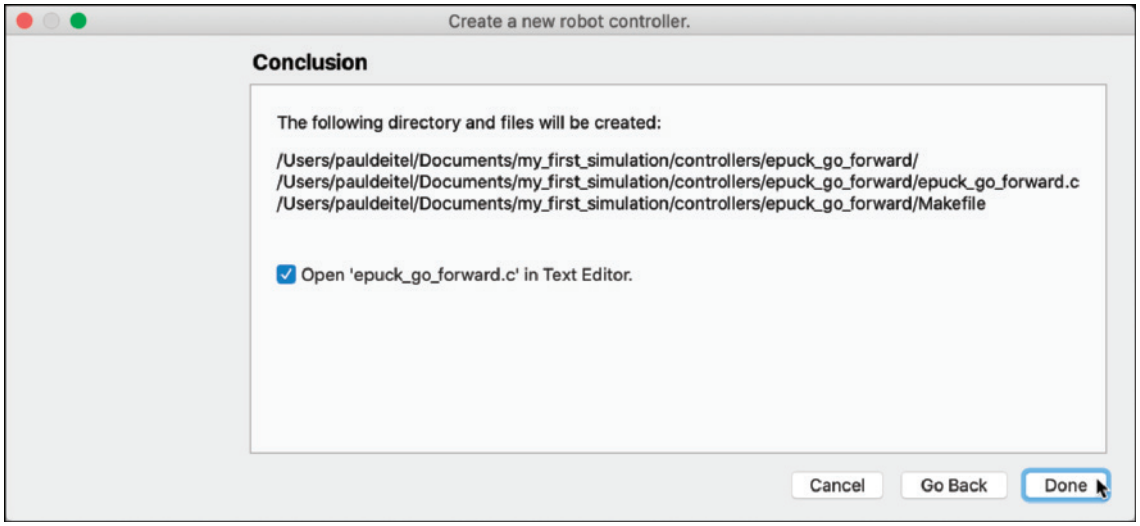


Fig. 7.35 | Summary of the folders and files the wizard will generate for your custom controller.

Step 9: Modify Your Controller's Code to Move the Robot Forward

The new controller you created in **Step 8** contains the basic framework of a simple controller. In this step, you'll add code to this file that will make the e-puck move forward a short distance. The tutorial does not specify precisely where each statement should be added to the controller code, so make the following changes to your controller's source-code file:

1. Add the following `#include` before `main`:

```
#include <webots/motor.h>
```

2. Next, you'll use the Webots `wb_robot_get_device` function[17] to get the devices that represent the e-puck robot's left- and right-wheel motors. Add the following code in `main` after the call to `wb_robot_init`:

```
// get the motor devices
WbDeviceTag left_motor =
   wb_robot_get_device("left wheel motor");
WbDeviceTag right_motor =
   wb_robot_get_device("right wheel motor");
```

3. Finally, you'll use the Webots `wb_motor_set_position` function[18] to move the robot a short distance. Add the following code after the calls to `wb_robot_get_device` and before the `while` loop:

```
wb_motor_set_position(left_motor, 10.0);
wb_motor_set_position(right_motor, 10.0);
```

17. "Webots Reference Manual R2020b revision 2—Robot." Accessed December 13, 2020. https://cyberbotics.com/doc/reference/robot#wb_robot_get_device.
18. "Webots Reference Manual R2020b revision 2—Motor." Accessed December 13, 2020. https://cyberbotics.com/doc/reference/motor#wb_motor_set_position.

Experiment with different values for `wb_motor_set_position`'s second argument to get a sense of how they affect the distance traveled. Also try using different values in the two calls to `wb_motor_set_position` so that the two wheels do not rotate the same amount.

Step 10: Modify Your Controller's Code to Change the Robot's Speed

In this final step, you'll modify your controller code to specify the wheels' speeds. Make the following changes to your controller's source-code file:

1. Speeds in Webots use **radians for rotational motors**, such as those used in wheels; otherwise, speeds use **meters per second**. Add the following `#define` directive after `#include <webots/robot.h>` to define the robot's maximum wheel-rotation **speed in radians** (6.28 is 2π radians):

   ```
   #define MAX_SPEED 6.28
   ```

2. Modify your two calls to the `wb_motor_set_position` function, replacing their second arguments with the Webots constant **`INFINITY`**, so the **wheels spin continuously** (at the speed you'll set momentarily) throughout the simulation:

   ```
   // set wheels to spin continuously
   wb_motor_set_position(left_motor, INFINITY);
   wb_motor_set_position(right_motor, INFINITY);
   ```

3. Finally, you'll use the Webots function `wb_motor_set_velocity` function[19] to specify the wheel-rotation speeds in radians per second. Add the following code after the calls to `wb_robot_get_device` and before the `while` loop:

   ```
   // set up the motor speeds at 10% of the MAX_SPEED
   wb_motor_set_velocity(left_motor, 0.1 * MAX_SPEED);
   wb_motor_set_velocity(right_motor, 0.1 * MAX_SPEED);
   ```

Experiment with different values for `wb_motor_set_velocity`'s second argument to see how they affect the robot's speed. Try using different values in the two calls so that the two wheels do not rotate in unison. Be careful how you set these values—they could cause the robot to spin around in circles.

Additional Tutorials

Once you complete **Tutorial 1**, you may wish to continue with Webots **Tutorials 2–8**. **Tutorials 2–4** perform various modifications to the world you just created:

- In **Tutorial 2**, you'll **add a ball to your world**. You'll learn more about node types and how to configure physics options that **enable the ball to roll** in the simulation.
- In **Tutorial 3**, you'll learn how to improve your simulation's graphics with **lighting effects** and **textures**.

19. "Webots Reference Manual R2020b revision 2—Motor." Accessed December 13, 2020. `https://cyberbotics.com/doc/reference/motor#wb_motor_set_velocity`.

- In **Tutorial 4**, you'll create a more elaborate controller that enables the e-puck to use **its distance sensors to avoid the obstacles** you created previously.

Challenge: Once you complete **Tutorial 4**, try building a maze in your world and see if you can program the e-puck robot to traverse the maze. The following page lists several algorithms for finding a maze's exit:

`https://en.wikipedia.org/wiki/Maze_solving_algorithm`

Tutorials 5–7 dive into more advanced features:

- In **Tutorial 5**, you'll learn more about **physics** in Webots.
- In **Tutorial 6**, you'll work with a **four-wheeled robot** and learn more about **sensors**.
- In **Tutorial 7**, you'll **create your own PROTO node**.

In the advanced **Tutorial 8**, you'll learn about working with Webots nodes from the `webots_ros`. **ROS is the Robot Operating System**[20]—a framework for writing robot software. If you're going to do this tutorial, Webots recommends that you first learn more about ROS in the tutorials at

`http://wiki.ros.org/ROS/Tutorials`

Mastering Webots Tutorials 2–8 will be a "resume-worthy" accomplishment.

7.32 ***(Challenge Project: Webots Tortoise-and-Hare-Race Case Study)*** For this challenging exercise, we recommend that you first complete the Webots tutorials 2–7 mentioned at the end of Exercise 7.31. In Exercise 5.54, you simulated the Tortoise and the Hare race. Now that you're familiar with the Webots 3D robotics simulator, let your imagination run wild with Webots' amazing capabilities. Recreate the race using two robots from the dozens available in Webots. Consider using a small slow one for the tortoise (such as the e-puck from Exercise 7.31) and a larger fast one for the hare (such as the Boston Dynamics Spot[21,22] robot). Recall from the **Webots Guided Tour** that there are many other environments in which your robots may roam. Consider copying an existing terrain environment with objects like grass, flowers, trees and hills in which to race your robots.

20. "About ROS." Accessed December 13, 2020. `https://www.ros.org/about-ros/`.
21. "Webots User Guide—Boston Dynamics' Spot." Accessed December 31, 2020. `https://www.cyberbotics.com/doc/guide/spot`.
22. "Spot." Accessed December 31, 2020. https://www.bostondynamics.com/spot.

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8

Characters and Strings



Objectives

In this chapter, you'll:

- Use the functions of the character-handling library (`<ctype.h>`).
- Use the string-conversion functions of the general utilities library (`<stdlib.h>`).
- Use the string and character input/output functions of the standard input/output library (`<stdio.h>`).
- Use the string-processing functions of the string-handling library (`<string.h>`).
- Use the memory-processing functions of the string-handling library (`<string.h>`).

Outline

8.1 Introduction

8.2 Fundamentals of Strings and Characters

8.3 Character-Handling Library
- 8.3.1 Functions `isdigit`, `isalpha`, `isalnum` and `isxdigit`
- 8.3.2 Functions `islower`, `isupper`, `tolower` and `toupper`
- 8.3.3 Functions `isspace`, `iscntrl`, `ispunct`, `isprint` and `isgraph`

8.4 String-Conversion Functions
- 8.4.1 Function `strtod`
- 8.4.2 Function `strtol`
- 8.4.3 Function `strtoul`

8.5 Standard Input/Output Library Functions
- 8.5.1 Functions `fgets` and `putchar`
- 8.5.2 Function `getchar`
- 8.5.3 Function `sprintf`
- 8.5.4 Function `sscanf`

8.6 String-Manipulation Functions of the String-Handling Library
- 8.6.1 Functions `strcpy` and `strncpy`
- 8.6.2 Functions `strcat` and `strncat`

8.7 Comparison Functions of the String-Handling Library

8.8 Search Functions of the String-Handling Library
- 8.8.1 Function `strchr`
- 8.8.2 Function `strcspn`
- 8.8.3 Function `strpbrk`
- 8.8.4 Function `strrchr`
- 8.8.5 Function `strspn`
- 8.8.6 Function `strstr`
- 8.8.7 Function `strtok`

8.9 Memory Functions of the String-Handling Library
- 8.9.1 Function `memcpy`
- 8.9.2 Function `memmove`
- 8.9.3 Function `memcmp`
- 8.9.4 Function `memchr`
- 8.9.5 Function `memset`

8.10 Other Functions of the String-Handling Library
- 8.10.1 Function `strerror`
- 8.10.2 Function `strlen`

8.11 Secure C Programming

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises* | *Special Section: Advanced String-Manipulation Exercises* | *A Challenging String-Manipulation Project* | *Pqyoaf X Nylfomigrob Qwbbfmh Mndogvk: Rboqlrut yua Boklnxhmywex* | *Secure C Programming Case Study: Public-Key Cryptography*

8.1 Introduction

This chapter introduces the C standard library functions that help you process characters, strings, lines of text and blocks of memory. The chapter discusses the techniques used to develop editors, word processors, page-layout software and other kinds of text-processing software. The text manipulations performed by formatted input/output functions like `printf` and `scanf` can be implemented using the functions this chapter presents.

8.2 Fundamentals of Strings and Characters

Characters are the fundamental building blocks of your programs. Every program is composed of characters that—when grouped together meaningfully—the computer interprets as a series of instructions used to accomplish a task. A program may contain **character constants**—each is an `int` value represented as a character in single quotes. A character constant's value is that character's integer value in the machine's **character**

set. For example, `'z'` represents the letter z's integer value, and `'\n'` represents a newline's integer value.

A **string** is a series of characters treated as a single unit. A string may include letters, digits and various **special characters** such as +, -, *, / and $. **String literals**, or **string constants**, are written in double quotation marks as follows:

```
"John Q. Doe"              (a name)
"99999 Main Street"        (a street address)
"Waltham, Massachusetts"   (a city and state)
"(201) 555-1212"           (a telephone number)
```

Strings Are Null Terminated

Every string must end with the **null character** (`'\0'`). Printing a "string" that does not contain a terminating null character is a logic error. The results of this are undefined. On some systems, printing will continue past the end of the "string" until a null character is encountered. On others, your program will terminate prematurely (i.e., "crash") and indicate a "segmentation fault" or "access violation" error. ⊗ ERR

Strings and Pointers

You access a string via a *pointer* to its first character. A string's "value" is the address of its first character. Thus, in C, it's appropriate to say that a string is a pointer to the string's first character. This is just like arrays, because strings are simply arrays of characters.

Initializing char Arrays and char * Pointers

You can initialize a character array or a `char *` variable with a string. The definitions

```
char color[] = "blue";
const char *colorPtr = "blue";
```

initialize `color` and `colorPtr` to the string `"blue"`. The first definition creates a 5-element array `color` containing the *modifiable* characters `'b'`, `'l'`, `'u'`, `'e'` and `'\0'`. The second definition creates the pointer variable `colorPtr` that points to the letter `'b'` in `"blue"`, which is *not modifiable*.

The `color` array definition also can be written as

```
char color[] = {'b', 'l', 'u', 'e', '\0'};
```

The preceding definition automatically determines the array's size based on its number of initializers (5). When storing a string in a `char` array, the array must be large enough to store the string *and* its terminating null character. Not allocating sufficient space in a character array to store the null character that terminates a string is an error. C allows you to store strings of any length. If a string is longer than the `char` array in which you store it, characters beyond the array's end may overwrite other data in memory. ⊗ ERR

String Literals Should Not Be Modified

SE The C standard indicates that a string literal is immutable—that is, not modifiable. If you might need to modify a string, it must be stored in a character array.

Reading a String with scanf

Function `scanf` can read a string and store it in a `char` array. Assume we have a `char` array `word` containing 20 elements. You can read a string into the array with

```
scanf("%19s", word);
```

Since `word` is an array, the array name is a pointer to the array's first element. So, the `&` that we typically use with `scanf`'s arguments is not required.

Recall from Section 6.5.4 that `scanf` reads characters until it encounters a space, tab, newline or end-of-file indicator. The field width `19` in the preceding statement ensures that `scanf` reads a *maximum* of 19 characters, saving the last array element for the string's terminating null character. This prevents `scanf` from writing characters into memory beyond the array's last element.

Without the field width `19` in the conversion specification `%19s`, the user input could exceed 19 characters and overwrite other data in memory. If so, your program might crash, or overwrite other data in memory. So, always use a field width when reading strings with `scanf`. (For reading input lines of arbitrary length, there's a non-standard—yet widely supported—function `readline`, usually included in `stdio.h`.)

Self Check

1 ***(Fill-In)*** A string is accessed via a _____ to the string's first character.
Answer: pointer.

2 ***(True/False)*** The following definition initializes the `color` array to the character string `"blue"`:

```
char color[] = {'b', 'l', 'u', 'e'};
```

Answer: *False*. Actually, to be a character string, the `color` array must end with the null character, as in

```
char color[] = {'b', 'l', 'u', 'e', '\0'};
```

3 ***(True/False)*** Printing a string that does not contain a terminating null character is a logic error—program execution terminates immediately.
Answer: *False*. Actually, printing will continue past the end of the string until a null character is encountered.

8.3 Character-Handling Library

The **character-handling library** (`<ctype.h>`) contains functions that test and manipulate character data. Each function receives an `unsigned char` (represented as an `int`) or `EOF` as an argument. As we discussed in Chapter 4, characters are often manipulated as integers because a character in C is a one-byte integer. `EOF`'s value is typically –1. The following table summarizes the character-handling library functions.

Prototype	Function description
`int isblank(int c);`	Returns a true value if `c` is a blank character that separates words in a line of text; otherwise, it returns 0 (false).
`int isdigit(int c);`	Returns a true value if `c` is a digit; otherwise, it returns 0 (false).
`int isalpha(int c);`	Returns a true value if `c` is a letter; otherwise, it returns 0 (false).
`int isalnum(int c);`	Returns a true value if `c` is a digit or a letter; otherwise, it returns 0 (false).
`int isxdigit(int c);`	Returns a true value if `c` is a hexadecimal digit character; otherwise, it returns 0 (false). (See online Appendix E for a detailed explanation of binary numbers, octal numbers, decimal numbers and hexadecimal numbers.)
`int islower(int c);`	Returns a true value if `c` is a lowercase letter; otherwise, it returns 0 (false).
`int isupper(int c);`	Returns a true value if `c` is an uppercase letter; otherwise, it returns 0 (false).
`int tolower(int c);`	If `c` is an uppercase letter, `tolower` returns `c` as a lowercase letter; otherwise, it returns the argument unchanged.
`int toupper(int c);`	If `c` is a lowercase letter, `toupper` returns `c` as an uppercase letter; otherwise, it returns the argument unchanged.
`int isspace(int c);`	Returns a true value if `c` is a whitespace character—newline (`'\n'`), space (`' '`), form feed (`'\f'`), carriage return (`'\r'`), horizontal tab (`'\t'`) or vertical tab (`'\v'`)—otherwise, it returns 0 (false).
`int iscntrl(int c);`	Returns a true value if `c` is a control character—horizontal tab (`'\t'`), vertical tab (`'\v'`), form feed (`'\f'`), alert (`'\a'`), backspace (`'\b'`), carriage return (`'\r'`), newline (`'\n'`) and others—otherwise, it returns 0 (false).
`int ispunct(int c);`	Returns a true value if `c` is a printing character other than a space, a digit, or a letter—such as `$`, `#`, `(`, `)`, `[`, `]`, `{`, `}`, `;`, `:` or `%`—otherwise, it returns 0 (false).
`int isprint(int c);`	Returns a true value if `c` is a printing character (i.e., a character that's visible on the screen) including a space; otherwise, it returns 0 (false).
`int isgraph(int c);`	Returns a true value if `c` is a printing character other than a space; otherwise, it returns 0 (false).

8.3.1 Functions `isdigit`, `isalpha`, `isalnum` and `isxdigit`

Figure 8.1 demonstrates functions **`isdigit`**, **`isalpha`**, **`isalnum`** and **`isxdigit`**. Function `isdigit` determines whether its argument is a digit (`0`–`9`). Function `isalpha` determines whether its argument is an uppercase (`A`–`Z`) or lowercase letter (`a`–`z`). Function `isalnum` determines whether its argument is an uppercase letter, a lowercase letter or a digit. Function `isxdigit` determines whether its argument is a **hexadecimal digit** (`A`–`F`, `a`–`f`, `0`–`9`).

```c
// fig08_01.c
// Using functions isdigit, isalpha, isalnum, and isxdigit
#include <ctype.h>
#include <stdio.h>

int main(void) {
   printf("%s\n%s%s\n%s%s\n\n", "According to isdigit: ",
      isdigit('8') ? "8 is a " : "8 is not a ", "digit",
      isdigit('#') ? "# is a " : "# is not a ", "digit");

   printf("%s\n%s%s\n%s%s\n%s%s\n%s%s\n\n", "According to isalpha:",
      isalpha('A') ? "A is a " : "A is not a ", "letter",
      isalpha('b') ? "b is a " : "b is not a ", "letter",
      isalpha('&') ? "& is a " : "& is not a ", "letter",
      isalpha('4') ? "4 is a " : "4 is not a ", "letter");

   printf("%s\n%s%s\n%s%s\n%s%s\n\n", "According to isalnum:",
      isalnum('A') ? "A is a " : "A is not a ", "digit or a letter",
      isalnum('8') ? "8 is a " : "8 is not a ", "digit or a letter",
      isalnum('#') ? "# is a " : "# is not a ", "digit or a letter");

   printf("%s\n%s%s\n%s%s\n%s%s\n%s%s\n%s%s\n", "According to isxdigit:",
      isxdigit('F') ? "F is a " : "F is not a ", "hexadecimal digit",
      isxdigit('J') ? "J is a " : "J is not a ", "hexadecimal digit",
      isxdigit('7') ? "7 is a " : "7 is not a ", "hexadecimal digit",
      isxdigit('$') ? "$ is a " : "$ is not a ", "hexadecimal digit",
      isxdigit('f') ? "f is a " : "f is not a ", "hexadecimal digit");
}
```

```
According to isdigit:
8 is a digit
# is not a digit

According to isalpha:
A is a letter
b is a letter
& is not a letter
4 is not a letter

According to isalnum:
A is a digit or a letter
8 is a digit or a letter
# is not a digit or a letter

According to isxdigit:
F is a hexadecimal digit
J is not a hexadecimal digit
7 is a hexadecimal digit
$ is not a hexadecimal digit
f is a hexadecimal digit
```

Fig. 8.1 | Using functions `isdigit`, `isalpha`, `isalnum` and `isxdigit`.

Figure 8.1 uses the conditional operator (`?:`) to determine whether the string `" is a "` or the string `" is not a "` should be printed in the output for each character tested. For example, the expression

```
isdigit('8') ? "8 is a " : "8 is not a "
```

indicates that if `'8'` is a digit, the string `"8 is a "` is printed, and if `'8'` is not a digit (i.e., `isdigit` returns 0), the string `"8 is not a "` is printed.

8.3.2 Functions `islower`, `isupper`, `tolower` and `toupper`

Figure 8.2 demonstrates functions **`islower`**, **`isupper`**, **`tolower`** and **`toupper`**. Function `islower` determines whether its argument is a lowercase letter (a–z). Function `isupper` determines whether its argument is an uppercase letter (A–Z). Function `tolower` converts an uppercase letter to a lowercase letter and returns the lowercase letter. If the argument is not an uppercase letter, `tolower` returns the argument unchanged. Function `toupper` converts a lowercase letter to an uppercase letter and returns the uppercase letter. If the argument is not a lowercase letter, `toupper` returns the argument unchanged.

```
1  // fig08_02.c
2  // Using functions islower, isupper, tolower and toupper
3  #include <ctype.h>
4  #include <stdio.h>
5
6  int main(void) {
7     printf("%s\n%s%s\n%s%s\n%s%s\n%s%s\n\n", "According to islower:",
8        islower('p') ? "p is a " : "p is not a ", "lowercase letter",
9        islower('P') ? "P is a " : "P is not a ", "lowercase letter",
10       islower('5') ? "5 is a " : "5 is not a ", "lowercase letter",
11       islower('!') ? "! is a " : "! is not a ", "lowercase letter");
12
13    printf("%s\n%s%s\n%s%s\n%s%s\n%s%s\n\n", "According to isupper:",
14       isupper('D') ? "D is an " : "D is not an ", "uppercase letter",
15       isupper('d') ? "d is an " : "d is not an ", "uppercase letter",
16       isupper('8') ? "8 is an " : "8 is not an ", "uppercase letter",
17       isupper('$') ? "$ is an " : "$ is not an ", "uppercase letter");
18
19    printf("%s%c\n%s%c\n%s%c\n%s%c\n",
20       "u converted to uppercase is ", toupper('u'),
21       "7 converted to uppercase is ", toupper('7'),
22       "$ converted to uppercase is ", toupper('$'),
23       "L converted to lowercase is ", tolower('L'));
24 }
```

```
According to islower:
p is a lowercase letter
P is not a lowercase letter
5 is not a lowercase letter
! is not a lowercase letter
```

Fig. 8.2 | Using functions `islower`, `isupper`, `tolower` and `toupper`. (Part 1 of 2.)

```
According to isupper:
D is an uppercase letter
d is not an uppercase letter
8 is not an uppercase letter
$ is not an uppercase letter

u converted to uppercase is U
7 converted to uppercase is 7
$ converted to uppercase is $
L converted to lowercase is l
```

Fig. 8.2 | Using functions `islower`, `isupper`, `tolower` and `toupper`. (Part 2 of 2.)

8.3.3 Functions `isspace`, `iscntrl`, `ispunct`, `isprint` and `isgraph`

Figure 8.3 demonstrates functions **`isspace`**, **`iscntrl`**, **`ispunct`**, **`isprint`** and **`isgraph`**. Function `isspace` determines whether a character is one of the following whitespace characters: space (`' '`), form feed (`'\f'`), newline (`'\n'`), carriage return (`'\r'`), horizontal tab (`'\t'`) or vertical tab (`'\v'`). Function `iscntrl` determines whether a character is one of the following **control characters**: horizontal tab (`'\t'`), vertical tab (`'\v'`), form feed (`'\f'`), alert (`'\a'`), backspace (`'\b'`), carriage return (`'\r'`) or newline (`'\n'`). Function `ispunct` determines whether a character is a **printing character** other than a space, a digit or a letter, such as `$`, `#`, `(`, `)`, `[`, `]`, `{`, `}`, `;`, `:` or `%`. Function `isprint` determines whether a character can be displayed on the screen (including the space character). Function `isgraph` is the same as `isprint`, except that the space character is not included.

```
1  // fig08_03.c
2  // Using functions isspace, iscntrl, ispunct, isprint and isgraph
3  #include <ctype.h>
4  #include <stdio.h>
5
6  int main(void) {
7     printf("%s\n%s%s%s\n%s%s%s\n%s%s\n\n", "According to isspace:",
8         "Newline", isspace('\n') ? " is a " : " is not a ",
9         "whitespace character",
10        "Horizontal tab", isspace('\t') ? " is a " : " is not a ",
11        "whitespace character",
12        isspace('%') ? "% is a " : "% is not a ", "whitespace character");
13
14    printf("%s\n%s%s%s\n%s%s\n\n", "According to iscntrl:",
15        "Newline", iscntrl('\n') ? " is a " : " is not a ",
16        "control character",
17        iscntrl('$') ? "$ is a " : "$ is not a ", "control character");
18
19    printf("%s\n%s%s\n%s%s\n%s%s\n\n", "According to ispunct:",
20        ispunct(';') ? "; is a " : "; is not a ", "punctuation character",
21        ispunct('Y') ? "Y is a " : "Y is not a ", "punctuation character",
22        ispunct('#') ? "# is a " : "# is not a ", "punctuation character");
```

Fig. 8.3 | Using functions `isspace`, `iscntrl`, `ispunct`, `isprint` and `isgraph`. (Part 1 of 2.)

```
23
24      printf("%s\n%s%s\n%s%s%s\n\n", "According to isprint:",
25          isprint('$') ? "$ is a " : "$ is not a ", "printing character",
26          "Alert", isprint('\a') ? " is a " : " is not a ",
27          "printing character");
28
29      printf("%s\n%s%s\n%s%s%s\n",  "According to isgraph:",
30          isgraph('Q') ? "Q is a " : "Q is not a ",
31          "printing character other than a space",
32          "Space", isgraph(' ') ? " is a " : " is not a ",
33          "printing character other than a space");
34  }
```

```
According to isspace:
Newline is a whitespace character
Horizontal tab is a whitespace character
% is not a whitespace character

According to iscntrl:
Newline is a control character
$ is not a control character

According to ispunct:
; is a punctuation character
Y is not a punctuation character
# is a punctuation character

According to isprint:
$ is a printing character
Alert is not a printing character

According to isgraph:
Q is a printing character other than a space
Space is not a printing character other than a space
```

Fig. 8.3 | Using functions `isspace`, `iscntrl`, `ispunct`, `isprint` and `isgraph`. (Part 2 of 2.)

Self Check

1 *(Multiple Choice)* Which functions is described by "Returns a true value if the argument character is a digit or a letter; otherwise, returns 0 (false)"?

a) `isalnum`.
b) `isdigit`.
c) `isalpha`.
d) `isxdigit`.

Answer: a.

2 *(Code)* What does the following `printf` print?

```
printf("%s\n%s%s\n%s%s\n%s%s\n%s%s\n\n", "According to isalpha:",
   isalpha('X') ? "X is a " : "X is not a ", "letter",
   isalpha('m') ? "m is a " : "m is not a ", "letter",
   isalpha('$') ? "$ is a " : "$ is not a ", "letter",
   isalpha('7') ? "7 is a " : "7 is not a ", "letter");
```

Answer:

```
According to isalpha:
X is a letter
m is a letter
$ is not a letter
7 is not a letter
```

8.4 String-Conversion Functions

This section presents the **string-conversion functions** from the **general utilities library** (`<stdlib.h>`). These functions convert strings of digits to integer and floating-point values. The following table summarizes the string-conversion functions. The C standard also includes `strtoll` and `strtoull` for converting strings to `long long int` and `unsigned long long int`, respectively.

Function prototype	Function description
`double strtod(const char *nPtr, char **endPtr);`	Converts the string `nPtr` to `double`.
`long strtol(const char *nPtr, char **endPtr, int base);`	Converts the string `nPtr` to `long`.
`unsigned long strtoul(const char *nPtr, char **endPtr, int base);`	Converts the string `nPtr` to `unsigned long`.

8.4.1 Function `strtod`

Function **`strtod`** (Fig. 8.4) converts a sequence of characters representing a floating-point value to `double`. The function returns `0` if it's unable to convert part of its first argument to `double`. The function receives two arguments—a string (`char *`) and a pointer to a string (`char **`). The string argument contains the character sequence to be converted to `double`. Whitespace characters at the beginning of the string are ignored. The function uses the `char **` argument to aim a `char *` in the caller (`stringPtr`) at the first character after the converted portion of the string. If nothing can be converted, the function aims the pointer at the beginning of the string. Line 10 assigns `d` the `double` value converted from `string` and aims `stringPtr` at the `%` in `string`.

```
1  // fig08_04.c
2  // Using function strtod
3  #include <stdio.h>
4  #include <stdlib.h>
5
6  int main(void) {
7     const char *string = "51.2% are admitted";
8     char *stringPtr = NULL;
```

Fig. 8.4 | Using function `strtod`. (Part 1 of 2.)

```
 9
10     double d = strtod(string, &stringPtr);
11
12     printf("The string \"%s\" is converted to the\n", string);
13     printf("double value %.2f and the string \"%s\"\n", d, stringPtr);
14  }
```

```
The string "51.2% are admitted" is converted to the
double value 51.20 and the string "% are admitted"
```

Fig. 8.4 | Using function `strtod`. (Part 2 of 2.)

8.4.2 Function `strtol`

Function **`strtol`** (Fig. 8.5) converts to `long int` a sequence of characters representing an integer. The function returns `0` if it's unable to convert any portion of its first argument to `long int`. The function's three arguments are a string (`char *`), a pointer to a string and an integer. This function works identically to `strtod`, but the third argument specifies the *base* of the value being converted.

```
 1  // fig08_05.c
 2  // Using function strtol
 3  #include <stdio.h>
 4  #include <stdlib.h>
 5
 6  int main(void) {
 7     const char *string = "-1234567abc";
 8     char *remainderPtr = NULL;
 9
10     long x = strtol(string, &remainderPtr, 0);
11
12     printf("%s\"%s\"\n%s%ld\n%s\"%s\"\n%s%ld\n",
13        "The original string is ", string,
14        "The converted value is ", x,
15        "The remainder of the original string is ", remainderPtr,
16        "The converted value plus 567 is ", x + 567);
17  }
```

```
The original string is "-1234567abc"
The converted value is -1234567
The remainder of the original string is "abc"
The converted value plus 567 is -1234000
```

Fig. 8.5 | Using function `strtol`.

Line 10 assigns `x` the `long` value converted from `string` and aims `remainderPtr` at the `"a"` in `string`. Using `NULL` for the second argument causes the *remainder of the string to be ignored*. The third argument, `0`, indicates that the value to convert can be in octal (base 8), decimal (base 10) or hexadecimal (base 16) format. The base can be

specified as 0 or any value between 2 and 36.[1] Integer representations from base 11 to base 36 use the letters A–Z to represent the integer values 10–35. For example, hexadecimal values can consist of the digits 0–9 and the characters A–F.

8.4.3 Function `strtoul`

Function `strtoul` (Fig. 8.6) converts to `unsigned long int` a sequence of characters representing an `unsigned long int` value. The function works identically to function `strtol`. Line 10 assigns `x` the `unsigned long int` value converted from `string` and aims `remainderPtr` at the `"a"` in `string`. The third argument, `0`, indicates that the value to convert can be in octal, decimal or hexadecimal format.

```
1  // fig08_06.c
2  // Using function strtoul
3  #include <stdio.h>
4  #include <stdlib.h>
5
6  int main(void) {
7     const char *string = "1234567abc";
8     char *remainderPtr = NULL;
9
10    unsigned long int x = strtoul(string, &remainderPtr, 0);
11
12    printf("%s\"%s\"\n%s%lu\n%s\"%s\"\n%s%lu\n",
13       "The original string is ", string,
14       "The converted value is ", x,
15       "The remainder of the original string is ", remainderPtr,
16       "The converted value minus 567 is ", x - 567);
17 }
```

```
The original string is "1234567abc"
The converted value is 1234567
The remainder of the original string is "abc"
The converted value minus 567 is 1234000
```

Fig. 8.6 | Using function `strtoul`.

Self Check

1 *(Discussion)* Why would a function's parameter list contain a `char **` parameter?
Answer: A `char **` typically is a pointer to a `char *` pointer in the caller. A called function uses such a pointer to receive a `char *` by reference to modify it in the caller—for example, to aim it at another string. This is an example of a pointer to a pointer.

2 *(Multiple Choice)* Which of the following statements about function `strtol` is *false*?
a) It converts to `long int` a sequence of characters representing an integer, or it returns `0` if it's unable to convert any portion of its first argument to `long int`.

1. See online Appendix E for a detailed explanation of the octal, decimal and hexadecimal number systems.

b) `strtol`'s three arguments are a string (`char *`), a pointer to a string (`char **`) and an integer.
c) The string argument contains the character sequence to convert to `long`—any whitespace characters at the beginning of the string are ignored.
d) The function uses the `char **` argument to give the caller access to the numeric portion of the string being converted.

Answer: d) is *false*. Actually, the function uses the `char **` argument to modify a `char *` in the caller to point to the location of the first character *after* the string's converted portion. If nothing is converted, the function modifies the `char *` to point to the entire string.

8.5 Standard Input/Output Library Functions

This section presents the standard input/output (`<stdio.h>`) library's character- and string-manipulation functions, which we summarize in the following table.

Function prototype	Function description
`int getchar(void);`	Returns the next character from the standard input as an integer.
`char *fgets(char *s, int n, FILE *stream);`	Reads characters from the specified stream into the array `s` until a newline or end-of-file character is encountered, or until `n - 1` bytes are read. This chapter uses the stream `stdin`—the standard input stream—to read characters from the keyboard. A terminating null character is appended to the array. Returns the string that was read into `s`. If a newline is encountered, it's included in the stored string.
`int putchar(int c);`	Prints the character stored in `c` and returns it as an integer.
`int puts(const char *s);`	Prints the string `s` followed by a newline character. Returns a nonzero integer if successful, or `EOF` if an error occurs.
`int sprintf(char *s, const char *format, ...);`	Equivalent to `printf`, but the output is stored in the array `s` instead of printed on the screen. Returns the number of characters written to `s`, or `EOF` if an error occurs.
`int sscanf(char *s, const char *format, ...);`	Equivalent to `scanf`, but the input is read from the array `s` rather than from the keyboard. Returns the number of items successfully read by the function, or `EOF` if an error occurs.

8.5.1 Functions `fgets` and `putchar`

Figure 8.7 uses functions **`fgets`** and **`putchar`** to read a line of text from the standard input (keyboard) and recursively output the line's characters in reverse order. Line 12 uses `fgets` to read characters into its `char` array argument until it encounters a newline or the end-of-file indicator, or until the maximum number of characters is read.

The maximum number of characters is one fewer than `fgets`'s second argument. The third argument is the stream from which to read characters—in this case, the standard input stream (`stdin`). When reading terminates, `fgets` appends a null character (`'\0'`) to the array. Function `putchar` (line 27) prints its character argument.

```
1  // fig08_07.c
2  // Using functions fgets and putchar
3  #include <stdio.h>
4  #define SIZE 80
5
6  void reverse(const char * const sPtr);
7
8  int main(void) {
9     char sentence[SIZE] = "";
10
11    puts("Enter a line of text:");
12    fgets(sentence, SIZE, stdin); // read a line of text
13
14    printf("\n%s", "The line printed backward is:");
15    reverse(sentence);
16    puts("");
17 }
18
19 // recursively outputs characters in string in reverse order
20 void reverse(const char * const sPtr) {
21    // if end of the string
22    if ('\0' == sPtr[0]) { // base case
23       return;
24    }
25    else { // if not end of the string
26       reverse(&sPtr[1]); // recursion step
27       putchar(sPtr[0]); // use putchar to display character
28    }
29 }
```

```
Enter a line of text:
Characters and Strings

The line printed backward is:
sgnirtS dna sretcarahC
```

Fig. 8.7 | Using functions `fgets` and `putchar`.

Function reverse

The program calls the recursive function `reverse`[2] to print the line of text backward. If the array's first character is the null character `'\0'`, `reverse` returns. Otherwise, `reverse` calls itself recursively with the subarray's address beginning at element `sPtr[1]`. Line 27 outputs the character at `sPtr[0]` when the recursive call completes.

2. We use recursion here for demonstration purposes. It's usually more efficient to use a loop to iterate from a string's last character (the one at the position one less than the string's length) to its first character (the one at position 0).

The order of the two statements in lines 26 and 27 causes `reverse` to walk to the string's terminating null character *before* displaying any characters. As the recursive calls complete, the characters are output in reverse order.

8.5.2 Function `getchar`

Figure 8.8 uses functions **`getchar`** to read one character at a time from the standard input into the character array `sentence`, then uses `puts` to display the characters as a string. Function `getchar` reads a character from the standard input and returns the character as an integer. Recall from Section 4.6 that an integer is returned to support the end-of-file indicator. As you know, `puts` takes a string as an argument and displays the string followed by a newline character. The program stops inputting characters when 79 characters have been read or when `getchar` reads a newline character. Line 18 appends a null character to `sentence` to terminate the string. Then line 21 uses `puts` to display `sentence`.

```
1  // fig08_08.c
2  // Using function getchar
3  #include <stdio.h>
4  #define SIZE 80
5
6  int main(void) {
7     int c = 0; // variable to hold character input by user
8     char sentence[SIZE] = "";
9     int i = 0;
10
11    puts("Enter a line of text:");
12
13    // use getchar to read each character
14    while ((i < SIZE - 1) && (c = getchar()) != '\n') {
15       sentence[i++] = c;
16    }
17
18    sentence[i] = '\0'; // terminate string
19
20    puts("\nThe line entered was:");
21    puts(sentence); // display sentence
22 }
```

```
Enter a line of text:
This is a test.

The line entered was:
This is a test.
```

Fig. 8.8 | Using function `getchar`.

8.5.3 Function `sprintf`

Figure 8.9 uses function **`sprintf`** to print formatted data into `char` array `s`. The function uses the same conversion specifications as `printf` (see Chapter 9 for a detailed

discussion of formatting). The program inputs an `int` value and a `double` value to be formatted and printed to array `s`. Array `s` is the first argument of `sprintf`.

```
1  // fig08_09.c
2  // Using function sprintf
3  #include <stdio.h>
4  #define SIZE 80
5
6  int main(void) {
7     int x = 0;
8     double y = 0.0;
9
10    puts("Enter an integer and a double:");
11    scanf("%d%lf", &x, &y);
12
13    char s[SIZE] = {'\0'}; // create char array
14    sprintf(s, "integer:%6d\ndouble:%7.2f", x, y);
15
16    printf("The formatted output stored in array s is:\n%s\n", s);
17 }
```

```
Enter an integer and a double:
298 87.375
The formatted output stored in array s is:
integer:   298
double:  87.38
```

Fig. 8.9 | Using function `sprintf`.

8.5.4 Function sscanf

Figure 8.10 demonstrates function **`sscanf`**, which works like `scanf` but reads formatted data from a string. The program reads an `int` and a `double` from `char` array `s`, stores them in `x` and `y`, then displays them.

```
1  // fig08_10.c
2  // Using function sscanf
3  #include <stdio.h>
4
5  int main(void) {
6     char s[] = "31298 87.375";
7     int x = 0;
8     double y = 0;
9
10    sscanf(s, "%d%lf", &x, &y);
11    puts("The values stored in character array s are:");
12    printf("integer:%6d\ndouble:%8.3f\n", x, y);
13 }
```

Fig. 8.10 | Using function `sscanf`. (Part 1 of 2.)

```
The values stored in character array s are:
integer: 31298
double:  87.375
```

Fig. 8.10 | Using function `sscanf`. (Part 2 of 2.)



Self Check

1 *(Multiple Choice)* Which function is described by "Prints the character stored in its parameter and returns it as an integer"?

a) `getchar`.
b) `sprintf`.
c) `puts`.
d) `putchar`.

Answer: d.

2 *(True/False)* Function `getchar` reads a character from the standard input and returns it as a `char`.

Answer: *False*. Actually, `getchar` returns an `int` to support the end-of-file indicator, which is `-1`.

8.6 String-Manipulation Functions of the String-Handling Library

The string-handling library (`<string.h>`) provides useful functions for:

- manipulating string data (**copying strings** and **concatenating strings**),
- **comparing strings**,
- searching strings for characters and other strings,
- **tokenizing strings** (separating strings into logical pieces), and
- determining the **length of strings**.

This section presents the string-handling library's string-manipulation functions, which are summarized in the following table. Other than `strncpy`, each function appends the null character to its result.

Function prototype	Function description
`char *strcpy(char *s1, const char *s2)`	Copies string `s2` into array `s1` and returns `s1`.
`char *strncpy(char *s1, const char *s2, size_t n)`	Copies at most `n` characters of string `s2` into array `s1` and returns `s1`.
`char *strcat(char *s1, const char *s2)`	Appends string `s2` to array `s1` and returns `s1`. String `s2`'s first character overwrites `s1`'s terminating null character.

Function prototype	Function description
`char *strncat(char *s1, const char *s2, size_t n)`	Appends at most `n` characters of string `s2` to array `s1` and returns `s1`. String `s2`'s first character overwrites `s1`'s terminating null character.

Functions **`strncpy`** and **`strncat`** specify a `size_t` parameter. Function `strcpy` copies the string in the second argument into the `char` array in its first argument. You must ensure that the array is large enough to store the string and its terminating null character, which is also copied. Function `strncpy` is equivalent to `strcpy` but copies only the specified number of characters. *Function `strncpy` will not copy the terminating null character of its second argument unless the number of characters to be copied is more than the string's length.* For example, if `"test"` is the second argument, a terminating null character is written only if the third argument to `strncpy` is at least `5` (four characters in `"test"` plus a terminating null character). If the third argument is larger than `5`, some implementations append null characters to the array until the total number of characters specified by the third argument is written. Other implementations stop after writing the first null character. It's a logic error if you do not append a terminating null character to `strncpy`'s first argument when the third argument is less than or equal to the second argument's string length.

ERR

8.6.1 Functions `strcpy` and `strncpy`

Figure 8.11 uses `strcpy` to copy the entire string in array `x` into array `y`. It uses `strncpy` to copy the first `14` characters of array `x` into array `z`. Line 19 appends a null character (`'\0'`) to array `z` because the `strncpy` call *does not write a terminating null character*—the third argument is less than the second argument's string length.

```
1  // fig08_11.c
2  // Using functions strcpy and strncpy
3  #include <stdio.h>
4  #include <string.h>
5  #define SIZE1 25
6  #define SIZE2 15
7
8  int main(void) {
9     char x[] = "Happy Birthday to You"; // initialize char array x
10    char y[SIZE1] = ""; // create char array y
11    char z[SIZE2] = ""; // create char array z
12
13    // copy contents of x into y
14    printf("%s%s\n%s%s\n",
15       "The string in array x is: ", x,
16       "The string in array y is: ", strcpy(y, x));
17
```

Fig. 8.11 | Using functions `strcpy` and `strncpy`. (Part 1 of 2.)

```
18     strncpy(z, x, SIZE2 - 1); // copy first 14 characters of x into z
19     z[SIZE2 - 1] = '\0'; // terminate string in z, because '\0' not copied
20     printf("The string in array z is: %s\n", z);
21  }
```

```
The string in array x is: Happy Birthday to You
The string in array y is: Happy Birthday to You
The string in array z is: Happy Birthday
```

Fig. 8.11 | Using functions `strcpy` and `strncpy`. (Part 2 of 2.)

8.6.2 Functions `strcat` and `strncat`

Function **`strcat`** appends its second argument string to the string in its `char` array first argument, replacing the first argument's null (`'\0'`) character. *You must ensure that the array used to store the first string is large enough to store the first string, the second string and the terminating null character copied from the second string.* Function `strncat` appends a specified number of characters from the second string to the first string and adds a terminating `'\0'`. Figure 8.12 demonstrates function `strcat` and function `strncat`.

```
1  // fig08_12.c
2  // Using functions strcat and strncat
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     char s1[20] = "Happy "; // initialize char array s1
8     char s2[] = "New Year "; // initialize char array s2
9     char s3[40] = ""; // initialize char array s3 to empty
10
11    printf("s1 = %s\ns2 = %s\n", s1, s2);
12
13    // concatenate s2 to s1
14    printf("strcat(s1, s2) = %s\n", strcat(s1, s2));
15
16    // concatenate first 6 characters of s1 to s3
17    printf("strncat(s3, s1, 6) = %s\n", strncat(s3, s1, 6));
18
19    // concatenate s1 to s3
20    printf("strcat(s3, s1) = %s\n", strcat(s3, s1));
21 }
```

```
s1 = Happy
s2 = New Year
strcat(s1, s2) = Happy New Year
strncat(s3, s1, 6) = Happy
strcat(s3, s1) = Happy Happy New Year
```

Fig. 8.12 | Using functions `strcat` and `strncat`.

Self Check

1 *(Multiple Choice)* Which of the following statements about functions `strcat` and `strncat` is *false*?

a) Function `strcat` appends its second argument string to the string in its `char` array first argument.

b) The first character of `strcat`'s second argument is placed immediately after the null (`'\0'`) that terminates the string in the first argument.

c) You must ensure that the array containing the first string is large enough to store the first string, the second string and the terminating `'\0'` copied from the second string.

d) Function `strncat` appends a specified number of characters from the second string to the first string. A terminating `'\0'` is automatically appended to the result.

Answer: b) is *false*. Actually, the first character of `strcat`'s second argument *replaces* the null (`'\0'`) that terminates the string in the first argument.

2 *(Fill-In)* Function `strcpy` copies its second argument (a string) into its first argument, which is a character array that must be _____.

Answer: large enough to store the string, including its terminating null character.

8.7 Comparison Functions of the String-Handling Library

This section presents the string-handling library's **string-comparison functions**, **`strcmp`** and **`strncmp`**, which are summarized below.

Function prototype	Function description
`int strcmp(const char *s1, const char *s2);`	*Compares* the string `s1` with the string `s2`. The function returns `0`, less than `0` or greater than `0` if `s1` is equal to, less than or greater than `s2`, respectively.
`int strncmp(const char *s1, const char *s2, size_t n);`	*Compares up to `n` characters* of the string `s1` with the string `s2`. The function returns `0`, less than `0` or greater than `0` if `s1` is equal to, less than or greater than `s2`, respectively.

Figure 8.13 compares three strings using `strcmp` and `strncmp`. Function `strcmp` performs a character-by-character comparison of its two string arguments. The function returns:

- 0 if the strings are equal,
- a *negative value* if the first string is less than the second string, or
- a *positive value* if the first string is greater than the second string.

Function `strncmp` is equivalent to `strcmp` but compares up to a specified number of characters. Function `strncmp` does *not* compare characters following a null character in a string. The program prints the integer value returned by each function call.

```c
// fig08_13.c
// Using functions strcmp and strncmp
#include <stdio.h>
#include <string.h>

int main(void) {
   const char *s1 = "Happy New Year"; // initialize char pointer
   const char *s2 = "Happy New Year"; // initialize char pointer
   const char *s3 = "Happy Holidays"; // initialize char pointer

   printf("s1 = %s\ns2 = %s\ns3 = %s\n\n%s%2d\n%s%2d\n%s%2d\n\n",
      s1, s2, s3,
      "strcmp(s1, s2) = ", strcmp(s1, s2),
      "strcmp(s1, s3) = ", strcmp(s1, s3),
      "strcmp(s3, s1) = ", strcmp(s3, s1));

   printf("%s%2d\n%s%2d\n%s%2d\n",
      "strncmp(s1, s3, 6) = ", strncmp(s1, s3, 6),
      "strncmp(s1, s3, 7) = ", strncmp(s1, s3, 7),
      "strncmp(s3, s1, 7) = ", strncmp(s3, s1, 7));
}
```

```
s1 = Happy New Year
s2 = Happy New Year
s3 = Happy Holidays

strcmp(s1, s2) =  0
strcmp(s1, s3) =  1
strcmp(s3, s1) = -1

strncmp(s1, s3, 6) =  0
strncmp(s1, s3, 7) =  1
strncmp(s3, s1, 7) = -1
```

Fig. 8.13 | Using functions `strcmp` and `strncmp`.

How Strings Are Compared

To understand what it means for one string to be "greater than" or "less than" another, consider the process of alphabetizing last names. You'd, no doubt, place "Jones" before "Smith" because "J" comes before "S" in the alphabet. But the alphabet is more than just a list of 26 letters—it's an ordered list of characters. Each letter occurs in a specific position within the list. "Z" is more than merely a letter of the alphabet—specifically, "Z" is the alphabet's 26th letter. Also, recall that lowercase letters have higher numeric values than uppercase letters, so "a" is greater than "A."

How do the string-comparison functions know that one particular letter comes before another? All characters are represented inside the computer as **numeric codes**

in character sets such as ASCII and Unicode; when the computer compares two strings, it actually compares the characters' numeric codes in each string. This is called a lexicographical comparison. See Appendix B for the ASCII characters' numeric values. ASCII is a subset of the Unicode character set.

The negative and positive values returned by `strcmp` and `strncmp` are *implementation-dependent*. For some, these values are `-1` or `1`, as in Fig. 8.13. For others, the values returned are the difference between the numeric codes of the first different characters in each string. For this program's comparisons, that's the difference between the numeric codes of `"N"` in `"New"` and `"H"` in `"Holidays"`—`6` or `-6`, depending on which string is the first argument.

Self Check

1 ***(Multiple Choice)*** Which of the following statements about functions `strcmp` and `strncmp` is *false*?

a) Function `strcmp` compares its first string argument with its second string argument, character-by-character.

b) Function `strcmp` returns 0 if the strings are equal, a negative value if the first string is less than the second and a positive value if the first string is greater than the second.

c) Function `strncmp` is equivalent to `strcmp` but compares up to a specified number of characters.

d) Function `strncmp` compares characters following a null character in a string.

Answer: d) is *false*. Actually, function `strncmp` does not compare characters following a null character in a string.

2 ***(Discussion)*** How do the string-comparison functions `strcmp` and `strncmp` know that one particular letter "comes before" another?

Answer: All characters are represented inside the computer as numeric codes in character sets such as ASCII and Unicode. When the computer compares two strings, it compares the characters' numeric codes. This is called a lexicographical comparison.

8.8 Search Functions of the String-Handling Library

This section presents the string-handling library functions that search strings for characters and other strings, summarized in the following table.

Function prototypes and descriptions
`char *strchr(const char *s, int c);` Locates the first occurrence of character `c` in string `s`. If `c` is found, `strchr` returns a pointer to `c` in `s`. Otherwise, a `NULL` pointer is returned.
`size_t strcspn(const char *s1, const char *s2);` Determines and returns the length of the initial segment of string `s1` consisting of characters not contained in string `s2`.

Function prototypes and descriptions

`size_t strspn(const char *s1, const char *s2);`

Determines and returns the length of the initial segment of string `s1` consisting only of characters contained in string `s2`.

`char *strpbrk(const char *s1, const char *s2);`

Locates the first occurrence in string `s1` of any character in string `s2`. If a character from `s2` is found, `strpbrk` returns a pointer to that character in `s1`. Otherwise, it returns `NULL`.

`char *strrchr(const char *s, int c);`

Locates the last occurrence of `c` in string `s`. If `c` is found, `strrchr` returns a pointer to `c` in string `s`. Otherwise, it returns `NULL`.

`char *strstr(const char *s1, const char *s2);`

Locates the first occurrence in string `s1` of string `s2`. If the string is found, `strstr` returns a pointer to the string in `s1`. Otherwise, it returns `NULL`.

`char *strtok(char *s1, const char *s2);`

A sequence of calls to `strtok` breaks string `s1` into tokens separated by characters contained in string `s2`. Tokens are logical pieces, such as words in a line of text. The first call uses `s1` as the first argument. Subsequent calls to continue tokenizing the same string require `NULL` as the first argument. Each call returns a pointer to the current token. If there are no more tokens, `strtok` returns `NULL`.

8.8.1 Function `strchr`

Function **`strchr`** searches for the first occurrence of a character in a string. If the character is found, `strchr` returns a pointer to the character in the string; otherwise, `strchr` returns `NULL`. Figure 8.14 searches for the first occurrences of `'a'` and `'z'` in `"This is a test"`.

```
1  // fig08_14.c
2  // Using function strchr
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     const char *string = "This is a test"; // initialize char pointer
8     char character1 = 'a';
9     char character2 = 'z';
10
11    // if character1 was found in string
12    if (strchr(string, character1) != NULL) { // can remove "!= NULL"
13       printf("\'%c\' was found in \"%s\".\n", character1, string);
14    }
15    else { // if character1 was not found
16       printf("\'%c\' was not found in \"%s\".\n", character1, string);
17    }
```

Fig. 8.14 | Using function `strchr`. (Part 1 of 2.)

```
18
19    // if character2 was found in string
20    if (strchr(string, character2) != NULL) { // can remove "!= NULL"
21       printf("\'%c\' was found in \"%s\".\n", character2, string);
22    }
23    else { // if character2 was not found
24       printf("\'%c\' was not found in \"%s\".\n", character2, string);
25    }
26 }
```

```
'a' was found in "This is a test".
'z' was not found in "This is a test".
```

Fig. 8.14 | Using function `strchr`. (Part 2 of 2.)

8.8.2 Function `strcspn`

Function **`strcspn`** (Fig. 8.15) determines the length of the initial part of its first string argument that does *not* contain any characters from its second string argument. The function returns the segment's length.

```
1  // fig08_15.c
2  // Using function strcspn
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     // initialize two char pointers
8     const char *string1 = "The value is 3.14159";
9     const char *string2 = "1234567890";
10
11    printf("string1 = %s\nstring2 = %s\n\n%s\n%s%zu\n", string1, string2,
12       "The length of the initial segment of string1",
13       "containing no characters from string2 = ",
14       strcspn(string1, string2));
15 }
```

```
string1 = The value is 3.14159
string2 = 1234567890

The length of the initial segment of string1
containing no characters from string2 = 13
```

Fig. 8.15 | Using function `strcspn`.

8.8.3 Function `strpbrk`

Function **`strpbrk`** searches its first string argument for the *first occurrence* of any character in its second string argument. If a character from the second argument is found, `strpbrk` returns a pointer to the character in the first argument; otherwise, it returns `NULL`. Figure 8.16 locates the first occurrence in `string1` of any character from `string2`.

```c
// fig08_16.c
// Using function strpbrk
#include <stdio.h>
#include <string.h>

int main(void) {
   const char *string1 = "This is a test";
   const char *string2 = "beware";

   printf("%s\"%s\"\n'%c'%s \"%s\"\n",
      "Of the characters in ", string2, *strpbrk(string1, string2),
      " appears earliest in ", string1);
}
```

```
Of the characters in "beware"
'a' appears earliest in "This is a test"
```

Fig. 8.16 | Using function `strpbrk`.

8.8.4 Function `strrchr`

Function **`strrchr`** searches for the last occurrence of the specified character in a string. If the character is found, `strrchr` returns a pointer to the character in the string; otherwise, it returns `NULL`. Figure 8.17 searches for the last occurrence of the character `'z'` in the string `"A zoo has many animals including zebras"`.

```c
// fig08_17.c
// Using function strrchr
#include <stdio.h>
#include <string.h>

int main(void) {
   const char *s1 = "A zoo has many animals including zebras";
   int c = 'z'; // character to search for

   printf("%s '%c' %s\n\"%s\"\n",
      "Remainder of s1 beginning with the last occurrence of character",
      c, "is:", strrchr(s1, c));
}
```

```
Remainder of s1 beginning with the last occurrence of character 'z' is:
"zebras"
```

Fig. 8.17 | Using function `strrchr`.

8.8.5 Function `strspn`

Function **`strspn`** (Fig. 8.18) determines the length of the initial part of its first argument containing only characters from the string in its second argument. The function returns the length of the segment.

```c
// fig08_18.c
// Using function strspn
#include <stdio.h>
#include <string.h>

int main(void) {
   const char *string1 = "The value is 3.14159";
   const char *string2 = "aehi lsTuv";

   printf("string1 = %s\nstring2 = %s\n\n%s\n%s%zu\n", string1, string2,
      "The length of the initial segment of string1",
      "containing only characters from string2 = ",
      strspn(string1, string2));
}
```

```
string1 = The value is 3.14159
string2 = aehi lsTuv

The length of the initial segment of string1
containing only characters from string2 = 13
```

Fig. 8.18 | Using function `strspn`.

8.8.6 Function `strstr`

Function **`strstr`** searches for the first occurrence of its second string argument in its first string argument. If the second string is found in the first, `strstr` returns a pointer to the second string's location in the first. Figure 8.19 uses `strstr` to find the string `"def"` in the string `"abcdefabcdef"`.

```c
// fig08_19.c
// Using function strstr
#include <stdio.h>
#include <string.h>

int main(void) {
   const char *string1 = "abcdefabcdef";
   const char *string2 = "def"; // string to search for

   printf("string1 = %s\nstring2 = %s\n\n%s\n%s%s\n", string1, string2,
      "The remainder of string1 beginning with the",
      "first occurrence of string2 is: ", strstr(string1, string2));
}
```

```
string1 = abcdefabcdef
string2 = def

The remainder of string1 beginning with the
first occurrence of string2 is: defabcdef
```

Fig. 8.19 | Using function `strstr`.

8.8.7 Function `strtok`

Function **`strtok`** (Fig. 8.20) breaks a string into a series of **tokens**—also called tokenizing the string. A token is a sequence of characters separated by **delimiters**, such as *spaces* or *punctuation marks*. A delimiter can be any character. For example, in a line of text, each word is a token, and the spaces and punctuation separating the words are delimiters. You can change the delimiter string in each `strtok` call. Figure 8.20 tokenizes the string `"This is a sentence with 7 tokens"` and prints the tokens. Function `strtok` *modifies the input string* by placing `'\0'` at the end of each token, so copy the string if you intend to use it after the calls to `strtok`. See CERT recommendation STR06-C for the problems with assuming that `strtok` does not modify the string in its first argument

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```
1  // fig08_20.c
2  // Using function strtok
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     char string[] = "This is a sentence with 7 tokens";
8
9     printf("The string to be tokenized is:\n%s\n\n", string);
10    puts("The tokens are:");
11
12    char *tokenPtr = strtok(string, " "); // begin tokenizing sentence
13
14    // continue tokenizing sentence until tokenPtr becomes NULL
15    while (tokenPtr != NULL) {
16       printf("%s\n", tokenPtr);
17       tokenPtr = strtok(NULL, " "); // get next token
18    }
19 }
```

```
The string to be tokenized is:
This is a sentence with 7 tokens

The tokens are:
This
is
a
sentence
with
7
tokens
```

Fig. 8.20 | Using function `strtok`.

First `strtok` Call

Multiple calls to `strtok` are required to tokenize a string, assuming it contains more than one token. The first call to `strtok` (line 12) receives as arguments a string to tokenize and a string containing characters that separate the tokens. The statement

```
char *tokenPtr = strtok(string, " "); // begin tokenizing sentence
```

assigns `tokenPtr` a pointer to the first token in `string`. The second argument, `" "`, indicates that tokens are separated by spaces. Function `strtok` searches for the first character in `string` that's not a delimiter (space). This begins the first token. The function then finds the next delimiter in the string and *replaces it with a null (`'\0'`) character* to terminate the current token. Function `strtok` saves a pointer to the character following that token in `string` and returns a pointer to the current token.

Subsequent `strtok` Calls

Subsequent `strtok` calls in line 17 continue tokenizing `string`. These calls receive *`NULL` as their first argument* to indicate that they should continue tokenizing from the location in `string` saved by the last call. If no tokens remain, `strtok` returns `NULL`.

Self Check

1 ***(Multiple Choice)*** Which function is described by "Locates the first occurrence in string `s1` of string `s2`—if the string is found, the function returns a pointer to the string in `s1`; otherwise, it returns `NULL`"?

a) `strpbrk`.
b) `strstr`.
c) `strspn`.
d) `strcspn`.

Answer: b. `strstr`.

2 ***(Fill-In)*** In the context of function `strtok`, a _____ is a sequence of characters separated by delimiters.

Answer: token.

8.9 Memory Functions of the String-Handling Library

The string-handling library functions in this section manipulate, compare and search blocks of memory. These functions treat memory as character arrays and can manipulate any block of data. The following table summarizes the string-handling library's memory functions. In the function discussions, "object" refers to a block of data.

Function prototype	Function description
`void *memcpy(void *s1, const void *s2, size_t n);`	Copies `n` bytes from the object pointed to by `s2` into the object pointed to by `s1`, then returns a pointer to the resulting object.
`void *memmove(void *s1, const void *s2, size_t n);`	Copies `n` bytes from the object pointed to by `s2` into the object pointed to by `s1`. The copy is performed as if the bytes were first copied from the object pointed to by `s2` into a temporary array and then from the temporary array into the object pointed to by `s1`. A pointer to the resulting object is returned.

Function prototype	Function description
`int memcmp(const void *s1, const void *s2, size_t n);`	Compares the first `n` bytes of the objects pointed to by `s1` and `s2`. The function returns `0`, less than `0` or greater than `0` if `s1` is equal to, less than or greater than `s2`.
`void *memchr(const void *s, int c, size_t n);`	Locates the first occurrence of `c` (converted to `unsigned char`) in the first `n` bytes of the object pointed to by `s`. If `c` is found, `memchr` returns a pointer to `c` in the object; otherwise, it returns `NULL`.
`void *memset(void *s, int c, size_t n);`	Copies `c` (converted to `unsigned char`) into the first `n` bytes of the object pointed to by `s`, then returns a pointer to the result.

The pointer parameters are declared `void *`, so they can be used to manipulate memory for any data type. Recall from Chapter 7 that any pointer can be assigned directly to a `void *` pointer, and a `void *` pointer can be assigned directly to a pointer of any other type. Because a `void *` pointer cannot be dereferenced, each function receives a size argument that specifies the number of bytes the function will process. For simplicity, the examples in this section manipulate character arrays (blocks of characters). The preceding table's functions *do not* check for terminating null characters because they manipulate blocks of memory that are not necessarily strings.

8.9.1 Function `memcpy`

Function **`memcpy`** copies a specified number of bytes from the object pointed to by its second argument into the one pointed to by its first argument. The function can receive a pointer to any type of object. Its result is *undefined* if the two objects overlap in memory—that is, they're parts of the same object. In such cases, use `memmove` instead. Figure 8.21 uses `memcpy` to copy the string in array `s2` to array `s1`. Function `memcpy` is more efficient than `strcpy` when you know the size of the string you're copying. PERF

```
1  // fig08_21.c
2  // Using function memcpy
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     char s1[17] = "";
8     char s2[] = "Copy this string";
9
10    memcpy(s1, s2, 17); // 17 so we copy s2's terminating \0
11    puts("After s2 is copied into s1 with memcpy, s1 contains:");
12    puts(s1);
13 }
```

Fig. 8.21 | Using function `memcpy`. (Part 1 of 2.)

```
After s2 is copied into s1 with memcpy, s1 contains:
Copy this string
```

Fig. 8.21 | Using function `memcpy`. (Part 2 of 2.)

8.9.2 Function `memmove`

Like `memcpy`, function **`memmove`** copies a specified number of bytes from the object pointed to by its second argument into the object pointed to by its first argument. Copying is performed as if the bytes were copied from the second argument into a temporary array, then copied from the temporary array into the first argument. This allows bytes from one part of a string (or block of memory) to be copied into another part of the *same* string (or block of memory), even if the two portions overlap. Other than `memmove`, string-manipulation functions that copy characters have undefined results when copying between parts of the same string. Figure 8.22 uses `memmove` to copy the last 10 bytes of array `x` into the first 10 bytes of array `x`.

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```
1  // fig08_22.c
2  // Using function memmove
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     char x[] = "Home Sweet Home"; // initialize char array x
8
9     printf("The string in array x before memmove is: %s\n", x);
10    printf("The string in array x after memmove is: %s\n",
11       (char *) memmove(x, &x[5], 10));
12 }
```

```
The string in array x before memmove is: Home Sweet Home
The string in array x after memmove is: Sweet Home Home
```

Fig. 8.22 | Using function `memmove`.

8.9.3 Function `memcmp`

Function **`memcmp`** (Fig. 8.23) compares the specified number of bytes of its first argument with its second argument's corresponding bytes. The function returns a value greater than 0 if the first argument is greater than the second, 0 if the arguments are equal or a value less than 0 if the first argument is less than the second.

```
1  // fig08_23.c
2  // Using function memcmp
3  #include <stdio.h>
4  #include <string.h>
```

Fig. 8.23 | Using function `memcmp`. (Part 1 of 2.)

```
5
6  int main(void) {
7     char s1[] = "ABCDEFG";
8     char s2[] = "ABCDXYZ";
9
10    printf("s1 = %s\ns2 = %s\n\n%s%2d\n%s%2d\n%s%2d\n", s1, s2,
11       "memcmp(s1, s2, 4) = ", memcmp(s1, s2, 4),
12       "memcmp(s1, s2, 7) = ", memcmp(s1, s2, 7),
13       "memcmp(s2, s1, 7) = ", memcmp(s2, s1, 7));
14 }
```

```
s1 = ABCDEFG
s2 = ABCDXYZ

memcmp(s1, s2, 4) =  0
memcmp(s1, s2, 7) = -1
memcmp(s2, s1, 7) =  1
```

Fig. 8.23 | Using function `memcmp`. (Part 2 of 2.)

8.9.4 Function `memchr`

Function **`memchr`** searches for the first occurrence of a byte, represented as `unsigned char`, in the specified number of bytes of an object. If the byte is found, `memchr` returns a pointer to the byte in the object; otherwise, it returns `NULL`. Figure 8.24 searches for the byte containing `'r'` in the string `"This is a string"`.

```
1  // fig08_24.c
2  // Using function memchr
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     const char *s = "This is a string";
8
9     printf("The remainder of s after character 'r' is found is \"%s\"\n",
10       (char *) memchr(s, 'r', 16));
11 }
```

```
The remainder of s after character 'r' is found is "ring"
```

Fig. 8.24 | Using function `memchr`.

8.9.5 Function `memset`

Function **`memset`** copies the value of the byte in its second argument into the first n bytes of the object pointed to by its first argument, where n is specified by the third argument. You can use `memset` to set an array's elements to `0` rather than assigning `0` to each element. For example, a five-element `int` array `n` could be reset to `0`s with

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```
memset(n, 0, 5);
```

Many hardware architectures have a block copy or clear instruction that the compiler can use to optimize `memset` for high-performance zeroing of memory. Figure 8.25 uses `memset` to copy `'b'` into the first `7` bytes of `string1`.

```
1  // fig08_25.c
2  // Using function memset
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     char string1[15] = "BBBBBBBBBBBBBB";
8
9     printf("string1 = %s\n", string1);
10    printf("string1 after memset = %s\n", (char *) memset(string1, 'b', 7));
11 }
```

```
string1 = BBBBBBBBBBBBBB
string1 after memset = bbbbbbbBBBBBBB
```

Fig. 8.25 | Using function `memset`.

Self Check

1 *(Multiple Choice)* Which of the following statements about function `memcpy` is *false*?

a) The function copies a specified number of bytes from the object pointed to by its second argument into the object pointed to by its first argument.
b) The function can receive a pointer to any type of object.
c) The result of this function is undefined if the two objects are completely separate in memory.
d) The function is more efficient than `strcpy` when you know the size of the string you're copying.

Answer: c) is *false*. Actually, the result is undefined if the two objects overlap in memory—that is, they're parts of the same object. In such cases, use `memmove`.

2 *(Fill-In)* The memory-handling functions of the string-handling library manipulate, compare and search blocks of memory, which the functions treat as _____.
Answer: character arrays.

3 *(True/False)* Function `memmove` copies a specified number of bytes from the object pointed to by its second argument into the object pointed to by its first argument. Copying is performed as if the bytes were copied from the second argument into a temporary array, then copied from the temporary array into the first argument. This allows bytes from one block of memory to be copied into another part of the *same* block of memory, even if the two portions overlap.
Answer: *True*.

8.10 Other Functions of the String-Handling Library

The two remaining string-handling library functions are `strerror` and `strlen`, which are summarized in the following table.

Function prototype	Function description
`char *strerror(int errornum);`	Maps `errornum` to a full text string in a compiler- and locale-specific manner and returns the string. Error numbers are defined in `errno.h`.
`size_t strlen(const char *s);`	Returns the length of string `s`—that is, the number of characters preceding the string's terminating null character.

8.10.1 Function `strerror`

Function **`strerror`** takes an error number and creates an error message string. A pointer to the string is returned. Figure 8.26 demonstrates `strerror`.

```
1  // fig08_26.c
2  // Using function strerror
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     printf("%s\n", strerror(2));
8  }
```

```
No such file or directory
```

Fig. 8.26 | Using function `strerror`.

8.10.2 Function `strlen`

Function **`strlen`** takes a string as an argument and returns the number of characters in the string—the terminating null character is not included in the length. Figure 8.27 demonstrates function `strlen`.

```
1  // fig08_27.c
2  // Using function strlen
3  #include <stdio.h>
4  #include <string.h>
5
6  int main(void) {
7     const char *string1 = "abcdefghijklmnopqrstuvwxyz";
8     const char *string2 = "four";
9     const char *string3 = "Boston";
```

Fig. 8.27 | Using function `strlen`. (Part 1 of 2.)

```
10
11     printf("%s\"%s\"%s%zu\n%s\"%s\"%s%zu\n%s\"%s\"%s%zu\n",
12        "The length of ", string1, " is ", strlen(string1),
13        "The length of ", string2, " is ", strlen(string2),
14        "The length of ", string3, " is ", strlen(string3));
15  }
```

```
The length of "abcdefghijklmnopqrstuvwxyz" is 26
The length of "four" is 4
The length of "Boston" is 6
```

Fig. 8.27 | Using function `strlen`. (Part 2 of 2.)

Self Check

1 *(True/False)* The error message strings returned by function `strerror` are uniform across platforms.
Answer: *False*. The messages vary by compiler and locale.

2 *(True/False)* Function `strlen` takes a string as an argument and returns the number of characters in the string, including the terminating null character.
Answer: *False*. Actually, the terminating null character is not included in the length.

8.11 Secure C Programming

Secure String-Processing Functions

Earlier Secure C Programming sections covered C11's functions `printf_s` and `scanf_s`. This chapter presented functions `sprintf`, `strcpy`, `strncpy`, `strcat`, `strncat`, `strtok`, `strlen`, `memcpy`, `memmove` and `memset`. The C11 standard's *optional* Annex K provides versions of these and many other string-processing and input/output functions. If your C compiler supports Annex K, consider using the secure versions of these functions. Among other things, the Annex K versions help prevent buffer overflows by requiring additional parameters that specify the number of elements in a target array and by ensuring that pointer arguments are non-`NULL`.

Reading Numeric Inputs and Input Validation

It's important to validate the data that you input into a program. For example, when you ask the user to enter an `int` in the range 1–100, then attempt to read that `int` using `scanf`, there are several possible problems. The user could enter:

- an `int` that's outside the program's required range (such as 102).
- an `int` that's outside that computer's allowed range for `int`s (such as 8,000,000,000 on a machine with 32-bit `int`s).
- a non-integer numeric value (such as 27.43).
- a non-numeric value (such as FOVR).

You can use various functions that you learned in this chapter to fully validate such input. For example, you could

- use `fgets` to read the input as a line of text,
- convert the string to a number using `strtol` and ensure that the conversion was successful, then
- ensure that the value is in range.

For more information and techniques for converting input to numeric values, see CERT guideline INT05-C at `https://wiki.sei.cmu.edu/`.

Self Check

1 *(Fill-In)* Among other things, the secure string-processing functions of Annex K help prevent buffer _____ by requiring additional parameters that specify the number of elements in a target array and by ensuring that pointer arguments are non-`NULL`.
Answer: overflows.

2 *(True/False)* It's important to validate the data you input into a program. You can use various string-and-character-processing functions to fully validate inputs. For example, you could use `fgets` to read the input as a line of text, convert the string to a number using `strtol`, ensure the conversion was successful, then ensure that the value is in range.
Answer: *True*.

Summary

Section 8.2 Fundamentals of Strings and Characters

- **Characters** are the fundamental building blocks of source programs. Every program is composed of a sequence of characters that—when grouped together meaningfully—is interpreted by the computer as instructions used to accomplish a task.
- A **character constant** (p. 388) is an `int` value represented as a character in single quotes. The value of a character constant is the character's integer value in the machine's **character set** (p. 389).
- A **string** (p. 389) is a series of characters treated as a single unit. A string may include letters, digits and various special characters (p. 389) such as +, -, *, / and $. String literals, or string constants, are written in double quotation marks.
- A string in C is an **array of characters** ending in the **null character** (p. 389; `'\0'`).
- A string is accessed via a **pointer** to its first character. The value of a string is the **address** of its first character.
- A **character array** or a **variable of type `char *`** can be initialized with a string in a definition.
- When defining a character array to contain a string, the array must be large enough to store the string and its terminating null character.
- A string can be stored in an array using `scanf`. Function `scanf` will read characters until a space, tab, newline or end-of-file indicator is encountered.
- For a character array to be printed as a string, the array must contain a terminating null character.

Section 8.3 Character-Handling Library

- Function **`isdigit`** (p. 391) determines whether its argument is a **digit** (`0`–`9`).
- Function **`isalpha`** (p. 391) determines whether its argument is an **uppercase letter** (`A`–`Z`) or a **lowercase letter** (`a`–`z`).
- Function **`isalnum`** (p. 391) determines whether its argument is an **uppercase letter** (`A`–`Z`), a **lowercase letter** (`a`–`z`) or a **digit** (`0`–`9`).
- Function **`isxdigit`** (p. 391) determines whether its argument is a **hexadecimal digit** (p. 391; `A`–`F`, `a`–`f`, `0`–`9`).
- Function **`islower`** (p. 393) determines whether its argument is a **lowercase letter** (`a`–`z`).
- Function **`isupper`** (p. 393) determines whether its argument is an **uppercase letter** (`A`–`Z`).
- Function **`toupper`** (p. 393) converts a lowercase letter to uppercase and returns it.
- Function **`tolower`** (p. 393) converts an uppercase letter to lowercase and returns it.
- Function **`isspace`** (p. 394) determines whether its argument is one of the following **whitespace characters**: `' '` (space), `'\f'`, `'\n'`, `'\r'`, `'\t'` or `'\v'`.
- Function **`iscntrl`** (p. 394) determines whether its argument is one of the following **control characters**: `'\t'`, `'\v'`, `'\f'`, `'\a'`, `'\b'`, `'\r'` or `'\n'`.
- Function **`ispunct`** (p. 394) determines whether its argument is a **printing character** other than a space, a digit or a letter.
- Function **`isprint`** (p. 394) determines whether its argument is any printing character, including the space character.
- Function **`isgraph`** (p. 394) determines whether its argument is a printing character other than the space character.

Section 8.4 String-Conversion Functions

- Function **`strtod`** (p. 396) converts a sequence of characters representing a floating-point value to `double`. The location specified by its pointer to `char *` argument is assigned the remainder of the string after the conversion, or to the entire string if no portion of the string can be converted.
- Function **`strtol`** (p. 397) converts a sequence of characters representing an integer to `long`. This function works identically to `strtod`, but the third argument specifies the base of the value being converted.
- Function **`strtoul`** (p. 398) works identically to `strtol` but converts a sequence of characters representing an integer to `unsigned long int`.

Section 8.5 Standard Input/Output Library Functions

- Function **`fgets`** (p. 399) reads characters until a newline character or the end-of-file indicator is encountered. The arguments to `fgets` are an array of type `char`, the maximum number of characters to read and the stream from which to read. A null character (`'\0'`) is appended to the array after reading terminates. If a newline is encountered, it's included in the input string.
- Function **`putchar`** (p. 399) prints its character argument.
- Function **`getchar`** (p. 401) reads a single character from the standard input and returns it as an integer. If the end-of-file indicator is encountered, `getchar` returns `EOF`.
- Function **`puts`** (p. 401) takes a string (`char *`) as an argument and prints the string followed by a newline character.
- Function **`sprintf`** (p. 401) uses the same conversion specifications as function `printf` to print formatted data into an array of type `char`.

- Function **sscanf** (p. 402) uses the same conversion specifications as function `scanf` to read formatted data from a string.

Section 8.6 String-Manipulation Functions of the String-Handling Library

- Function **strcpy** copies its second argument string into its first argument `char` array. You must ensure that the array is large enough to store the string and its terminating null character.
- Function **strncpy** (p. 404) is equivalent to `strcpy`, but specifies the maximum number of characters to copy from the string into the array. The terminating null character will be copied only if the number of characters to be copied is one more than the string's length.
- Function **strcat** (p. 405) appends its second argument string—including its terminating null character—to its first argument string. The first character of the second string replaces the null (`'\0'`) character of the first string. You must ensure that the array used to store the first string is large enough to store both the first string and the second string.
- Function **strncat** (p. 404) appends a specified number of characters from the second string to the first string. A terminating null character is appended to the result.

Section 8.7 Comparison Functions of the String-Handling Library

- Function **strcmp** (p. 406) compares its first string argument to its second string argument, character by character. It returns 0 if the strings are equal, a negative value if the first string is less than the second or a positive value if the first string is greater than the second.
- Function **strncmp** (p. 406) is equivalent to `strcmp`, except that `strncmp` compares a specified number of characters. If one of the strings is shorter than the number of characters specified, `strncmp` compares characters until the null character in the shorter string is encountered.

Section 8.8 Search Functions of the String-Handling Library

- Function **strchr** (p. 409) searches for the first occurrence of a character in a string. If found, `strchr` returns a pointer to the character in the string; otherwise, `strchr` returns `NULL`.
- Function **strcspn** (p. 410) determines the length of the initial part of the string in its first argument that does not contain any characters from the string in its second argument. The function returns the segment's length.
- Function **strpbrk** (p. 410) searches for the first occurrence in its first argument of any character in its second argument. If a character from the second argument is found, `strpbrk` returns a pointer to the character; otherwise, `strpbrk` returns `NULL`.
- Function **strrchr** (p. 411) searches for the last occurrence of a character in a string. If found, `strrchr` returns a pointer to the character in the string; otherwise, `strrchr` returns `NULL`.
- Function **strspn** (p. 412) determines the length of the initial part of the string in its first argument that contains only characters from the string in its second argument. The function returns the length of the segment.
- Function **strstr** (p. 412) searches for the first occurrence of its second string argument in its first string argument. If the second string is found in the first string, a pointer to the location of the string in the first argument is returned.
- A sequence of calls to **strtok** (p. 413) breaks its first string argument into tokens (p. 413) that are separated by characters contained in the second string argument. The first call contains the string to tokenize as the first argument. Subsequent calls to continue tokenizing that string contain `NULL` as the first argument. A pointer to the current token is returned by each call. If there are no more tokens when the function is called, it returns `NULL`.

Section 8.9 Memory Functions of the String-Handling Library

- Function **memcpy** (p. 415) copies a specified number of bytes from the object to which its second argument points into the object to which its first argument points. The function can receive a pointer to any type of object.
- Function **memmove** (p. 416) copies a specified number of bytes from the object pointed to by its second argument to the object pointed to by its first argument. Copying is accomplished as if the bytes were copied from the second argument to a temporary array and then copied from the temporary array to the first argument.
- Function **memcmp** (p. 416) compares the specified number of bytes of its first and second arguments.
- Function **memchr** (p. 417) searches for the first occurrence of a byte, represented as `unsigned char`, in the specified number of bytes of an object. If the byte is found, a pointer to the byte is returned; otherwise, a `NULL` pointer is returned.
- Function **memset** (p. 417) copies its second argument, treated as an `unsigned char`, to a specified number of bytes of the object pointed to by the first argument.

Section 8.10 Other Functions of the String-Handling Library

- Function **strerror** (p. 419) maps an integer error number into a full text string in a locale-specific manner. A pointer to the string is returned.
- Function **strlen** (p. 419) takes a string as an argument and returns the **number of characters** in the string—the terminating null character is not included in the length of the string.

Self-Review Exercises

8.1 Write a single statement to accomplish each of the following. Assume variable `c` is a `char`, variables `x`, `y` and `z` are `int`s, variables `d`, `e` and `f` are `double`s, variable `ptr` is a `char *` and `s1` and `s2` are 100-element `char` arrays.

a) Convert the character stored in variable `c` to an uppercase letter. Assign the result to variable `c`.
b) Determine whether the value of variable `c` is a digit. Use the conditional operator as shown in Figs. 8.1–8.3 to print `" is a "` or `" is not a "` when the result is displayed.
c) Determine whether the value of variable `c` is a control character. Use the conditional operator to print `" is a "` or `" is not a "` when the result is displayed.
d) Read a line of text into array `s1` from the keyboard. Do not use `scanf`.
e) Print the line of text stored in array `s1`. Do not use `printf`.
f) Assign `ptr` the location of the last occurrence of `c` in `s1`.
g) Print the value of variable `c`. Do not use `printf`.
h) Determine whether the value of `c` is a letter. Use the conditional operator to print `" is a "` or `" is not a "` when the result is displayed.
i) Read a character from the keyboard and store the character in variable `c`.
j) Assign `ptr` the location of the first occurrence of `s2` in `s1`.
k) Determine whether the value of variable `c` is a printing character. Use the conditional operator to print `" is a "` or `" is not a "` when the result is displayed.

l) Read three `double` values into variables `d`, `e` and `f` from the string `"1.27 10.3 9.432"`.
m) Copy the string stored in array `s2` into array `s1`.
n) Assign `ptr` the location of the first occurrence in `s1` of any character from `s2`.
o) Compare the string in `s1` with the string in `s2`. Print the result.
p) Assign `ptr` the location of the first occurrence of `c` in `s1`.
q) Use `sprintf` to print the values of integer variables `x`, `y` and `z` into array `s1`. Each value should be printed with a field width of `7`.
r) Append 10 characters from the string in `s2` to the string in `s1`.
s) Determine the length of the string in `s1`. Print the result.
t) Assign `ptr` to the location of the first token in `s2`. Tokens in the string `s2` are separated by commas (`,`).

8.2 Show two different ways to initialize `char` array `vowel` with the string `"AEIOU"`.

8.3 What, if anything, prints when each of the following C statements is performed? If the statement contains an error, describe the error and indicate how to correct it. Assume the following variable definitions:

```
char s1[50] = "jack";
char s2[50] = "jill";
char s3[50] = "";
```

a) `printf("%c%s", toupper(s1[0]), &s1[1]);`
b) `printf("%s", strcpy(s3, s2));`
c) `printf("%s", strcat(strcat(strcpy(s3, s1), " and "), s2));`
d) `printf("%zu", strlen(s1) + strlen(s2));`
e) `printf("%zu", strlen(s3));` // using s3 after part (c) executes

8.4 Find the error in each of the following and explain how to correct it:

a)
```
char s[10] = "";
strncpy(s, "hello", 5);
printf("%s\n", s);
```
b) `printf("%s", 'a');`
c)
```
char s[12] = "";
strcpy(s, "Welcome Home");
```
d)
```
if (strcmp(string1, string2)) {
   puts("The strings are equal");
}
```

Answers to Self-Review Exercises

8.1 See the answers below:

a) `c = toupper(c);`
b) `printf("'%c'%sdigit\n", c, isdigit(c) ? " is a " : " is not a ");`
c)
```
printf("'%c'%scontrol character\n",
   c, iscntrl(c) ? " is a " : " is not a ");
```
d) `fgets(s1, 100, stdin);`

e) `puts(s1);`
f) `ptr = strrchr(s1, c);`
g) `putchar(c);`
h) `printf("'%c'%sletter\n", c, isalpha(c) ? " is a " : " is not a ");`
i) `c = getchar();`
j) `ptr = strstr(s1, s2);`
k)
```
printf("'%c'%sprinting character\n",
   c, isprint(c) ? " is a " : " is not a ");
```
l) `sscanf("1.27 10.3 9.432", "%f%f%f", &d, &e, &f);`
m) `strcpy(s1, s2);`
n) `ptr = strpbrk(s1, s2);`
o) `printf("strcmp(s1, s2) = %d\n", strcmp(s1, s2));`
p) `ptr = strchr(s1, c);`
q) `sprintf(s1, "%7d%7d%7d", x, y, z);`
r) `strncat(s1, s2, 10);`
s) `printf("strlen(s1) = %zu\n", strlen(s1));`
t) `ptr = strtok(s2, ",");`

8.2
```
char vowel[] = "AEIOU";
char vowel[] = {'A', 'E', 'I', 'O', 'U', '\0'};
```

8.3 See the answers below:
a) `Jack`
b) `jill`
c) `jack and jill`
d) `8`
e) `13`

8.4 See the answers below:
a) Error: Function `strncpy` does not write a terminating null character to array `s`, because its third argument is equal to the length of the string `"hello"`.
Correction: Make the third argument of `strncpy` `6`, or assign `'\0'` to `s[5]`.
b) Error: Attempting to print a character constant as a string.
Correction: Use `%c` to output the character, or replace `'a'` with `"a"`.
c) Error: Character array `s` is not large enough to store the terminating null character.
Correction: Declare the array with more elements.
d) Error: Function `strcmp` returns 0 if the strings are equal; therefore, the condition in the `if` statement is false, and the `printf` will not execute.
Correction: Compare the result of `strcmp` with `0` in the condition.

Exercises

8.5 *(Character Testing)* Write a program that inputs a character from the keyboard and tests it with each of the character-handling library functions. The program should print the value returned by each function.

8.6 *(Displaying Strings in Uppercase and Lowercase)* Write a program that inputs a line of text into `char` array `s[100]`. Display the line in uppercase letters and in lowercase letters.

8.7 *(Converting Strings to Integers for Calculations)* Write a program that inputs four strings representing integers, converts the strings to integers, sums the values and prints the total of the four values.

8.8 *(Converting Strings to Floating Point for Calculations)* Write a program that inputs four strings representing floating-point values, converts the strings to `double` values, sums the values and prints the total of the four values.

8.9 *(Comparing Strings)* Write a program that uses function `strcmp` to compare two strings input by the user. The program should state whether the first string is less than, equal to or greater than the second string.

8.10 *(Comparing Portions of Strings)* Write a program that uses function `strncmp` to compare two strings input by the user. The program should input the number of characters to be compared, then display whether those characters from the first string are less than, equal to or greater than the second string.

8.11 *(Random Sentences)* Use random-number generation to create sentences. Your program should use four arrays of pointers to `char` called `article`, `noun`, `verb` and `preposition`. Create a sentence by selecting a word at random from each array in the following order: `article`, `noun`, `verb`, `preposition`, `article` and `noun`. The arrays should be filled as follows: The `article` array should contain the articles `"the"`, `"a"`, `"one"`, `"some"` and `"any"`; the `noun` array should contain the nouns `"boy"`, `"girl"`, `"dog"`, `"town"` and `"car"`; the `verb` array should contain the verbs `"drove"`, `"jumped"`, `"ran"`, `"walked"` and `"skipped"`; the `preposition` array should contain the prepositions `"to"`, `"from"`, `"over"`, `"under"` and `"on"`.

As each word is picked, concatenate it to the previous words in an array large enough to hold the entire sentence. Separate the words by spaces. The final sentence should start with a capital letter and end with a period. Generate 20 such sentences. Modify your program to produce a short story consisting of several of these sentences. (How about the possibility of a random term-paper writer?)

8.12 *(Limericks)* A limerick is a humorous five-line verse in which the first and second lines rhyme with the fifth, and the third line rhymes with the fourth. Using techniques similar to those developed in Exercise 8.11, write a program that produces random limericks. Polishing this program to produce good limericks is a challenging problem, but the result will be worth the effort!

8.13 *(Pig Latin)* Write a program that encodes English-language phrases into pig Latin. Pig Latin is a form of coded language often used for amusement. Many variations exist in the methods used to form pig-Latin phrases. For simplicity, use the following algorithm:

To form a pig-Latin phrase from an English-language phrase, tokenize the phrase into words with function `strtok`. To translate each English word into a pig-Latin

word, place the first letter of the English word at the end of the English word and add the letters "ay". Thus the word "jump" becomes "umpjay", the word "the" becomes "hetay" and the word "computer" becomes "omputercay". Blanks between words remain as blanks. Assume the following: The English phrase consists of words separated by blanks, there are no punctuation marks, and all words have two or more letters. Function `printLatinWord` should display each word. [*Hint:* Each time `strtok` finds a token, pass the token pointer to function `printLatinWord`, and print the pig-Latin word. We've provided simplified pig-Latin conversion rules here. For more detailed rules and variations, visit `https://en.wikipedia.org/wiki/Pig_latin`.]

8.14 ***(Tokenizing Telephone Numbers)*** Write a program that inputs a telephone number as a string in the form `(555) 555-5555`. Use function `strtok` to extract as tokens the area code, the first three digits of the phone number and the last four digits of the phone number. Concatenate the phone number's seven digits into one string. Convert the area-code string and phone-number string to integers, then display both.

8.15 ***(Displaying a Sentence with Its Words Reversed)*** Write a program that inputs a line of text, tokenizes the line with function `strtok` and outputs the tokens in reverse order.

8.16 ***(Searching for Substrings)*** Write a program that inputs a line of text and a search string from the keyboard. Using function `strstr`, locate the first occurrence of the search string in the line of text. Assign the location to variable `searchPtr` of type `char *`. If the search string is found, print the remainder of the line of text beginning with the search string. Then, use `strstr` again to locate the next occurrence of the search string in the line of text. If a second occurrence is found, print the remainder of the line of text beginning with the second occurrence. [*Hint:* The second call to `strstr` should contain `searchPtr + 1` as its first argument.]

8.17 ***(Counting the Occurrences of a Substring)*** Write a program based on Exercise 8.16 that inputs several lines of text and a search string and uses function `strstr` to determine the total occurrences of the search string in the lines of text. Print the result.

8.18 ***(Counting the Occurrences of a Character)*** Write a program that inputs several lines of text and a search character and uses function `strchr` to determine the total occurrences of the character in the lines of text.

8.19 ***(Counting the Letters of the Alphabet in a String)*** Write a program based on the program of Exercise 8.18 that inputs several lines of text and uses function `strchr` to determine the total occurrences of each letter of the alphabet in the lines of text. Uppercase and lowercase letters should be counted together. Store the totals for each letter in an array and print the values in tabular format after the totals have been determined.

8.20 ***(Counting the Number of Words in a String)*** Write a program that inputs several lines of text and uses `strtok` to count the total number of words. Assume that the words are separated by either spaces or newline characters.

8.21 *(Alphabetizing a List of Strings)* Use the string-comparison functions and the techniques for sorting arrays to write a program that alphabetizes a list of strings. Use the names of 10 or 15 towns in your area as data for your program.

8.22 Appendix B shows the numeric code representations for the ASCII character set. Study Appendix B, then state whether each of the following is *true* or *false*.

a) The letter "`A`" comes before the letter "`B`".
b) The digit "`9`" comes before the digit "`0`".
c) The commonly used symbols for addition, subtraction, multiplication and division all come before any of the digits.
d) The digits come before the letters.
e) If a sort program sorts strings into ascending sequence, then the program will place the symbol for a right parenthesis before the symbol for a left parenthesis.

8.23 *(Strings Starting with "b")* Write a program that reads a series of strings and prints only those beginning with the letter "`b`".

8.24 *(Strings Ending with "ed")* Write a program that reads a series of strings and prints only those that end with the letters "`ed`".

8.25 *(Printing Letters for Various ASCII Codes)* Write a program that inputs an ASCII code and prints the corresponding character.

8.26 *(Write Your Own Character-Handling Functions)* Using the ASCII character chart in Appendix B as a guide, write your own versions of the character-handling functions in Section 8.3.

8.27 *(Write Your String-Conversion Functions)* Write your own versions of the functions in Section 8.4 for converting strings to numbers.

8.28 *(Write Your Own String-Copy and String-Concatenation Functions)* Write two versions of each string-copy and string-concatenation function in Section 8.6. The first version should use array indexing, and the second should use pointers and pointer arithmetic.

8.29 *(Write Your Own String-Comparison Functions)* Write two versions of each string-comparison function in Fig. 8.13. The first version should use array indexing, and the second should use pointers and pointer arithmetic.

8.30 *(Write Your Own String-Length Function)* Write two versions of function `strlen` in Fig. 8.27. The first version should use array indexing, and the second should use pointers and pointer arithmetic.

Special Section: Advanced String-Manipulation Exercises

The preceding exercises are keyed to the text and designed to test the reader's understanding of fundamental string-manipulation concepts. This section contains intermediate and advanced problems that you should find challenging yet enjoyable. They vary considerably in difficulty. Some require an hour or two of programming.

Others are useful for lab assignments that might require two or three weeks of study and implementation. Some are challenging term projects.

8.31 ***(Text Analysis)*** String-manipulation capabilities enable some rather interesting approaches to analyzing the writings of great authors. Much attention has been focused on whether William Shakespeare ever lived. Some scholars find substantial evidence that Christopher Marlowe actually penned the masterpieces attributed to Shakespeare. Researchers have used computers to find similarities in the writings of these two authors. This exercise examines three methods for analyzing texts with a computer.

a) Write a program that reads several lines of text and prints a table indicating the number of occurrences of each letter of the alphabet in the text. For example, the following phrase contains one "a," two "b's," no "c's," and so on:

```
To be, or not to be: that is the question:
```

b) Write a program that reads several lines of text and prints a table indicating the number of one-letter words, two-letter words, three-letter words, and so on, appearing in the text. For example, the phrase

```
Whether 'tis nobler in the mind to suffer
```

contains

Word length	Occurrences
1	0
2	2
3	1
4	2 (including 'tis)
5	0
6	2
7	1

c) Write a program that reads several lines of text and prints a table indicating the number of occurrences of each different word in the text. The program should include the words in the table in the same order in which they appear in the text. For example, the lines

```
To be, or not to be: that is the question:
Whether 'tis nobler in the mind to suffer
```

contain the words `"to"` three times, `"be"` two times, `"or"` once, and so on.

8.32 ***(Printing Dates in Various Formats)*** Dates are commonly printed in several different formats in business correspondence. Two of the more common formats are

```
07/21/2003 and July 21, 2003
```

Write a program that reads a date in the first format and prints it in the second format.

8.33 ***(Check Protection)*** Computers are frequently used in check-writing systems, such as payroll and accounts-payable applications. Many stories circulate regarding weekly paychecks being printed (by mistake) for amounts in excess of $1 million. Weird amounts are printed by computerized check-writing systems because of human error and/or machine failure. Systems designers, of course, make every effort to build controls into their systems to prevent erroneous checks from being issued.

Another serious problem is someone intentionally altering a check amount then cashing it fraudulently. To prevent a dollar amount from being altered, most computerized check-writing systems employ a technique called *check protection.*

Checks designed for imprinting by computer contain a fixed number of spaces in which the computer may print an amount. Suppose a paycheck contains nine blank spaces in which the computer is supposed to print the amount of a weekly paycheck. If the amount is large, then all nine of those spaces will be filled—for example:

```
11,230.60  (check amount)
---------
123456789  (position numbers)
```

On the other hand, if the amount is less than $1,000, then several of the spaces will ordinarily be left blank—for example,

```
    99.87
---------
123456789
```

contains four blank spaces. If a check is printed with blank spaces, it's easier for someone to alter the amount of the check. To prevent such alteration, many check-writing systems insert *leading asterisks* to protect the amount as follows:

```
****99.87
---------
123456789
```

Write a program that inputs a dollar amount to be printed on a check and then prints the amount in check-protected format with leading asterisks if necessary. Assume that nine spaces are available for printing an amount.

8.34 ***(Word Equivalent of a Check Amount)*** Continuing the discussion of the previous exercise: One common check-writing security method requires that the check amount be both written in numbers and "spelled out" in words. Even if someone is able to alter the numerical amount of the check, it's extremely difficult to change the amount in words. Write a program that inputs a numeric check amount and writes the word equivalent of the amount. For example, the amount 52.43 should be written as

```
FIFTY TWO and 43/100
```

8.35 ***(Project: A Metric Conversion Program)*** Write a program that assists the user with metric conversions. Allow the user to specify the names of the units as strings (i.e., centimeters, liters, grams, and so on for the metric system and inches, quarts, pounds, and so on for the English system) and should respond to simple questions such as

```
"How many inches are in 2 meters?"
"How many liters are in 10 quarts?"
```

Your program should recognize invalid conversions. For example, the following question is not meaningful—"feet" are length units while "kilograms" are mass units.

```
"How many feet are in 5 kilograms?"
```

8.36 ***(Cooking with Healthier Ingredients)*** Obesity in the United States is increasing at an alarming rate. Check the Centers for Disease Control and Prevention (CDC) webpage at www.cdc.gov/obesity/data/index.html, which contains United States obesity data and facts. As obesity increases, so do occurrences of related problems (e.g., heart disease, high blood pressure, high cholesterol, type 2 diabetes). Write a program that helps users choose healthier ingredients when cooking, and helps those allergic to certain foods (e.g., nuts, gluten) find substitutes. The program should read a recipe from the user and suggest healthier replacements for some of the ingredients. For simplicity, your program should assume the recipe has no abbreviations for measures such as teaspoons, cups, and tablespoons, and uses numerical digits for quantities (e.g., 1 egg, 2 cups) rather than spelling them out (one egg, two cups). Some common substitutions are shown in the following table. Your program should display a warning such as, "Always consult your physician before making significant changes to your diet."

Ingredient	Substitution
1 cup sour cream	1 cup yogurt
1 cup milk	1/2 cup evaporated milk and 1/2 cup water
1 teaspoon lemon juice	1/2 teaspoon vinegar
1 cup sugar	1/2 cup honey, 1 cup molasses or 1/4 cup agave nectar
1 cup butter	1 cup margarine or yogurt
1 cup flour	1 cup rye or rice flour
1 cup mayonnaise	1 cup cottage cheese or 1/8 cup mayonnaise and 7/8 cup yogurt
1 egg	2 tablespoons cornstarch, arrowroot flour or potato starch or 2 egg whites or 1/2 of a large banana (mashed)
1 cup milk	1 cup soy milk
1/4 cup oil	1/4 cup applesauce
white bread	whole-grain bread

Your program should take into consideration that replacements are not always one-for-one. For example, if a cake recipe calls for three eggs, it might reasonably use six egg whites instead. Conversion data for measurements and substitutes can be obtained at various websites. Your program should consider the user's health concerns, such as high cholesterol, high blood pressure, weight loss, gluten allergy, and so on. For high cholesterol, the program should suggest substitutes for eggs and dairy products; if the user wishes to lose weight, low-calorie substitutes for ingredients such as sugar should be suggested.

8.37 ***(Spam Scanner)*** Spam (or junk e-mail) costs U.S. organizations billions of dollars a year in spam-prevention software, equipment, network resources, bandwidth,

and lost productivity. Research online some of the most common spam e-mail messages and words, and check your own junk e-mail folder. Create a list of 30 words and phrases commonly found in spam messages. Write a program in which the user enters an e-mail message. Read the message into a large character array and ensure that the program does not attempt to insert characters past the end of the array. Then scan the message for each of the 30 keywords or phrases. For each occurrence of one of these within the message, add a point to the message's "spam score." Next, rate the likelihood that the message is spam, based on the number of points it received.

8.38 ***(SMS Language)*** Short Message Service (SMS) is a communications service that allows sending text messages of 160 or fewer characters between mobile phones. With the proliferation of mobile phone use worldwide, SMS is being used in many developing nations for political purposes (e.g., voicing opinions and opposition), reporting news about natural disasters, and so on. Because the length of SMS messages is limited, SMS Language—abbreviations of common words and phrases in mobile text messages, e-mails, instant messages, etc.—is often used. For example, "in my opinion" is "IMO" in SMS Language. Research SMS Language online. Write a program that lets the user enter a message using SMS Language, then translates it into English (or your own language). Also provide a mechanism to translate text written in English (or your own language) into SMS Language. One potential problem is that one SMS abbreviation could expand into a variety of phrases. For example, IMO (as used above) could also stand for "International Maritime Organization," "in memory of," etc.

8.39 ***(Gender Neutrality)*** In Exercise 1.6, you researched eliminating sexism in all forms of communication. You then described the algorithm you'd use to read through a paragraph of text and replace gender-specific words with gender-neutral equivalents. Create a program that reads a paragraph of text, then replaces gender-specific words with gender-neutral ones. Display the resulting gender-neutral text.

A Challenging String-Manipulation Project

8.40 ***(Project: A Crossword-Puzzle Generator)*** Most people have worked a crossword puzzle at one time or another, but few have ever attempted to generate one. Generating a crossword puzzle is a difficult problem. It's suggested here as a string-manipulation project requiring substantial sophistication and effort. There are many issues you must resolve to get even the simplest crossword-puzzle generator program working. For example, how does one represent the grid of a crossword puzzle inside the computer? Should one use a series of strings, or perhaps two-dimensional arrays? You need a source of words (i.e., a computerized dictionary) that can be directly referenced by the program. In what form should these words be stored to facilitate the complex manipulations required by the program? The really ambitious reader will want to generate the "clues" portion of the puzzle in which the brief hints for each "across" word and each "down" word are printed for the puzzle worker. Merely printing a version of the blank puzzle itself is not a simple problem.

Pqyoaf X Nylfomigrob Qwbbfmh Mndogvk: Rboqlrut yua Boklnxhmywex

8.41 *(Pqyoaf X Nylfomigrob: Cuzqvbpcxo vlk Adzdujcjjl)* No doubt, you noticed the section title above and this exercise's title both look like gibberish. This is not a mistake! In this exercise, we continue our focus on security by introducing cryptography. You'll create functions that implement a **Vigenère secret-key cipher**.[3,4] After encrypting and decrypting your own text, you can use your `decrypt` function with our secret key to decrypt the encrypted titles above.

Cryptography

Cryptography has been used for thousands of years[5,6] and is critically important in today's connected world. Every day, cryptography is used behind the scenes to ensure SEC that your Internet-based communications are private and secure. For example, most websites (including `deitel.com`) now use the HTTPS protocol to encrypt and decrypt your web interactions.

Caesar Cipher

Julius Caesar used a simple **substitution cipher** to encrypt military communications.[7] Known as the **Caesar cipher**, his technique replaces every letter in a message with the letter three ahead in the alphabet. So, A is replaced with D, B with E, C with F, … X with A, Y with B and Z with C. Thus, the unencrypted text

```
Caesar Cipher
```

would be encrypted as

```
Fdhvdu Flskhu
```

The encrypted text is known as **ciphertext**. The unencrypted text is known as **plaintext** or **cleartext**.

Experimenting with Ciphers

For a fun way to play with the Caesar cipher and many other cipher algorithms, visit:

```
https://cryptii.com/pipes/caesar-cipher
```

which is an online implementation of the open-source `cryptii` project:

```
https://github.com/cryptii/cryptii
```

On `cryptii.com`, you can enter plaintext, choose a cipher to use, specify that cipher's settings and view the resulting ciphertext.

3. "Crypto Corner—Vigenère Cipher." Accessed December 23, 2020. `https://crypto.interactive-maths.com/vigenegravere-cipher.html`.
4. "Vigenère cipher." Accessed December 23, 2020. `https://en.wikipedia.org/wiki/Vigenère_cipher`.
5. "Cryptography." Accessed December 23, 2020. `https://en.wikipedia.org/wiki/Cryptography#History_of_cryptography_and_cryptanalysis`.
6. Binance Academy, "History of Cryptography." Accessed December 23, 2020. `https://www.binance.vision/security/history-of-cryptography`.
7. "Caesar Cipher." Accessed December 23, 2020. `https://en.wikipedia.org/wiki/Caesar_cipher`.

Vigenère Cipher

Simple substitution ciphers like the Caesar cipher are relatively easy to decrypt. For example, "e" is the most frequently used English letter. So, you could study English ciphertext and assume that the most frequently appearing character probably is an "e."

The Vigenère secret-key cipher uses letters from the plaintext and a secret key to locate replacement characters in 26 Caesar ciphers—one for each letter of the alphabet. These 26 ciphers form a 26-by-26 two-dimensional array called the **Vigenère square**:

	A	**B**	**C**	**D**	**E**	**F**	**G**	**H**	**I**	**J**	**K**	**L**	**M**	**N**	**O**	**P**	**Q**	**R**	**S**	**T**	**U**	**V**	**W**	**X**	**Y**	**Z**
A	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
B	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A
C	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B
D	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C
E	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D
F	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E
G	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F
H	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G
I	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H
J	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I
K	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J
L	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K
M	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L
N	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M
O	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N
P	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Q	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
R	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
S	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
T	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
U	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
V	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
W	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
X	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W
Y	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
Z	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y

You look up substitutions using the bold blue letters that label the rows and columns.

Secret-Key Requirements

For the Vigenère cipher described here, the secret key must contain only letters. Like passwords, the secret key should not be easy to guess. To create the ciphertext in the titles at the beginning of this exercise, we used as our secret key the following 11 randomly selected characters:

```
XMWUJBVYHXZ
```

Your key can have as many characters as you like. The person decrypting the ciphertext **must know the secret key used to create the ciphertext**.[8] Presumably, you'd provide that in advance—possibly in a face-to-face meeting. The secret key must, of course, be carefully guarded.

8. There are many websites offering Vigenère cipher decoders that attempt to decrypt ciphertext without the original secret key. We tried several, but none restored our original text.

The Vigenère Cipher Encryption Algorithm

To see how the Vigenère cipher works, let's use the key `"XMWUJBVYHXZ"` and encrypt the plaintext string:

```
Welcome to encryption
```

Our encryption and decryption implementations preserve the plaintext's original case. Uppercase letters in the plaintext remain as uppercase in the ciphertext and vice versa, and lowercase letters in the plaintext remain as lowercase in the ciphertext and vice versa. We chose to pass non-letters in the plaintext—like spaces, digits and punctuation—through to the ciphertext and vice versa.

First, we repeat the secret key until the length matches the plaintext:

Plaintext:	W	e	l	c	o	m	e		t	o		e	n	c	r	y	p	t	i	o	n
Repeating key text:	X	M	W	U	J	B	V		Y	H		X	Z	X	M	W	U	J	B	V	Y

In the diagram above, we highlighted in light blue the secret key, then in darker blue the secret key's eight repeated letters.

We begin the encryption by using the first letter in the repeating key text (`'X'`) to select a row in the Vigenère square and using the first letter in the plaintext (`'W'`) to select a column. The intersection of that row and column (highlighted below) contains the letter to substitute in the ciphertext for `'W'`—in this case, `'T'`:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
A	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
B	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A
C	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B
D	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C
E	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D
F	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E
G	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F
H	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G
I	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H
J	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I
K	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J
L	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K
M	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L
N	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M
O	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N
P	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Q	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
R	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
S	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
T	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
U	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
V	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
W	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
X	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W
Y	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
Z	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y

This process continues for each pair of letters from the secret key and the plaintext:

Plaintext:	W	e	l	c	o	m	e		t	o		e	n	c	r	y	p	t	i	o	n
Repeating key text:	X	M	W	U	J	B	V		Y	H		X	Z	X	M	W	U	J	B	V	Y
Ciphertext:	T	q	h	w	x	n	z		r	v		b	m	z	d	u	j	c	j	j	l

Decrypting with the Vigenère Cipher

The decryption process returns the ciphertext to the original plaintext. It's similar to what we described above and **requires the same secret key used to encrypt the text**. Like the encryption algorithm, the decryption algorithm cycles through the secret key's letters. So, again, we repeat the secret key until the length matches the ciphertext:

Ciphertext:	T	q	h	w	x	n	z		r	v		b	m	z	d	u	j	c	j	j	l
Repeating key text:	X	M	W	U	J	B	V		Y	H		X	Z	X	M	W	U	J	B	V	Y

We begin the decryption by using the first letter in the repeating key text (`'X'`) to select a row in the Vigenère square. Next, we locate within that row the first letter in the ciphertext (`'T'`). Finally, we replace the ciphertext letter with the plaintext letter at the top of that column (`'W'`), as highlighted in the Vigenère square below:

	A	**B**	**C**	**D**	**E**	**F**	**G**	**H**	**I**	**J**	**K**	**L**	**M**	**N**	**O**	**P**	**Q**	**R**	**S**	**T**	**U**	**V**	**W**	**X**	**Y**	**Z**
A	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
B	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A
C	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B
D	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C
E	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D
F	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E
G	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F
H	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G
I	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H
J	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I
K	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J
L	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K
M	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L
N	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M
O	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N
P	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
Q	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
R	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q
S	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
T	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
U	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
V	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
W	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
X	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	**T**	U	V	W
Y	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
Z	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y

This process continues for each pair of letters from the secret key and the ciphertext:

Ciphertext:	T	q	h	w	x	n	z		r	v		b	m	z	d	u	j	c	j	j	l
Repeating key text:	X	M	W	U	J	B	V		Y	H		X	Z	X	M	W	U	J	B	V	Y
Plaintext:	W	e	l	c	o	m	e		t	o		e	n	c	r	y	p	t	i	o	n

Implementing the Vigenère Cipher

For this exercise, you should implement your Vigenère cipher code in the file `cipher.c`. This source-code file should contain the following items:

- **Function `checkKey`** receives a secret-key string and returns `true` if that string consists only of letters. Otherwise, this function returns `false`, in which case the key cannot be used with the Vigenère cipher algorithm. This function is called by the **`encrypt`** and **`decrypt`** functions described below.
- **Function `getSubstitution`** receives a secret-key character, a character from a plaintext or ciphertext string and a `bool` indicating whether to encrypt (`true`) or decrypt (`false`) the character in the second argument. This function is called by the **`encrypt`** and **`decrypt`** functions (described below) to perform the Vigenère cipher encryption or decryption algorithm for one character. The function contains the Vigenère square as a 26-by-26 two-dimensional `static const char` array.
- **Function `encrypt`** receives a string containing the **plaintext to encrypt**, a character array in which to write the **encrypted text**, and the **secret key**. The function iterates through the plaintext characters. For each letter, **`encrypt`** calls **`getSubstitution`**, passing the current secret-key character, the letter to encrypt and `true`. Function **`getSubstitution`** then performs the Vigenère cipher encryption algorithm for that letter and returns its ciphertext equivalent.
- **Function `decrypt`** receives a string containing the **ciphertext to decrypt**, a character array in which to write the resulting **plaintext**, and the **secret key** used to create the ciphertext. The function iterates through the ciphertext characters. For each letter, **`decrypt`** calls **`getSubstitution`**, passing the current secret key character, the letter to decrypt and `false`. Function **`getSubstitution`** then performs the Vigenère cipher decryption algorithm for that letter and returns its plaintext equivalent.

Other Files You Should Create

In addition to `cipher.c`, you should create the following code files:

- **`cipher.h`** should contain the **`encrypt` and `decrypt` function prototypes**.
- **`cipher_test.c`**, which **`#includes "cipher.h"`** and uses your `encrypt` and `decrypt` functions to encrypt and decrypt text.

`cipher_test.c`

In your application, perform the following tasks:

1. Prompt for and input a **plaintext sentence to encrypt** and a **secret key** consisting only of letters, call **`encrypt`** to create the **ciphertext**, then display it. Use our secret key `XMWUJBVYHXZ`—this will enable you to decrypt the gibberish at the beginning of this exercise.

2. Use your **`decrypt` function** and the **secret key** you entered in *Step 1* to **decrypt** the **ciphertext** you just created. Display the resulting **plaintext** to ensure your **`decrypt` function** worked correctly.
3. Prompt for and input either the ciphertext section title that precedes this exercise or the exercise ciphertext title. Then, use your **`decrypt` function** and the **secret-key text** you entered in *Step 1* to **decrypt the ciphertext**.

As always, you should ensure that the character arrays into which you write encrypted or decrypted text are large enough to store the text and its terminating null character.

Once your Vigenère cipher encryption and decryption algorithms work, have some fun sending and receiving encrypted messages with your friends. When you pass your secret key to the person who'll use it to decrypt your ciphertext messages, focus on keeping your key secure.

Compiling Your Code

In Visual C++ and Xcode, simply add all three files to your project, then compile and run the code. For GNU `gcc`, execute the following command from the folder containing `cipher.c`, `cipher.h` and `cipher_test.c` files:

```
gcc -std=c18 -Wall cipher.c cipher_test.c -o cipher_test
```

This will create the command `cipher_test`, which you can run with `./cipher_test`.

Weakness in Secret-Key Cryptography: A Look to Public-Key Cryptography

Secret-key encryption and decryption have a weakness—the ciphertext is only as secure as the secret key. The ciphertext can be decrypted by anyone who discovers or steals the secret key. In the next exercise, we introduce **public-key cryptography**. This technique performs encryption with a public key known to every sender who may want to send a secret message to a particular receiver. The public key can be used to encrypt messages but not decrypt them. The messages can be decrypted only with a paired private key known only to the receiver, so it's much more secure than the secret key in secret-key cryptography. In the next case study exercise, you'll explore public-key cryptography.

A Note about Cryptography and Computing Power

Ideally, Ciphertext should be impossible to "break"—that is, it should not be possible to determine the plaintext from the ciphertext *without* the decryption key. For various reasons, that goal is impractical. So, designers of cryptography schemes settle for making them extraordinarily difficult to break. One problem with today's increasingly powerful computers is that they're making it possible to break most encryption schemes in use over the last few decades.

Cryptography is at the root of cryptocurrencies such as Bitcoin.[9] The phenomenally powerful computers that quantum computing will make possible are putting

9. "Cryptocurrency." Accessed December 25, 2020. `https://www.investopedia.com/terms/c/cryptocurrency.asp`.

cryptography schemes and cryptocurrencies at risk.[10,11] The cryptocurrency community is working on these challenges.[12,13,14]

8.42 ***(Vigenère Cipher Modification—Supporting All ASCII Characters)*** Your Vigenère cipher implementation from **Exercise 8.41** encrypts and decrypts only the letters A–Z. All other characters simply pass through as is. Modify your implementation to support the complete ASCII character set shown in **Appendix B**.

SEC Secure C Programming Case Study: Public-Key Cryptography

8.43 ***(RSA[15,16,17] Public-Key Cryptography)*** In the last case study, you began learning about secret-key cryptography. The sender's plaintext is encrypted with a secret key to form ciphertext. The receiver uses the *same* secret key to decode the ciphertext, forming the original plaintext—this is called **symmetric encryption**. A problem with secret-key cryptography is that the security of the ciphertext is only as good as the security of the secret key, and several copies of that key are "floating around." In an attempt to correct this problem, public-key cryptography was proposed by Diffie–Hellman.[18]

In this case-study exercise, we walk step-by-step through the **RSA Public-Key Cryptography algorithm**. In particular, we focus on how to generate:

- the **public key** that any sender can use to encrypt plaintext into ciphertext for a particular receiver, and
- the **private key** that only the particular receiver can use to decrypt the ciphertext.

RSA is based on sophisticated mathematics, but the steps you need to perform to generate the public and private keys, encrypt messages with the public key and decrypt

10. "The Impact of Quantum Computing on Present Cryptography." Accessed December 25, 2020. https://arxiv.org/pdf/1804.00200.pdf.
11. "Quantum Computing and its Impact on Cryptography." Accessed December 25, 2020. https://www.cryptomathic.com/news-events/blog/quantum-computing-and-its-impact-on-cryptography.
12. "How Should Crypto Prepare for Google's 'Quantum Supremacy'?" Accessed December 25, 2020. https://www.coindesk.com/how-should-crypto-prepare-for-googles-quantum-supremacy.
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14. "How the Crypto World Is Preparing for Quantum Computing, Explained." Accessed December 25, 2020. https://cointelegraph.com/explained/how-the-crypto-world-is-preparing-for-quantum-computing-explained.
15. "RSA (cryptosystem)." Accessed January 6, 2021. https://en.wikipedia.org/wiki/RSA_(cryptosystem).
16. "RSA Algorithm." Accessed January 6, 2021. https://simple.wikipedia.org/wiki/RSA_algorithm.
17. "PKCS #1: RSA Cryptography Specifications Version 2.2." Accessed January 8, 2021. https://tools.ietf.org/html/rfc8017.
18. "New Directions in Cryptography." Accessed January 8, 2021. https://ee.stanford.edu/~hellman/publications/24.pdf.

messages with the private key are straightforward, as we'll show momentarily. Industrial-quality RSA works with enormous prime numbers consisting of hundreds of digits. To keep our explanations simple and to enable you to quickly build a small-scale working version of RSA, we're going to use only small prime numbers in our explanations. Such small-prime-number RSA versions are not very secure, but they'll help you understand how RSA works.

Public-Key Cryptography

Whitfield Diffie and Martin Hellman, in their paper "New Directions in Cryptography,"[19] introduced **public-key cryptography** to address the weakness of secret-key cryptography—which is the vulnerability of the secret key having to be known by both the sender and the receiver. They came up with the idea but not an implementation of the scheme.

RSA Public-Key Cryptography

Rivest, Shamir and Adelman were the first to publish a working implementation of public-key cryptography. The scheme, called RSA[20], bears the initials of their last names. RSA is one of the most widely implemented public-key cryptography schemes in the world.[21] Because RSA can be slow,[22] many organizations prefer to stick to faster private-key encryption, using RSA to securely send the secret key.



Historical Notes

Clifford Cocks in the U.K. created a workable public-key scheme several years before the RSA paper was published,[23] but his work was classified, so it was not revealed until about 20 years after RSA appeared.

The company RSA Security held a patent on the RSA algorithm. In 2000, that patent was coming due for renewal—instead of renewing, they placed the algorithm into the public domain.[24]

---

19. "New Directions in Cryptography." Accessed January 8, 2021. `https://ee.stanford.edu/~hellman/publications/24.pdf`.
20. R. Rivest; A. Shamir; L. Adleman (February 1978). "A Method for Obtaining Digital Signatures and Public-Key Cryptosystems" (PDF). Communications of the ACM. 21 (2): 120–126. `https://people.csail.mit.edu/rivest/Rsapaper.pdf`.
21. "RSA algorithm (Rivest-Shamir-Adleman)." Accessed January 8, 2021. `https://searchsecurity.techtarget.com/definition/RSA`.
22. "RSA (cryptosystem)." Accessed January 6, 2021. `https://en.wikipedia.org/wiki/RSA_(cryptosystem)`.
23. "Clifford Cocks." Accessed January 8, 2021. `https://en.wikipedia.org/wiki/Clifford_Cocks`.
24. "RSA Security Releases RSA Encryption Algorithm into Public Domain." Accessed January 8, 2021. `https://web.archive.org/web/20071120112201/http://www.rsa.com/press_release.aspx?id=261`.

RSA Algorithm Steps

Steps 1–5 below use small integer values to explain how the RSA algorithm generates a public-key/private-key pair. Then, *Step 6* uses the public key to encrypt plaintext into ciphertext, and *Step 7* uses the private key to decrypt the ciphertext back to the original plaintext. The steps we show are based on the original RSA paper[25] and the RSA Algorithm Wikipedia page.[26]

RSA Algorithm Step 1—Choose Two Prime Numbers

Choose two different prime numbers `p` and `q`. For this case study, we'll use small prime numbers—`p = 13` and `q = 17`. This will keep the calculations manageable in our discussions and on your computer using C with its limited-range, built-in integer data types. In commercial-grade RSA cryptography systems, these prime numbers typically are hundreds of digits each and chosen at random. For a sense of how large the integers in RSA can be, visit the RSA Numbers webpage

```
https://en.wikipedia.org/wiki/RSA_numbers
```

which shows various integers from 100 to 617 digits in length. The C integer data types `int`, `long int` and `long long int` cannot hold integers this large, so special processing is required to accommodate such large numbers.

RSA Algorithm Step 2—Calculate the Modulus (n), Which Is Part of Both the Public and Private Keys

Calculate the **modulus** `n`, which is simply the product of `p` and `q`:

```
n = p * q
```

Based on `p = 13` and `q = 17`, `n` is `221`. As you'll see, `n` is part of both the public and private keys. The `p` and `q` values are kept private.

RSA Algorithm Step 3—Calculate the Totient Function

Calculate $\Phi(n)$—pronounced "phi of `n`"—which is **Euler's totient function**.[27] This is calculated simply as:

```
Φ(n) = (p - 1) * (q - 1)
```

Given `p = 13` and `q = 17`, $\Phi(n)$ is

```
Φ(n) = 12 * 16 = 192
```

This number is used in the calculations that determine the **encryption exponent** (**e**) and **decryption exponent** (**d**), which will help us encrypt plaintext and decrypt ciphertext, respectively, as you'll see below.

---

25. R. Rivest; A. Shamir; L. Adleman (February 1978). "A Method for Obtaining Digital Signatures and Public-Key Cryptosystems" (PDF). Communications of the ACM. 21 (2): 120–126. `https://people.csail.mit.edu/rivest/Rsapaper.pdf`.
26. "RSA Algorithm." Accessed January 6, 2021. `https://simple.wikipedia.org/wiki/RSA_algorithm`.
27. "Euler's totient function." Accessed January 7, 2021. `https://en.wikipedia.org/wiki/Euler%27s_totient_function`.

RSA Algorithm Step 4—Select the Public-Key Exponent (e) for Encryption Calculations

Next, we **choose an exponent, e, for encryption**, which is subject to the following rules:

- `1 < e < Φ(n)`
- `e` must be **coprime** with `Φ(n)`.

Two integers are coprime if they have no common factors other than 1.

In our example, the integers that satisfy the first rule for `Φ(n) = 192` are the values `2`–`191`. The prime factorization of 192 is

```
192 = 2 * 2 * 2 * 2 * 2 * 2 * 3
```

The value for `e` must be coprime with `Φ(n)`, so we must eliminate from consideration for `e` any prime factors and all their multiples. Thus, the value `2` and all the other even integers from `2`–`190` are eliminated, as are the value `3` and all its multiples. This leaves the following odd values as possible values for `e`:

```
  5   7  11  13  17  19  23  25  29  31  35  37  41  43  47  49
 53  55  59  61  65  67  71  73  77  79  83  85  89  91  95  97
101 103 107 109 113 115 119 121 125 127 131 133 137 139 143 145
149 151 155 157 161 163 167 169 173 175 179 181 185 187 191
```

Any of these values can be used as the public encryption key's exponent (`e`). For our continuing discussion we'll choose `37`, so **our public key is `(37, 221)`**.

RSA Algorithm Step 5—Select the Private-Key Exponent (d) for Encryption Calculations

The final step is to **determine the private key's exponent, `d`, for decryption**. We must choose a value for `d` such that

```
(d * e) mod Φ(n) = 1
```

In our example, the first value of `d` for which this is true is `109`. We can check whether the preceding calculation produces `1` by plugging in the values of `d`, `e` and `Φ(n)`:

```
(109 * 37) mod 192
```

The value of `109 * 37` is `4033`. If you multiply `192` by `21`, the result is `4032`, leaving a remainder of `1`. So, `109` is a valid value for `d`. There are many potential values of `d`—each is `109` plus a multiple of the totient (`192`). For instance, `301` (`109 + 1 * 192`):

```
(301 * 37) mod 192
```

`301 * 37` is `11137`, which has the remainder `1` when divided by `192`—`192 * 58` is `11136`, leaving a remainder of `1`. So values for `d` such as the following will work:

```
109  301  493  685  877  ...
```

We chose `109`, so our private key is `(109, 221)`.

Encrypting a Message with RSA

Once you have the public key, it's easy to encrypt a message using RSA. **Given a plaintext integer message (`M`) to encrypt into ciphertext (`C`) and a public key consist-**

ing of two positive integers `e` (for encrypt) and `n`—commonly represented as `(e, n)`—a message sender can encrypt `M` with the calculation:

$$C = M^e \bmod n$$

The value of `M` must be in the range `0 <= M < n`. Otherwise, you must break the message into values within that range and encrypt each separately.

Let's encrypt the `M` value `122` using our public key `(37, 221)`:

$$C = 122^{37} \bmod 221$$

The value 122^{37} is an enormous number, but you can perform this calculation using the Wolfram Alpha website at

```
https://www.wolframalpha.com/input/
```

Enter the calculation as follows (the `^` represents exponentiation in Wolfram Alpha):

```
122^37 mod 221
```

You'll see that the result is `5`, which is our ciphertext.

Decrypting a Message with RSA

It's also easy to decrypt a message if you have the private key. **Given a ciphertext integer message (`C`) to decrypt into the original plaintext message (`M`) and a private key consisting of two positive integers `d` and `n`—commonly represented as `(d, n)`—a message receiver can decrypt `C` with the following calculation:**

$$M = C^d \bmod n$$

Let's decrypt the `C` value `5` using our public key `(109, 221)`:

$$C = 5^{109} \bmod 221$$

Once again, the value 5^{109} is an enormous number, but you can perform this calculation using Wolfram Alpha by entering the calculation as follows:

```
5^109 mod 221
```

You'll see that the result is `122`, which is our plaintext.

Note that `n` is part of *both* the public key and the private key. You'll also see that the exponent `d`'s value is based on the exponent `e` and the modulus value `n`.

Encrypting and Decrypting Strings

Suppose you wish to use RSA to encrypt a plaintext message, such as

```
Damn the torpedoes, full speed ahead!
```[28]

As you know, the RSA algorithm encrypts *only* integer messages in the range `0 <= M < n`. To encrypt the preceding message, you must map the characters to integer values.

One way to convert characters to integers is to use each character's numeric value in the underlying character set. For this exercise, assume ASCII characters, which have integer values in the range 0–127 (see Appendix B). Provided that a character's

28. David Glasgow Farragut—an American Civil War Union officer and the first full admiral in the U.S. Navy. Accessed January 8, 2021. `https://en.wikipedia.org/wiki/David_Farragut`.

integer value is less than n, you can encrypt that value as shown previously. You can store each resulting ciphertext integer in an integer array. If you try to display those ciphertext integers as characters, you may see some strange symbols. For instance, the ciphertext integers may represent special characters, such as newlines or tabs, or may be outside the ASCII range. When you decrypt the ciphertext, you can take each resulting integer, cast it to a char, then place it into a char array that will represent the deciphered plaintext. Be sure to null-terminate your string before displaying it.

Programming the RSA Algorithm

Now, implement the RSA algorithm in C. Enable the user to encrypt and decrypt a simple integer, then encrypt and decrypt a line of text. Your program should produce an output dialog similar to the following:

```
Enter a prime number for p: 13
Enter a prime number for q: 17
n is 221
totient is 192

Candidates for e: 5 7 11 13 17 19 23 25 29 31 35 37 41 43 47 49 53 55 59 61 65
67 71 73 77 79 83 85 89 91 95 97 101 103 107 109 113 115 119 121 125 127 131 133
137 139 143 145 149 151 155 157 161 163 167 169 173 175 179 181 185 187 191

Select a value for e from the preceding candidates: 37

Candidate for d: 109

Select a value for d--either the d candidate above
or d plus a multiple of the totient: 109

Enter a non-negative integer less than n to encrypt: 122

The ciphertext is: 5

The decrypted plaintext is: 122

Enter a sentence to encrypt:
Damn the torpedoes, full speed ahead!

The ciphertext is:
DG`
ue
;X}eW;es9 fh s}eeW GueGW!

The decrypted plaintext is:
Damn the torpedoes, full speed ahead!
```

As you implement the RSA algorithm, keep the following hints in mind:

- **Modular exponentiation**: Raising a plaintext message to a large exponent (e.g., 122^{37}) results in enormous values that C's limited-range, built-in integer types cannot represent. As you know, RSA encryption and decryption calculations perform both exponentiation and modulus operations. These can be combined using modular exponentiation to keep the RSA encryption and decryption

calculations within manageable ranges. Define a function named `modularPow` that performs modular exponentiation. For the modular exponentiation algorithm, see the psuedocode at

```
https://en.wikipedia.org/wiki/Modular_exponentiation#Memory-efficient_method
```

- **Calculating the greatest common divisor**: The candidate values for `e` (*Step 4*) must be coprime with the totient—again, their only common factor is 1. To determine if two numbers are coprime, you'll need a **function `gcd`** that calculates the **greatest common divisor of two integers**. Your program should display all possible candidate values for `e`. You were asked to write a `gcd` function in Exercise 5.29.
- **Checking for prime numbers**—The RSA algorithm requires two prime numbers, `p` and `q`. You should define a **function `isPrime`** that **determines if an integer is indeed a prime number**—use it to confirm that the `p` and `q` values the user entered are prime. Exercise 6.30 asked you to implement the Sieve of Eratosthenes to find prime values.

Your program also should define the following functions:

- A **function to encrypt a plaintext message `M` using the public key `(e, n)`**:

```
int encrypt(int M, int e, int n);
```

- A **function to decrypt a ciphertext message `C` using the private key `(d, n)`**:

```
int decrypt(int C, int d, int n);
```

- A **function to encrypt a string by calling the `encrypt` function for each character of the string and placing the results into an integer array**:

```
void encryptString(
   char* plaintext, int ciphertext[], int e, int n);
```

- A **function to decrypt ciphertext from an integer array by calling the `decrypt` function for each integer and placing the results into a `char` array**. The size parameter represents the number of characters that were encrypted. Be sure to terminate the string in `decryptedPlaintext` with a null character (`'\0'`):

```
void decryptString(int ciphertext[],
   char decryptedPlaintext[], size_t size, int d, int n);
```

References

For a nice video explanation of the RSA algorithm, see the following two-part video presentation:

- The RSA Encryption Algorithm (1 of 2: Computing an Example):[29]

```
https://www.youtube.com/watch?v=4zahvcJ9glg
```

- The RSA Encryption Algorithm (2 of 2: Generating the Keys):[30]

29. Woo, Eddie (misterwootube). "The RSA Encryption Algorithm (1 of 2: Computing an Example)," November 4, 2014. `https://www.youtube.com/watch?v=4zahvcJ9glg`.

```
https://www.youtube.com/watch?v=oOcTVTpUsPQ
```

8.44 *(An Improvement to the RSA Algorithm)* In 1998, an improvement was made to the RSA algorithm replacing Φ(n) with λ(n) (pronounced "lambda of n"):[31,32]

```
λ(n) = lcm((p - 1), (q - 1))
```

where `lcm` represents the **least common multiple**.[33] We used Φ(n) in the previous RSA exercise with `p = 13` and `q = 17`. The corresponding new λ(n) calculation would be

```
λ(n) = lcm(12, 16)
```

where the least common multiple of `12` and `16` is `48`, as you can see in the lists of multiples below:

```
12  24  36  48  ...
16  32  48  60  ...
```

Make a copy of your code solution for the previous exercise and replace each use of Φ(n) with λ(n), then test your updated code with the same prime-number values for `p` and `q`. When you encrypt the plaintext using the λ(n) approach, your ciphertext will likely be different, but the decrypted plaintext should be the same.

8.45 *(Stress Testing Your RSA Algorithm's Limits)* Try your program with gradually increasing values for `p` and `q`. How large do they get before the program no longer works? Also, test your program with increasingly larger candidates for `e` and `d`.

8.46 *(Enhancing Your RSA Code)* Modify your RSA program as follows:

a) Your program displayed all the possible candidates for the encryption exponent `e`. Modify your program to show the first five potential values for the decryption exponent `d` (i.e., the first value of `d` plus `1 * totient`, the first value of `d` plus `2 * totient`, etc.). Follow your list of possibilities with an ellipsis (…).

b) As your prime numbers `p` and `q` get larger, you'll eventually surpass the `int` type's maximum value limit, which you can find in `<limits.h>`. Modify your code to do all RSA integer calculations using type `long long int`. Note that even that type will be inadequate for holding the enormous integers you'd use in industrial quality RSA. It would require special programming to use such larger integer values. Remember to change any `printf` and `scanf` statements' `%d` conversion specifiers to `%lld`.

30. Woo, Eddie (misterwootube). "The RSA Encryption Algorithm (2 of 2: Generating the Keys)," November 4, 2014. `https://www.youtube.com/watch?v=oOcTVTpUsPQ`.
31. "RSA Algorithm." Accessed January 7, 2021. `https://simple.wikipedia.org/wiki/RSA_algorithm`.
32. "PKCS #1: RSA Cryptography Specifications, Version 2.0." Accessed January 7, 2021. `https://tools.ietf.org/html/rfc2437`.
33. "Least common multiple." Accessed January 7, 2021. `https://en.wikipedia.org/wiki/Least_common_multiple`.

8.47 *(Challenge Project: The RSA Problem[34])* In this exercise, you'll research attacks that have been perpetrated on industrial-strength RSA implementations. You'll then try your own hand at cracking RSA ciphertext created by the small-scale RSA implementation you built in Exercise 8.43. Again, such small-scale implementations are not secure.

a) Research the kinds of attacks that have been perpetrated against industrial-strength RSA systems. Note which kinds have succeeded and which have failed.

b) RSA's strength comes from the enormous prime numbers `p` and `q` (each typically hundreds of digits) used to calculate the far more enormous value of `n` (which is `p * q`) and the computational expense of factoring `n` to find `p` and `q`. The "RSA Problem" is the task of decrypting ciphertext given only the public key `(e, n)`. This requires you to find `n`'s prime factors `p` and `q` from which you would then derive `d` and decrypt the ciphertext.

Assume you have a public key `(e, n)` and ciphertext that was encrypted using that key with your small-scale RSA implementation, but you do not know the private key required to decrypt the ciphertext. Use brute-force computing techniques to find `n`'s prime factors `p` and `q`. Then, do the calculations necessary to recover `d` and decrypt the message.

34. "RSA Problem." Accessed January 8, 2021. `https://en.wikipedia.org/wiki/RSA_problem`.

9

Formatted Input/Output



Objectives

In this chapter, you'll:

- Use input and output streams.
- Use print formatting capabilities.
- Use input formatting capabilities.
- Print integers, floating-point numbers, strings and characters.
- Print with field widths and precisions.
- Use formatting flags in the `printf` format control string.
- Output literals and escape sequences.
- Read formatted input using `scanf`.

Outline

9.1 Introduction
9.2 Streams
9.3 Formatting Output with `printf`
9.4 Printing Integers
9.5 Printing Floating-Point Numbers
- 9.5.1 Conversion Specifiers `e`, `E` and `f`
- 9.5.2 Conversion Specifiers `g` and `G`
- 9.5.3 Demonstrating Floating-Point Conversion Specifiers

9.6 Printing Strings and Characters
9.7 Other Conversion Specifiers
9.8 Printing with Field Widths and Precision
- 9.8.1 Field Widths for Integers
- 9.8.2 Precisions for Integers, Floating-Point Numbers and Strings
- 9.8.3 Combining Field Widths and Precisions

9.9 `printf` Format Flags
- 9.9.1 Right- and Left-Alignment
- 9.9.2 Printing Positive and Negative Numbers with and without the + Flag
- 9.9.3 Using the Space Flag
- 9.9.4 Using the # Flag
- 9.9.5 Using the 0 Flag

9.10 Printing Literals and Escape Sequences
9.11 Formatted Input with `scanf`
- 9.11.1 `scanf` Syntax
- 9.11.2 `scanf` Conversion Specifiers
- 9.11.3 Reading Integers
- 9.11.4 Reading Floating-Point Numbers
- 9.11.5 Reading Characters and Strings
- 9.11.6 Using Scan Sets
- 9.11.7 Using Field Widths
- 9.11.8 Skipping Characters in an Input Stream

9.12 Secure C Programming

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises*

9.1 Introduction

Presenting results is an important part of the solution to any problem. This chapter discusses in-depth **`printf`** and **`scanf`** formatting features, which output data to the standard output stream and input data from the standard input stream. Include the header **`<stdio.h>`** in programs that call these functions. Chapter 11 discusses several additional functions included in the standard input/output (`<stdio.h>`) library.

9.2 Streams

Input and output are performed with sequences of bytes called **streams**:

- In input operations, the bytes flow into main memory from a device, such as a keyboard, a solid-state drive, a network connection, and so on.
- In output operations, bytes flow from main memory to a device, such as a computer's screen, a printer, a solid-state drive, a network connection, and so on.

When program execution begins, the program has access to three streams:

- the standard input stream, which is connected to the keyboard,
- the standard output stream, which is connected to the screen, and
- the **standard error stream**, which also is connected to the screen.

Operating systems allow these streams to be redirected to other devices. Chapter 11 discusses stream-processing in detail.

Self Check

1 *(Fill-In)* You can _____ the standard streams to other devices.
Answer: redirect.

2 *(Multiple Choice)* Which of the following statements is *false*?
a) Input and output are performed with arrays, which are sequences of bytes.
b) In input operations, the bytes flow from a device to main memory.
c) In output operations, bytes flow from main memory to a device.
d) When execution begins, the standard streams are connected to the program.
Answer: a) is *false*. Actually, input and output are performed with streams, which are sequences of bytes.

9.3 Formatting Output with `printf`

Throughout the book, you've seen various `printf` output formatting features. Every `printf` call contains a **format control string** that describes the output format. The format control string consists of **conversion specifiers**, **flags**, **field widths**, **precisions** and **literal characters**. Together with the percent sign (**%**), these form **conversion specifications**. Function `printf` can perform the following formatting capabilities:

1. **Rounding** floating-point values to an indicated number of decimal places.
2. Aligning columns of numbers at their decimal points.
3. **right-aligning** and **left-aligning** outputs.
4. Inserting literal characters at precise locations in a line of output.
5. Representing floating-point numbers in exponential format.
6. Representing unsigned integers in octal and hexadecimal format. Online Appendix E discusses octal and hexadecimal values.
7. Displaying data with fixed-size field widths and precisions.

The `printf` function has the form

```
printf(format-control-string, other-arguments);
```

The *format-control-string* describes the output format, and the optional *other-arguments* correspond to the *format-control-string*'s conversion specifications. Every conversion specification begins with a percent sign (%) and ends with a conversion specifier. There can be many conversion specifications in one format control string.

Self Check

1 *(Fill-In)* Every `printf` call contains a _____ that describes the output format.
Answer: format control string.

2 *(Multiple Choice)* Which of the following is a formatting capability function `printf` can perform?
a) Rounding floating-point values to an indicated number of decimal places, and aligning a column of numbers at their decimal points.

b) Representing floating-point numbers in exponential format. Representing unsigned integers in octal and hexadecimal format.
c) Displaying all types of data with fixed-size field widths and precisions.
d) All of the above are `printf` formatting capabilities.

Answer: d.

9.4 Printing Integers

An integer is a whole number, such as 776, 0 or –52. Integer values are displayed in one of several formats described by the following **integer conversion specifiers**.

Conversion specifier	Description
`d`	Display as a signed decimal integer.
`i`	Display as a signed decimal integer.
`o`	Display as an unsigned octal integer.
`u`	Display as an unsigned decimal integer.
`x` or `X`	Display as an unsigned hexadecimal integer. `X` uses the digits `0-9` and the uppercase letters `A-F`, and `x` uses the digits `0-9` and the lowercase letters `a-f`.
`h`, `l` or `ll` (letter "ell")	These **length modifiers** are placed before any integer conversion specifier to indicate that the value to display is a `short`, `long` or `long long` integer.

Figure 9.1 prints an integer using each integer conversion specifier. Note that plus signs do not display by default, but we'll show later how to force them to display. Lines 10–11 use the `hd` and `ld` conversion specifiers to display `short` and `long` integer values. The `L` suffix on the literal `2000000000L` indicates that its type is `long`—C treats whole-number literals as `int`. Printing a negative value with a conversion specifier that expects an `unsigned` value is a logic error. When line 14 displays `-455` with **`%u`**, the result is the `unsigned` value `4294966841`. A small negative value displays as a large positive integer due to the value's "sign bit" in the underlying binary representation. See online Appendix E for a discussion of the binary number system and the sign bit.

ERR

```
1  // fig09_01.c
2  // Using the integer conversion specifiers
3  #include <stdio.h>
4
5  int main(void) {
6     printf("%d\n", 455);
7     printf("%i\n", 455); // i same as d in printf
8     printf("%d\n", +455); // plus sign does not print
9     printf("%d\n", -455); // minus sign prints
```

Fig. 9.1 | Using the integer conversion specifiers. (Part 1 of 2.)

```
10      printf("%hd\n", 32000); // print as type short
11      printf("%ld\n", 2000000000L); // print as type long
12      printf("%o\n", 455); // octal
13      printf("%u\n", 455);
14      printf("%u\n", -455);
15      printf("%x\n", 455); // hexadecimal with lowercase letters
16      printf("%X\n", 455); // hexadecimal with uppercase letters
17  }
```

```
455
455
455
-455
32000
2000000000
707
455
4294966841
1c7
1C7
```

Fig. 9.1 | Using the integer conversion specifiers. (Part 2 of 2.)

Self Check

1 *(Multiple Choice)* Which integer conversion specifier is described by "Display as an unsigned decimal integer"?

a) `ud`.
b) `ui`.
c) `u`.
d) None of the above.

Answer: c.

2 *(What Does This Code Do?)* Show precisely what the following code prints:

```
printf("%d\n", 235);
printf("%i\n", 235);
printf("%d\n", +235);
printf("%d\n", -235);
```

Answer:

```
235
235
235
-235
```

9.5 Printing Floating-Point Numbers

Floating-point values contain a decimal point, as in `33.5`, `0.0` or `-657.983`. Floating-point values are displayed using the conversion specifiers summarized below.

Conversion specifier	Description
`e` or `E`	Display a floating-point value in exponential notation.
`f` or `F`	Display floating-point values in fixed-point notation.
`g` or `G`	Display a floating-point value in either the fixed-point form `f` or the exponential form `e` (or `E`), based on the value's magnitude.
`L`	Place this length modifier before any floating-point conversion specifier to indicate that a `long double` floating-point value should be displayed.

Exponential Notation

The **conversion specifiers `e` and `E`** display floating-point values in **exponential notation**—the computer equivalent of **scientific notation** used in mathematics. For example, the value 150.4582 is represented in scientific notation as

$$1.504582 \times 10^2$$

and in exponential notation as

```
1.504582E+02
```

In this notation, the `E` stands for "exponent" and indicates that `1.504582` is multiplied by `10` raised to the second power (`E+02`).

9.5.1 Conversion Specifiers e, E and f

Values displayed with the conversion specifiers `e`, `E` and `f` show six digits of precision to the decimal point's right by default (e.g., 1.045927). You can specify other precisions explicitly. **Conversion specifier `f`** always prints at least one digit to the left of the decimal point, so fractional values will be preceded by `"0."`. Conversion specifiers `e` and `E` precede the exponent with lowercase `e` or uppercase `E`. Each prints exactly one digit to the decimal point's left.

9.5.2 Conversion Specifiers g and G

Conversion specifier `g` (or `G`) prints in either `e` (`E`) or `f` format with no trailing zeros, so `1.234000` displays as `1.234`. The conversion specifier `g` uses the `e` (`E`) format if, after conversion to exponential notation, the value's exponent is less than `-4`, or the exponent is greater than or equal to the specified precision. Otherwise, `g` uses the conversion specifier `f` to print the value. The default precision is six significant digits for `g` and `G`—a maximum of six digits will display.

At least one decimal digit is required for the decimal point to be output. For example, the values `0.0000875`, `8750000.0`, `8.75` and `87.50` are printed as `8.75e-05`, `8.75e+06`, `8.75` and `87.5` with the conversion specifier `g`. The value `0.0000875` uses `e` notation because, when it's converted to exponential notation, its exponent (`-5`) is less than `-4`. The value `8750000.0` uses `e` notation because its exponent (`6`) is equal to the default precision.

Precision

For conversion specifiers `g` and `G`, the precision indicates the maximum number of significant digits to display, including the digit to the left of the decimal point. So, the value `1234567.0` displays as `1.23457e+06`, using conversion specification `%g`. Remember that all floating-point conversion specifiers have a default precision of 6. There are six significant digits in the result—`1` to the left of the decimal point and `23457` to the right. For exponential notation, `g` and `G` precede the exponent with a lowercase `e` or uppercase `E`. When displaying data, make it clear to users whether the data may be imprecise due to formatting, such as rounding errors from specifying precisions.

9.5.3 Demonstrating Floating-Point Conversion Specifiers

Figure 9.2 demonstrates each of the floating-point conversion specifiers. The `%E`, `%e` and `%g` conversion specifications perform rounding, but `%f` does not.

```
1  // fig09_02.c
2  // Using the floating-point conversion specifiers
3  #include <stdio.h>
4
5  int main(void) {
6     printf("%e\n", 1234567.89);
7     printf("%e\n", +1234567.89); // plus does not print
8     printf("%e\n", -1234567.89); // minus prints
9     printf("%E\n", 1234567.89);
10    printf("%f\n", 1234567.89); // six digits to right of decimal point
11    printf("%g\n", 1234567.89); // prints with lowercase e
12    printf("%G\n", 1234567.89); // prints with uppercase E
13 }
```

```
1.234568e+06
1.234568e+06
-1.234568e+06
1.234568E+06
1234567.890000
1.23457e+06
1.23457E+06
```

Fig. 9.2 | Using the floating-point conversion specifiers.

Self Check

1 *(Fill-In)* The conversion specifiers `e` and `E` display floating-point values in exponential notation—the computer equivalent of _____ used in mathematics.
Answer: scientific notation.

2 *(Multiple Choice)* Which statement about conversion specifiers `e`, `E` and `f` is *false*?
a) Values displayed with the conversion specifiers `e`, `E` and `f` show six digits of precision to the decimal point's right by default.

b) Conversion specifier `f` always prints exactly one digit to the left of the decimal point.
c) Conversion specifiers `e` and `E` print lowercase `e` and uppercase `E`, respectively, preceding the exponent, and exactly one digit to the left of the decimal point.
d) All of the above statements are *true*.

Answer: b) is *false*. Actually, conversion specifier `f` prints at least one digit to the left of the decimal point.

9.6 Printing Strings and Characters

The `c` and `s` conversion specifiers are used to print individual characters and strings, respectively. **Conversion specifier `c`** requires a `char` argument. **Conversion specifier `s`** requires a pointer to `char` as an argument. Conversion specifier `s` prints characters until a terminating null (`'\0'`) character is encountered. If the string does not have a null terminator, the result is undefined—`printf` will either continue printing until it encounters a zero byte or the program will terminate prematurely (i.e., "crash") and indicate a "segmentation fault" or "access violation" error. The program in Fig. 9.3 displays characters and strings with conversion specifiers `c` and `s`.

ERR

```
1  // fig09_03.c
2  // Using the character and string conversion specifiers
3  #include <stdio.h>
4
5  int main(void) {
6     char character = 'A'; // initialize char
7     printf("%c\n", character);
8
9     printf("%s\n", "This is a string");
10
11    char string[] = "This is a string"; // initialize char array
12    printf("%s\n", string);
13
14    const char *stringPtr = "This is also a string"; // char pointer
15    printf("%s\n", stringPtr);
16 }
```

```
A
This is a string
This is a string
This is also a string
```

Fig. 9.3 | Using the character and string conversion specifiers.

Errors in Format Control Strings

Most compilers do not catch format-control-string errors. You'll typically become aware of such errors when a program fails or produces incorrect results at runtime.

ERR

- Using `%c` to print a string is a logic error—`%c` expects a `char` argument. A string is a pointer to `char` (i.e., a `char *`).

- Using %s to print a char argument usually causes a fatal execution-time logic error called an access violation. The conversion specification %s expects an argument of type pointer to char, so it treats the char's numeric value as a pointer. Such small numeric values often represent memory addresses that are restricted by the operating system. ERR

Self Check

1 *(Fill-In)* Conversion specifier s causes characters to be printed until a _____ is encountered.
Answer: terminating null ('\0') character.

2 *(True/False)* Compilers catch errors in the format-control string, so you will not experience incorrect results at runtime.
Answer: *False*. Actually, most compilers do not catch errors in the format-control string. You typically will not become aware of such errors until a program fails or produces incorrect results at runtime.

9.7 Other Conversion Specifiers

Consider the p and % conversion specifiers:

- p—Displays a pointer value in an implementation-defined manner.
- %—Displays the percent character.

Figure 9.4's **%p** prints ptr's value and x's address in an implementation-defined manner, typically using hexadecimal notation. Variables ptr and x have identical values because line 7 assigns x's address to ptr. The addresses displayed on your system will vary. The last printf statement uses **%%** to display the % character—%% is required because printf normally treats % as the beginning of a conversion specification. Trying to display a literal percent character using % rather than %% in the format control string is an error. When % appears in a format control string, it must be followed by a conversion specifier. ERR

```
1  // fig09_04.c
2  // Using the p and % conversion specifiers
3  #include <stdio.h>
4
5  int main(void) {
6     int x = 12345;
7     int *ptr = &x;
8
9     printf("The value of ptr is %p\n", ptr);
10    printf("The address of x is %p\n\n", &x);
11
12    printf("Printing a %% in a format control string\n");
13 }
```

Fig. 9.4 | Using the p and % conversion specifiers. (Part 1 of 2.)

```
The value of ptr is 0x7ffff6eb911c
The address of x is 0x7ffff6eb911c

Printing a % in a format control string
```

Fig. 9.4 | Using the p and % conversion specifiers. (Part 2 of 2.)

Self Check

1 *(Fill-In)* A `printf` statement uses _____ to print the % character.
Answer: %%.

2 *(True/False)* The conversion specifier p displays an address in decimal notation.
Answer: *False*. Actually, the conversion specifier p displays an address in an implementation-defined manner—typically, using hexadecimal notation.

9.8 Printing with Field Widths and Precision

The exact size of a field in which data is printed is specified by a **field width**. If the field width is larger than the data being printed, the data will normally be right-aligned within that field. An integer representing the field width is inserted between the percent sign (%) and the conversion specifier (e.g., `%4d`).

9.8.1 Field Widths for Integers

Figure 9.5 prints two groups of five numbers each, right-aligning those numbers containing fewer digits than the field width. Values wider than the field still display in full. Note that the minus sign for a negative value uses one character position in the field width. Field widths can be used with all conversion specifiers. Not providing a sufficiently large field width to handle a printed value can offset other data being printed, producing confusing outputs. Know your data!

ERR

```
1  // fig09_05.c
2  // Right-aligning integers in a field
3  #include <stdio.h>
4
5  int main(void) {
6     printf("%4d\n", 1);
7     printf("%4d\n", 12);
8     printf("%4d\n", 123);
9     printf("%4d\n", 1234);
10    printf("%4d\n\n", 12345);
11
12    printf("%4d\n", -1);
13    printf("%4d\n", -12);
14    printf("%4d\n", -123);
15    printf("%4d\n", -1234);
16    printf("%4d\n", -12345);
17 }
```

Fig. 9.5 | Right-aligning integers in a field. (Part 1 of 2.)

```
    1
   12
  123
 1234
12345

   -1
  -12
 -123
-1234
-12345
```

Fig. 9.5 | Right-aligning integers in a field. (Part 2 of 2.)

9.8.2 Precisions for Integers, Floating-Point Numbers and Strings

Function `printf` also enables you to specify the precision with which data is printed. Precision has different meanings for different types:

- When used with integer conversion specifiers, precision indicates the minimum number of digits to be printed. If the printed value contains fewer digits than the specified precision and the precision value has a leading zero or decimal point, zeros are prefixed to the printed value until the total number of digits is equivalent to the precision. If neither a zero nor a decimal point is present in the precision value, spaces are inserted instead. The default precision for integers is 1.
- When used with floating-point conversion specifiers `e`, `E` and `f`, the precision is the number of digits to appear after the decimal point.
- When used with conversion specifiers `g` and `G`, the precision is the maximum number of significant digits to be printed.
- When used with conversion specifier `s`, the precision is the maximum number of characters written from the beginning of the string.

To use precision, place a decimal point (`.`), followed by an integer representing the precision between the percent sign and the conversion specifier. Figure 9.6 demonstrates the use of precision in format control strings. When you print a floating-point value with a precision smaller than the value's original number of decimal places, it's rounded.

```
1 // fig09_06.c
2 // Printing integers, floating-point numbers and strings with precisions
3 #include <stdio.h>
4
5 int main(void) {
6    puts("Using precision for integers");
7    int i = 873; // initialize int i
8    printf("\t%.4d\n\t%.9d\n\n", i, i);
```

Fig. 9.6 | Printing integers, floating-point numbers and strings with precisions. (Part 1 of 2.)

```
9
10     puts("Using precision for floating-point numbers");
11     double f = 123.94536; // initialize double f
12     printf("\t%.3f\n\t%.3e\n\t%.3g\n\n", f, f, f);
13
14     puts("Using precision for strings");
15     char s[] = "Happy Birthday"; // initialize char array s
16     printf("\t%.11s\n", s);
17  }
```

```
Using precision for integers
        0873
        000000873

Using precision for floating-point numbers
        123.945
        1.239e+02
        124

Using precision for strings
        Happy Birth
```

Fig. 9.6 | Printing integers, floating-point numbers and strings with precisions. (Part 2 of 2.)

9.8.3 Combining Field Widths and Precisions

The field width and the precision can be combined by placing the field width, followed by a decimal point, followed by a precision between the percent sign and the conversion specifier, as in the statement

```
printf("%9.3f", 123.456789);
```

which displays `123.457` with three digits to the right of the decimal point right-aligned in a nine-digit field.

Specifying Field Widths and Precisions As Arguments

It's possible to specify the field width and the precision using integer expressions in the argument list following the format control string. To use this feature, insert an asterisk (`*`) in place of the field width or precision (or both). The matching `int` argument in the argument list is evaluated and used in place of the asterisk. A field width's value may be either positive or negative (which causes the output to be left-aligned in the field, as described in the next section). The statement

```
printf("%*.*f", 7, 2, 98.736);
```

uses `7` for the field width, `2` for the precision and outputs the value `98.74` right-aligned.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) The default precision for integers is 1.

b) When used with floating-point conversion specifiers `e`, `E` and `f`, the precision is the number of digits to appear before the decimal point.
c) When used with conversion specifiers `g` and `G`, the precision is the maximum number of significant digits to be printed.
d) When used with conversion specifier `s`, the precision is the maximum number of characters written from the beginning of the string.

Answer: b) is *false*. When used with floating-point conversion specifiers `e`, `E` and `f`, the precision is the number of digits to appear after the decimal point.

2 *(What Does This Code Do?)* Describe precisely what the following code prints:

```
printf("%9.3f", 123.456789);
```

Answer: The code right-aligns in a nine-digit field the rounded value `123.457`.

3 *(What Does This Code Do?)* Describe precisely what the following code prints:

```
printf("%*.*f", 7, 2, 98.736);
```

Answer: The statement uses `7` for the field width, `2` for the precision and outputs the value `98.74` right-aligned in a field of `7`.

9.9 printf Format Flags

Function `printf` also provides *flags* to supplement its output formatting capabilities. The following table summarizes the five flags you can use in format control strings.

Flag	Description
- (minus sign)	Left-align the output within the specified field.
+	Display a plus sign preceding positive values and a minus sign preceding negative values.
space	Print a space before a positive value not printed with the + flag.
#	Prefix `0` to the output value when used with the octal conversion specifier `o`. Prefix `0x` or `0X` to the output value when used with the hexadecimal conversion specifiers `x` or `X`. Force a decimal point for a floating-point number printed with `e`, `E`, `f`, `g` or `G` that does not contain a fractional part. Normally, the decimal point is printed only if a digit follows it. For `g` and `G` specifiers, trailing zeros are not eliminated.
0 (zero)	Pad a field with leading zeros.

9.9.1 Right- and Left-Alignment

Flags in a conversion specification are placed immediately to the right of the `%` and before the format specifier. Several flags may be combined in one conversion specifier. Figure 9.7 demonstrates right-alignment and left-alignment of a string, an integer, a character and a floating-point number. Lines 6 and 8 output lines of numbers representing the column positions, so you can confirm that the right- and left-alignment worked correctly.

```c
// fig09_07.c
// Right- and left-aligning values
#include <stdio.h>

int main(void) {
   puts("12345678901234567890123456789012345678901234567890");
   printf("%10s%10d%10c%10f\n\n", "hello", 7, 'a', 1.23);
   puts("12345678901234567890123456789012345678901234567890");
   printf("%-10s%-10d%-10c%-10f\n", "hello", 7, 'a', 1.23);
}
```

```
12345678901234567890123456789012345678901234567890
     hello         7         a  1.230000

12345678901234567890123456789012345678901234567890
hello     7         a         1.230000
```

Fig. 9.7 | Right- and left-aligning values.

9.9.2 Printing Positive and Negative Numbers with and without the + Flag

Figure 9.8 prints a positive number and a negative number, each with and without the **+ flag**. The minus sign is displayed in both cases, but the plus sign is displayed only when the + flag is used.

```c
// fig09_08.c
// Printing positive and negative numbers with and without the + flag
#include <stdio.h>

int main(void) {
   printf("%d\n%d\n", 786, -786);
   printf("%+d\n%+d\n", 786, -786);
}
```

```
786
-786
+786
-786
```

Fig. 9.8 | Printing positive and negative numbers with and without the + flag.

9.9.3 Using the Space Flag

Figure 9.9 prefixes a space to the positive number with the **space flag**. This is useful for aligning positive and negative numbers with the same number of digits. The value `-547` is not preceded by a space in the output because of its minus sign.

```
1  // fig09_09.c
2  // Using the space flag
3  // not preceded by + or -
4  #include <stdio.h>
5
6  int main(void) {
7     printf("% d\n% d\n", 547, -547);
8  }
```

```
 547
-547
```

Fig. 9.9 | Using the space flag.

9.9.4 Using the # Flag

Figure 9.10 uses the **# flag** to prefix `0` to the octal value and `0x` and `0X` to the hexadecimal values. For `g`, it forces the decimal point to print.

```
1  // fig09_10.c
2  // Using the # flag with conversion specifiers
3  // o, x, X and any floating-point specifier
4  #include <stdio.h>
5
6  int main(void) {
7     int c = 1427; // initialize c
8     printf("%#o\n", c);
9     printf("%#x\n", c);
10    printf("%#X\n", c);
11
12    double p = 1427.0; // initialize p
13    printf("\n%g\n", p);
14    printf("%#g\n", p);
15 }
```

```
02623
0x593
0X593

1427
1427.00
```

Fig. 9.10 | Using the # flag with conversion specifiers.

9.9.5 Using the 0 Flag

Figure 9.11 combines the `+` flag and the **0 (zero) flag** to print `452` in a nine-space field with a `+` sign and leading zeros, then prints `452` again using only the `0` flag and a nine-space field.

```c
// fig09_11.c
// Using the 0 (zero) flag
#include <stdio.h>

int main(void) {
   printf("%+09d\n", 452);
   printf("%09d\n", 452);
}
```

```
+00000452
000000452
```

Fig. 9.11 | Using the 0 (zero) flag.

Self Check

1 *(Multiple Choice)* Which `printf` format flag is described by, "display a plus sign preceding positive values and a minus sign preceding negative values"?

a) -.
b) +.
c) 0).
d) None of the above.

Answer: b.

2 *(What Does This Code Do?)* Show precisely what the following code prints:

```c
puts("12345678901234567890123456789012345678901234567890");
printf("%10s%10d%10c%10f\n\n", "C18", 9, 'g', 6.41);
puts("12345678901234567890123456789012345678901234567890");
printf("%-10s%-10d%-10c%-10f\n", "C18", 9, 'g', 6.41);
```

Answer:

```
12345678901234567890123456789012345678901234567890
       C18         9         g  6.410000

12345678901234567890123456789012345678901234567890
C18       9         g         6.410000
```

3 *(What Does This Code Do?)* Show precisely what the following code prints:

```c
printf("%d\n%d\n", 437, -437);
printf("%+d\n%+d\n", 437, -437);
```

Answer:

```
437
-437
+437
-437
```

9.10 Printing Literals and Escape Sequences

As you've seen throughout the book, literal characters included in the format control string are simply output by `printf`. However, there are several "problem" characters,

such as the *quotation mark* (") that delimits the format control string itself. Various control characters, such as *newline* and *tab*, must be represented by escape sequences. An escape sequence is represented by a backslash (\), followed by a particular escape character. The following table lists the escape sequences and the actions they cause.

Escape sequence	Description
\' (single quote)	Output the single quote (') character.
\" (double quote)	Output the double quote (") character.
\? (question mark)	Output the question mark (?) character.
\\ (backslash)	Output the backslash (\) character.
\a (alert or bell)	Cause an audible (bell) or visual alert (typically, flashing the window in which the program is running).
\b (backspace)	Move the cursor back one position on the current line.
\f (new page or form feed)	Move the cursor to the next logical page's start.
\n (newline)	Move the cursor to the beginning of the *next* line.
\r (carriage return)	Move the cursor to the beginning of the *current* line.
\t (horizontal tab)	Move the cursor to the next horizontal tab position.
\v (vertical tab)	Move the cursor to the next vertical tab position.

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) Literal characters included in the format control string are ignored by `printf`.
b) Various control characters, such as newline and tab, must be represented by escape sequences.
c) An escape sequence is represented by a backslash (\), followed by a particular escape character.
d) All of the above statements are *true*.

Answer: a) is *false*. Actually, `printf` displays any literal characters included in the format control string.

2 *(Multiple Choice)* Which escape sequence is described by "Cause an audible (bell) or visual alert (typically, flashing the window in which the program is running)"?

a) \b.
b) \r.
c) \a.
d) \v.

Answer: \a.

9.11 Formatted Input with scanf

Precise *input formatting* can be accomplished with `scanf`. Every `scanf` statement contains a format control string that describes the format of the data to be input. The

format control string consists of conversion specifiers and literal characters. Function `scanf` has the following input formatting capabilities:

1. Inputting all types of data.
2. Inputting specific characters from an input stream.
3. Skipping specific characters in the input stream.

9.11.1 scanf Syntax

Function `scanf` is written in the following form:

`scanf(`*format-control-string*`,` *other-arguments*`);`

The *format-control-string* describes the input formats, and *other-arguments* are pointers to variables in which the inputs will be stored.

When inputting data, prompt the user for one data item or a few data items at a time. Avoid asking the user to enter many data items in response to a single prompt. Always consider what the user and your program will do when incorrect data is entered—for example, a value for an integer that's nonsensical in a program's context, or a string with missing punctuation or spaces.

9.11.2 scanf Conversion Specifiers

The following table summarizes the conversion specifiers used to input all types of data. Note that the `d` and `i` conversion specifiers have different meanings for input with `scanf`, but are interchangeable for output with `printf`.

Conversion specifier	Description
Integers	
`d`	Read an optionally signed decimal integer. The corresponding argument is a pointer to an `int`.
`i`	Read an optionally signed decimal, octal or hexadecimal integer. The corresponding argument is a pointer to an `int`.
`o`	Read an octal integer. The corresponding argument is a pointer to an unsigned `int`.
`u`	Read an unsigned decimal integer. The corresponding argument is a pointer to an unsigned `int`.
`x` or `X`	Read a hexadecimal integer. The corresponding argument is a pointer to an unsigned `int`.
`h`, `l` and `ll`	Place before any integer conversion specifier to indicate that a `short`, `long` or `long long` integer is to be input.
Floating-point numbers	
`e`, `E`, `f`, `g` or `G`	Read a floating-point value. The corresponding argument is a pointer to a floating-point variable.

Conversion specifier	Description
`l` or `L`	Place before any floating-point conversion specifier to indicate that a `double` or `long double` value is to be input. The corresponding argument is a pointer to a `double` or `long double` variable.
Characters and strings	
`c`	Read a character. The corresponding argument is a pointer to a `char`; no null (`'\0'`) is added.
`s`	Read a string. The corresponding argument is a pointer to an array of type `char` that's large enough to hold the string and a terminating null (`'\0'`) character—which is automatically added.
Scan set	
[*scan characters*]	Scan a string for a set of characters that are stored in an array.
Miscellaneous	
`p`	Read an address of the same form produced when an address is output with `%p` in a `printf` statement.
`n`	Store the number of characters input so far in this call to `scanf`. The corresponding argument must be a pointer to an `int`.
`%`	Skip a percent sign (`%`) in the input.

9.11.3 Reading Integers

Figure 9.12 reads integers with the various integer conversion specifiers and displays the integers as decimal numbers. Conversion specification **`%i`** can input decimal, octal and hexadecimal integers.

```
1  // fig09_12.c
2  // Reading input with integer conversion specifiers
3  #include <stdio.h>
4
5  int main(void) {
6     int a = 0;
7     int b = 0;
8     int c = 0;
9     int d = 0;
10    int e = 0;
11    int f = 0;
12    int g = 0;
13
14    puts("Enter seven integers: ");
15    scanf("%d%i%i%i%o%u%x", &a, &b, &c, &d, &e, &f, &g);
16
17    puts("\nThe input displayed as decimal integers is:");
18    printf("%d %d %d %d %d %d %d\n", a, b, c, d, e, f, g);
19 }
```

Fig. 9.12 | Reading input with integer conversion specifiers. (Part 1 of 2.)

```
Enter seven integers:
-70 -70 070 0x70 70 70 70

The input displayed as decimal integers is:
-70 -70 56 112 56 70 112
```

Fig. 9.12 | Reading input with integer conversion specifiers. (Part 2 of 2.)

9.11.4 Reading Floating-Point Numbers

When inputting floating-point numbers, any of the floating-point conversion specifiers `e`, `E`, `f`, `g` or `G` can be used. Figure 9.13 reads three floating-point numbers, one with each of the three types of floating conversion specifiers, and displays all three numbers with conversion specifier `f`.

```
1  // fig09_13.c
2  // Reading input with floating-point conversion specifiers
3  #include <stdio.h>
4
5  int main(void) {
6     double a = 0.0;
7     double b = 0.0;
8     double c = 0.0;
9
10    puts("Enter three floating-point numbers:");
11    scanf("%le%lf%lg", &a, &b, &c);
12
13    puts("\nUser input displayed in plain floating-point notation:");
14    printf("%f\n%f\n%f\n", a, b, c);
15 }
```

```
Enter three floating-point numbers:
1.27987 1.27987e+03 3.38476e-06

User input displayed in plain floating-point notation:
1.279870
1279.870000
0.000003
```

Fig. 9.13 | Reading input with floating-point conversion specifiers.

9.11.5 Reading Characters and Strings

Characters and strings are input using the conversion specifiers `c` and `s`, respectively. Figure 9.14 prompts the user to enter a string. The program inputs the first character of the string with **`%c`** and stores it in the character variable `x`, then inputs the remainder of the string with **`%s`** and stores it in character array `y`.

```c
// fig09_14.c
// Reading characters and strings
#include <stdio.h>

int main(void) {
   char x = '\0';
   char y[9] = "";

   printf("%s", "Enter a string: ");
   scanf("%c%8s", &x, y);

   printf("The input was '%c' and \"%s\"\n", x, y);
}
```

```
Enter a string: Sunday
The input was 'S' and "unday"
```

Fig. 9.14 | Reading characters and strings.

9.11.6 Using Scan Sets

A sequence of characters can be input using a **scan set**—a set of characters enclosed in square brackets, `[]`, and preceded by a percent sign in the format control string. A scan set scans the characters in the input stream, looking only for those characters that match characters contained in the scan set. Each time a character is matched, it's stored in the scan set's corresponding character array argument. The scan set stops inputting characters when `scanf` encounters a character not contained in the scan set. If the first character in the input stream does not match a character in the scan set, `scanf` does not modify its corresponding array argument. Figure 9.15 uses the scan set `[aeiou]` to scan the input stream for vowels. For our input `"ooeeooahah"`, the first seven letters are input. The eighth letter (`h`) is not in the scan set, so `scanf` stops scanning for characters.

```c
// fig09_15.c
// Using a scan set
#include <stdio.h>

int main(void) {
   char z[9] = "";

   printf("%s", "Enter string: ");
   scanf("%8[aeiou]", z); // search for set of characters

   printf("The input was \"%s\"\n", z);
}
```

Fig. 9.15 | Using a scan set. (Part 1 of 2.)

```
Enter string: ooeeooahah
The input was "ooeeooa"
```

Fig. 9.15 | Using a scan set. (Part 2 of 2.)

Inverting the Scan Set

An **inverted scan set** can scan for characters *not* contained in the scan set. To create an inverted scan set, place a **caret** (^) in the square brackets before the scan characters. When a character contained in the inverted scan set is encountered, input terminates. Figure 9.16 uses the inverted scan set `[^aeiou]` to search for "non-vowels."

```
1  // fig09_16.c
2  // Using an inverted scan set
3  #include <stdio.h>
4
5  int main(void) {
6     char z[9] = "";
7
8     printf("%s", "Enter a string: ");
9     scanf("%8[^aeiou]", z); // inverted scan set
10
11    printf("The input was \"%s\"\n", z);
12 }
```

```
Enter a string: String
The input was "Str"
```

Fig. 9.16 | Using an inverted scan set.

9.11.7 Using Field Widths

A field width can be used in a `scanf` conversion specifier to read a specific number of characters from the input stream. Figure 9.17 inputs a series of consecutive digits as a two-digit integer and an integer consisting of the remaining digits in the input stream.

```
1  // fig09_17.c
2  // Inputting data with a field width
3  #include <stdio.h>
4
5  int main(void) {
6     int x = 0;
7     int y = 0;
8
9     printf("%s", "Enter a six digit integer: ");
10    scanf("%2d%d", &x, &y);
```

Fig. 9.17 | Inputting data with a field width. (Part 1 of 2.)

```
11
12     printf("The integers input were %d and %d\n", x, y);
13  }
```

```
Enter a six digit integer: 123456
The integers input were 12 and 3456
```

Fig. 9.17 | Inputting data with a field width. (Part 2 of 2.)

9.11.8 Skipping Characters in an Input Stream

You may want to skip certain characters in the input stream. Whitespace characters, such as space, newline and tab, at the beginning of a format control string skip all leading whitespace. Other literal characters ignore those characters at specific positions in the input. For example, your program might input a date as

```
11-10-1999
```

Each number in the date needs to be stored, but the dashes that separate the numbers can be discarded. To eliminate unnecessary characters, include them in `scanf`'s format control string. For example, to discard the dashes in the input, use the statement

```
scanf("%d-%d-%d", &month, &day, &year);
```

Assignment Suppression Character

Although the preceding `scanf` does eliminate the dashes in the input, it's possible that the user might enter the date as

```
10/11/1999
```

In this case, the preceding `scanf` would not eliminate the unnecessary characters. For this reason, `scanf` provides the **assignment suppression character** `*`. This character enables `scanf` to read and discard data from the input without assigning it to a variable. Figure 9.18 uses the assignment suppression character in the `%c` conversion specification to indicate that a character appearing in the input stream should be read and discarded. Only the month, day and year are stored. We print the variable's values to demonstrate that they're input correctly. The argument lists for each `scanf` call do not contain variables for the conversion `"%*c"` specifiers containing the assignment suppression character. The corresponding characters are simply discarded.

```
1  // fig09_18.c
2  // Reading and discarding characters from the input stream
3  #include <stdio.h>
4
5  int main(void) {
6     int month = 0;
7     int day = 0;
8     int year = 0;
```

Fig. 9.18 | Reading and discarding characters from the input stream. (Part 1 of 2.)

```
   printf("%s", "Enter a date in the form mm-dd-yyyy: ");
   scanf("%d%*c%d%*c%d", &month, &day, &year);
   printf("month = %d  day = %d  year = %d\n\n", month, day, year);

   printf("%s", "Enter a date in the form mm/dd/yyyy: ");
   scanf("%d%*c%d%*c%d", &month, &day, &year);
   printf("month = %d  day = %d  year = %d\n", month, day, year);
}
```

```
Enter a date in the form mm-dd-yyyy: 07-04-2021
month = 7  day = 4  year = 2021

Enter a date in the form mm/dd/yyyy: 01/01/2021
month = 1  day = 1  year = 2021
```

Fig. 9.18 | Reading and discarding characters from the input stream. (Part 2 of 2.)

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) A scan set scans the characters in the input stream, looking only for those characters that match characters in the scan set.

b) Each time a character is matched, it's stored in the scan set's corresponding character array argument.

c) The scan set stops inputting characters when a character that's not contained in the scan set is encountered.

d) If the stream's first character matches a character in the scan set, `scanf` does not modify the corresponding array argument.

Answer: d) is *false*. Actually, if the stream's first character *does not match* a character in the scan set, `scanf` does not modify the corresponding array argument.

2 *(Fill-In)* A(n) _____ can be used in a `scanf` conversion specifier to read a specific number of characters from the input stream.

Answer: field width.

3 *(Fill-In)* The `scanf` _____ character _____ enables `scanf` to read and discard data from the input without assigning it to a variable.

Answer: assignment suppression, `*`.

SEC 9.12 Secure C Programming

The C standard lists many cases in which using incorrect library-function arguments can result in undefined behaviors. These can cause security vulnerabilities, so they should be avoided. Such problems can occur when using `printf` (or any of its variants, such as `sprintf`, `fprintf`, `printf_s`, etc.) with improperly formed conversion specifications. CERT rule FIO00-C (`https://wiki.sei.cmu.edu/`) discusses these issues. It presents a table showing the valid combinations of formatting flags, length modifiers and conversion-specifier characters that can be used to form conversion

specifications. The table also shows the proper argument type for each valid conversion specification. As you study *any* programming language, if the language specification says that doing something can lead to undefined behavior, avoid doing it to prevent security vulnerabilities.

Self Check

1 *(True/False)* Undefined behaviors can cause security vulnerabilities, so they should be avoided.
Answer: *True*.

Summary

Section 9.2 Streams

- Input and output are performed with **streams** (p. 450), which are sequences of bytes.
- The **standard input stream** is connected to the keyboard. The **standard output and error streams** are connected to the computer screen (p. 450).
- Operating systems allow the standard streams to be **redirected** to other devices.

Section 9.3 Formatting Output with `printf`

- A **format control string** (p. 451) describes the formats for values to output. It consists of **conversion specifiers**, **flags**, **field widths**, **precisions** and **literal characters**.
- A **conversion specification** (p. 451) consists of a `%` (p. 451) and a conversion specifier.

Section 9.4 Printing Integers

- Integers are printed with the following conversion specifiers (p. 452): `d` or `i` for optionally signed integers, `o` for unsigned integers in octal form, `u` for unsigned integers in decimal form and `x` or `X` for unsigned integers in hexadecimal form. The modifiers `h`, `l` or `ll` are prefixed to the preceding conversion specifiers to indicate a `short`, `long` or `long long` integer.

Section 9.5 Printing Floating-Point Numbers

- Floating-point values are printed with the following conversion specifiers: `e` or `E` (p. 454) for exponential notation, `f` (p. 454) for regular floating-point notation, and `g` or `G` for either `e` (or `E`) notation or `f` notation. When the `g` (or `G`, p. 454) conversion specifier is indicated, the `e` (or `E`) conversion specifier is used if the value's exponent is less than `-4` or greater than or equal to the precision with which the value is printed.
- The **precision** for the `g` and `G` conversion specifiers indicates the maximum number of significant digits printed.

Section 9.6 Printing Strings and Characters

- The conversion specifier `c` (p. 456) prints a **character**.
- The conversion specifier `s` (p. 456) prints a **string of characters** ending in the null character.

Section 9.7 Other Conversion Specifiers

- The conversion specifier `p` (p. 457) displays an **address** in an implementation-defined manner (on many systems, hexadecimal notation is used).
- The conversion specifier `%%` (p. 457) causes a literal `%` to be output.

Section 9.8 Printing with Field Widths and Precision

- If the **field width** (p. 451) is larger than the object being printed, the object is **right-aligned** by default.
- **Field widths** can be used with all conversion specifiers.
- **Precision** for integer conversion specifiers indicates the minimum number of digits printed.
- **Precision** for floating-point conversion specifiers `e`, `E` and `f` indicates the number of digits after the decimal point. Precision for floating-point conversion specifiers `g` and `G` indicates the number of significant digits to appear.
- **Precision** for conversion specifier `s` indicates the number of characters to print.
- The **field width** and the **precision** can be combined by placing the field width, followed by a decimal point, followed by the precision between the percent sign and the conversion specifier.
- It's possible to specify the **field width** and the **precision** through **integer expressions** in the argument list following the format control string. To do so, use an asterisk (*) for the field width or precision. The matching argument in the argument list is used in place of the asterisk.

Section 9.9 `printf` Format Flags

- The - **flag** left-aligns its argument in a field.
- The `+` **flag** (p. 462) prints a plus sign for positive values and a minus sign for negative values.
- The **space flag** (p. 462) prints a space preceding a positive value that's not displayed with the `+` flag.
- The `#` **flag** (p. 463) prefixes `0` to octal values and `0x` or `0X` to hexadecimal values and forces the decimal point to be printed for floating-point values printed with `e`, `E`, `f`, `g` or `G`.
- The `0` **flag** (p. 463) prints leading zeros for a value that does not occupy its entire field width.

Section 9.10 Printing Literals and Escape Sequences

- Most **literal characters** to be printed in a `printf` statement can simply be included in the format control string. However, there are several "problem" characters, such as the quotation mark (", p. 465) that delimits the format control string itself. Various **control characters**, such as newline and tab, must be represented by **escape sequences**. An escape sequence is represented by a backslash (\) followed by a particular escape character.

Section 9.11 Formatted Input with `scanf`

- **Input formatting** is accomplished with the **`scanf`** library function.
- `scanf` inputs integers with the conversion specifiers **`d`** and **`i`** (p. 467) for optionally signed integers and **`o`**, **`u`**, **`x`** or **`X`** for unsigned integers in octal, decimal and hexadecimal formats. The modifiers **`h`**, **`l`** or **`ll`** are placed before an integer conversion specifier to input a `short`, `long` or `long long` integer.
- `scanf` inputs floating-point values with the conversion specifiers **`e`**, **`E`**, **`f`**, **`g`** or **`G`**. The modifiers `l` and `L` are placed before any of the floating-point conversion specifiers to indicate that the input value is a `double` or `long double` value.
- `scanf` inputs characters with the conversion specifier **`c`** (p. 468).
- `scanf` inputs strings with the conversion specifier **`s`** (p. 468).
- A `scanf` with a **scan set** (p. 469) scans the characters in the input, looking only for those characters that match characters contained in the scan set. Each matching character is stored in a character array. Input stops when a character not contained in the scan set is encountered.

- To create an **inverted scan set** (p. 470), place a caret (^) in the square brackets before the scan characters. `scanf` stores characters not appearing in the inverted scan set and stops when a character contained in the inverted scan set is encountered.
- `scanf` inputs **address values** with the conversion specifier **`p`**.
- Conversion specifier **`n`** stores the **number of characters input** so far in the current `scanf`. The corresponding argument is a pointer to `int`.
- The **assignment suppression character** (*, p. 471) reads and discards data from the input stream.
- A **field width** is used in `scanf` to read a specific number of characters from the input stream.

Self-Review Exercises

9.1 Fill-In the blanks in each of the following:

a) Input and output are dealt with in the form of _____.
b) The _____ stream is normally connected to the keyboard.
c) The _____ stream is normally connected to the computer screen.
d) Precise output formatting is accomplished with the _____ function.
e) The format control string may contain _____, _____, _____, _____ and _____.
f) The conversion specifier _____ or _____ may be used to output a signed decimal integer.
g) The conversion specifiers _____, _____ and _____ display unsigned integers in octal, decimal and hexadecimal form.
h) The modifiers _____ and _____ are placed before the integer conversion specifiers to display `short` or `long` integer values.
i) The conversion specifier _____ displays a floating-point value in exponential notation.
j) The modifier _____ is placed before any floating-point conversion specifier to display a `long double` value.
k) The conversion specifiers `e`, `E` and `f` are displayed with _____ digits of precision to the decimal point's right if no precision is specified.
l) The conversion specifiers _____ and _____ print strings and characters.
m) All strings end in the _____ character.
n) The field width and precision in a `printf` conversion specifier can be controlled with integer expressions by substituting a(n) _____ for the field width or for the precision and placing an integer expression in the corresponding argument.
o) The _____ flag left-aligns output in a field.
p) The _____ flag displays values with either a plus sign or a minus sign.
q) Precise input formatting is accomplished with the _____ function.
r) A(n) _____ scans a string for specific characters and stores the characters in an array.
s) The conversion specifier _____ inputs optionally signed octal, decimal and hexadecimal integers.

t) The conversion specifiers _____ can be used to input a `double` value.
u) The _____ reads and discards data from the input stream without assigning it to a variable.
v) A(n) _____ can be used in a `scanf` conversion specifier to indicate that a specific number of characters or digits should be read from the input stream.

9.2 Find the error in each of the following and explain how it can be corrected.

a) The following statement should print the character `'c'`.
```
printf("%s\n", 'c');
```
b) The following statement should print `9.375%`.
```
printf("%.3f%", 9.375);
```
c) The following statement should print the first character of `"Monday"`.
```
printf("%c\n", "Monday");
```
d) `puts(""A string in quotes"");`
e) `printf(%d%d, 12, 20);`
f) `printf("%c", "x");`
g) `printf("%s\n", 'Richard');`

9.3 Write a statement for each of the following:

a) Print `1234` right-aligned in a 10-digit field.
b) Print `123.456789` in exponential notation with a sign (+ or -) and 3 digits of precision.
c) Read a `double` value into variable `number`.
d) Print `100` in octal form preceded by `0`.
e) Read a string into character array `string`.
f) Read characters into array `n` until a nondigit character is encountered.
g) Use integer variables `x` and `y` to specify the field width and precision used to display the `double` value `87.4573`.
h) Read a value of the form `3.5%`. Store the percentage in `float` variable `percent` and eliminate the `%` from the input stream. Do not use the assignment suppression character.
i) Print `3.333333` as a `long double` value with a sign (+ or -) in a field of 20 characters with a precision of `3`.

Answers to Self-Review Exercises

9.1 a) streams. b) standard input. c) standard output. d) `printf`. e) conversion specifiers, flags, field widths, precisions, literal characters. f) `d`, `i`. g) `o`, `u`, `x` (or `X`). h) `h`, `l`. i) `e` (or `E`). j) `L`. k) 6. l) `s`, `c`. m) `NULL` (`'\0'`). n) asterisk (`*`). o) - (minus). p) + (plus). q) `scanf`. r) scan set. s) `i`. t) `le`, `lE`, `lf`, `lg` or `lG`. u) assignment suppression character (`*`). v) field width.

9.2 See the answers below:

a) Error: Conversion specifier `s` expects an argument of type pointer to `char`.
Correction: To print the character `'c'`, use the conversion specifier `%c` or change `'c'` to `"c"`.

b) Error: Trying to print the literal character % without using the conversion specifier %%.
Correction: Use %% to print a literal % character.
c) Error: Conversion specifier c expects an argument of type char.
Correction: To print the first character of "Monday" use the conversion specifier %.1s.
d) Error: Trying to print the literal character " without using the \" escape sequence.
Correction: Replace each quote in the inner set of quotes with \".
e) Error: The format control string is not enclosed in double quotes.
Correction: Enclose %d%d in double quotes.
f) Error: The character x is enclosed in double quotes.
Correction: Character constants to be printed with %c must be enclosed in single quotes.
g) Error: The string to be printed is enclosed in single quotes.
Correction: Use double quotes instead of single quotes to represent a string.

9.3 a) `printf("%10d\n", 1234);`
b) `printf("%+.3e\n", 123.456789);`
c) `scanf("%lf", &number);`
d) `printf("%#o\n", 100);`
e) `scanf("%s", string);`
f) `scanf("%[0123456789]", n);`
g) `printf("%*.*f\n", x, y, 87.4573);`
h) `scanf("%f%%", &percent);`
i) `printf("%+20.3Lf\n", 3.333333);`

Exercises

9.4 Write a `printf` or `scanf` statement for each of the following:
a) Print unsigned integer `40000` left-aligned in a 15-digit field with 8 digits.
b) Read a hexadecimal value into variable `hex`.
c) Print `200` with and without a sign.
d) Print `100` in hexadecimal form preceded by `0x`.
e) Read characters into array `s` until the letter `p` is encountered.
f) Print `1.234` in a 9-digit field with preceding zeros.
g) Read a time of the form `hh:mm:ss`, storing the parts of the time in the integer variables `hour`, `minute` and `second`. Skip the colons (`:`) in the input stream. Use the assignment suppression character.
h) Read a string of the form `"characters"` from the standard input. Store the string in character array `s`. Eliminate the quotation marks from the input.
i) Read a time of the form `hh:mm:ss`, storing the parts of the time in the integer variables `hour`, `minute` and `second`. Skip the colons (`:`) in the input stream. Do not use the assignment suppression character.

9.5 Show what each of the following statements prints. If a statement is incorrect, indicate why.

a) `printf("%-10d\n", 10000);`
b) `printf("%c\n", "This is a string");`
c) `printf("%*.*lf\n", 8, 3, 1024.987654);`
d) `printf("%#o\n%#X\n%#e\n", 17, 17, 1008.83689);`
e) `printf("% ld\n%+ld\n", 1000000, 1000000);`
f) `printf("%10.2E\n", 444.93738);`
g) `printf("%10.2g\n", 444.93738);`
h) `printf("%d\n", 10.987);`

9.6 Find the error(s) in each of the following program segments. Explain how each error can be corrected.

a) `printf("%s\n", 'Happy Birthday');`
b) `printf("%c\n", 'Hello');`
c) `printf("%c\n", "This is a string");`
d) The following statement should print `"Bon Voyage"`:
```
printf(""%s"", "Bon Voyage");
```
e)
```
char day[] = "Sunday";
printf("%s\n", day[3]);
```
f) `puts('Enter your name: ');`
g) `printf(%f, 123.456);`
h) The following statement should print the characters `'O'` and `'K'`:
```
printf("%s%s\n", 'O', 'K');
```
i)
```
char s[10];
scanf("%c", s[7]);
```

9.7 ***(Differences Between %d and %i)*** Write a program to test the difference between the `%d` and `%i` conversion specifiers when used in `scanf` statements. Ask the user to enter two integers separated by a space. Use the statements

```
scanf("%i%d", &x, &y);
printf("%d %d\n", x, y);
```

to input and print the values. Test the program with the following sets of input data:

```
 10    10
-10   -10
010   010
0x10  0x10
```

9.8 ***(Printing Numbers in Various Field Widths)*** Write a program that prints the integer value `12345` and the floating-point value `1.2345` in fields of various sizes. What happens when the values are printed in fields containing fewer digits than the values?

9.9 ***(Rounding Floating-Point Numbers)*** Write a program that prints `100.453627` rounded to the nearest digit, tenth, hundredth, thousandth and ten-thousandth.

9.10 *(Temperature Conversions)* Write a program that converts integer Fahrenheit temperatures from `0` to `212` degrees to floating-point Celsius temperatures with 3 digits of precision. Perform the calculation using the formula

```
celsius = 5.0 / 9.0 * (fahrenheit - 32);
```

Display the output in two right-aligned columns of 10 characters each. Precede the Celsius temperatures by a sign for both positive and negative values.

9.11 *(Escape Sequences)* Write a program to test the escape sequences `\'`, `\"`, `\?`, `\\`, `\a`, `\b`, `\n`, `\r` and `\t`. For the escape sequences that move the cursor, print a character before and after printing the escape sequence so it's clear where the cursor has moved.

9.12 *(Printing a Question Mark)* Write a program that determines whether `?` can be printed as part of a `printf` format control string as a literal character rather than using the `\?` escape sequence.

9.13 *(Reading an Integer with Each `scanf` Conversion Specifier)* Write a program that inputs the value `437` using each of the `scanf` integer conversion specifiers. Print each input value using all the integer conversion specifiers.

9.14 *(Outputting a Number with the Floating-Point Conversion Specifiers)* Write a program that uses each of the conversion specifiers `e`, `f` and `g` to input the value `1.2345`. Print the values of each variable to prove that each conversion specifier can be used to input this same value.

9.15 *(Reading Strings in Quotes)* In some programming languages, strings are entered surrounded by either single or double quotation marks. Write a program that reads the three strings `suzy`, `"suzy"` and `'suzy'`. Are the single and double quotes ignored by C or read as part of the string?

9.16 *(Printing a Question Mark as a Character Constant)* Write a program that determines whether `?` can be printed as the character constant `'?'` rather than the character constant escape sequence `'\?'`. Use the conversion specifier `%c` in the format control string of a `printf` statement.

9.17 *(Using `%g` with Various Precisions)* Write a program that uses the conversion specifier `g` to output the value `9876.12345`. Print the value with precisions ranging from `1` to `9`.

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Structures, Unions, Bit Manipulation and Enumerations

10



Objectives

In this chapter, you'll:

- Create and use `struct`s, `union`s and `enum`s.
- Understand self-referential `struct`s.
- Learn about the operations that can be performed on `struct` instances.
- Initialize `struct` members.
- Access `struct` members.
- Pass `struct` instances to functions by value and by reference.
- Use `typedef`s to create aliases for existing type names.
- Learn the operations that can be performed on `union`s.
- Initialize `union`s.
- Manipulate integer data with the bitwise operators.
- Create bit fields for storing data compactly.
- Use `enum` constants.
- Consider the security issues of working with `struct`s, bit manipulation and `enum`s.

Outline

10.1 Introduction
10.2 Structure Definitions
- 10.2.1 Self-Referential Structures
- 10.2.2 Defining Variables of Structure Types
- 10.2.3 Structure Tag Names
- 10.2.4 Operations That Can Be Performed on Structures

10.3 Initializing Structures
10.4 Accessing Structure Members with `.` and `->`
10.5 Using Structures with Functions
10.6 `typedef`
10.7 Random-Number Simulation Case Study: High-Performance Card Shuffling and Dealing
10.8 Unions
- 10.8.1 Union Declarations
- 10.8.2 Allowed `union` Operations
- 10.8.3 Initializing `union`s in Declarations
- 10.8.4 Demonstrating `union`s

10.9 Bitwise Operators
- 10.9.1 Displaying an Unsigned Integer's Bits
- 10.9.2 Making Function `displayBits` More Generic and Portable
- 10.9.3 Using the Bitwise AND, Inclusive OR, Exclusive OR and Complement Operators
- 10.9.4 Using the Bitwise Left- and Right-Shift Operators
- 10.9.5 Bitwise Assignment Operators

10.10 Bit Fields
- 10.10.1 Defining Bit Fields
- 10.10.2 Using Bit Fields to Represent a Card's Face, Suit and Color
- 10.10.3 Unnamed Bit Fields

10.11 Enumeration Constants
10.12 Anonymous Structures and Unions
10.13 Secure C Programming

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises* | *Special Section: Raylib Game-Programming Case Studies*

10.1 Introduction

Structures are collections of related variables under one name, known as **aggregates** in the C standard. Structures may contain many variables of different types. That's in contrast to arrays, which contain only elements of the same type. Here, we'll discuss:

- `typedef`s—for creating *aliases* for previously defined data types.
- `union`s—similar to structures, but with members that *share* the *same* storage.
- bitwise operators—for manipulating the bits of integral operands.
- bit fields—`unsigned int` or `int` members of structures or unions for which you specify the number of bits in which the members are stored, helping you pack information tightly.
- enumerations—sets of integer constants represented by identifiers.

In Chapters 11 and 12, you'll see that

- structures commonly define records to be stored in files, and
- pointers and structures facilitate forming data structures such as linked lists, queues, stacks and trees.

Self Check

1 *(Fill-In)* _____ are similar to structures, but with members that share the same storage space.
Answer: `union`s.

2 *(Fill-In)* _____ are sets of integer constants represented by identifiers.
Answer: Enumerations.

10.2 Structure Definitions

Structures are **derived data types**—they're constructed using objects of other types. The keyword **`struct`** introduces a structure definition, as in

```
struct card {
   const char *face;
   const char *suit;
};
```

The identifier `card` is the **structure tag**, which you use with `struct` to declare variables of the **structure type**—e.g., `struct card`. Variables declared within a `struct`'s braces are the structure's **members**. A `struct`'s members must have unique names, though separate structure types may contain members of the same name without conflict. Each structure definition ends with a semicolon.

The `struct card` definition contains `const char *` members `face` and `suit`. Structure members can be `const` or non-`const` primitive-type variables (e.g., `int`s, `double`s, etc.) or aggregates, such as arrays or other `struct`-type objects. Chapter 6 showed that an array's elements all have the same type. Structure members, however, can be of different types. For example, the following `struct` contains `char` array members for an employee's first and last names, an `int` member for the employee's age and a `double` member for the employee's hourly salary:

```
struct employee {
   char firstName[20];
   char lastName[20];
   int age;
   double hourlySalary;
};
```

10.2.1 Self-Referential Structures

A `struct` type may not contain a variable of its own `struct` type (which is a compilation error), but it may contain a pointer to that `struct` type. For example, the updated `struct employee` below contains a pointer to the employee's manager, which would be another `struct employee` object:

ERR

```
struct employee {
   char firstName[20];
   char lastName[20];
   unsigned int age;
   double hourlySalary;
   struct employee *managerPtr; // pointer
};
```

A structure containing a member that's a pointer to the *same* `struct` type is a **self-referential structure**. Self-referential structures are used to build linked data structures.

10.2.2 Defining Variables of Structure Types

A structure definition does not reserve any space in memory. Rather, it creates a new data type you can use to define variables. It's like a blueprint showing how to build instances of that `struct`. The following statements reserve memory for variables using the type `struct card`:

```
struct card myCard;
struct card deck[52];
struct card *cardPtr;
```

Variable `myCard` is a `struct card` object, array `deck` consists of 52 `struct card` objects, and `cardPtr` is a pointer to a `struct card` object.

Variables of a given structure type may also be defined by placing a comma-separated list of variable names between the `struct`'s closing brace and terminating semicolon. For example, you can incorporate the preceding definitions into the `struct card` definition:

```
struct card {
   const char *face;
   const char *suit;
} myCard, deck[52], *cardPtr;
```

10.2.3 Structure Tag Names

The structure tag name is optional. If a structure definition does not specify a tag name, you must define any variables of the type, as shown in the preceding code snippet. Always provide a structure tag name so you can declare new variables of that type later.

10.2.4 Operations That Can Be Performed on Structures

You can perform the following operations on `structs`:

- assigning one `struct` variable to another of the *same* type (Section 10.7)—for a pointer member, this copies only the address stored in the pointer,
- taking the address (`&`) of a `struct` variable (Section 10.4),
- accessing a `struct` variable's members (Section 10.4),
- using the `sizeof` operator to determine a `struct` variable's size, and
- zero initializing a struct variable in its definition, as in

```
struct card myCard = {};
```

ERR ⊗ Assigning a structure of one type to one of a different type is a compilation error.

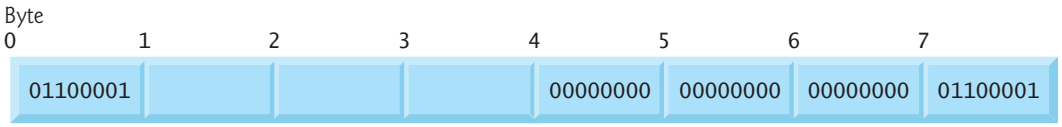
Comparing Structure Objects Is Not Allowed

Structures may *not* be compared using operators `==` and `!=`, because structure members may not be stored in consecutive bytes of memory. Sometimes there are "holes" in a structure because computers store some data types only on certain memory boundaries, such as half-word, word or double-word boundaries. This is machine-dependent. A word is a memory unit used to store data in a computer, usually four bytes or eight bytes.

Consider the following structure definition, which also defines variables `sample1` and `sample2`:

```
struct example {
   char c;
   int i;
} sample1, sample2;
```

A computer with four-byte words might require that each `struct example` member be aligned on a word boundary, i.e., at the beginning of a word. The following diagram shows a possible memory alignment for a `struct example` variable that has been assigned the character and the integer `97`. We show the bit representations here.



If each member is stored beginning at a word boundary, each `struct example` variable has a three-byte hole in bytes `1`–`3`. The hole's value is *unspecified*. Even if `sample1`'s and `sample2`'s member values are equal, the holes are not likely to contain identical values, so the structures are not necessarily equal. Data type sizes and memory alignment considerations are machine-dependent. SE

Self Check

1 *(Multiple Choice)* Consider the `struct name` definition:

```
struct name {
   const char *first;
   const char *last;
};
```

Which of the following statements a), b) or c) is *false*?

a) Keyword `struct` introduces the structure definition.
b) The structure tag `name` can be used with `struct` to declare variables of the structure type.
c) Variables declared within a `struct`'s braces are the structure's members, which must have unique names.
d) All of the above statements are *true*.

Answer: d.

2 *(Multiple Choice)* Which of the following a), b) or c) is not a valid operation that may be performed on a structure?

a) Assigning `struct` variables to `struct` variables of the same type.
b) Dereferencing a `struct` variable.
c) Accessing a `struct` variable's members and using `sizeof` to determine the size of a `struct` variable.
d) All of the above statements are *true*.

Answer: b) is not valid. You cannot dereference a `struct` because it's not a pointer, but you can take a `struct`'s address with `&`.

10.3 Initializing Structures

Like arrays, you can initialize a `struct` variable via an initializer list. For example, the following statement creates variable `myCard` using type `struct card` (Section 10.2) and initializes member `face` to `"Three"` and member `suit` to `"Hearts"`:

```
struct card myCard = {"Three", "Hearts"};
```

If there are fewer initializers than members, the remaining members are automatically initialized to `0` or `NULL` (for pointer members). Structure variables defined outside a function definition (i.e., externally) are initialized to `0` or `NULL` if they're not explicitly initialized in the external definition. You may also assign structure variables to other structure variables of the same type or assign values to individual structure members.

Self Check

1 *(True/False)* If there are fewer initializers in the list than members in the structure, the remaining members are not initialized.
Answer: *False*. Actually, they're initialized to `0` (or `NULL` if the member is a pointer).

2 *(True/False)* You may assign structure variables to other structure variables of the same type or assign values to individual structure members.
Answer: *True*.

10.4 Accessing Structure Members with . and ->

You can access structure members with:

- the **structure member operator** (`.`), or dot operator, and
- the **structure pointer operator** (`->`), or **arrow operator**.

Structure Member Operator (.)

The structure member operator accesses a structure member via a structure variable name. For example, using the structure variable `myCard` from Section 10.3, we can print the `suit` member with the statement:

```
printf("%s", myCard.suit); // displays Hearts
```

Structure Pointer Operator (->)

You can access a structure member via a pointer to the structure using the structure pointer operator—a minus (-) sign and a greater than (>) sign with no intervening spaces. If the pointer `cardPtr` points to the `struct card` object `myCard` we defined earlier, we can print its member `suit` with the statement:

```
printf("%s", cardPtr->suit); // displays Hearts
```

The expression `cardPtr->suit` is equivalent to `(*cardPtr).suit`, which dereferences the pointer and accesses the member `suit` using the structure member operator (`.`). The parentheses are needed here because the structure member operator (`.`) has higher precedence than the pointer dereferencing operator (`*`). The structure pointer operator and

structure member operator have the highest precedence and group from left-to-right, along with parentheses (for calling functions) and brackets ([]) used for array indexing.

Spacing Conventions

Do not put spaces around the -> and . (dot) operators to emphasize that the expressions the operators are contained in are essentially single variable names. Inserting space between the structure pointer operator's - and > or between any other multiple-keystroke operator's components (except ?:) is a syntax error. ERR

Demonstrating the Structure Member and Structure Pointer Operators

Figure 10.1 refers to members of structure myCard using the structure member and structure pointer operators. Lines 16–17 assign "Ace" and "Spades" to myCard's members. Line 19 assigns myCard's address to cardPtr. Lines 21–23 display myCard's members using:

- the structure member operator and variable name myCard,
- the structure pointer operator and pointer cardPtr, and
- the structure member operator with dereferenced pointer cardPtr.

```
1  // fig10_01.c
2  // Structure member operator and
3  // structure pointer operator
4  #include <stdio.h>
5
6  // card structure definition
7  struct card {
8     const char *face; // define pointer face
9     const char *suit; // define pointer suit
10 };
11
12 int main(void) {
13    struct card myCard; // define one struct card variable
14
15    // place strings into myCard
16    myCard.face = "Ace";
17    myCard.suit = "Spades";
18
19    struct card *cardPtr = &myCard; // assign myCard
20
21    printf("%s of %s\n", myCard.face, myCard.suit);
22    printf("%s of %s\n", cardPtr->face, cardPtr->suit);
23    printf("%s of %s\n", (*cardPtr).face, (*cardPtr).suit);
24 }
```

```
Ace of Spades
Ace of Spades
Ace of Spades
```

Fig. 10.1 | Structure member operator and structure pointer operator.

Self Check

1 *(Fill-In)* The structure member operator _____ and the structure pointer operator _____ can be used to access structure members.
Answer: . (dot) , ->.

2 *(True/False)* The expression `cardPtr->suit` is equivalent to `(*cardPtr).suit`, which dereferences the pointer and accesses the member `suit` using the structure member operator. The parentheses are optional.
Answer: *False*. The expressions, as shown, are equivalent. The parentheses *are* needed here because the structure member operator (.) has higher precedence than the pointer dereferencing operator (*).

10.5 Using Structures with Functions

With structures, you can pass to functions:

- individual structure members,
- entire structure objects, or
- pointers to structure objects.

Individual structure members and entire structure objects are passed by value, so functions cannot modify them in the caller. To pass a structure by reference, use the structure object's address. Passing structures by reference is more efficient than passing structures by value, which requires the entire structure to be copied. Arrays of structure objects—like all other arrays—are automatically passed by reference.

PERF

Passing an Array By Value

In Chapter 6, we stated that you can use a structure to pass an array by value. To do so, create a structure with an array member. Structures are passed by value, so its members are passed by value.

Self Check

1 *(Fill-In)* Structure objects and individual structure members are passed to functions by _____.
Answer: value.

2 *(Discussion)* How can you pass an array by value?
Answer: Simply place the array in a structure and pass the structure. Structures normally pass by value.

10.6 typedef

The keyword `typedef` enables you to create synonyms (or aliases) for previously defined types. It's commonly used to create shorter names for `struct` types and simplify declarations of types like function pointers. For example, the following `typedef` defines `Card` as a synonym for type `struct card`:

```
typedef struct card Card;
```

By convention, capitalize the first letter of `typedef` names to emphasize that they're synonyms for other type names.

You can now use `Card` to declare variables of type `struct card`. The declaration

```
Card deck[52];
```

declares an array of 52 `Card` structures (i.e., variables of type `struct card`). Creating a new name with `typedef` does *not* create a new type; `typedef` creates an alternate *type name*, which may be used as an *alias* for an existing type name. A meaningful name helps make the program self-documenting. For example, when we read the previous declaration, we know "`deck` is an array of 52 `Cards`."

Combining `typedef` with `struct` Definitions

Programmers often use `typedef` to define a structure type, so a structure tag is not required. For example, the following definition also creates the structure type `Card`:

```
typedef struct {
   const char *face;
   const char *suit;
} Card;
```

Synonyms for Built-In Types

Using `typedefs` can help make a program more readable and maintainable. Often, `typedef` is used to create synonyms for built-in types. For example, a program requiring four-byte integers may use type `int` on one system and type `long` on another. Programs designed for portability often use `typedef` to create an alias for four-byte integers, such as `Integer`. To port the program to another platform, you can simply change the `Integer typedef` and recompile the program.

Self Check

1 *(Code)* Write a `typedef` statement that creates for structure type `struct dice` the shorter type name `Dice`.

Answer: `typedef struct dice Dice;`

2 *(True/False)* Creating a new name with `typedef` creates a new type.

Answer: *False*. Creating a new name with `typedef` does *not* create a new type. It simply creates a new *type name*, which may be used as an *alias* for an existing type name.

10.7 Random-Number Simulation Case Study: High-Performance Card Shuffling and Dealing

Figure 10.2 is based on Chapter 7's card shuffling and dealing simulation. This program represents the deck of cards as an array of `Card structs` and uses high-performance shuffling and dealing algorithms.

```c
// fig10_02.c
// Card shuffling and dealing program using structures
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

#define CARDS 52
#define FACES 13

// card structure definition
struct card {
   const char *face; // define pointer face
   const char *suit; // define pointer suit
};

typedef struct card Card; // new type name for struct card

// prototypes
void fillDeck(Card * const deck, const char *faces[], const char *suits[]);
void shuffle(Card * const deck);
void deal(const Card * const deck);

int main(void) {
   Card deck[CARDS]; // define array of Cards

   // initialize faces array of pointers
   const char *faces[] = { "Ace", "Deuce", "Three", "Four", "Five",
      "Six", "Seven", "Eight", "Nine", "Ten", "Jack", "Queen", "King"};

   // initialize suits array of pointers
   const char *suits[] = { "Hearts", "Diamonds", "Clubs", "Spades"};

   srand(time(NULL)); // randomize

   fillDeck(deck, faces, suits); // load the deck with Cards
   shuffle(deck); // put Cards in random order
   deal(deck); // deal all 52 Cards
}

// place strings into Card structures
void fillDeck(Card * const deck, const char * faces[],
   const char * suits[]) {
   // loop through deck
   for (size_t i = 0; i < CARDS; ++i) {
      deck[i].face = faces[i % FACES];
      deck[i].suit = suits[i / FACES];
   }
}
```

Fig. 10.2 | Card shuffling and dealing program using structures. (Part 1 of 2.)

```
50 // shuffle cards
51 void shuffle(Card * const deck) {
52    // loop through deck randomly swapping Cards
53    for (size_t i = 0; i < CARDS; ++i) {
54       size_t j = rand() % CARDS;
55       Card temp = deck[i];
56       deck[i] = deck[j];
57       deck[j] = temp;
58    }
59 }
60
61 // deal cards
62 void deal(const Card * const deck) {
63    // loop through deck
64    for (size_t i = 0; i < CARDS; ++i) {
65       printf("%5s of %-8s%s", deck[i].face, deck[i].suit,
66          (i + 1) % 4 ? "  " : "\n");
67    }
68 }
```

```
Three of Hearts     Jack of Clubs     Three of Spades      Six of Diamonds
 Five of Hearts    Eight of Spades    Three of Clubs     Deuce of Spades
 Jack of Spades     Four of Hearts    Deuce of Hearts      Six of Clubs
Queen of Clubs     Three of Diamonds  Eight of Diamonds   King of Clubs
 King of Hearts    Eight of Hearts    Queen of Hearts    Seven of Clubs
Seven of Diamonds   Nine of Spades     Five of Clubs     Eight of Clubs
  Six of Hearts    Deuce of Diamonds   Five of Spades     Four of Clubs
Deuce of Clubs      Nine of Hearts    Seven of Hearts     Four of Spades
  Ten of Spades     King of Diamonds    Ten of Hearts     Jack of Diamonds
 Four of Diamonds    Six of Spades     Five of Diamonds    Ace of Diamonds
  Ace of Clubs      Jack of Hearts      Ten of Clubs     Queen of Diamonds
  Ace of Hearts      Ten of Diamonds   Nine of Clubs      King of Spades
  Ace of Spades     Nine of Diamonds  Seven of Spades    Queen of Spades
```

Fig. 10.2 | Card shuffling and dealing program using structures. (Part 2 of 2.)

Line 35 calls function `fillDeck` (lines 41–48) to initialize the `Card` array in order with `"Ace"` through `"King"` of each suit. Line 36 passes the `Card` array to function `shuffle` (lines 51–59), which implements the high-performance shuffling algorithm. Function `shuffle` takes an array of 52 `Card`s as an argument. The function loops through the 52 `Card`s. For each `Card`, the algorithm chooses a random number between 0 and 51, then swaps the current `Card` and the randomly selected `Card`. The algorithm performs 52 swaps in a single pass of the entire array, and the array of `Card`s is shuffled! This algorithm cannot suffer from indefinite postponement like Chapter 7's shuffling algorithm. The `Card`s were swapped in place in the array, so the high-performance dealing algorithm in function `deal` (lines 62–68) can deal the shuffled `Card`s in only *one* pass of the array.

Related Exercise—Fisher-Yates Shuffling Algorithm

It's recommended that you use an unbiased shuffling algorithm for real card games. Such an algorithm ensures that all possible shuffled card sequences are equally likely to occur. Exercise 10.18 asks you to research the popular unbiased Fisher-Yates shuffling algorithm and use it to reimplement function `shuffle` in Fig. 10.2.

Self Check

1 *(Code)* Rewrite the following code to avoid the separate `typedef` statement:

```
struct name {
   const char *first;
   const char *last;
};

typedef struct name Name;
```

Answer:

```
typedef struct name {
   const char *first;
   const char *last;
} Name;
```

2 *(Code)* Correct the following code, which is supposed to swap elements `i` and `j` of the `deck` array of `Cards`:

```
deck[i] = deck[j];
deck[j] = deck[i];
```

Answer:

```
Card temp = deck[i];
deck[j] = deck[i];
deck[i] = temp;
```

3 *(Discussion)* Why did the card shuffling algorithm we presented in Chapter 7 suffer from indefinite postponement? Why doesn't this chapter's card shuffling algorithm suffer from indefinite postponement?

Answer: Chapter 7's card shuffling and dealing example used a 4-by-13 array to represent the four suits and 13 faces in a deck. The shuffling algorithm used sentinel-controlled looping to place 1–52 (representing dealing order) into randomly selected rows and columns. This loop could execute indefinitely if the randomly selected cells already contain one of these values. This chapter's shuffling algorithm uses counter-controlled iteration to make one pass of a one-dimensional array. The loop iterates once for each card, then terminates, so it cannot suffer from indefinite postponement.

10.8 Unions

Like a structure, a **union** is a derived data type, but its members share the same memory. At different times during program execution, some variables may not be relevant when others are. So, a union shares the space rather than wasting storage on variables that are not in use. A union's members can be of any type. The number of bytes used to store a union must be at least enough to hold its largest member.

In most cases, unions contain two or more items of different types. You can reference only one member—and thus only one type—at a time. It's your responsibility to reference the data with the proper type. Referencing the currently stored data with a variable of the wrong type is a logic error—the result is implementation-dependent. ERR

Union Portability

The amount of memory required to store a union is implementation-dependent. SE Operator `sizeof` will always return a value at least as large as the size in bytes of the union's largest member. Some unions may not port easily among computer systems. Whether a union is portable or not often depends on the memory alignment requirements for a union's member types on a given system. SE

10.8.1 union Declarations

The following `union` has two members—`int x` and `double y`:

```
union number {
   int x;
   double y;
};
```

The `union` definition is normally placed in a header and included in all source files that use the `union` type. As with a `struct` definition, a `union` definition simply creates a new type. It does not reserve any memory until you use the type to create variables. SE

10.8.2 Allowed unions Operations

The operations that can be performed on a `union` are:

- assigning a `union` to another `union` of the same type,
- taking a `union` variable's address (`&`),
- accessing `union` members via the structure member operator (`.`) and the structure pointer operator (`->`), and
- zero-initializing the union.

Two `unions` may not be compared using operators `==` and `!=` for the same reasons that two structures cannot be compared.

10.8.3 Initializing unions in Declarations

You can initialize a `union` in a declaration with a value of the `union`'s first member type. The `union number` in Section 10.8.1 has an `int` as its first member, so we can initialize an object of this type with the following statement:

```
union number value = {10};
```

If you initialize the object with a `double`, as in

```
union number value = {1.43};
```

C will truncate the initializer value's floating-point part—some compilers will issue a warning about this.

10.8.4 Demonstrating unions

Figure 10.3 displays a `union number` variable named `value` (line 12) as both an `int` and a `double`. This program's output is implementation-dependent.

```
1  // fig10_03.c
2  // Displaying the value of a union in both member data types
3  #include <stdio.h>
4
5  // number union definition
6  union number {
7     int x;
8     double y;
9  };
10
11 int main(void) {
12    union number value; // define a union variable
13
14    value.x = 100; // put an int into the union
15    puts("Put 100 in the int member and print both members:");
16    printf("int: %d\ndouble: %.2f\n\n", value.x, value.y);
17
18    value.y = 100.0; // put a double into the same union
19    puts("Put 100.0 in the double member and print both members:");
20    printf("int: %d\ndouble: %.2f\n\n", value.x, value.y);
21 }
```

Microsoft Visual Studio

```
Put 100 in the int member and print both members:
int: 100
double: -92559592117433135502616407313071917486139351398276445610442752.00

Put 100.0 in the double member and print both members:
int: 0
double: 100.00
```

GNU GCC and Apple Xcode

```
Put 100 in the int member and print both members:
int: 100
double: 0.00

Put 100.0 in the double member and print both members:
int: 0
double: 100.00
```

Fig. 10.3 | Displaying the value of a `union` in both member data types.

Self Check

1 *(Discussion)* Like a `struct`, a `union` is a derived data type. How is a `union` different from a `struct`?

Answer: A `union` shares its memory among all of its members. Only one member may be stored in a `union` at any time. You must keep track of which member is currently stored.

2 *(True/False)* The following `union` definition indicates that `number` is a `union` type with members `int x` and `double y`:

```
union number {
   int x;
   double y;
};
```

For a machine with four-byte `int`s and eight-byte `double`s, the compiler must reserve at least 12 bytes for a variable of this union type.

Answer: *False*. Only one of these members is active at a time, so the *union* needs to reserve only as much storage as is needed for the largest member—in this case, eight bytes.

10.9 Bitwise Operators

Computers represent all data internally as sequences of bits. Each bit can assume the value `0` or the value `1`. On most systems, a sequence of eight bits forms a byte—the typical storage unit for a `char` variable. The bitwise operators are used to manipulate the bits of integral operands, both `signed` and `unsigned`, though unsigned integers are typically used. Bitwise data manipulations are machine-dependent. The following table summarizes the bitwise operators.



Operator		Description
`&`	bitwise AND	Compares its two operands bit by bit. The bits in the result are set to `1` if the corresponding bits in the two operands are *both* `1`.
`|`	bitwise inclusive OR	Compares its two operands bit by bit. The bits in the result are set to `1` if *at least one* of the corresponding bits in the two operands is `1`.
`^`	bitwise exclusive OR (also known as bitwise XOR)	Compares its two operands bit by bit. The bits in the result are set to `1` if the corresponding bits in the two operands are different.
`<<`	left shift	Shifts the bits of the first operand left by the number of bits specified by the second operand; fill from the right with `0` bits.
`>>`	right shift	Shifts the bits of the first operand right by the number of bits specified by the second operand; the method of filling from the left is machine-dependent when the left operand is negative.
`~`	complement	All `0` bits are set to `1`, and all `1` bits are set to `0`. This is often called toggling the bits.

Detailed discussions of each bitwise operator appear in the examples that follow. The examples show the binary representations of the integer operands.

10.9.1 Displaying an Unsigned Integer's Bits

When using the bitwise operators, it's useful to display values in binary[1] to show each operator's precise effects. Figure 10.4 prints an `unsigned int` in its binary representation using eight-bit groups for readability. All the compilers we used to test these examples store `unsigned int`s in 4 bytes (32 bits) of memory.

```
1  // fig10_04.c
2  // Displaying an unsigned int in bits
3  #include <stdio.h>
4
5  void displayBits(unsigned int value); // prototype
6
7  int main(void) {
8     unsigned int x = 0; // variable to hold user input
9
10    printf("%s", "Enter a nonnegative int: ");
11    scanf("%u", &x);
12    displayBits(x);
13 }
14
15 // display bits of an unsigned int value
16 void displayBits(unsigned int value) {
17    // define displayMask and left shift 31 bits
18    unsigned int displayMask = 1 << 31;
19
20    printf("%10u = ", value);
21
22    // loop through bits
23    for (unsigned int c = 1; c <= 32; ++c) {
24       putchar(value & displayMask ? 1 : 0);
25       value <<= 1; // shift value left by 1
26
27       if (c % 8 == 0) { // output space after 8 bits
28          putchar(' ');
29       }
30    }
31
32    putchar('\n');
33 }
```

```
Enter a nonnegative int: 65000
     65000 = 00000000 00000000 11111101 11101000
```

Fig. 10.4 | Displaying an `unsigned int` in bits.

1. See online Appendix E for a detailed explanation of the binary (base-2) number system.

Displaying the Bits of an Integer

Function `displayBits` (lines 16–33) uses the bitwise AND operator to combine variable `value` with the variable `displayMask` (line 24). Often, the bitwise AND operator is used with an operand called a **mask**—an integer value with specific bits set to `1`. Masks are used to hide some bits in a value while selecting other bits. In function `displayBits`, line 18 assigns the mask variable `displayMask` the value

```
1 << 31         (10000000 00000000 00000000 00000000)
```

The left-shift operator shifts the value `1` from the low-order (rightmost) bit to the high-order (leftmost) bit in `displayMask` and fills in `0` bits from the right. Line 24

```
putchar(value & displayMask ?  : );
```

determines whether to display a `1` or a `0` for the current leftmost bit of `value`. Combining `value` and `displayMask` with `&` "masks off" (hides) all the bits except the high-order bit in `value`—any bit "ANDed" with `0` yields `0`. If the leftmost bit is `1`, `value & displayMask` evaluates to a nonzero (true) value and line 24 displays `1`; otherwise, it displays `0`. Line 25 left shifts the variable `value` one bit with the expression `value <<= 1`. Function `displayBits` repeats these steps for each bit in `value`. Using the logical AND operator (`&&`) for the bitwise AND operator (`&`)—and vice versa—is a logic error. The table below summarizes the results of combining two bits with the bitwise AND operator.

ERR

Bit 1	Bit 2	Bit 1 & Bit 2
0	0	0
0	1	0
1	0	0
1	1	1

10.9.2 Making Function `displayBits` More Generic and Portable

In line 18 of Fig. 10.4, we hard-coded the integer `31` to indicate that the value `1` should be shifted to the leftmost bit in the variable `displayMask`. Similarly, in line 23, we hard-coded the integer `32` to indicate that the loop should iterate 32 times, once for each bit in `value`. We assumed that `unsigned int`s are always stored in 32 bits (four bytes) of memory. Today's popular computers generally use 32-bit- or 64-bit-word hardware architectures. As a C programmer, you'll tend to work across many hardware architectures, and sometimes `unsigned int`s will be stored in smaller or larger numbers of bits.

Figure 10.4 can be made more generic and portable by replacing the integers `31` (line 18) and `32` (line 23) with expressions that calculate these integers, based on the size of an `unsigned int` for a given platform. The symbolic constant `CHAR_BIT` (defined in `<limits.h>`) represents the number of bits in a byte (normally 8). Recall `sizeof` determines the number of bytes used to store an object or type. The expression `sizeof(unsigned int)` evaluates to `4` for 32-bit `unsigned int`s and `8` for 64-bit `unsigned int`s. You can replace `31` with

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```
CHAR_BIT * sizeof(unsigned int) - 1
```

and replace 32 with

```
CHAR_BIT * sizeof(unsigned int)
```

For 32-bit unsigned ints, these expressions evaluate to 31 and 32. For 64-bit unsigned ints, they evaluate to 63 and 64.

10.9.3 Using the Bitwise AND, Inclusive OR, Exclusive OR and Complement Operators

Figure 10.5 demonstrates the bitwise AND, the bitwise inclusive OR, the bitwise exclusive OR and the bitwise complement operators. The program uses function displayBits (lines 45–62) to display the unsigned int values.

```
1  // fig10_05.c
2  // Using the bitwise AND, bitwise inclusive OR, bitwise
3  // exclusive OR and bitwise complement operators
4  #include <stdio.h>
5
6  void displayBits(unsigned int value); // prototype
7
8  int main(void) {
9     // demonstrate bitwise AND (&)
10    unsigned int number1 = 65535;
11    unsigned int mask = 1;
12    puts("The result of combining the following");
13    displayBits(number1);
14    displayBits(mask);
15    puts("using the bitwise AND operator & is");
16    displayBits(number1 & mask);
17
18    // demonstrate bitwise inclusive OR (|)
19    number1 = 15;
20    unsigned int setBits = 241;
21    puts("\nThe result of combining the following");
22    displayBits(number1);
23    displayBits(setBits);
24    puts("using the bitwise inclusive OR operator | is");
25    displayBits(number1 | setBits);
26
27    // demonstrate bitwise exclusive OR (^)
28    number1 = 139;
29    unsigned int number2 = 199;
30    puts("\nThe result of combining the following");
31    displayBits(number1);
32    displayBits(number2);
33    puts("using the bitwise exclusive OR operator ^ is");
34    displayBits(number1 ^ number2);
35
```

Fig. 10.5 | Using the bitwise AND, bitwise inclusive OR, bitwise exclusive OR and bitwise complement operators. (Part 1 of 2.)

```
36     // demonstrate bitwise complement (~)
37     number1 = 21845;
38     puts("\nThe one);
39     displayBits(number1);
40     puts("is");
41     displayBits(~number1);
42  }
43
44  // display bits of an unsigned int value
45  void displayBits(unsigned int value) {
46     // declare displayMask and left shift 31 bits
47     unsigned int displayMask = 1 << 31;
48
49     printf("%10u = ", value);
50
51     // loop through bits
52     for (unsigned int c = 1; c <= 32; ++c) {
53        putchar(value & displayMask ?  : );
54        value <<= 1; // shift value left by 1
55
56        if (c % 8 == 0) { // output a space after 8 bits
57           putchar();
58        }
59     }
60
61     putchar();
62  }
```

```
The result of combining the following
     65535 = 00000000 00000000 11111111 11111111
         1 = 00000000 00000000 00000000 00000001
using the bitwise AND operator & is
         1 = 00000000 00000000 00000000 00000001

The result of combining the following
        15 = 00000000 00000000 00000000 00001111
       241 = 00000000 00000000 00000000 11110001
using the bitwise inclusive OR operator | is
       255 = 00000000 00000000 00000000 11111111

The result of combining the following
       139 = 00000000 00000000 00000000 10001011
       199 = 00000000 00000000 00000000 11000111
using the bitwise exclusive OR operator ^ is
        76 = 00000000 00000000 00000000 01001100

The one
     21845 = 00000000 00000000 01010101 01010101
is
4294945450 = 11111111 11111111 10101010 10101010
```

Fig. 10.5 | Using the bitwise AND, bitwise inclusive OR, bitwise exclusive OR and bitwise complement operators. (Part 2 of 2.)

Bitwise AND Operator (&)

Line 10 assigns the value `65535`

```
00000000 00000000 11111111 11111111
```

to the integer variable `number1`, and line 11 assigns the value `1`

```
00000000 00000000 00000000 00000001
```

to the variable `mask`. When you combine `number1` and `mask` using the bitwise AND operator (`&`) in the expression `number1 & mask` (line 16), the result is

```
00000000 00000000 00000000 00000001
```

All the bits except the low-order bit in `number1` are "masked off" (hidden) by "AND-ing" with variable `mask`.

Bitwise Inclusive OR Operator (|)

The bitwise inclusive OR operator sets specific bits to 1 in an operand. Line 19 assigns `15`

```
00000000 00000000 00000000 00001111
```

to the variable `number1` and line 20 assigns `241`

```
00000000 00000000 00000000 11110001
```

to the variable `setBits`. When you combine `number1` and `setBits` with the bitwise inclusive OR operator in the expression `number1 | setBits` (line 25), the result is `255`

```
00000000 00000000 00000000 11111111
```

The following table summarizes the results of combining two bits with the bitwise inclusive OR operator.

Bit 1	Bit 2	Bit 1 | Bit 2
0	0	0
0	1	1
1	0	1
1	1	1

Bitwise Exclusive OR Operator (^)

The bitwise exclusive OR operator (^) sets each bit in the result to 1 if exactly one of the corresponding bits in its two operands is 1. Line 28 assigns `number1` the value `139`

```
00000000 00000000 00000000 10001011
```

and line 29 assigns `number2` the value `199`

```
00000000 00000000 00000000 11000111
```

When you combine these variables with the bitwise exclusive OR operator in the expression `number1 ^ number2` (line 34), the result is

```
00000000 00000000 00000000 01001100
```

The following table summarizes the results of combining two bits with the bitwise exclusive OR operator.

Bit 1	Bit 2	Bit 1 ^ Bit 2
0	0	0
0	1	1
1	0	1
1	1	0

Bitwise Complement Operator (~)

The bitwise complement operator (~) sets all `1` bits in its operand to `0` in the result and sets all `0` bits to `1`. This is otherwise referred to as "taking the **one's complement** of the value." Line 37 assigns `number1` the value `21845`

```
00000000 00000000 01010101 01010101
```

The expression `~number1` (line 41) toggles all the bits producing

```
11111111 11111111 10101010 10101010
```

10.9.4 Using the Bitwise Left- and Right-Shift Operators

Figure 10.6 demonstrates the left-shift (<<) and right-shift (>>) operators. Again, we use the function `displayBits` to display the `unsigned int` values.

```
1  // fig10_06.c
2  // Using the bitwise shift operators
3  #include <stdio.h>
4
5  void displayBits(unsigned int value); // prototype
6
7  int main(void) {
8     unsigned int number1 = 960; // initialize number1
9
10    // demonstrate bitwise left shift
11    puts("\nThe result of left shifting");
12    displayBits(number1);
13    puts("8 bit positions using the left shift operator << is");
14    displayBits(number1 << 8);
15
16    // demonstrate bitwise right shift
17    puts("\nThe result of right shifting");
18    displayBits(number1);
19    puts("8 bit positions using the right shift operator >> is");
20    displayBits(number1 >> 8);
21 }
22
```

Fig. 10.6 | Using the bitwise shift operators. (Part 1 of 2.)

```
23  // display bits of an unsigned int value
24  void displayBits(unsigned int value) {
25     // declare displayMask and left shift 31 bits
26     unsigned int displayMask = 1 << 31;
27
28     printf("%10u = ", value);
29
30     // loop through bits
31     for (unsigned int c = 1; c <= 32; ++c) {
32        putchar(value & displayMask ?  : );
33        value <<= 1; // shift value left by 1
34
35        if (c % 8 == 0) { // output a space after 8 bits
36           putchar();
37        }
38     }
39
40     putchar();
41  }
```

```
The result of left shifting
       960 = 00000000 00000000 00000011 11000000
8 bit positions using the left shift operator << is
    245760 = 00000000 00000011 11000000 00000000

The result of right shifting
       960 = 00000000 00000000 00000011 11000000
8 bit positions using the right shift operator >> is
         3 = 00000000 00000000 00000000 00000011
```

Fig. 10.6 | Using the bitwise shift operators. (Part 2 of 2.)

Left-Shift Operator (<<)

The left-shift operator (<<) shifts the bits of its left operand to the left by the number of bits specified in its right operand. Bits vacated to the right are replaced with 0s. Bits shifted off the left are lost. Line 8 assigns the variable `number1` the value `960`

```
00000000 00000000 00000011 11000000
```

Left-shifting `number1` eight bits with the expression `number1 << 8` (line 14) results in the value `245760`

```
00000000 00000011 11000000 00000000
```

Right-Shift Operator (>>)

The right-shift operator (>>) shifts the bits of its left operand to the right by the number of bits specified in its right operand. Right-shifting an `unsigned int` replaces the vacated bits at the left with 0s. Bits shifted off the right are lost. The result of right-shifting `number1` with the expression `number1 >> 8` (line 20) is `3`

```
00000000 00000000 00000000 00000011
```

The result of right- or left-shifting a value is undefined if the right operand is negative or if the right operand is larger than the number of bits in the left operand. The result of right-shifting a negative number is implementation-defined.

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10.9.5 Bitwise Assignment Operators

Each binary bitwise operator has a corresponding assignment operator. The following table summarizes these **bitwise assignment operators**.

Bitwise assignment operators	
`&=`	Bitwise AND assignment operator.
`|=`	Bitwise inclusive OR assignment operator.
`^=`	Bitwise exclusive OR assignment operator.
`<<=`	Left-shift assignment operator.
`>>=`	Right-shift assignment operator.

The following table shows in decreasing order the precedence and grouping of the operators introduced to this point in the text.

Operator	Grouping	Type
`()` `[]` `.` `->` `++` *(postfix)* `--` *(postfix)*	left-to-right	highest
`+` `-` `++` `--` `!` `&` `*` `~` `sizeof` (*type*)	right-to-left	unary
`*` `/` `%`	left-to-right	multiplicative
`+` `-`	left-to-right	additive
`<<` `>>`	left-to-right	shifting
`<` `<=` `>` `>=`	left-to-right	relational
`==` `!=`	left-to-right	equality
`&`	left-to-right	bitwise AND
`^`	left-to-right	bitwise XOR
`|`	left-to-right	bitwise OR
`&&`	left-to-right	logical AND
`||`	left-to-right	logical OR
`?:`	left-to-right	conditional
`=` `+=` `-=` `*=` `/=` `%=` `&=` `|=` `^=` `<<=` `>>=`	left-to-right	assignment
`,`	left-to-right	comma

Self Check

1 *(Fill-In)* Often, the bitwise AND operator is used with an operand called a _____, which is an integer value with specific bits set to `1`. This is used to hide some bits in a value while selecting other bits.

Answer: mask.

2 *(True/False)* The bitwise exclusive OR operator sets each bit in the result to 1 if the corresponding bit in either (or both) operand(s) is 1.
Answer: *False*. Actually, what's described above is the bitwise inclusive OR operator. The bitwise exclusive OR operator sets each bit in the result to 1 if the corresponding bits in each operand are different.

3 *(Fill-In)* The bitwise complement operator sets all `0` bits in its operand to `1` in the result and sets all `1` bits to `0`. This is often called _____ the bits.
Answer: toggling.

4 *(True/False)* Because of the machine-dependent nature of bitwise manipulations, programs including them might not work correctly or might work differently across systems.
Answer: *True*.

10.10 Bit Fields

You can specify the number of bits in which to store an `unsigned` or signed integral member of a `struct` or `union`. Known as **bit fields**, these enable better memory utilization by storing data in the minimum number of bits required. Bit field members typically are declared as `int` or `unsigned int`.

10.10.1 Defining Bit Fields

The following `struct bitCard`

```
struct bitCard {
   unsigned int face : 4;
   unsigned int suit : 2;
   unsigned int color : 1;
};
```

contains three `unsigned int` bit fields—`face`, `suit` and `color`—that can represent a card in a deck of 52 cards. You declare a bit field by following an `unsigned` or signed integral member's name with a colon (`:`) and an integer constant representing the bit field's **width**—the number of bits in which to store the member. The width must be an integer constant between 0 and the total number of bits used to store an `int` on your system, inclusive. Our examples were tested on a computer with four-byte (32-bit) integers.

The preceding structure definition indicates that members `face`, `suit` and `color` are stored in 4 bits, 2 bits and 1 bit, respectively. The number of bits is based on the desired range of values for each member:

- `face` stores values from `0` (Ace) through `12` (King)—4 bits can store values in the range 0–15,
- `suit` stores values from `0` through `3` (`0` = Hearts, `1` = Diamonds, `2` = Clubs, `3` = Spades)—2 bits can store values in the range `0`–`3`, and
- `color` stores either `0` (Red) or `1` (Black)—1 bit can store either `0` or `1`.

10.10.2 Using Bit Fields to Represent a Card's Face, Suit and Color

Figure 10.7 creates the array `deck` containing 52 `struct bitCard` structures in line 19. Function `fillDeck` (lines 30–37) inserts the 52 cards in the `deck` array, and function `deal` (lines 41–49) prints the 52 cards. Notice that bit field members of structures are accessed exactly as any other structure member.

```
1  // fig10_07.c
2  // Representing cards with bit fields in a struct
3  #include <stdio.h>
4  #define CARDS 52
5
6  // bitCard structure definition with bit fields
7  struct bitCard {
8     unsigned int face : 4; // 4 bits; 0-15
9     unsigned int suit : 2; // 2 bits; 0-3
10    unsigned int color : 1; // 1 bit; 0-1
11 };
12
13 typedef struct bitCard Card; // new type name for struct bitCard
14
15 void fillDeck(Card * const deck); // prototype
16 void deal(const Card * const deck); // prototype
17
18 int main(void) {
19    Card deck[CARDS]; // create array of Cards
20
21    fillDeck(deck);
22
23    puts("Card values 0-12 correspond to Ace through King");
24    puts("Suit values 0-3 correspond to Hearts, Diamonds, Clubs and Spades");
25    puts("Color values 0-1 correspond to red and black\n");
26    deal(deck);
27 }
28
29 // initialize Cards
30 void fillDeck(Card * const deck) {
31    // loop through deck
32    for (size_t i = 0; i < CARDS; ++i) {
33       deck[i].face = i % (CARDS / 4);
34       deck[i].suit = i / (CARDS / 4);
35       deck[i].color = i / (CARDS / 2);
36    }
37 }
38
39 // output cards in two-column format; cards 0-25 indexed with
40 // k1 (column 1); cards 26-51 indexed with k2 (column 2)
41 void deal(const Card * const deck) {
42    // loop through deck
43    for (size_t k1 = 0, k2 = k1 + 26; k1 < CARDS / 2; ++k1, ++k2) {
```

Fig. 10.7 | Representing cards with bit fields in a struct. (Part 1 of 2.)

```
44          printf("Card:%3d  Suit:%2d  Color:%2d   ",
45             deck[k1].face, deck[k1].suit, deck[k1].color);
46          printf("Card:%3d  Suit:%2d  Color:%2d\n",
47             deck[k2].face, deck[k2].suit, deck[k2].color);
48       }
49    }
```

```
Card values 0-12 correspond to Ace through King
Suit values 0-3 correspond to Hearts, Diamonds, Clubs and Spades
Color values 0-1 correspond to red and black

Card:  0  Suit: 0  Color: 0   Card:  0  Suit: 2  Color: 1
Card:  1  Suit: 0  Color: 0   Card:  1  Suit: 2  Color: 1
Card:  2  Suit: 0  Color: 0   Card:  2  Suit: 2  Color: 1
Card:  3  Suit: 0  Color: 0   Card:  3  Suit: 2  Color: 1
Card:  4  Suit: 0  Color: 0   Card:  4  Suit: 2  Color: 1
Card:  5  Suit: 0  Color: 0   Card:  5  Suit: 2  Color: 1
Card:  6  Suit: 0  Color: 0   Card:  6  Suit: 2  Color: 1
Card:  7  Suit: 0  Color: 0   Card:  7  Suit: 2  Color: 1
Card:  8  Suit: 0  Color: 0   Card:  8  Suit: 2  Color: 1
Card:  9  Suit: 0  Color: 0   Card:  9  Suit: 2  Color: 1
Card: 10  Suit: 0  Color: 0   Card: 10  Suit: 2  Color: 1
Card: 11  Suit: 0  Color: 0   Card: 11  Suit: 2  Color: 1
Card: 12  Suit: 0  Color: 0   Card: 12  Suit: 2  Color: 1
Card:  0  Suit: 1  Color: 0   Card:  0  Suit: 3  Color: 1
Card:  1  Suit: 1  Color: 0   Card:  1  Suit: 3  Color: 1
Card:  2  Suit: 1  Color: 0   Card:  2  Suit: 3  Color: 1
Card:  3  Suit: 1  Color: 0   Card:  3  Suit: 3  Color: 1
Card:  4  Suit: 1  Color: 0   Card:  4  Suit: 3  Color: 1
Card:  5  Suit: 1  Color: 0   Card:  5  Suit: 3  Color: 1
Card:  6  Suit: 1  Color: 0   Card:  6  Suit: 3  Color: 1
Card:  7  Suit: 1  Color: 0   Card:  7  Suit: 3  Color: 1
Card:  8  Suit: 1  Color: 0   Card:  8  Suit: 3  Color: 1
Card:  9  Suit: 1  Color: 0   Card:  9  Suit: 3  Color: 1
Card: 10  Suit: 1  Color: 0   Card: 10  Suit: 3  Color: 1
Card: 11  Suit: 1  Color: 0   Card: 11  Suit: 3  Color: 1
Card: 12  Suit: 1  Color: 0   Card: 12  Suit: 3  Color: 1
```

Fig. 10.7 | Representing cards with bit fields in a struct. (Part 2 of 2.)

PERF Bit fields can reduce the amount of memory a program needs, but are machine-dependent. Although bit fields save space, using them can cause the compiler to generate slower-executing machine-language code. This occurs because it takes extra machine-language operations to access only portions of an addressable storage unit. PERF This is one of many examples of the kinds of space/time trade-offs that occur in computer science.

Bit fields do not have addresses, so attempting to take the address of a bit field ERR with the `&` operator is an error. Also, using `sizeof` with a bit field is an error.

10.10.3 Unnamed Bit Fields

An **unnamed bit field** is used as **padding** in a `struct`. For example, the definition

```
struct example {
   unsigned int a : 13;
   unsigned int   : 19;
   unsigned int b : 4;
};
```

uses an unnamed 19-bit field as padding. Nothing can be stored in those 19 bits. Member `b` (assuming a four-byte-word computer) is stored in a separate word of memory.

An **unnamed bit field with a zero width** aligns the next bit field on a new storage-unit boundary. For example, the `struct`

```
struct example {
   unsigned int a : 13;
   unsigned int   : 0;
   unsigned int : 4;
};
```

uses an unnamed `0`-bit field to skip the remaining bits (as many as there are) of the storage unit in which `a` is stored and to align `b` on the next storage-unit boundary.

Self Check

1 *(Fill-In)* The structure definition

```
struct example {
   unsigned int a : 13;
   unsigned int   : 19;
   unsigned int b : 4;
};
```

uses an unnamed 19-bit field as _____—nothing can be stored in those 19 bits.
Answer: padding.

2 *(Multiple Choice)* Which of the following statements a), b) or c) about Section 10.10.1's `struct bitCard` is *false*?

a) A bit field is declared by following an `unsigned` or signed integral member name with a colon (`:`) and an integer constant representing the bit field's width.
b) The `struct bitCard` definition indicates that member `face` is stored in 4 bits, member `suit` is stored in 2 bits, and member `color` is stored in 1 bit.
c) The number of bits in a bit field is based on each structure member's desired range of values.
d) All of the above statements are *true*.

Answer: d.

10.11 Enumeration Constants

Section 5.11 introduced the keyword `enum` for defining a set of integer **enumeration constants** represented by identifiers. Values in an `enum` start with `0`, unless specified otherwise, and increment by `1`. For example, the enumeration

```
enum months {
   JAN, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP, OCT, NOV, DEC
};
```

creates the new type `enum months` in which the identifiers are set to the integers `0` through `11`. To number the months 1 to 12, use:

```
enum months {
   JAN = 1, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP, OCT, NOV, DEC
};
```

which explicitly sets `JAN` to `1`. The remaining values increment from `1`, resulting in the values `1` through `12`.

The identifiers in any enumeration accessible in a given scope must be unique. Each enumeration constant's value can be set explicitly in the definition by assigning a value to the identifier. Multiple enumeration members can have the same constant value.
ERR ⊗ Assigning a value to an enumeration constant after it's been defined is a syntax error. You should use only uppercase letters in enumeration constant names to make them stand out in a program and as a reminder that enumeration constants are not variables.

Figure 10.8 uses the enumeration variable `month` in a `for` statement to print the months of the year from the array `monthName`. We set `monthName[0]` to the empty string `""` and ignore it in this example.

```
1  // fig10_08.c
2  // Using an enumeration
3  #include <stdio.h>
4
5  // enumeration constants represent months of the year
6  enum months {
7     JAN = 1, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP, OCT, NOV, DEC
8  };
9
10 int main(void) {
11    // initialize array of pointers
12    const char *monthName[] = { "", "January", "February", "March",
13       "April", "May", "June", "July", "August", "September", "October",
14       "November", "December" };
15
16    // loop through months
17    for (enum months month = JAN; month <= DEC; ++month) {
18       printf("%2d%11s\n", month, monthName[month]);
19    }
20 }
```

```
1    January
2   February
3      March
4      April
5        May
6       June
```

Fig. 10.8 | Using an enumeration. (Part 1 of 2.)

```
 7       July
 8     August
 9  September
10    October
11   November
12   December
```

Fig. 10.8 | Using an enumeration. (Part 2 of 2.)

Self Check

1 *(Code)* The following enumeration creates a new type, `enum days`, in which the identifiers are set to the integers `0` to `6`:

```
enum days {
   MON, TUE, WED, THU, FRI, SAT, SUN
};
```

Rewrite this enumeration to number the days 1 to 7.
Answer:

```
enum days {
   MON = 1, TUE, WED, THU, FRI, SAT, SUN
;
```

2 *(True/False)* Multiple enumeration constants in the same scope can have the same identifier.
Answer: *False*. Actually, the identifiers in any enumeration accessible in the same scope must be unique. Multiple members of an enumeration can have the same constant value.

10.12 Anonymous Structures and Unions

Anonymous `structs` and `unions` can be nested in named `structs` and `unions`. The members in a nested anonymous `struct` or `union` are members of the enclosing `struct` or `union`. They can be accessed directly through an object of the enclosing type. For example, consider the following `struct` declaration:

```
struct myStruct {
   int member1;
   int member2;

   struct { # anonymous struct
      int nestedMember1;
      int nestedMember2;
   }; // end nested struct
}; // end outer struct
```

For a `struct myStruct` variable named `object`, you can access the members as

```
object.member1;
object.member2;
object.nestedMember1;
object.nestedMember2;
```

Self Check

1 *(True/False)* The members in a nested anonymous `struct` or `union` are members of the enclosing `struct` or `union`. They can be accessed directly through an object of the enclosing type.
Answer: *True.*

SEC 10.13 Secure C Programming

Various CERT guidelines and rules apply to this chapter's topics. For more information on each, visit `https://wiki.sei.cmu.edu/`.

CERT Guidelines for `structs`

As we discussed in Section 10.2.4, the boundary alignment requirements for `struct` members may result in extra bytes containing undefined data for each `struct` variable you create. Each of the following guidelines is related to this issue:

- EXP03-C: Because of boundary alignment requirements, a `struct` variable's size is *not* necessarily the sum of its members' sizes. Always use `sizeof` to determine a `struct` variable's number of bytes. We'll use this technique to manipulate fixed-length records that are written to and read from files (Chapter 11) and to create custom data structures (Chapter 12).
- EXP04-C: Section 10.2.4 discussed that `struct` variables cannot be compared for equality or inequality because they might contain bytes of undefined data. Therefore, you must compare their individual members.
- DCL39-C: In a `struct` variable, the undefined extra bytes could contain secure data—left over from prior use of those memory locations—that should not be accessible. This CERT guideline discusses compiler-specific mechanisms for packing the data to eliminate these extra bytes.

CERT Guideline for `typedef`

- DCL05-C: Complex type declarations, such as those for function pointers, can be difficult to read. You should use `typedef` to create self-documenting type names that make your programs more readable.

CERT Guidelines for Bit Manipulation

- INT02-C: As a result of the integer promotion rules (discussed in Section 5.6), performing bitwise operations on integer types smaller than `int` can lead to unexpected results. Explicit casts are required to ensure correct results.
- INT13-C: Some bitwise operations on signed integer types are implementation-defined—this means that the operations may have different results across C compilers. For this reason, unsigned integer types should be used with the bitwise operators.

- EXP46-C: The logical operators `&&` and `||` are frequently confused with the bitwise operators `&` and `|`, respectively. Using `&` and `|` in a conditional expression's condition (`?:`) can lead to unexpected behavior because the `&` and `|` operators do not use short-circuit evaluation.

CERT Guideline for `enum`

- INT09-C: Allowing multiple enumeration constants to have the same value can result in difficult-to-find logic errors. In most cases, an `enum`'s enumeration constants should each have unique values to help prevent such logic errors.

Self Check

1 ***(Fill-In)*** `struct` variables cannot be compared for equality or inequality, because they might contain bytes of undefined data. Instead, you must _____.
Answer: compare their individual members.

2 ***(True/False)*** Allowing multiple enumeration constants to have the same value can result in difficult-to-find logic errors. In most cases, an `enum`'s enumeration constants should each have unique values to help prevent such logic errors.
Answer: *True*.

Summary

Section 10.1 Introduction

- **Structures** (p. 482) are collections of related variables under one name. They may contain variables of many different data types.
- Structures are commonly used to define records to be stored in files.
- Pointers and structures can be used to form more complex data structures, such as linked lists, queues, stacks and trees.

Section 10.2 Structure Definitions

- Keyword **`struct`** introduces a structure definition (p. 483).
- The **structure tag** (p. 483) following keyword `struct` names the structure definition. It's used with the keyword `struct` to declare variables of the `struct` type.
- Variables declared within the braces of a `struct` definition are the `struct`'s **members**.
- Members of the same `struct` type must have unique names.
- Each `struct` definition must end with a semicolon.
- `struct` members can have primitive or aggregate data types.
- A `struct` cannot contain an instance of itself but may include a pointer to its type.
- A `struct` containing a member that's a pointer to the same `struct` type is referred to as a **self-referential structure**. Self-referential structures (p. 483) are used to build linked data structures.
- `struct` definitions create new data types that are used to define variables.
- Variables of a given `struct` type can be declared by placing a comma-separated list of variable names between the `struct` definition's closing brace and its ending semicolon.

- If a `struct` definition does not contain a structure tag name, variables of the `struct` type may be declared only in the `struct` definition.
- The only valid operations that may be performed on `structs` are assigning `struct` variables to variables of the same type, taking the address (`&`) of a `struct` variable, accessing the members of a `struct` variable and using the `sizeof` operator to determine the size of a `struct` variable.

Section 10.3 Initializing Structures

- `structs` can be initialized using **initializer lists**.
- If there are fewer initializers in the list than members in the `struct`, the remaining members are automatically initialized to `0` (or `NULL` if the member is a pointer).
- Members of `struct` variables defined outside a function definition are initialized to `0` or `NULL` if they're not explicitly initialized in the external definition.

Section 10.4 Accessing Structure Members with . and ->

- The **structure member operator** (`.`) and the **structure pointer operator** (`->`) are used to access structure members (p. 486).
- The structure member operator accesses a structure member via a `struct` variable name.
- The structure pointer operator accesses a `struct` member via a pointer to a `struct` object (p. 486).

Section 10.5 Using Structures with Functions

- `struct` members, entire `struct` objects or pointers to `struct` objects may be passed to functions.
- Entire `struct` objects are **passed by value by default**.
- To pass a `struct` object by reference, pass its address. Arrays of `struct` objects are automatically passed by reference.
- To **pass an array by value**, create a `struct` with the array as a member. `structs` are passed by value, so the array is passed by value.

Section 10.6 typedef

- The keyword **`typedef`** (p. 488) creates synonyms for previously defined types.
- Names for structure types are often defined with `typedef` to create shorter type names.

Section 10.8 Unions

- A **union** (p. 492) is declared with the keyword **`union`**. Its members share the same storage space.
- A `union`'s members can be of any data type. Operator `sizeof` will always return a value at least as large as the size in bytes of the union's largest member
- Only one `union` member can be referenced at a time. It's your responsibility to access the currently stored member.
- The valid operations on a `union` are assigning a `union` to another of the same type, taking the address (`&`) of a `union` variable, and accessing `union` members using the structure member operator and the structure pointer operator.
- A `union` may be initialized in a declaration with a value of the first `union` member's type.

Section 10.9 Bitwise Operators

- Computers represent all data internally as sequences of bits with the values `0` or `1`.
- On most systems, a sequence of **8 bits form a byte**—the standard storage unit for a variable of type `char`. Other data types are stored in larger numbers of bytes.
- The **bitwise operators** manipulate the bits of integral operands (`char`, `short`, `int` and `long`; both signed and unsigned). Unsigned integers are normally used.
- The bitwise operators (p. 495) are **bitwise AND** (`&`), **bitwise inclusive OR** (`|`), **bitwise exclusive OR** (`^`), **left shift** (`<<`), **right shift** (`>>`) and **complement** (`~`).
- The bitwise AND, bitwise inclusive OR and bitwise exclusive OR operators compare their two operands bit by bit. The **bitwise AND operator** (p. 495) sets each bit in the result to 1 if the corresponding bit in both operands is 1. The **bitwise inclusive OR** operator (p. 495) sets each bit in the result to 1 if the corresponding bit in either (or both) operand(s) is 1. The **bitwise exclusive OR operator** (p. 495) sets each bit in the result to 1 if the corresponding bits in both operands are different.
- The **left-shift operator** (p. 495) shifts the bits of its left operand to the left by the number of bits specified in its right operand. Bits vacated to the right are replaced with `0`s; bits shifted off the left are lost.
- The **right-shift operator** (p. 495) shifts the bits in its left operand to the right by the number of bits specified in its right operand. Performing a right shift on an `unsigned int` causes the vacated bits at the left to be replaced by `0`s; bits shifted off the right are lost.
- The **bitwise complement operator** (p. 495) sets all `0` bits in its operand to `1` and all `1` bits to `0` in the result.
- Often, bitwise AND is used with an operand called a **mask** (p. 497)—an integer value with specific bits set to `1`. Masks are used to hide some bits in a value while selecting other bits.
- **`CHAR_BIT`** (p. 497; defined in `<limits.h>`) represents the number of bits in a byte (normally 8). It can be used to make a bit-manipulation program more generic and portable.
- Each binary bitwise operator has a corresponding **bitwise assignment operator** (p. 503).

Section 10.10 Bit Fields

- A **bit field** (p. 504) specifies the number of bits in which an `unsigned` or signed integral member of a structure or union is stored.
- A bit field is declared by following an `unsigned int` or `int` member name with a colon (`:`) and an integer constant representing the width of the field (p. 504). The constant must be an integer between 0 and the total number of bits used to store an `int` on your system, inclusive.
- Bit-field members of structures are accessed exactly as any other structure member.
- It's possible to specify an **unnamed bit field** (p. 507) to be used as **padding** in a structure (p. 507).
- An **unnamed bit field with a zero width** (p. 507) aligns the next bit field on a new storage-unit boundary.

Section 10.11 Enumeration Constants

- An **`enum`** defines a set of integer constants represented by identifiers (p. 507). Values in an `enum` start with `0`, unless specified otherwise, and are incremented by `1`.
- The identifiers in an `enum` must be unique.
- The value of an `enum` constant can be set explicitly via assignment in the `enum` definition.

Self-Review Exercises

10.1 Fill-In the blanks in each of the following:

a) A(n) _____ is a collection of related variables under one name.
b) A(n) _____ is a collection of variables under one name in which the variables share the same memory.
c) In an expression using the _____ operator, bits are set to 1 if the corresponding bits in each operand are 1. Otherwise, the bits are set to zero.
d) The variables declared in a structure definition are called its _____ .
e) In an expression using the _____ operator, bits are set to 1 if at least one of the corresponding bits in either operand is 1. Otherwise, the bits are set to 0.
f) Keyword _____ introduces a structure declaration.
g) Keyword _____ creates a synonym for a previously defined data type.
h) In an expression using the _____ operator, bits are set to 1 if exactly one of the corresponding bits in either operand is 1. Otherwise, the bits are set to 0.
i) The bitwise AND operator (`&`) is often used to _____ bits—that is, to select certain bits while zeroing others.
j) Keyword _____ is used to introduce a union definition.
k) The name of the structure is referred to as the structure _____.
l) You access a structure member with the _____ or _____ operators.
m) The _____ and _____ operators shift the bits of a value left or right.
n) A(n) _____ is a set of integers represented by identifiers.

10.2 State whether each of the following is *true* or *false*. If *false*, explain why.

a) `structs` may contain variables of only one data type.
b) Two `unions` can be compared (using `==`) to determine whether they're equal.
c) The tag name of a `struct` is optional.
d) Members of different `structs` must have unique names.
e) Keyword `typedef` is used to define new data types.
f) `structs` are always passed to functions by reference.
g) `structs` may not be compared by using operators `==` and `!=`.

10.3 Write code to accomplish each of the following:

a) Define a `struct` called `part` containing `unsigned int` variable `partNumber` and `char` array `partName` with values that may be as long as 25 characters (including the terminating null character).
b) Define `Part` to be a synonym for the type `struct part`.
c) Use `Part` to declare variable `a` to be of type `struct part`, array `b[10]` to be of type `struct part` and variable `ptr` to be of type pointer to `struct part`.
d) Read a part number and a part name from the keyboard into the individual members of variable `a`.
e) Assign the member values of variable `a` to element 3 of array `b`.
f) Assign the address of array `b` to the pointer variable `ptr`.
g) Print the member values of element 3 of array `b` using the variable `ptr` and the structure pointer operator to refer to the members.

10.4 Find the error in each of the following:

a) Assume that `struct card` contains two `const char *` pointers named `face` and `suit`. Also, the variable `c` is a `struct card`, and the variable `cPtr` is a pointer to `struct card`. Variable `cPtr` has been assigned the address of `c`.

```
printf("%s\n", *cPtr->face);
```

b) Assume that `struct card` contains two `const char *` pointers named `face` and `suit`. Also, the array `hearts[13]` is an array of type `struct card`. The following statement should print the member `face` of array element 10.

```
printf("%s\n", hearts.face);
```

c)
```
union values {
   char w;
   float x;
   double y;
};
union values v = {1.27};
```

d)
```
struct person {
   char lastName[15];
   char firstName[15];
   unsigned int age;
}
```

e) Assume `struct person` has been defined as in part (d) but with the appropriate correction.

```
person d;
```

f) Assume variable `p` has type `struct person` and the variable `c` is a `struct card`.

```
p = c;
```

Answers to Self-Review Exercises

10.1 a) structure. b) union. c) bitwise AND (&). d) members. e) bitwise inclusive OR (|). f) `struct`. g) `typedef`. h) bitwise exclusive OR (^). i) mask. j) `union`. k) tag name. l) structure member, structure pointer. m) left-shift (<<), right-shift (>>). n) enumeration.

10.2 See the answers below:

a) *False*. A structure can contain variables of many data types.

b) *False*. Unions cannot be compared because there might be bytes of undefined data with different values in union variables that are otherwise identical.

c) *True*.

d) *False*. The members of separate structures can have the same names, but the members of a given structure must have unique names.

e) *False*. Keyword `typedef` is used to define new names (synonyms) for previously defined data types.
f) *False*. Structures are always passed to functions by value.
g) *True*, because of alignment problems.

10.3 See the answers below:

a)
```
struct part {
   unsigned int partNumber;
   char partName[25];
};
```
b)
```
typedef struct part Part;
```
c)
```
Part a, b[10], *ptr;
```
d)
```
scanf("%d%24s", &a.partNumber, a.partName);
```
e)
```
b[3] = a;
```
f)
```
ptr = b;
```
g)
```
printf("%d %s\n", (ptr + 3)->partNumber, (ptr + 3)->partName);
```

10.4 See the answers below:

a) The parentheses that should enclose `*cPtr` have been omitted, causing the order of evaluation of the expression to be incorrect. The expression should be
```
cPtr->face
```
or
```
(*cPtr).face
```
b) The array index is missing. The expression should be `hearts[10].face`.
c) A union can be initialized only with a value that has the same type as the union's first member.
d) A semicolon is required to end a structure definition.
e) Keyword `struct` was omitted from the variable declaration. The declaration should be
```
struct person d;
```
f) Variables of different structure types cannot be assigned to one another.

Exercises

10.5 Provide the definition for each of the following structures and unions:

a) `struct inventory` containing character array `partName[30]`, integer `partNumber`, floating-point `price`, integer `stock` and integer `reorder`.
b) `union data` containing `char c`, `short s`, `long b`, `float f` and `double d`.
c) A `struct` called `address` that contains character arrays `streetAddress[25]`, `city[20]`, `state[3]` and `zipCode[6]`.
d) `struct student` that contains arrays `firstName[15]` and `lastName[15]` and variable `homeAddress` of type `struct address` from part (c).
e) `struct test` containing sixteen-bit fields of one bit each. The names of the bit fields are the letters `a` to `p`.

10.6 Given the following `struct` and variable definitions:

```
struct customer {
   char lastName[15];
   char firstName[15];
   unsigned int customerNumber;

   struct {
      char phoneNumber[11];
      char address[50];
      char city[15];
      char state[3];
      char zipCode[6];
   } personal;
} customerRecord, *customerPtr;

customerPtr = &customerRecord;
```

write an expression that accesses the `struct` members in each of the following parts:

a) Member `lastName` of `struct customerRecord`.
b) Member `lastName` of the `struct` pointed to by `customerPtr`.
c) Member `firstName` of `struct customerRecord`.
d) Member `firstName` of the `struct` pointed to by `customerPtr`.
e) Member `customerNumber` of `struct customerRecord`.
f) Member `customerNumber` of the `struct` pointed to by `customerPtr`.
g) Member `phoneNumber` of member `personal` of `struct customerRecord`.
h) Member `phoneNumber` of member `personal` of the `struct` pointed to by `customerPtr`.
i) Member `address` of member `personal` of `struct customerRecord`.
j) Member `address` of member `personal` of the `struct` pointed to by `customerPtr`.
k) Member `city` of member `personal` of `struct customerRecord`.
l) Member `city` of member `personal` of the `struct` pointed to by `customerPtr`.
m) Member `state` of member `personal` of `struct customerRecord`.
n) Member `state` of member `personal` of the `struct` pointed to by `customerPtr`.
o) Member `zipCode` of member `personal` of `struct customerRecord`.
p) Member `zipCode` of member `personal` of the `struct` pointed to by `customerPtr`.

10.7 ***(Card Shuffling and Dealing Modification)*** Modify Figure 10.7 to shuffle the cards using a high-performance shuffle (as shown in Fig. 10.2). Print the resulting deck in a two-column format that uses the face and suit names. Precede each card with its color.

10.8 ***(Using Unions)*** Create `union integer` with members `char c`, `short s`, `int i` and `long b`. Write a program that inputs values of type `char`, `short`, `int` and `long` and stores the values in union variables of type `union integer`. Each `union` variable should be printed as a `char`, a `short`, an `int` and a `long`. Do the values always print correctly?

10.9 *(Using Unions)* Create `union floatingPoint` with members `float f`, `double d` and `long double x`. Write a program that inputs values of type `float`, `double` and `long double` and stores the values in `union` variables of type `union floatingPoint`. Each `union` variable should be printed as a `float`, a `double` and a `long double`. Do the values always print correctly?

10.10 *(Right-Shifting Integers)* Write a program that right-shifts an integer variable 4 bits. The program should print the integer in bits before and after the shift operation. Does your system place `0`s or `1`s in the vacated bits?

10.11 *(Left-Shifting Integers)* Left-shifting an `unsigned int` by 1 bit is equivalent to multiplying the value by 2. Write function `power2` that takes two integer arguments `number` and `pow` and calculates

```
number * 2pow
```

Use the shift operator to calculate the result. Print the values as integers and as bits.

10.12 *(Packing Characters into an Integer)* The left-shift operator can be used to pack four character values into a four-byte `unsigned int` variable. Write a program that inputs four characters from the keyboard and passes them to function `packCharacters`. To pack four characters into an `unsigned int` variable, assign the first character to the `unsigned int` variable, shift the `unsigned int` variable left by 8 bit positions and combine the `unsigned` variable with the second character using the bitwise inclusive OR operator. Repeat this process for the third and fourth characters. Print the characters in their bit format before and after they're packed into the `unsigned int` to prove that the characters are, in fact, packed correctly in the `unsigned int` variable.

10.13 *(Unpacking Characters from an Integer)* Using the right-shift operator, the bitwise AND operator and a mask, write function `unpackCharacters` that takes the `unsigned int` from Exercise 10.12 and unpacks it into four characters. To unpack characters from a four-byte `unsigned int`, combine the `unsigned int` with the mask `4278190080` (`11111111 00000000 00000000 00000000`) and right-shift the result 8 bits. Assign the resulting value to a `char` variable. Then combine the `unsigned int` with the mask `16711680` (`00000000 11111111 00000000 00000000`). Assign the result to another `char` variable. Continue this process with the masks `65280` and `255`. Print the `unsigned int` in bits before it's unpacked, then print the characters in bits to confirm that they were unpacked correctly.

10.14 *(Reversing the Order of an Integer's Bits)* Write a program that reverses the order of the bits in an `unsigned int` value. The program should input the value from the user and call function `reverseBits` to print the bits in reverse order. Print the value in bits both before and after the bits are reversed to confirm that the bits are reversed properly.

10.15 *(Portable `displayBits` Function)* Modify function `displayBits` of Fig. 10.4 so it's portable between systems using two-byte integers and systems using four-byte

integers. [*Hint:* Use the `sizeof` operator to determine the size of an integer on a particular machine.]

10.16 ***(What's the Value of X?)*** The following program uses function `multiple` to determine if the integer entered from the keyboard is a multiple of some integer `X`. Examine the function `multiple`, then determine `X`'s value.

```
1  // ex10_16.c
2  // This program determines whether a value is a multiple of X.
3  #include <stdio.h>
4
5  int multiple(int num); // prototype
6
7  int main(void) {
8     int y; // y will hold an integer entered by the user
9
10    puts("Enter an integer between 1 and 32000: ");
11    scanf("%d", &y);
12
13    // if y is a multiple of X
14    if (multiple(y)) {
15       printf("%d is a multiple of X\n", y);
16    }
17    else {
18       printf("%d is not a multiple of X\n", y);
19    }
20 }
21
22 // determine whether num is a multiple of X
23 int multiple(int num) {
24    int mask = 1; // initialize mask
25    int mult = 1; // initialize mult
26
27    for (int i = 1; i <= 10; ++i, mask <<= 1) {
28       if ((num & mask) != 0) {
29          mult = 0;
30          break;
31       }
32    }
33
34    return mult;
35 }
```

10.17 What does the following program do?

```
1  // ex10_17.c
2  #include <stdio.h>
3
4  int mystery(unsigned int bits); // prototype
5
6  int main(void) {
7     unsigned int x; // x will hold an integer entered by the user
8
```

```
    puts("Enter an integer: ");
    scanf("%u", &x);

    printf("The result is %d\n", mystery(x));
}

// What does this function do?
int mystery(unsigned int bits) {
    unsigned int mask = 1 << 31; // initialize mask
    unsigned int total = 0; // initialize total

    for (unsigned int i = 1; i <= 32; ++i, bits <<= 1) {
        if ((bits & mask) == mask) {
            ++total;
        }
    }

    return !(total % 2) ? 1 : 0;
}
```

10.18 ***(Fisher-Yates Shuffling Algorithm)*** Research the Fisher-Yates shuffling algorithm online, then use it to reimplement the `shuffle` function in Fig. 10.2.

Special Section: Raylib Game-Programming Case Studies

You're about to begin an exciting and challenging journey into the worlds of graphics, animation, multimedia and game development with the free, open-source, cross-platform **raylib game programming library**.[2,3] The library supports Windows, macOS, Linux and several other platforms, including Android, Raspberry Pi and the web. Raylib is a C library, but it can be used with C++, C#, Java, JavaScript, Python and many other programming languages.[4]

In this Special Section's first three case studies, you'll study two games and a simulation that we created to help you learn raylib fundamentals:

- In Exercise 10.19, you'll study our completely coded **SpotOn** game, which tests your reflexes by requiring you to click fast-moving spots before they disappear. With each new game level, the spots move even faster, making the game more challenging.
- In Exercise 10.20, you'll study our completely coded **Cannon** game, which challenges you to destroy nine moving targets before a time limit expires. A moving blocker makes the game more challenging.
- In Exercise 10.21, you'll use a dynamic visualization to make the law of large numbers "come alive." You'll study our completely coded die-rolling simulation that displays an animated bar chart. As the simulation rolls the die, it

2. Raylib is Copyright ©2013-2020 Ramon Santamaria (`@raysan5`).
3. "raylib." Accessed November 14, 2020. `https://www.raylib.com`.
4. "raylib bindings." Accessed December 14, 2020. `https://github.com/raysan5/raylib/blob/master/BINDINGS.md`.

updates the frequencies in an array. Then, it displays each die face's frequency, its percentage of the total rolls and a bar representing the frequency's magnitude. For a six-sided die, the values 1 through 6 should each occur with "equal likelihood"—the probability of each is $1/6^{th}$ or 16.67%. If we rolled a die 6000 times, we'd expect about 1000 of each face. Like coin tossing, die rolling is random, so some faces could occur fewer or more than 1000 times. As the number of die rolls increases, you'll watch the frequencies approach 16.67% and the bars in the bar chart become nearly identical in length, confirming the law of large numbers.

These games and simulations use many raylib capabilities—shapes, text, colors, sounds, animation, collision detection and handling user-input events (such as mouse clicks and keystrokes). Each exercise suggests improvements you can make to our code.

Studying Our Complete Code Solutions

A key aspect of becoming a professional programmer is reading and understanding lots of other people's code. You'll frequently visit sites like `GitHub.com` looking for open-source code that you can incorporate into your own projects. For these first three raylib case studies, we provide fully coded solutions in the `raylib` subfolder with the chapter's example code that you download from

```
https://deitel.com/c-how-to-program-9-e
```

Each source-code file includes extensive comments that:

- overview the code's top-level functions,
- list the raylib functions we use, and
- provide details you need to understand how each program works.

You should compile, run and play with each and carefully study our code. This will be challenging but rewarding. You'll work with the cool, open-source raylib package, taking a nice leap into computer graphics and game programming. You'll then have a good foundation for attempting our suggested code modifications and other game-programming exercises.

Raylib Sample Code

The raylib development team provides many **C programming demos** at

```
https://www.raylib.com/examples.html
```

and **sample games** at

```
https://www.raylib.com/games.html
```

with complete source code. Consider studying the complete source code provided with raylib for each of these examples and games to learn other raylib features and techniques.

Implementing Your Own Raylib Games and Simulations

Using what you learn from our code in Exercises 10.19–10.21, you'll enhance our raylib games and simulation and begin creating your own:

- In Exercise 10.22, you'll reimplement your solution to **The Tortoise and the Hare Race** from Exercise 5.54. You'll incorporate the sounds of a traditional horse race, an image of a tortoise and an image of a hare, and you'll play the William Tell Overture in the background during the race.
- In Exercise 10.23, you'll reimplement Section 10.7's high-performance card shuffling and dealing simulation using raylib and attractive public-domain card images to display a deck of cards.
- In Exercises 10.26 and 10.27, you'll attempt enhancements to our SpotOn and Cannon games.
- In Exercises 10.28–10.30, you'll create visualizations for coin tossing, rolling two six-sided dice (producing the sums 2–12) and showing the win/loss results for the casino dice game Craps, based on the lengths of the games.

Subsequent exercises propose various other games. Get creative—design and build your own games too!

Self-Contained Raylib Windows Environment

Raylib has a self-contained Windows environment with everything you need to create your own games using raylib. The bundle contains:

- the raylib game-programming library,
- the raylib examples and sample games,
- the `gcc` compiler in MinGW[5] (Minimalist GNU for Windows), and
- the Notepad++ text editor, which is preconfigured to enable you to compile and run the raylib example code, raylib sample games and your own games.

You can download the MinGW version of this self-contained environment for free from

```
https://raysan5.itch.io/raylib
```

Compiling and running the raylib examples and sample games in this environment is as simple as opening the C file in Notepad++ and pressing the *F6* key. This displays a window in which you'll see the compilation and execution commands that will run when you click **OK**. For applications that do not have command-line arguments, simply click **OK** to compile and run your code. For applications with command-line arguments, such as our die-rolling simulation, modify the **Execute program** command to place the command-line arguments at the end of the line, then click **OK**.

5. "MinGW (Minimalist GNU for Windows)." Accessed December 16, 2020. `http://www.mingw.org/`.

Installing Raylib on Windows, macOS and Linux

The following URLs contain raylib download and install instructions for Windows, macOS and Linux. Windows users who choose the self-contained environment option do not need to perform these additional install instructions:

- Windows (for those who wish to use raylib with other Windows compilers): `https://github.com/raysan5/raylib/wiki/Working-on-Windows`
- macOS: `https://github.com/raysan5/raylib/wiki/Working-on-macOS`
- Linux: `https://github.com/raysan5/raylib/wiki/Working-on-GNU-Linux`

Raylib Cheatsheet

Though raylib is relatively easy to use, its functions are not extensively documented on `raylib.com`. For a complete list of raylib's functions, see the **raylib cheat sheet**:

`https://www.raylib.com/cheatsheet/cheatsheet.html`

Each function is listed with its prototype followed by a comment that briefly explains its purpose. The cheat sheet also contains the names of raylib's custom types and color constants. You'll notice that raylib's functions are named with a capital first letter. This differs from the C convention of starting function names with a lowercase first letter.

`raylib.h` Header on GitHub

When working with open-source software, occasionally, you may need to look at the source code to get your questions answered. For instance, raylib defines many of its own types—typically as `structs` or `enums`. Most of these are not listed in the cheat-sheet. However, the full raylib source code is available in its GitHub repository:

`https://github.com/raysan5/raylib/`

The header **`raylib.h`** contains the raylib type definitions:

`https://github.com/raysan5/raylib/blob/master/src/raylib.h`

Some of the raylib types you'll use include:

- **`Vector2`**: Contains `x` and `y` members to represent an *x*-*y* coordinate pair.
- **`Rectangle`**: Contains `x`, `y`, `width` and `height` members to represent the upper-left corner, width and height of a rectangle.
- **`Color`**: Colors in raylib are defined using **RGBA colors**. Each color has red (`r`), green (`g`), blue (`b`) and alpha (`a`; transparency) components with values in the range 0–255. See the raylib cheat sheet for a list of raylib's predefined color constants. You may also specify custom colors by creating `Color` objects and setting their `r`, `g`, `b` and `a` members.
- **`Sound`**: Contains members for storing sounds loaded into memory with raylib's `LoadSound` function.
- **`Texture2D`**: Contains members representing a texture loaded into graphics processing unit (GPU) memory.

For these raylib case studies, you do not need to know the `Sound` and Texture2D type details. If you're curious, you can view their definitions in `raylib.h`.

Raylib Uses Frame-By-Frame Animations

In a raylib game, a **game loop** drives a **frame-by-frame animation**. Each loop iteration performs two steps:

1. **Update the game elements for the next animation frame**: In this step, you implement the game logic that determines the game elements' new states. This is where the game-play logic is implemented. Tasks performed here include updating element positions, checking for user-input events (such as mouse clicks), detecting collisions between game elements, updating the score, checking wheter the game is over, etc. Element positions are specified as *x*-*y* coordinate pairs within the screen's width and height—*0,0* is the upper-left corner.
2. **Draw the next animation frame's game elements**: In this step, you use raylib's drawing functions to draw the game's elements at their current positions. Raylib stores the pixels of the new animation frame in memory—known as an **off-screen buffer**. When the drawing step completes, raylib displays the off-screen buffer's contents, replacing the previous animation frame on the screen.

Raylib Game Structure

A typical raylib game has the following structure in its `main` function, which we explain below the code listing:

```
1  int main(void) {
2     // initialization
3     InitWindow(screenWidth, screenHeight, "Window Title");
4     InitGame();
5     SetTargetFPS(60);
6
7     // game loop
8     while (!WindowShouldClose()) {
9        UpdateGame(); // update game elements
10       DrawGame(); // draw next animation frame
11    }
12
13    // cleanup
14    UnloadGame(); // release game resources
15    CloseWindow(); // close game window
16 }
```

- The raylib function **`InitWindow`** (line 3) specifies the game window's width in pixels, height in pixels and title.
- A typical raylib sample game contains a user-defined `InitGame` function (line 4). This is where you load sounds, textures and images, initialize the game elements and initialize the variables that maintain the game's state. When a game terminates and the user chooses to play again, you typically call `InitGame` to reset the game state before starting a new game.
- The raylib function **`SetTargetFPS`** (line 5) specifies the number of animation frames raylib tries to draw each second—higher frame rates produce smoother

animations. Today's console games typically try to display 60 frames per second, though some games use more and some fewer. A minimum of 30FPS is recommended for smooth animation.

- The main game loop (lines 8–11) drives the game updates and animation. This loop runs until raylib's `WindowShouldClose` function returns true—when the user closes the window or presses the *Esc* key. This loop updates the game elements, then draws them. Most raylib sample games place the updating code in a function named `UpdateGame` and the drawing code in a function named `DrawGame`. This makes the code easier to maintain.
- When the game loop terminates, `UnloadGame` (line 14) unloads any game resources you loaded in `InitGame`, such as sounds, textures and images.
- Raylib function `CloseWindow` (line 15) releases the game window's resources and closes the game window. Then, the application terminates.

In this code, `InitGame`, `UpdateGame`, `DrawGame` and `UnloadGame` are user-defined functions that define game logic. The raylib code examples and sample games tend to use these names, which follow the capital first letter naming convention used for raylib's functions. We use the same names or similar names in our games and similar names in our simulations that are not games (e.g., `InitSimulation` rather than `InitGame`). We define any other supporting functions with our usual function-naming conventions used throughout this book.

Global Variables and Constants

PERF

For performance, raylib games define the game elements and game state variables as `static` global variables. Such variables are known only from their definitions until the end of the file in which they're defined. Using `static` global variables enables the game's functions to access the game's elements and state directly without passing them to the functions as arguments. This eliminates the overhead of the function call/return mechanisms. As you'll see, even relatively simple games tend to have many game elements and game-state variables. Defining functions with large numbers of parameters tends to make the code harder to maintain, modify and debug.

How to Approach These Case Study Exercises

For each of the first three raylib exercises, we describe what the game does and show screen captures of the game in action. For each game, you should:

1. Read the exercise description to get a sense of the game or simulation.
2. Compile then run the game or simulation several times. For the games, play them to get a feel for how they work.
3. Immerse yourself in the fully coded and commented programs we provide.
4. Tweak the code and rerun it to see the effects of your modifications.

Generally, our code starts with comments that overview the game's functions that we wrote, summarize the raylib functions we use and more.

Interacting with the Raylib Community

Here are some key sites[6] where you can interact with other raylib users and watch raylib videos:

- Discord: `https://discord.gg/VkzNHUE`
- Twitter: `http://www.twitter.com/raysan5`
- Twitch: `http://www.twitch.tv/raysan5`
- Reddit: `https://www.reddit.com/r/raylib`
- Patreon: `https://www.patreon.com/raylib`
- YouTube: `https://www.youtube.com/c/raylib`

Raylib rFXGen Sound-Effect Generator

Raylib has several online tools that help you create items for your games, including icons, textures, graphical user interface elements and layouts and sound effects:

```
https://raylibtech.itch.io/
```

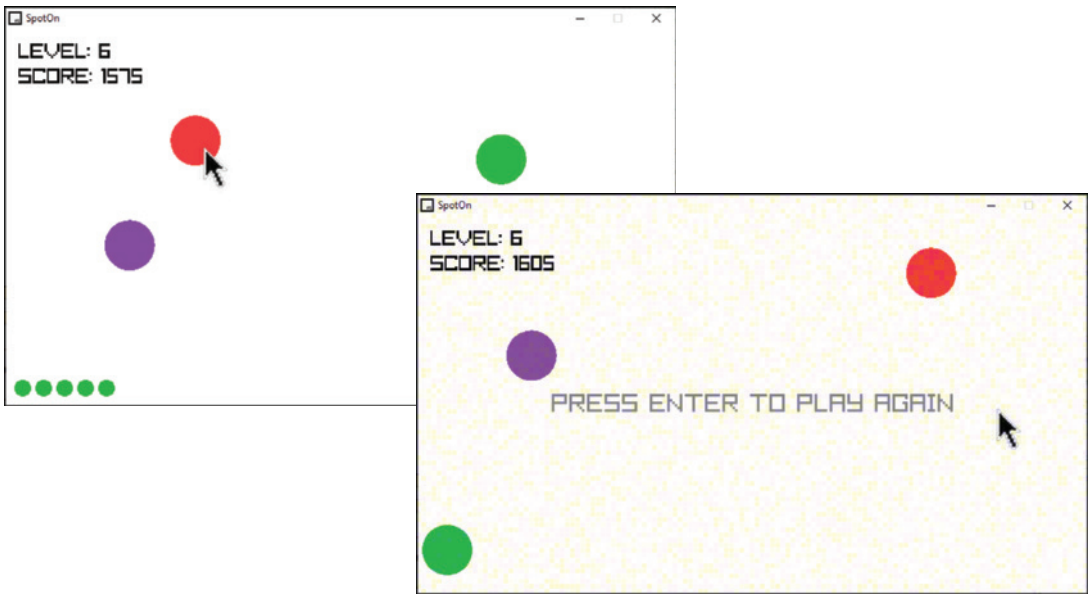
We used **raylib's rFXGen online sound-effect generator**:

```
https://raylibtech.itch.io/rfxgen
```

to create sound effects for our games. You can use the sound effects we provided or create your own.

Game-Programming Case Study Exercise: SpotOn Game

10.19 *(Game Programming Case Study: SpotOn Game)* In this game-programming case study exercise, you'll study our **SpotOn** game, which tests your reflexes by requiring you to click fast-moving spots before they disappear:



6. "README.md." Accessed December 16, 2020. `https://github.com/raysan5/raylib/README.md`.

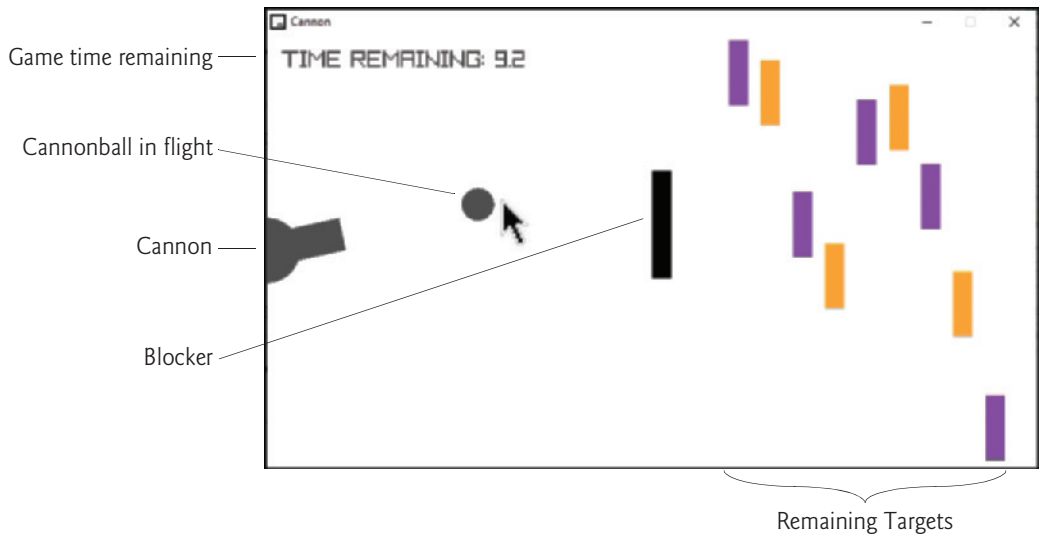
The game begins on level one by displaying three colored spots at random locations. These move at random speeds in random directions. You reach a new level for every 10 spots you click—this increases the spot speed by 5%, making the game increasingly challenging. When you click a spot, the app makes a popping sound, and the spot disappears. You receive points (10 times the current level) for each clicked spot. Accuracy is essential—any click that misses a spot plays a raspberry sound and decreases the score by 15 times the current level. Your current level and score are displayed in the game's top-left corner.

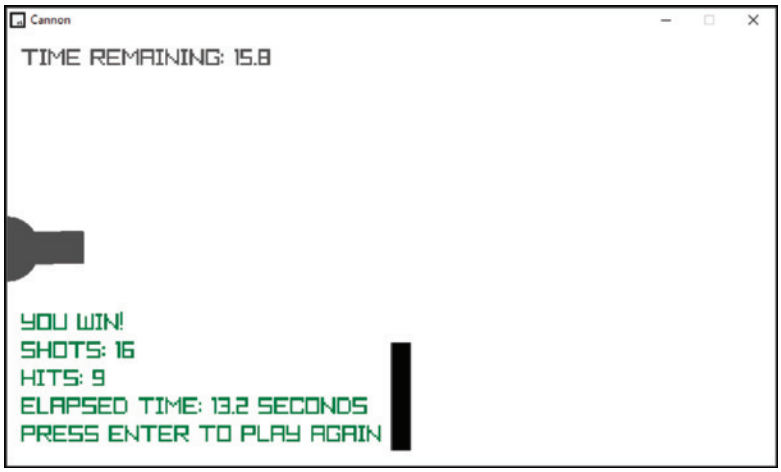
You begin the game with three lives—displayed as small circles in the game's bottom-left corner. If a spot disappears before you click it, you hear a whoosh sound and lose a life. You gain a life for each new level reached, up to a maximum of seven lives. When you lose all your lives, the game ends. You may pause the game at any time by pressing the *P* key, and resume the game by pressing *P* again.

Compile and run the game and play it several times. Next, study this game's code (including extensive comments). Consider tweaking the code to see how your changes affect gameplay. For example, you can change the `spotSpeed` constant's value to make the spots move faster or slower. Finally, improve the game by implementing the enhancements we suggest in Exercise 10.26.

Game-Programming Case Study: Cannon Game

10.20 ***(Game Programming Case Study: Cannon Game)*** In the **Cannon** game, you must destroy nine targets before a ten-second time limit expires:





The game has four types of visual components:

- a **cannon** that you control,
- a **cannonball**,
- **nine targets** that move up and down at various speeds, and
- a **blocker** that moves up and down, defending the targets.

The targets and the blocker move vertically at different but fixed speeds, reversing direction when they hit the screen's top or bottom.

To fire the cannon, you click the mouse. The cannon rotates toward the click point, fires a fast-moving cannonball in a straight line in that direction and plays a **boom sound**. Only one cannonball can be on the screen at a time.

Each time you destroy a target, a **target-destruction sound** plays, the target disappears, and the time remaining increases by a three-second time bonus. The blocker cannot be destroyed. When the cannonball hits the blocker, a **blocker-hit sound** plays, the cannonball bounces back, and the time remaining decreases by a two-second time penalty.

You win by destroying all nine target sections before the time expires. If the timer reaches zero, you lose. At the end of the game, the app displays whether you won or lost and shows the number of shots fired and the elapsed time. You may pause the game at any time by pressing the *P* key, and resume the game by pressing *P* again.

Compile and run the game and play it several times. Next, study this game's code and extensive comments. This application requires some trigonometry to:

- determine the cannon barrel's endpoint, based on its angle, and
- determine the cannonball's `x` and `y` increments used to move the cannonball in each animation frame—these also are based on the cannon's barrel angle.

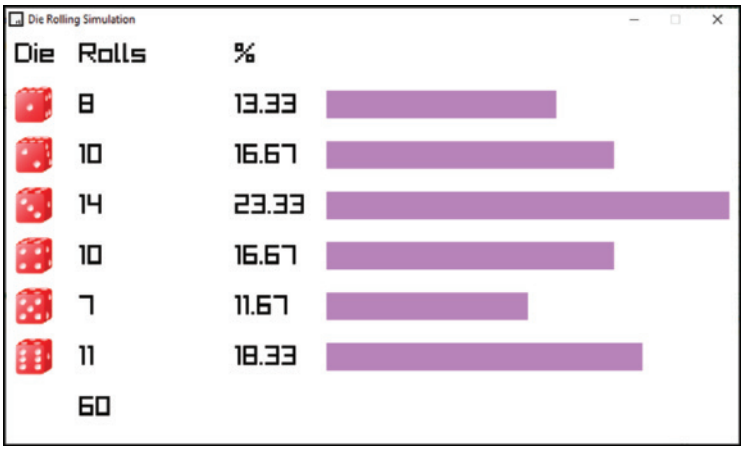
We provide the trigonometry calculations for you.

Consider tweaking the code to see how your changes affect gameplay. For example, you could change how fast the cannonball moves. Finally, improve the game by implementing the enhancements we suggest in Exercise 10.27.

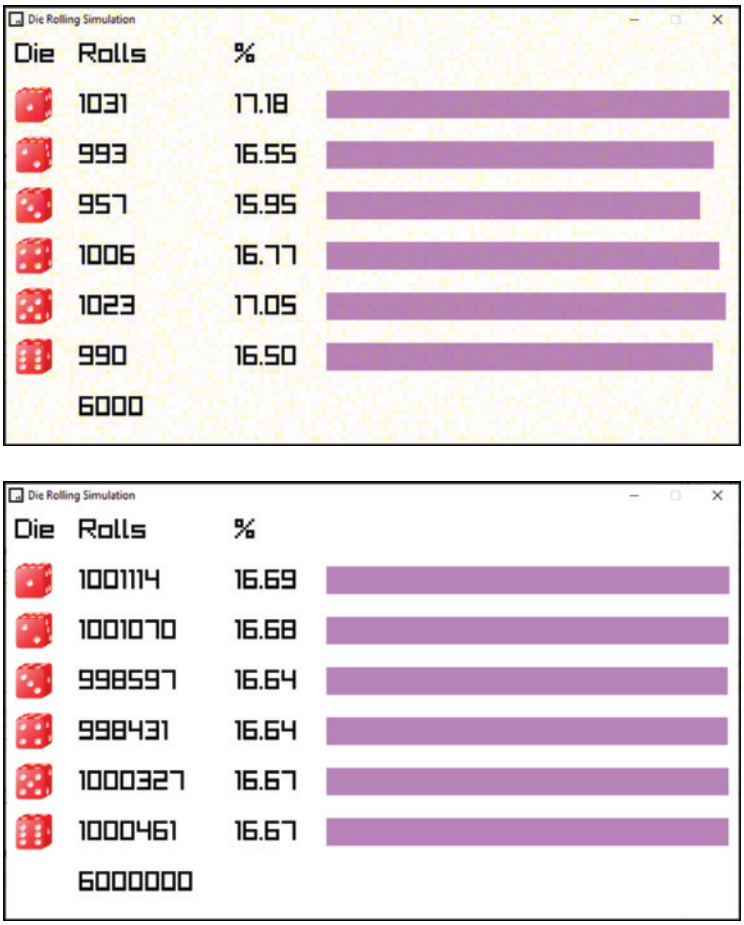
Visualization with raylib—Law of Large Numbers Animation

10.21 ***(Law of Large Numbers Animation)*** In Sections 5.10 and 6.4.7, we used random-number generation to simulate the roll of a six-sided die. In this next raylib case study exercise, you'll use dynamic visualization to make the Law of Large Numbers[7,8] "come alive" in a die-rolling simulation that displays an animated bar chart. As the simulation repeatedly rolls the die, it updates an array of the frequencies with which each face appears. Then, it displays each die face's frequency, its percentage of the total rolls and a bar whose length represents the frequency's magnitude.

For a six-sided die, the face values 1 through 6 each should occur with "equal likelihood"—the probability of each face appearing on any roll is $1/6^{th}$ or approximately 16.67%. If we roll a die 6000 times, we'd expect about 1000 of each face to appear. Like coin tossing, die rolling is random, so faces could occur fewer or more than 1000 times. As the number of die rolls increases, the Law of Large Numbers says that each of the frequencies should approach the expected value of 16.67%. If so, the bars in the bar chart should become nearly identical in length, as shown in the following screen captures of three sample executions for 60, 6000 and 6,000,0000 dice:



7. "Law of large numbers." Accessed December 18, 2020. `https://encyclopediaofmath.org/index.php?title=Law_of_large_numbers`.
8. "Law of large numbers." Accessed December 18, 2020. `https://en.wikipedia.org/wiki/Law_of_large_numbers`.



Running the Simulation on MacOs or Linux

When you execute this simulation, it requires two command-line arguments representing:

- the length of the simulation in animation frames, and
- the number of dice to roll per animation frame.

If the name of the program's executable is `RollDieDynamic`, the following macOS or Linux command will run the simulation for 60 animation frames, rolling one die per frame for a total of 60 rolls:

```
./RollDieDynamic 60 1
```

Similarly, the following will run the simulation for 600 animation frames, rolling 1000 dice per frame for a total of 600,000 rolls:

```
./RollDieDynamic 600 1000
```

Though we do not discuss the details of command-line arguments until Section 15.3, this completely coded simulation provides the statements you need to receive the command-line arguments.

Running the Simulation on MacOs or Linux

For the raylib self-contained Windows environment, perform the following steps to run this simulation:

1. Open `RollDieDynamic.c` in Notepad++.
2. Press the *F6* key.
3. In the **Execute** dialog, modify the last line of the compilation and execution commands to include your command-line arguments, as in:

   ```
   cmd /c IF EXIST $(NAME_PART).exe $(NAME_PART).exe 600 1000
   ```

   Notepad++ replaces `$(NAME_PART)` with the base name of the file you're running—`RollDieDynamic` in this case.
4. Click **OK** to compile and run the program.

Run the Program Several Times

Compile the simulation and run it several times, varying the command-line arguments. Next, study the simulation code (including extensive comments). As in our raylib games, you may pause the simulation at any time by pressing the *P* key and resume the simulation by pressing *P* again. Once you've studied the code, try Exercises 10.28–10.30, where you'll create visualizations for coin tossing, rolling two six-sided dice (producing the sums 2–12) and showing the win/loss results for the casino dice game Craps, based on the lengths of the games. You may want to use the techniques you've learned to analyze the results of playing popular card games like blackjack and various versions of poker.

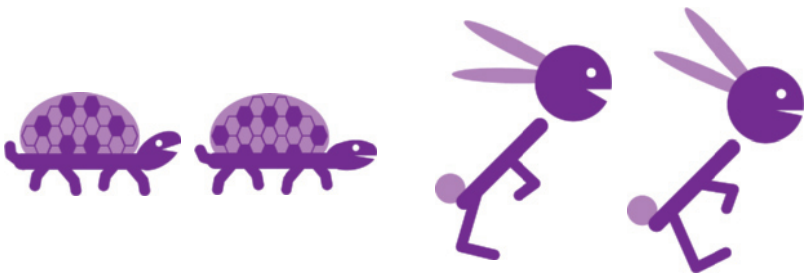
Case Study: The Tortoise and the Hare with raylib—a Multimedia "Extravaganza"

10.22 ***(Multimedia Tortoise and the Hare Race with Raylib)*** In this exercise, you'll use raylib graphics, animation and sound features from Exercises 10.19–10.21 to enhance Exercise 5.54's **The Tortoise and the Hare Race**. You'll incorporate a traditional horse race's sounds and multiple tortoise and hare images to create a fun, animated multimedia "extravaganza." For use in your race, we've provided in this chapter's examples folder a `resources` subfolder containing the following audio clips and images:[9]

- An audio recording we created of the "Call to Post" trumpet piece played at the beginning of a horse race.
- A cannon-firing sound we created for our raylib **Cannon** game. You could use raylib's rFXGen sound generator (`https://raylibtech.itch.io/rfxgen`) to create a firing sound of your own.

9. We created these audios and images. If you prefer, you could search the web for others or create your own. Be sure to comply with the license terms for any media you'll use in your applications.

- An audio clip we created of an announcer saying, "And they're off!" You could record yourself as the announcer saying this and other phrases to play throughout the race, such as "Tortoise pulls ahead!", "Hare pulls ahead!", "Down the stretch they come!", etc.
- A public-domain Wikimedia audio recording of the William Tell Overture[10], which we have edited down to just the gallop portion (bada bum, bada bum, bada bum bum bum…) and placed in this chapter's `resources` folder for you to play during the race.
- Two slightly different tortoise images and two slightly different hare images we created:



We toggle between these images to create simple animations of the animals running. You can see the animations by viewing the `tortoise.gif` and `hare.gif` animated GIF images provided in the `resources` folder with this chapter's examples. Feel free to use these images or have some fun creating your own.

Implementing the Race

Implement the race using the basic raylib game structure you learned in the preceding raylib exercises. In your race, perform the following tasks:

a) Before the race begins, play the trumpet audio of the "Call to Post," signifying that the racers should take their mark. As the "Call to Post" plays, the tortoise and hare should appear from the screen's left side and take their positions.

b) Play the cannon sound to start the race, followed by the announcer saying, "And they're off!" At this point, the race animation begins.

c) Throughout the race, play the provided William Tell Overture's gallop portion in the background repeatedly. See the raylib code sample at `https://www.raylib.com/examples/web/audio/loader.html?name=audio_music_stream` to learn how to play music in the background.

d) As the tortoise and the hare move across the screen, toggle between each animal's two images to make it appear to be running. The tortoise moves slow-

10. "File:Gioachino Rossini, William Tell Overture (military band version, 2000).ogg." Accessed January 2, 2021. `https://commons.wikimedia.org/wiki/File:Gioachino_Rossini,_William_Tell_Overture_(military_band_version,_2000).ogg`.

er than the hare, so you may want to toggle between the tortoise's two images slower than between the hare's two images. When the hare sleeps, stop toggling between its images.

e) When the tortoise and the hare are at the same position, display "OUCH!" for the turtle biting the hare and optionally play a high-pitched "OUCH!" audio clip.

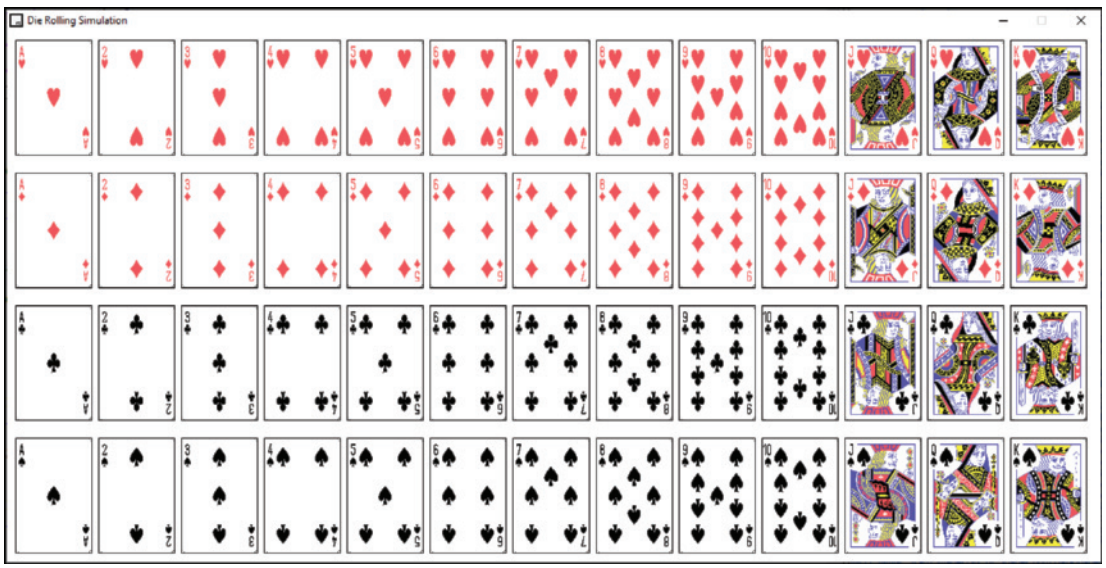
f) If the tortoise wins, display "Tortoise wins!" and optionally play a "Tortoise wins!" audio clip followed by cheering. If the hare wins, display "Hare wins" and optionally play a "Hare wins" audio clip followed by booing. If the race ends in a tie, you may want to favor the tortoise as the underdog or have the announcer say, "It's a tie!"

g) You could play crowd cheering and booing sounds and additional announcer commentary as appropriate throughout the race. You might be able to find public-domain crowd sounds online.

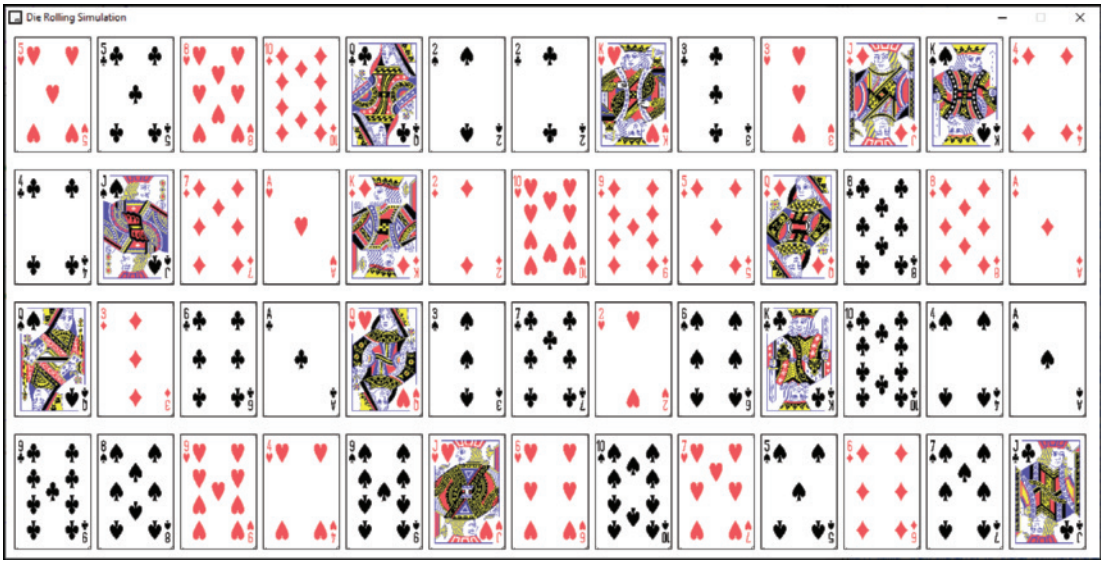
Random-Number Simulation Case Study: High-Performance Card Shuffling and Dealing with Card Images and raylib

10.23 ***(Card Shuffling and Dealing with Card Images and Raylib)*** In Section 10.7, you implemented a high-performance card-shuffling-and-dealing simulation using an array of `Card` objects. In this exercise, you'll incorporate raylib capabilities into your simulation and use them to display attractive, free public-domain card images for each card in the deck. Once you complete this exercise, you'll have the fundamental capabilities you need to begin implementing your favorite card games and to upgrade your solutions to the card-game exercises in earlier chapters.

You'll load the unshuffled 52 card images as raylib `Texture2D` objects, then display them in a 4-by-13 grid:



Each time the user clicks the mouse, shuffle and redisplay the cards:



Public-Domain Card Images from Wikimedia Commons

We downloaded these public-domain[11] card images from:

```
https://commons.wikimedia.org/wiki/
   Category:SVG_English_pattern_playing_cards
```

and provided them for you in the `card_images` subfolder with this chapter's examples. We named each card-image file using the card's face and suit. For example, the images for the Spades suit are named as follows:

- `Ace_of_Spades.png`
- `Deuce_of_Spades.png`
- `3_of_Spades.png`
- `...`
- `Jack_of_Spades.png`
- `Queen_of_Spades.png`
- `King_of_Spades.png`

Implementing the Simulation

Using the basic raylib game framework you learned in Exercises 10.19–10.21, and the image-processing techniques you learned in Exercise 10.21, perform the following tasks:

a) Modify Fig. 10.2's `struct card` definition to include a `Texture2D` member named `image`. This will store raylib's information about a loaded card image.

b) When the application begins executing, initialize the unshuffled deck of cards in your raylib application's `InitSimulation` function. Modify the code that initializes your `deck` array to load each card's image. You can use string-

11. `https://creativecommons.org/publicdomain/zero/1.0/deed.en`.

processing capabilities to assemble each card's *face* and *suit* strings into the card's image file name using the format:

face`_of_`*suit*`.png` (where you fill in the *face* and *suit*)

c) The first time the raylib application's `DrawFrame` function executes, display the unshuffled array of 52 `Card` objects, as shown earlier. You'll need to perform calculations that determine each image's upper-left corner *x*-*y* coordinates.

d) In the raylib application's `Update` function, check whether the user clicked the left mouse button. If so, shuffle the cards. The next call to `DrawFrame` will display the shuffled deck.

Drawing Notes

The following notes will help you implement your simulation:

- For this exercise, set the raylib window's `screenWidth` to `1280` and `screenHeight` to `620` to provide additional room for displaying the card images.
- When drawing each image, set the raylib function `DrawTextureEx`'s `scale` argument to `0.25`. This scales down the images, giving you enough room to draw them in four rows of 13 images each without overlapping one another.
- After drawing each image, use raylib function **`DrawRectangleLines`** as shown below to place a black border around each image for contrast with the window's white background:

```
DrawRectangleLines(x, y, deck[i].image.width * scale,
   deck[i].image.height * scale, BLACK);
```

Set variable `scale` to `0.25` to draw the rectangle using the same scale as the image.

Additional Raylib Exercises

10.24 ***(Raylib Demos)*** Compile, run and interact with several of raylib's bundled examples located in the `raylib` folder's `examples` subfolder. Study the source code provided for each of those examples to learn more about raylib's features.

10.25 ***(Raylib Sample Games)*** Compile, run and interact with several of raylib's sample games located in the `raylib` folder's `games` subfolder. Study the source code provided for each of those examples to learn more about raylib features. Be creative. Try modifying the games with your own enhancements.

10.26 ***(Project: Enhanced SpotOn Game)*** Try several of the following SpotOn game modifications:

a) Display more spots for higher levels.
b) Use bigger, possibly randomized speed boosts.
c) Give a bonus for destroying multiple spots with one click.
d) Use different point values for each spot color.

e) Make the spots more elusive by allowing them to blink on and off, change direction spontaneously, change size spontaneously and move along nonlinear paths.
f) Intermix smaller, harder-to-click spots.
g) When the user clicks a spot, animate its destruction. For example, it could become concentric circles that fade away from the outside in, or it could become four pizza slices that spread out from the spot's center and fade away.
h) Play a siren sound when the game moves to the next level.
i) Display text for significant events like gaining or losing a life. The text can remain on the screen for a short time, then fade away.
j) Have a specially colored, fast-moving spot. Clicking that spot destroys all the spots on the screen and gives the player a large point bonus.

10.27 ***(Project: Enhanced Cannon Game)*** Try several of the following **Cannon** game modifications:

a) Display a dashed line showing the cannonball's path.
b) Play a sound when the blocker hits the top or bottom of the screen.
c) Play a sound when a target hits the top or bottom of the screen.
d) Enhance the game to have levels. In each level, increase the number of target pieces.
e) Keep score. Increase the user's score for each target piece hit by 10 times the current level. Decrease the score by 15 times the current level each time the cannonball hits the blocker. Display the score on the screen in the upper-left corner.
f) Add cannonball and target explosion animations each time a cannonball hits a target.
g) Add an explosion animation for the cannonball each time one hits the blocker.
h) When the cannonball hits the blocker, increase the blocker's length by 5%.
i) Make the game more difficult as it progresses by gradually increasing the speed of the targets and the blocker.
j) Increase the number of independently moving blockers between the cannon and the targets.
k) Add a bonus round that lasts for four seconds. Change the color of the targets and add music to indicate that it is a bonus round. If the user hits a target during those four seconds, give the user 1000 bonus points.
l) Allow the user to move the cannon up and down via the arrow keys so it can be fired from different positions.

10.28 ***(Intro to Data Science: Dynamic Visualization of Coin Tossing)*** Modify the Law of Large Numbers die-rolling simulation from Exercise 10.21 to simulate flipping a coin. Use randomly generated 1s and 2s to represent heads and tails, respectively. Run simulations for 20, 200, 20,000 and 2,000,000 coin flips. Do you get approximately 50% heads and 50% tails? Do you see the "Law of Large Numbers" in action?

10.29 ***(Intro to Data Science: Dynamic Visualization of Rolling Two Dice)*** Modify our Law of Large Numbers die-rolling simulation from Exercise 10.21 to simulate rolling two dice. Calculate the sum of the two face values. Each die has a value from 1 to 6, so the sum will vary from 2 to 12, with 7 being the most frequent sum, and 2 and 12 the least frequent. The following diagram shows the 36 equally likely possible combinations of the two dice and their corresponding sums:

	1	2	3	4	5	6
1	2	3	4	5	6	7
2	3	4	5	6	7	8
3	4	5	6	7	8	9
4	5	6	7	8	9	10
5	6	7	8	9	10	11
6	7	8	9	10	11	12

If you roll the dice 36,000 times:

- The values 2 and 12 each occur with a probability of 1/36th (2.778%), so you should expect about 1000 of each.
- The values 3 and 11 each occur with a probability of 2/36ths (5.556%), so you should expect about 2000 of each, and so on. You should expect about 6000 7s.

Display a dynamic bar plot with bars for each of the sums 2–12 summarizing their frequencies. Run the simulation for 360, 36,000 and 36,000,000 rolls.

10.30 ***(Intro to Data Science Project: Dynamic Visualization of Casino Game Win/Loss Statistics)*** Reimplement your solution to Exercise 6.20 using raylib to create a dynamic bar chart showing the wins and losses on the first roll, second roll, third roll, etc. Use pairs of green and red bars to indicate wins and losses, respectively, for each number of rolls.

10.31 ***(Project: Brick Game)*** Create a game similar to the cannon game that shoots pellets at a stationary brick wall. The goal is to destroy enough of the wall to shoot the moving target behind it. The faster you break through the wall and hit the target, the higher your score. Include multiple layers to the wall and a small moving target. Keep score. Increase difficulty with each round by building the wall using more layers and smaller bricks and increasing the speed of the moving target.

10.32 ***(Project: Digital Clock)*** Create an app that displays a digital clock on the screen.

10.33 ***(Project: Analog Clock)*** Create an app that displays an analog clock with hour, minute and second hands of appropriate lengths and thicknesses that rotate as the time changes.

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11

File Processing



Objectives

In this chapter, you'll:

- Understand the concepts of files and streams.
- Write data to and read data from files using sequential-access text-file processing.
- Write data to, update data in and read data from files using random-access file processing and binary files.
- Develop a substantial transaction-processing program.
- Study Secure C programming in the context of file processing.

Outline

11.1 Introduction
11.2 Files and Streams
11.3 Creating a Sequential-Access File
- 11.3.1 Pointer to a `FILE`
- 11.3.2 Using `fopen` to Open a File
- 11.3.3 Using `feof` to Check for the End-of-File Indicator
- 11.3.4 Using `fprintf` to Write to a File
- 11.3.5 Using `fclose` to Close a File
- 11.3.6 File-Open Modes

11.4 Reading Data from a Sequential-Access File
- 11.4.1 Resetting the File Position Pointer
- 11.4.2 Credit Inquiry Program

11.5 Random-Access Files
11.6 Creating a Random-Access File
11.7 Writing Data Randomly to a Random-Access File
- 11.7.1 Positioning the File Position Pointer with `fseek`
- 11.7.2 Error Checking

11.8 Reading Data from a Random-Access File
11.9 Case Study: Transaction-Processing System
11.10 Secure C Programming

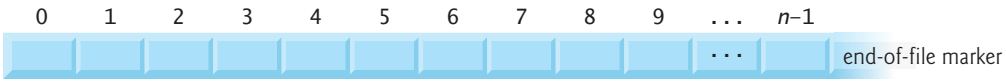
Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises* | *AI Case Study: Intro to NLP—Who Wrote Shakespeare's Works?* | *AI/Data-Science Case Study—Machine Learning with GNU Scientific Library* | *AI/Data-Science Case Study: Time Series and Simple Linear Regression* | *Web Services and the Cloud Case Study—libcurl and OpenWeatherMap*

11.1 Introduction

You studied the *data hierarchy* in Chapter 1. Data in variables is *temporary*—it's *lost* when a program terminates. **Files** enable long-term data retention. Computers store files on secondary storage devices, such as solid-state drives, flash drives and hard drives. This chapter explains how to create, update and process data files. We consider both sequential-access and random-access file processing.

11.2 Files and Streams

C views each file as a sequential stream of bytes, as shown in the following diagram:



Each file ends with an **end-of-file marker** or at a specific byte number recorded in a system-maintained, administrative data structure. This is platform-dependent and hidden from you.

Standard Streams in Every Program

When you open a file, C associates a **stream** with it. When program execution begins, C opens three streams automatically:

- The **standard input** stream receives input from the keyboard.
- The **standard output** stream displays output on the screen.
- The **standard error** stream displays error messages on the screen.

FILE Structure

Opening a file returns a pointer to a **FILE structure** (defined in `<stdio.h>`) containing information the program needs to process the file. In some operating systems, this structure includes a **file descriptor**—an integer index into an operating-system array called the **open file table**. Each array element contains a **file control block (FCB)**—information that the operating system uses to administer a particular file. You manipulate the standard input, standard output and standard error streams using the `FILE` pointers **`stdin`**, **`stdout`** and **`stderr`**.

File-Processing Function fgetc

The standard library provides many functions for reading data from and writing data to files. Function **`fgetc`**, like `getchar`, reads one character from the file specified by its `FILE` pointer argument. For example, the call `fgetc(stdin)` reads one character from the standard input stream. This call is equivalent to the call `getchar()`.

File-Processing Function fputc

Function **`fputc`**, like `putchar`, writes the character in its first argument to the file specified by the `FILE` pointer in its second argument. For example, the function call `fputc('a', stdout)` writes a character to the standard output stream and is equivalent to `putchar('a')`.

Other File-Processing Functions

Several other functions used to read data from standard input and write data to standard output have similarly named file-processing functions. The **`fgets`** and **`fputs`** functions, for example, read a line of text from a file and write a line of text to a file, respectively. The next few sections introduce the file-processing equivalents of functions `scanf` and `printf`—**`fscanf`** and **`fprintf`**. Later in the chapter, we discuss functions **`fread`** and **`fwrite`**.

Self Check

1 *(Fill-In)* When program execution begins, C opens three streams automatically: the _____, _____ and _____ streams.
Answer: standard input, standard output, standard error.

2 *(Fill-In)* C views each file as a sequential stream of bytes. Each file ends either with a(n) _____ or at a specific byte number recorded in a system-maintained, administrative data structure.
Answer: end-of-file marker.

11.3 Creating a Sequential-Access File

C imposes no structure on a file. Thus, notions such as a record of a file are not part of the C language. The following example shows how you can impose your own record structure on a file.

Figure 11.1 creates a simple sequential-access file that might be used in an accounts-receivable system to track the amounts owed by a company's credit clients. For each client, the program obtains the client's account number, name and balance—the amount the client owes the company for goods and services received in the past. The data for each client constitutes a "record" for that client. The account number is this application's record key. This program assumes the user enters the records in account-number order. In a comprehensive accounts-receivable system, a sorting capability would enable the user to enter records in any order. The program would then sort the records and write them to the file. Figures 11.2–11.3 use the data file created in Fig. 11.1, so you must run the program in Fig. 11.1 before the programs in Figs. 11.2–11.3.

```
1  // fig11_01.c
2  // Creating a sequential file
3  #include <stdio.h>
4
5  int main(void){
6     FILE *cfPtr = NULL; // cfPtr = clients.txt file pointer
7
8     // fopen opens the file. Exit the program if unable to create the file
9     if ((cfPtr = fopen("clients.txt", "w")) == NULL) {
10       puts("File could not be opened");
11    }
12    else {
13       puts("Enter the account, name, and balance.");
14       puts("Enter EOF to end input.");
15       printf("%s", "? ");
16
17       int account = 0; // account number
18       char name[30] = ""; // account name
19       double balance = 0.0; // account balance
20
21       scanf("%d%29s%lf", &account, name, &balance);
22
23       // write account, name and balance into file with fprintf
24       while (!feof(stdin)) {
25          fprintf(cfPtr, "%d %s %.2f\n", account, name, balance);
26          printf("%s", "? ");
27          scanf("%d%29s%lf", &account, name, &balance);
28       }
29
30       fclose(cfPtr); // fclose closes file
31    }
32 }
```

Fig. 11.1 | Creating a sequential file. (Part 1 of 2.)

```
Enter the account, name, and balance.
Enter EOF to end input.
? 100 Jones 24.98
? 200 Doe 345.67
? 300 White 0.00
? 400 Stone -42.16
? 500 Rich 224.62
? ^Z
```

Fig. 11.1 | Creating a sequential file. (Part 2 of 2.)

11.3.1 Pointer to a FILE

Line 6 defines `cfPtr` as a pointer to a `FILE` structure. A program refers to each open file with a separate `FILE` pointer. You need not know the `FILE` structure's specifics to use files. If you're interested, you can study its declaration in `stdio.h`.

11.3.2 Using fopen to Open a File

Line 9 calls **`fopen`** to create the file `"clients.txt"` and establish a "line of communication" with it. The file pointer that `fopen` returns is assigned to `cfPtr`.

Function `fopen` takes two arguments:

- a filename (which can include path information leading to the file's location) and
- a **file open mode**.

The file open mode `"w"` indicates `fopen` should open the file for writing. If the file does not exist and the file open mode is `"w"`, `fopen` creates the file. If you open an existing file, `fopen` discards the file's contents *without warning*. This is a logic error, ⊗ ERR if your program is not supposed to replace the existing file.

The `if` statement determines whether the file pointer `cfPtr` is **`NULL`**. If it's `NULL`, the file could not be opened, possibly because the program does not have permission to create a file in the specified folder. In this program, the file gets created in the same folder as the program. If `cfPtr` is `NULL`, the program prints an error message and terminates. Otherwise, the program processes the user's inputs and writes them to the file.

11.3.3 Using feof to Check for the End-of-File Indicator

The program prompts the user to enter the various fields for each record or to enter *end-of-file* when data entry is complete. The key combinations for end-of-file are platform-dependent:

- Windows: <*Ctrl*> + *z*, then press *Enter*
- macOS/Linux: <*Ctrl*> + *d*

Line 24 calls `feof` to determine whether the end-of-file indicator is set for `stdin`. The end-of-file indicator informs the program that there's no more data to process. When the user enters the *end-of-file key combination*, the operating system sets the end-of-file indicator for the standard input stream. The `feof` function's argument is a `FILE` pointer to the file to test for the end-of-file indicator—`stdin` in this case. The function returns a nonzero (*true*) value when the end-of-file indicator has been set; otherwise, the function returns zero (*false*). This program's `while` statement continues executing until the user enters the end-of-file indicator.

11.3.4 Using `fprintf` to Write to a File

Line 25 writes a record as a line of text to the file `clients.txt`. You can retrieve the data later using a program designed to read the file (Section 11.4). The `fprintf` function is equivalent to `printf`, but `fprintf` also receives a `FILE` pointer argument specifying the file to which the data will be written. Function `fprintf` can output data to the standard output by using `stdout` as the `FILE` pointer argument.

11.3.5 Using `fclose` to Close a File

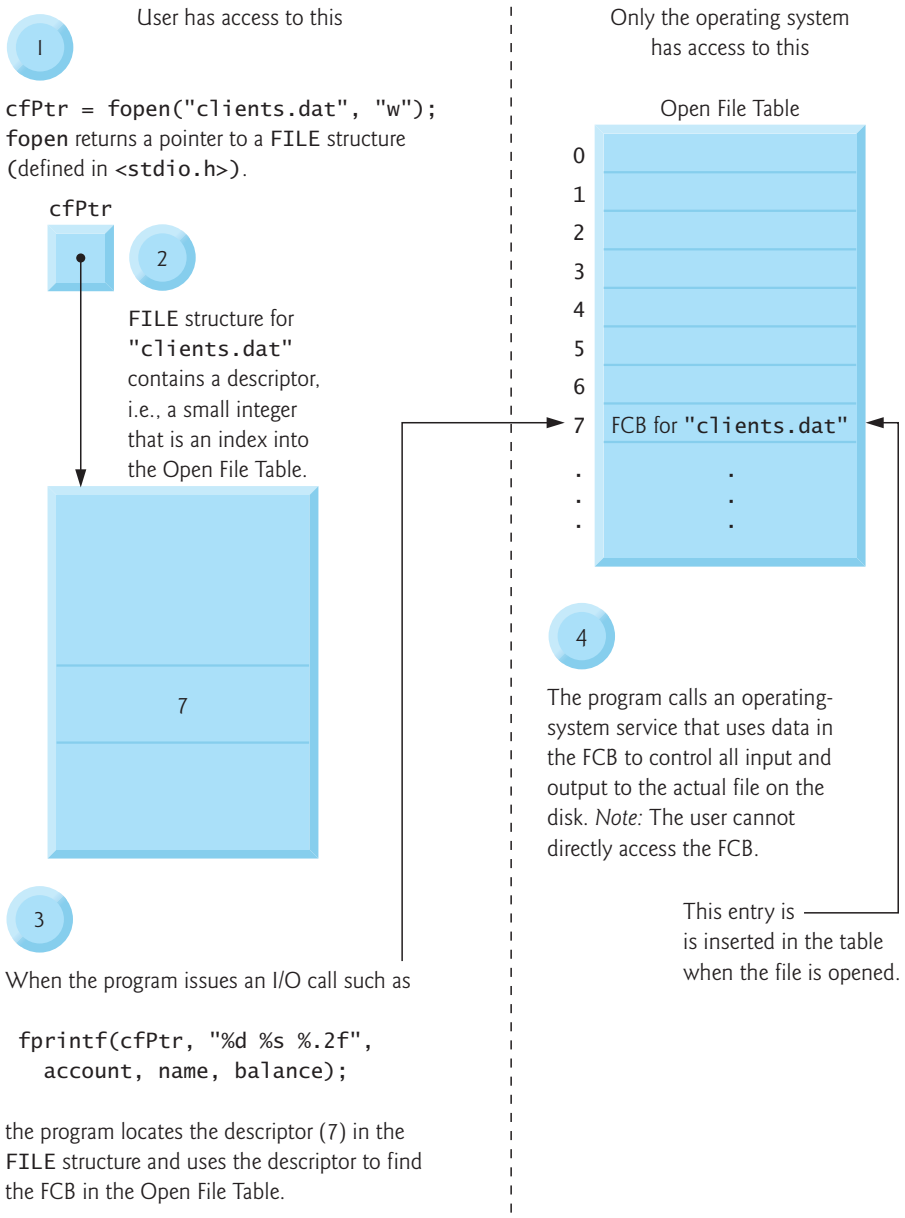
After the user enters end-of-file, the program closes the `clients.txt` file by calling `fclose` (line 30), then terminates. Function `fclose` receives the `FILE` pointer as an argument. If you do not call `fclose` explicitly, the operating system normally will close the file when program execution terminates. This is an example of operating-system "housekeeping." You should close each file as soon as it's no longer needed.

PERF This frees resources for which other users or programs may be waiting.

In Fig. 11.1's sample execution, the user enters information for five accounts, then enters end-of-file to complete data entry. The sample execution does not show how the data records actually appear in the file. The next section presents a program that reads the file and displays its contents to verify that the program created the file successfully.

Relationship Between `FILE` Pointers, `FILE` Structures and FCBs

The following diagram illustrates the relationship between `FILE` pointers, `FILE` structures and FCBs. When a program opens `"clients.txt"`, the operating system copies an FCB for the file into memory. The figure shows the connection between the file pointer returned by `fopen` and the FCB used by the operating system to administer the file. Programs may process no files, one file or several files. Each file has a different file pointer returned by `fopen`. All subsequent file-processing functions after the file is opened must refer to the file with the appropriate file pointer.



11.3.6 File-Open Modes

The following table summarizes the file-open modes. The ones containing the letter `"b"` are for manipulating binary files, which we discuss in Sections 11.5–11.9 when we introduce random-access files.

Mode	Description
`r`	Open an existing file for reading.
`w`	Create a file for writing. If the file already exists, discard the current contents.
`a`	Open or create a file for writing at the end of a file—this is for write operations that append data to a file.
`r+`	Open an existing file for update (reading and writing).
`w+`	Create a file for reading and writing. If the file already exists, discard the current contents.
`a+`	Open or create a file for reading and updating where all writing is done at the end of the file—that is, write operations append data to the file.
`rb`	Open an existing binary file for reading.
`wb`	Create a binary file for writing. If the file already exists, discard the current contents.
`ab`	Open or create a binary file for writing at the end of the file (appending).
`rb+`	Open an existing binary file for update (reading and writing).
`wb+`	Create a binary file for update. If the file already exists, discard the current contents.
`ab+`	Open or create a binary file for update. Writing is done at the end of the file.

C11 Exclusive Write Mode

C11 added the exclusive write mode,[1] indicated with `"wx"`, `"w+x"`, `"wbx"` or `"wb+x"`. In exclusive write mode, `fopen` fails if the file already exists or cannot be created. If your program successfully opens a file in exclusive write mode and the underlying system supports exclusive file access, then *only* your program can access the file while it's open. If an error occurs while opening a file in any mode, `fopen` returns `NULL`.

ERR Common File-Processing Errors

Some common file-processing logic errors you might encounter include:

- Opening a nonexistent file for reading.
- Opening a file for reading or writing without having been granted the appropriate access rights to the file (this is operating-system dependent).
- Opening a file for writing when no space is available.
- Opening a file in write mode (`"w"`) when it should be opened in update mode (`"r+"`)—`"w"` discards the file's contents.

Self Check

1 *(Code)* Where will the following statement write its output?

```
fprintf(stdout, "%d %s %.2f\n", account, name, balance);
```

Answer: The standard output device, which is normally the screen.

1. Some compilers and platforms do not support exclusive write mode.

2 *(True/False)* The notion of a record of a file is built into C.
Answer: *False*. Actually, C imposes no structure on a file, so notions such as a record of a file are not part of the C language. You can impose your own record structure on a file.

3 *(Fill-In)* A C program administers each file with a separate _____ structure.
Answer: `FILE`.

4 *(True/False)* When you open a file for writing, `fopen` warns you if the file already exists.
Answer: *False*. `fopen` discards the file's contents without warning.

5 *(Multiple Choice)* Which file-open mode corresponds to the description, "open an existing file for update (reading and writing)"?
a) u.
b) `rw`.
c) `r+`.
d) `w+`.
Answer: c.

11.4 Reading Data from a Sequential-Access File

Data is stored in files so that it can be retrieved for processing when needed. The previous section demonstrated how to create a file for sequential access. This section shows how to read data sequentially from a file. If a file's contents should not be modified, open the file only for reading. This prevents unintentional modification of the file's contents and is another example of the principle of least privilege.

Figure 11.2 reads and displays records from the file `"clients.txt"` created in Fig. 11.1. Line 6 defines the `FILE` pointer `cfPtr`. Line 9 attempts to open the file for reading (`"r"`) and determines whether it opened successfully—that is, `fopen` did not return `NULL`. Line 18 reads a "record" from the file. Function **`fscanf`** is equivalent to `scanf` but receives as its first argument a `FILE` pointer for the file from which to read. The first time this statement executes, `account` will have the value `100`, `name` will have the value `"Jones"` and `balance` will have the value `24.98`. Each subsequent call to `fscanf` (line 23) reads another record from the file and gives new values to `account`, `name` and `balance`. When there is no more data to read, line 26 closes the file, and the program terminates. Function `feof` returns *true* only after the program attempts to read past the file's last line.

```
1  // fig11_02.c
2  // Reading and printing a sequential file
3  #include <stdio.h>
4
5  int main(void) {
6     FILE *cfPtr = NULL; // cfPtr = clients.txt file pointer
```

Fig. 11.2 | Reading and printing a sequential file. (Part 1 of 2.)

```
7
8     // fopen opens file; exits program if file cannot be opened
9     if ((cfPtr = fopen("clients.txt", "r")) == NULL) {
10       puts("File could not be opened");
11    }
12    else { // read account, name and balance from file
13       int account = 0; // account number
14       char name[30] = ""; // account name
15       double balance = 0.0; // account balance
16
17       printf("%-10s%-13s%s\n", "Account", "Name", "Balance");
18       fscanf(cfPtr, "%d%29s%lf", &account, name, &balance);
19
20       // while not end of file
21       while (!feof(cfPtr)) {
22          printf("%-10d%-13s%7.2f\n", account, name, balance);
23          fscanf(cfPtr, "%d%29s%lf", &account, name, &balance);
24       }
25
26       fclose(cfPtr); // fclose closes the file
27    }
28 }
```

```
Account   Name         Balance
100       Jones          24.98
200       Doe           345.67
300       White           0.00
400       Stone         -42.16
500       Rich          224.62
```

Fig. 11.2 | Reading and printing a sequential file. (Part 2 of 2.)

11.4.1 Resetting the File Position Pointer

When retrieving data sequentially from a file, a program normally reads from the beginning of the file until the desired data is found. In some cases, a program must process a file sequentially several times from the beginning. The statement

```
rewind(cfPtr);
```

repositions the **file position pointer** to the beginning (byte 0) of the file pointed to by `cfPtr`. The file position pointer is not really a pointer. It's an integer indicating the byte number of the next byte to read or write. This is sometimes referred to as the **file offset**. The file position pointer is a member of the `FILE` structure associated with each file.

11.4.2 Credit Inquiry Program

The program of Fig. 11.3 allows a credit manager to obtain lists of customers with:

- zero balances—customers who do not owe any money,
- credit balances—customers to whom the company owes money, or
- debit balances—customers who owe money for goods and services received.

A credit balance is a negative amount, and a debit balance is a positive amount. The program displays a menu and allows the credit manager to enter one of four options:

- Option 1 produces a list of accounts with zero balances.
- Option 2 produces a list of accounts with credit balances.
- Option 3 produces a list of accounts with debit balances.
- Option 4 terminates program execution.

```
1  // fig11_03.c
2  // Credit inquiry program
3  #include <stdbool.h>
4  #include <stdio.h>
5
6  enum Options {ZERO_BALANCE = 1, CREDIT_BALANCE, DEBIT_BALANCE, END};
7
8  // determine whether to display a record
9  bool shouldDisplay(enum Options option, double balance) {
10    if ((option == ZERO_BALANCE) && (balance == 0)) {
11       return true;
12    }
13
14    if ((option == CREDIT_BALANCE) && (balance < 0)) {
15       return true;
16    }
17
18    if ((option == DEBIT_BALANCE) && (balance > 0)) {
19       return true;
20    }
21
22    return false;
23 }
24
25 int main(void) {
26    FILE *cfPtr = NULL; // clients.txt file pointer
27
28    // fopen opens the file; exits program if file cannot be opened
29    if ((cfPtr = fopen("clients.txt", "r")) == NULL) {
30       puts("File could not be opened");
31    }
32    else {
33       // display request options
34       printf("%s", "Enter request\n"
35          " 1 - List accounts with zero balances\n"
36          " 2 - List accounts with credit balances\n"
37          " 3 - List accounts with debit balances\n"
38          " 4 - End of run\n? ");
39       int request = 0;
40       scanf("%d", &request);
41
```

Fig. 11.3 | Credit inquiry program. (Part 1 of 3.)

```
42         // display records
43         while (request != END) {
44            switch (request) {
45               case ZERO_BALANCE:
46                  puts("\nAccounts with zero balances:");
47                  break;
48               case CREDIT_BALANCE:
49                  puts("\nAccounts with credit balances:");
50                  break;
51               case DEBIT_BALANCE:
52                  puts("\nAccounts with debit balances:");
53                  break;
54            }
55
56            int account = 0;
57            char name[30] = "";
58            double balance = 0.0;
59
60            // read account, name and balance from file
61            fscanf(cfPtr, "%d%29s%lf", &account, name, &balance);
62
63            // read file contents (until eof)
64            while (!feof(cfPtr)) {
65               // output only if balance is 0
66               if (shouldDisplay(request, balance)) {
67                  printf("%-10d%-13s%7.2f\n", account, name, balance);
68               }
69
70               // read account, name and balance from file
71               fscanf(cfPtr, "%d%29s%lf", &account, name, &balance);
72            }
73
74            rewind(cfPtr); // return cfPtr to beginning of file
75
76            printf("%s", "\n? ");
77            scanf("%d", &request);
78         }
79
80         puts("End of run.");
81         fclose(cfPtr); // close the file
82      }
83   }
```

```
Enter request
 1 - List accounts with zero balances
 2 - List accounts with credit balances
 3 - List accounts with debit balances
 4 - End of run
? 1

Accounts with zero balances:
300        White           0.00
```

Fig. 11.3 | Credit inquiry program. (Part 2 of 3.)

```
? 2

Accounts with credit balances:
400       Stone         -42.16

? 3

Accounts with debit balances:
100       Jones          24.98
200       Doe           345.67
500       Rich          224.62

? 4
End of run.
```

Fig. 11.3 | Credit inquiry program. (Part 3 of 3.)

Updating a Sequential File

You cannot modify data in this type of sequential file without the risk of destroying other data. For example, if the name `"White"` needs to be changed to `"Worthington"`, you cannot simply overwrite the old name. The record for `White` was written to the file as

```
300 White 0.00
```

If you were to rewrite the record beginning at the same location in the file using the new name, the record would be

```
300 Worthington 0.00
```

The new record has more characters than the original record. The characters beyond the second `"o"` in `"Worthington"` will *overwrite* the beginning of the next sequential record in the file. The problem here is that in the **formatted input/output model** using `fprintf` and `fscanf`, fields and records can vary in size. For example, the values 7, 14, –117, 2074 and 27383 are all `int`s stored internally in the same number of bytes, but they're different-sized fields when displayed on the screen or written to a file as text.

So, sequential access with `fprintf` and `fscanf` typically is not used to update records in place. Instead, the entire file is rewritten. In a sequential-access file, we'd make the preceding name change by

- copying the records before `300 White 0.00` to a new file,
- writing the new record,
- copying the records after `300 White 0.00` to the new file, then
- replacing the old file with the new one.

This requires processing every record in the file to update one record.

Self Check

1 *(Fill-In)* Function `fscanf` is equivalent to function `scanf`, but `fscanf` receives as an argument a(n) _____.
Answer: file pointer for the file from which to read data.

2 *(True/False)* Function `feof` returns true only after the program attempts to read the nonexistent data following the last line.
Answer: *True*.

3 *(Fill-In)* The following statement repositions a file's _____ to the file's byte `0`.

```
rewind(cfPtr);
```

Answer: file position pointer.

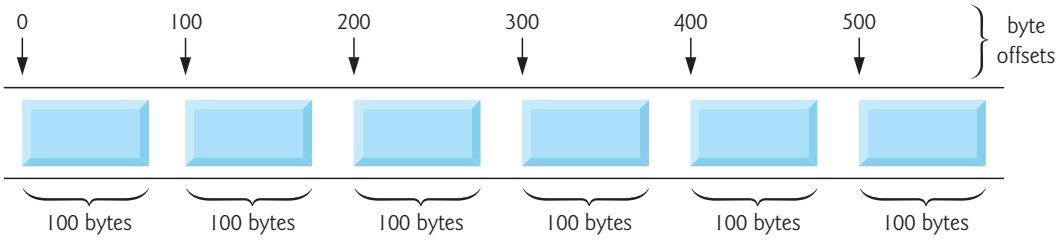
4 *(True/False)* In the formatted input/output model using `fprintf` and `fscanf`, fields—and hence records—are fixed in size.
Answer: *False*. Actually, in this model, fields—and hence records—can vary in size.

11.5 Random-Access Files

Records that you create with the formatted output function `fprintf` may vary in length. A **random-access file**, on the other hand, uses *fixed-length* records that may be accessed directly (and thus quickly) without searching through other records. This makes random-access files appropriate for **transaction-processing systems** that require rapid access to specific data, such as airline reservation systems, banking systems and point-of-sale systems. There are other ways to implement random-access files, but we'll limit our discussion to this straightforward approach using fixed-length records.

Because every record in a random-access file normally has the same length, each record's exact location relative to the beginning of the file can be calculated as a function of the record key. We'll soon see how this facilitates immediate access to specific records, even in large files.

The following diagram illustrates one way to implement a random-access file. Such a file is like a freight train with many cars—some empty and some with cargo. Each car in the train has the same length.



Fixed-length records enable a program to insert data in a random-access file *without destroying other data in the file*. Data stored previously also can be updated or deleted without rewriting the entire file. In the sections that follow, we explain how to

- create a random-access file,
- enter data,
- read the data both sequentially and randomly,
- update the data, and
- delete data that's no longer needed.

Self Check

1 *(True/False)* Individual records that you write to and read from a random-access file may be accessed directly without searching through other records. This makes random-access files appropriate for systems that require rapid access to specific data.
Answer: *True*.

2 *(Fill-In)* A random-access file uses fixed-length records, so the exact location of a record relative to the beginning of the file can be calculated based on the _____.
Answer: record key.

11.6 Creating a Random-Access File

Function `fwrite` writes a specified number of bytes from a specified location in memory to a file. The data is written at the file position pointer's current location. Function `fread` reads a specified number of bytes from the file position pointer's current location to a specified area in memory. Writing a four-byte integer with

```
fprintf(fPtr, "%d", number);
```

could output as many as 11 digits—10 digits plus a sign, each of which requires at least one byte of storage, based on the character set for the locale. With random-access files, the statement

```
fwrite(&number, sizeof(int), 1, fPtr);
```

always writes four bytes (on a system with four-byte integers) from the `int` variable `number` to the file represented by `fPtr`. We'll explain the argument `1` in a moment. Later, we can use `fread` to read those four bytes into an `int` variable. Although `fread` and `fwrite` read and write data in fixed-size rather than variable-size format, they process data as "raw" bytes, rather than in `printf`'s and `scanf`'s human-readable text format. The "raw" data representation is system-dependent, so "raw" data may not be readable on other systems, or by programs produced by other compilers or with different compilation options.

`fwrite` and `fread` Can Write and Read Arrays

Functions `fwrite` and `fread` can write and read arrays. The third argument of both `fwrite` and `fread` is the number of elements to write or read. The preceding `fwrite` function call writes a single integer to a file, so the third argument is `1`—as if we were writing one array element. File-processing programs rarely write a single field to a file. Normally, they write one `struct` at a time, as we show in the following examples.

Problem Statement

Consider the following problem statement:

> *Create a transaction-processing system capable of storing up to 100 fixed-length records. Each record should have an account number (the record key), a last name, a first name and a balance. The program should use a random-access file and should be able to update an account, insert a new account, delete an account and list all the records in a formatted text file for printing.*

The next several sections introduce the techniques we'll use to create the transaction-processing program. Figure 11.4 shows how to open a random-access file, define a record format using a `struct`, write data to the file and close the file. This program initializes all 100 records of the file `"accounts.dat"` with empty `structs` using the function `fwrite`. Each empty `struct` contains the account number `0`, empty strings (`""`) for the last and first names, and the balance `0.0`. We initialize all the records to create the space in which the file will be stored and to make it possible to determine whether a record contains data.

```
1  // fig11_04.c
2  // Creating a random-access file sequentially
3  #include <stdio.h>
4
5  // clientData structure definition
6  struct clientData {
7     int account;
8     char lastName[15];
9     char firstName[10];
10    double balance;
11 };
12
13 int main(void) {
14    FILE *cfPtr = NULL; // accounts.dat file pointer
15
16    // fopen opens the file; exits if file cannot be opened
17    if ((cfPtr = fopen("accounts.dat", "wb")) == NULL) {
18       puts("File could not be opened.");
19    }
20    else {
21       // create clientData with default information
22       struct clientData blankClient = {0, "", "", 0.0};
23
24       // output 100 blank records to file
25       for (int i = 1; i <= 100; ++i) {
26          fwrite(&blankClient, sizeof(struct clientData), 1, cfPtr);
27       }
28
29       fclose (cfPtr); // fclose closes the file
30    }
31 }
```

Fig. 11.4 | Creating a random-access file sequentially.

Line 17 opens the file `"accounts.dat"` for writing in binary mode (`"wb"`). Function `fwrite` (line 26) writes a block of bytes to a file. The arguments are:

- `&blankClient`—the address of the object to write,
- `sizeof(struct clientData)`—the size in bytes of the object to write,
- `1`—the number of objects of that size to write, and
- `cfPtr`—a `FILE *` representing the file in which the bytes will be stored.

Recall that `sizeof` returns the size in bytes of its operand, `struct clientData`.

Writing an Array of Objects

In line 26, `fwrite` writes one object that's not an array element. To write an array, pass it to `fwrite` as the first argument and specify as the third argument the number of elements to output.

Self Check

1 *(True/False)* For a four-byte `int` variable `number`, the following statement always writes four bytes, even if the `number`'s text representation could be as many as 11 digits:

```
fwrite(&number, sizeof(int), 1, fPtr);
```

Answer: *True*.

2 *(Fill-In)* Functions `fread` and `fwrite` read and write data in "raw data" format—that is, as _____ of data.
Answer: bytes.

3 *(Fill-In)* Function `fwrite` can write several array elements. In the call to `fwrite`, specify a pointer to an array and _____ as the first and third arguments.
Answer: the number of elements to write.

11.7 Writing Data Randomly to a Random-Access File

[*Note:* Figures 11.5, 11.6 and 11.7 use the data file created in Fig. 11.4, so you must run Fig. 11.4 before Figs. 11.5, 11.6 and 11.7.]

Figure 11.5 writes data to the file `"accounts.dat"`. It uses **`fseek`** and `fwrite` to store data at specific locations in the file. Function `fseek` sets the file position pointer to a specific byte position, then `fwrite` writes the data there.

```
1  // fig11_05.c
2  // Writing data randomly to a random-access file
3  #include <stdio.h>
4
```

Fig. 11.5 | Writing data randomly to a random-access file. (Part 1 of 3.)

```
// clientData structure definition
struct clientData {
   int account;
   char lastName[15];
   char firstName[10];
   double balance;
}; // end structure clientData

int main(void) {
   FILE *cfPtr = NULL; // accounts.dat file pointer

   // fopen opens the file; exits if file cannot be opened
   if ((cfPtr = fopen("accounts.dat", "rb+")) == NULL) {
      puts("File could not be opened.");
   }
   else {
      // create clientData with default information
      struct clientData client = {0, "", "", 0.0};

      // require user to specify account number
      printf("%s", "Enter account number (1 to 100, 0 to end input): ");
      scanf("%d", &client.account);

      // user enters information, which is copied into file
      while (client.account != 0) {
         // user enters last name, first name and balance
         printf("%s", "Enter lastname, firstname, balance: ");

         // set record lastName, firstName and balance value
         fscanf(stdin, "%14s%9s%lf", client.lastName,
            client.firstName, &client.balance);

         // seek position in file to user-specified record
         fseek(cfPtr, (client.account - 1) *
            sizeof(struct clientData), SEEK_SET);

         // write user-specified information in file
         fwrite(&client, sizeof(struct clientData), 1, cfPtr);

         // enable user to input another account number
         printf("%s", "\nEnter account number: ");
         scanf("%d", &client.account);
      }

      fclose(cfPtr); // fclose closes the file
   }
}
```

```
Enter account number (1 to 100, 0 to end input): 37
Enter lastname, firstname, balance: Barker Doug 0.00

Enter account number: 29
Enter lastname, firstname, balance: Brown Nancy -24.54
```

Fig. 11.5 | Writing data randomly to a random-access file. (Part 2 of 3.)

```
Enter account number: 96
Enter lastname, firstname, balance: Stone Sam 34.98

Enter account number: 88
Enter lastname, firstname, balance: Smith Dave 258.34

Enter account number: 33
Enter lastname, firstname, balance: Dunn Stacey 314.33

Enter account number: 0
```

Fig. 11.5 | Writing data randomly to a random-access file. (Part 3 of 3.)

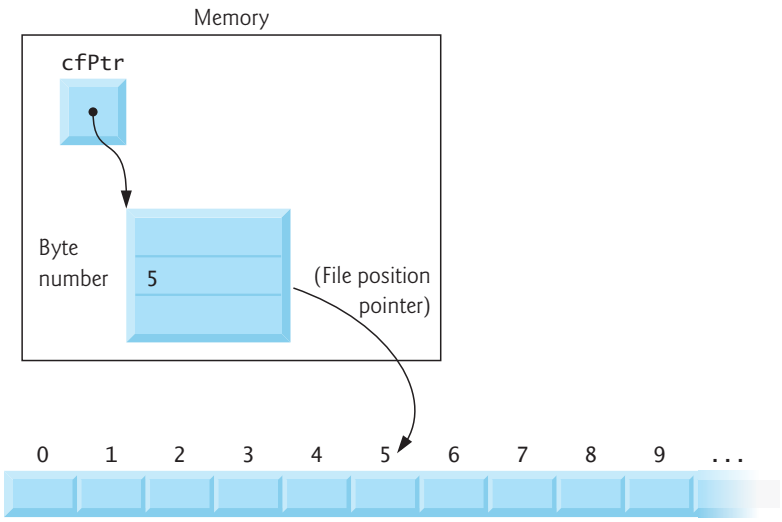
11.7.1 Positioning the File Position Pointer with `fseek`

Lines 38–39 position the file position pointer for the file referenced by `cfPtr` to the byte location calculated by

```
(client.account - 1) * sizeof(struct clientData)
```

This expression's value is the **offset** or **displacement**. In this example, the account number is 1–100. The file starts with byte `0`, so we subtract 1 from the account number when calculating the record's byte location. For record `1`, lines 38–39 set the file position pointer to byte `0` of the file. The symbolic constant **`SEEK_SET`** indicates that `fseek` should move the file position pointer relative to the beginning of the file.

The following diagram illustrates the `FILE` pointer referring to a `FILE` structure in memory. The file position pointer in this diagram indicates that the next byte to be read or written is byte number `5`.



`fseek` Function Prototype

The function prototype for `fseek` is

```
int fseek(FILE *stream, long int offset, int whence);
```

where `offset` is the number of bytes to seek from `whence` in the file pointed to by `stream`. Positive `offsets` seek forward, and negative `offsets` seek backward. The argument `whence` can be `SEEK_SET`, `SEEK_CUR` or `SEEK_END` (all defined in `<stdio.h>`), which indicate the location from which the seek begins:

- `SEEK_SET` indicates that the seek is measured from the *beginning* of the file.
- `SEEK_CUR` indicates that the seek is measured from the *current location* in the file.
- `SEEK_END` indicates that the seek is measured from the *end* of the file.

You should use only positive offsets with `SEEK_SET` and only negative ones with `SEEK_END`.

11.7.2 Error Checking

For simplicity, the programs in this chapter do *not* perform error checking. Industrial-strength programs should determine whether functions such as `fscanf` (Fig. 11.5, lines 34–35), `fseek` (lines 38–39) and `fwrite` (line 42) operate correctly by checking their return values. Function `fscanf` returns the number of data items successfully read or the value `EOF` if a problem occurs while reading data. Function `fseek` returns a nonzero value if the seek operation cannot be performed (e.g., attempting to seek to a position before the start of the file). Function `fwrite` returns the number of items it successfully output. If this number is less than the *third argument* in the function call, then a write error occurred.

Self Check

1 *(Fill-In)* Function _____ sets the file position pointer to a specific byte position in the file.
Answer: `fseek`.

2 *(Fill-In)* The symbolic constant _____ indicates that the file position pointer should be positioned relative to the beginning of the file.
Answer: `SEEK_SET`.

11.8 Reading Data from a Random-Access File

Function `fread` reads a specified number of bytes from a file into memory. For example,

```
fread(&client, sizeof(struct clientData), 1, cfPtr);
```

reads the number of bytes determined by `sizeof(struct clientData)` from the file referenced by `cfPtr`, stores the data in `client` and returns the number of bytes read. It reads bytes from the location specified by the file position pointer.

Function `fread` can read several fixed-size array elements by providing a pointer to the array in which the elements will be stored and by indicating the number of elements to be read. The preceding statement reads one element. To read more than one, specify the number of elements as `fread`'s third argument. Function `fread`

returns the number of items it successfully input. If this number is less than the function call's third argument, a read error occurred.

Figure 11.6 sequentially reads each record in the `"accounts.dat"` file, determines whether it contains data and, if so, displays the formatted data. Function `feof` determines when the end of the file is reached, and the `fread` function (lines 28–29) transfers data from the file to the `clientData` structure `client`.

```
1  // fig11_06.c
2  // Reading a random-access file sequentially
3  #include <stdio.h>
4
5  // clientData structure definition
6  struct clientData {
7     int account;
8     char lastName[15];
9     char firstName[10];
10    double balance;
11 };
12
13 int main(void){
14    FILE *cfPtr = NULL; // accounts.dat file pointer
15
16    // fopen opens the file; exits if file cannot be opened
17    if ((cfPtr = fopen("accounts.dat", "rb")) == NULL) {
18       puts("File could not be opened.");
19    }
20    else {
21       printf("%-6s%-16s%-11s%10s\n", "Acct", "Last Name",
22          "First Name", "Balance");
23
24       // read all records from file (until eof)
25       while (!feof(cfPtr)) {
26          // read a record
27          struct clientData client = {0, "", "", 0.0};
28          size_t result =
29             fread(&client, sizeof(struct clientData), 1, cfPtr);
30
31          // display record
32          if (result != 0 && client.account != 0) {
33             printf("%-6d%-16s%-11s%10.2f\n", client.account,
34                client.lastName, client.firstName, client.balance);
35          }
36       }
37
38       fclose(cfPtr); // fclose closes the file
39    }
40 }
```

Fig. 11.6 | Reading a random-access file sequentially. (Part 1 of 2.)

```
Acct  Last Name       First Name    Balance
29    Brown           Nancy          -24.54
33    Dunn            Stacey         314.33
37    Barker          Doug             0.00
88    Smith           Dave           258.34
96    Stone           Sam             34.98
```

Fig. 11.6 | Reading a random-access file sequentially. (Part 2 of 2.)

Self Check

1 *(True/False)* Function `fread` returns the number of bytes it successfully input.
Answer: *False*. Function `fread` returns the number of *items* it successfully input. Each item can be many bytes. If the number of items is fewer than `fread`'s third argument, then the read operation did not complete successfully.

2 *(True/False)* Function `fread` can read several fixed-size array elements by providing a pointer to the array in which the elements will be stored and by indicating the number of elements to be read.
Answer: *True*.

11.9 Case Study: Transaction-Processing System

Let's create a transaction-processing program (Fig. 11.7) using random-access files. The program maintains a bank's account information—updating existing accounts, adding new accounts, deleting accounts and storing a listing of current accounts in a text file for printing. We assume that the program of Fig. 11.4 created the file `accounts.dat`.

Option 1: Create a Formatted List of Accounts

The program has five options—option 5 terminates the program. Option 1 calls function `textFile` (lines 58–86) to store a formatted account report in a text file called `accounts.txt`, which can be printed later. The function uses `fread` and the sequential file-access techniques shown in Fig. 11.6. After option 1, `accounts.txt` contains:

```
Acct  Last Name       First Name    Balance
29    Brown           Nancy          -24.54
33    Dunn            Stacey         314.33
37    Barker          Doug             0.00
88    Smith           Dave           258.34
96    Stone           Sam             34.98
```

Option 2: Update an Account

Option 2 calls the function `updateRecord` (lines 89–125) to update an account. The function updates only a record that already exists, so the function first checks whether the record specified by the user is empty. First, we read the record into structure `client` with `fread`. If the member `account` is 0, the record contains no information. So,

the program displays a message that the record is empty, then redisplays the menu choices. If the record contains information, function `updateRecord` inputs the transaction amount, calculates the new balance and rewrites the record to the file. A typical output for option 2 is

```
Enter account to update (1 - 100): 37
37    Barker          Doug             0.00

Enter charge (+) or payment (-): +87.99
37    Barker          Doug            87.99
```

Option 3: Create a New Account

Option 3 calls the function `newRecord` (lines 128–161) to add a new account to the file. If the user enters an account number for an existing account, `newRecord` displays an error message indicating that the record already contains information, and the menu choices are printed again. This function uses the same process to add a new account, as does the program in Fig. 11.5. A typical output for option 3 is

```
Enter new account number (1 - 100): 22
Enter lastname, firstname, balance
? Johnston Sarah 247.45
```

Option 4: Delete an Account

Option 4 calls function `deleteRecord` (lines 164–190) to delete a record from the file. Deletion is accomplished by asking the user for the account number and reinitializing the record. If the account contains no information, `deleteRecord` displays an error message indicating that the account does not exist.

Code for the Transaction-Processing Program

The program is shown in Fig. 11.7. The file `"accounts.dat"` is opened for update (reading and writing) using `"rb+"` mode.

```
1  // fig11_07.c
2  // Transaction-processing program reads a random-access file sequentially,
3  // updates data already written to the file, creates new data to
4  // be placed in the file, and deletes data previously stored in the file.
5  #include <stdio.h>
6
7  // clientData structure definition
8  struct clientData {
9     int account;
10    char lastName[15];
11    char firstName[10];
12    double balance;
13 };
```

Fig. 11.7 | Transaction-processing program. (Part 1 of 5.)

```
14
15 // prototypes
16 int enterChoice(void);
17 void textFile(FILE *readPtr);
18 void updateRecord(FILE *fPtr);
19 void newRecord(FILE *fPtr);
20 void deleteRecord(FILE *fPtr);
21
22 int main(void) {
23    FILE *cfPtr = NULL; // accounts.dat file pointer
24
25    // fopen opens the file; exits if file cannot be opened
26    if ((cfPtr = fopen("accounts.dat", "rb+")) == NULL) {
27       puts("File could not be opened.");
28    }
29    else {
30       int choice = 0; // user
31
32       // enable user to specify action
33       while ((choice = enterChoice()) != 5) {
34          switch (choice) {
35             case 1: // create text file from record file
36                textFile(cfPtr);
37                break;
38             case 2: // update record
39                updateRecord(cfPtr);
40                break;
41             case 3: // create record
42                newRecord(cfPtr);
43                break;
44             case 4: // delete existing record
45                deleteRecord(cfPtr);
46                break;
47             default: // display message for invalid choice
48                puts("Incorrect choice");
49                break;
50          }
51       }
52
53       fclose(cfPtr); // fclose closes the file
54    }
55 }
56
57 // create formatted text file for printing
58 void textFile(FILE *readPtr) {
59    FILE *writePtr = NULL; // accounts.txt file pointer
60
61    // fopen opens the file; exits if file cannot be opened
62    if ((writePtr = fopen("accounts.txt", "w")) == NULL) {
63       puts("File could not be opened.");
64    }
```

Fig. 11.7 | Transaction-processing program. (Part 2 of 5.)

```
65      else {
66         rewind(readPtr); // sets pointer to beginning of file
67         fprintf(writePtr, "%-6s%-16s%-11s%10s\n",
68            "Acct", "Last Name", "First Name","Balance");
69
70         // copy all records from random-access file into text file
71         while (!feof(readPtr)) {
72            // create clientData with default information
73            struct clientData client = {0, "", "", 0.0};
74            size_t result =
75               fread(&client, sizeof(struct clientData), 1, readPtr);
76
77            // write single record to text file
78            if (result != 0 && client.account != 0) {
79               fprintf(writePtr, "%-6d%-16s%-11s%10.2f\n", client.account,
80                  client.lastName, client.firstName, client.balance);
81            }
82         }
83
84         fclose(writePtr); // fclose closes the file
85      }
86   }
87
88   // update balance in record
89   void updateRecord(FILE *fPtr) {
90      // obtain number of account to update
91      printf("%s", "Enter account to update (1 - 100): ");
92      int account = 0; // account number
93      scanf("%d", &account);
94
95      // move file pointer to correct record in file
96      fseek(fPtr, (account - 1) * sizeof(struct clientData), SEEK_SET);
97
98      // read record from file
99      struct clientData client = {0, "", "", 0.0};
100     fread(&client, sizeof(struct clientData), 1, fPtr);
101
102     // display error if account does not exist
103     if (client.account == 0) {
104        printf("Account #%d has no information.\n", account);
105     }
106     else { // update record
107        printf("%-6d%-16s%-11s%10.2f\n\n", client.account, client.lastName,
108           client.firstName, client.balance);
109
110        // request transaction amount from user
111        printf("%s", "Enter charge (+) or payment (-): ");
112        double transaction = 0.0; // transaction amount
113        scanf("%lf", &transaction);
114        client.balance += transaction; // update record balance
115
```

Fig. 11.7 | Transaction-processing program. (Part 3 of 5.)

```
116         printf("%-6d%-16s%-11s%10.2f\n", client.account, client.lastName,
117            client.firstName, client.balance);
118
119         // move file pointer to correct record in file
120         fseek(fPtr, (account - 1) * sizeof(struct clientData), SEEK_SET);
121
122         // write updated record over old record in file
123         fwrite(&client, sizeof(struct clientData), 1, fPtr);
124      }
125   }
126
127   // create and insert record
128   void newRecord(FILE *fPtr) {
129      // obtain number of account to create
130      printf("%s", "Enter new account number (1 - 100): ");
131      int account = 0; // account number
132      scanf("%d", &account);
133
134      // move file pointer to correct record in file
135      fseek(fPtr, (account - 1) * sizeof(struct clientData), SEEK_SET);
136
137      // read record from file
138      struct clientData client = {0, "", "", 0.0};
139      fread(&client, sizeof(struct clientData), 1, fPtr);
140
141      // display error if account already exists
142      if (client.account != 0) {
143         printf("Account #%d already contains information.\n",
144            client.account);
145      }
146      else { // create record
147         // user enters last name, first name and balance
148         printf("%s", "Enter lastname, firstname, balance\n? ");
149         scanf("%14s%9s%lf", &client.lastName, &client.firstName,
150            &client.balance);
151
152         client.account = account;
153
154         // move file pointer to correct record in file
155         fseek(fPtr, (client.account - 1) * sizeof(struct clientData),
156            SEEK_SET);
157
158         // insert record in file
159         fwrite(&client, sizeof(struct clientData), 1, fPtr);
160      }
161   }
162
163   // delete an existing record
164   void deleteRecord(FILE *fPtr) {
165      // obtain number of account to delete
166      printf("%s", "Enter account number to delete (1 - 100): ");
167      int account = 0; // account number
168      scanf("%d", &account);
```

Fig. 11.7 | Transaction-processing program. (Part 4 of 5.)

```
169
170    // move file pointer to correct record in file
171    fseek(fPtr, (account - 1) * sizeof(struct clientData), SEEK_SET);
172
173    // read record from file
174    struct clientData client = {0, "", "", 0.0};
175    fread(&client, sizeof(struct clientData), 1, fPtr);
176
177    // display error if record does not exist
178    if (client.account == 0) {
179       printf("Account %d does not exist.\n", account);
180    }
181    else { // delete record
182       // move file pointer to correct record in file
183       fseek(fPtr, (account - 1) * sizeof(struct clientData), SEEK_SET);
184
185       struct clientData blankClient = {0, "", "", 0}; // blank client
186
187       // replace existing record with blank record
188       fwrite(&blankClient, sizeof(struct clientData), 1, fPtr);
189    }
190 }
191
192 // enable user to input menu choice
193 int enterChoice(void) {
194    // display available options
195    printf("%s", "\nEnter your choice\n"
196       "1 - store a formatted text file of accounts called\n"
197       "    \"accounts.txt\" for printing\n"
198       "2 - update an account\n"
199       "3 - add a new account\n"
200       "4 - delete an account\n"
201       "5 - end program\n? ");
202
203    int menuChoice = 0; // variable to store user
204    scanf("%d", &menuChoice); // receive choice from user
205    return menuChoice;
206 }
```

Fig. 11.7 | Transaction-processing program. (Part 5 of 5.)

Related Exercises

This Transaction-Processing System case study is supported by Exercise 11.11 (Hardware Inventory) and Exercise 11.17 (Modified Transaction-Processing System).

Self Check

1 *(Discussion)* In the following code, what does the `if` statement's condition test?

```
if ((cfPtr = fopen("accounts.dat", "rb+")) == NULL)
```

Answer: The condition tests whether the file accounts.dat was opened successfully in binary mode for reading and writing.

2 *(Discussion)* What does the following statement do in the program of Fig. 11.7?

```
fseek(fPtr, (account - 1) * sizeof(struct clientData), SEEK_SET);
```

Answer: This statement moves the file position pointer for the file that `fPtr` represents to the position for the `clientData` record `account`.

11.10 Secure C Programming

`fprintf_s` and `fscanf_s`

The examples in Sections 11.3–11.4 used functions `fprintf` and `fscanf` to write text to and read text from files, respectively. The C standard's Annex K provides versions of these functions named `fprintf_s` and `fscanf_s` that are identical to the `printf_s` and `scanf_s` functions we've previously introduced, except that you also specify a `FILE` pointer argument indicating the file to manipulate. If your C compiler's standard libraries include these functions, you should use them instead of `fprintf` and `fscanf`. As with `scanf_s` and `printf_s`, Microsoft's versions of `fprintf_s` and `fscanf_s` differ from those in Annex K.

Chapter 9 of the *SEI CERT C Coding Standard*

Chapter 9 of the *SEI CERT C Coding Standard* is dedicated to input/output recommendations and rules—many apply to file processing in general, and several of these apply to the file-processing functions presented in this chapter. For more information on each, visit `https://wiki.sei.cmu.edu/`:

- FIO03-C: When opening a file for writing using the nonexclusive file-open modes discussed in this chapter, if the file exists, function `fopen` opens it and truncates its contents, providing no indication of whether the file existed before the `fopen` call. To ensure that an existing file is *not* opened and truncated, you can use C11's *exclusive write mode* (discussed in Section 11.3), which allows `fopen` to open the file *only* if it does *not* already exist.
- FIO04-C: In industrial-strength code, you should always check the return values of file-processing functions that return error indicators to ensure that the functions performed their tasks correctly.
- FIO07-C. Function `rewind` does not return a value, so you cannot test whether the operation was successful. It's recommended instead that you use function `fseek` because it returns a nonzero value if it fails.
- FIO09-C. We demonstrated both text files and binary files in this chapter. Due to differences in binary data representations across platforms, files written in binary format often are *not* portable. For more portable file representations, consider using text files or a function library that can handle the differences in binary file representations across platforms.
- FIO14-C. Some library functions do not operate identically on text files and binary files. In particular, function `fseek` is *not* guaranteed to work correctly with binary files if you seek from `SEEK_END`, so `SEEK_SET` should be used.

- FIO42-C. On many platforms, you can have only a limited number of files open at once. For this reason, you should always close a file as soon as it's no longer needed by your program.

Self Check

1 *(Fill-In)* When you open a file for writing, you can ensure that an existing file is not truncated by using _____, which allows `fopen` to open the file only if it does not exist.
Answer: exclusive write mode.

2 *(True/False)* Function `rewind` does not return a value, so you cannot test whether the operation was successful. Instead, use function `fseek` because it returns a nonzero value if it fails.
Answer: *True*.

3 *(True/False)* Many platforms allow only a limited number of files to be open at once. So, you should always close a file as soon as it's no longer needed.
Answer: *True*.

Summary

Section 11.1 Introduction

- **Files** (p. 540) are used for permanent retention of large amounts of data.
- Computers store files on **secondary storage devices**, such as solid-state drives, flash drives and hard drives.

Section 11.2 Files and Streams

- C views each file as a sequential **stream of bytes** (p. 540). When a file is opened, a stream is associated with the file.
- Three streams are automatically opened when program execution begins—the **standard input** (p. 540), the **standard output** (p. 540) and the **standard error** (p. 540).
- Streams provide **communication channels** between files and programs.
- The **standard input stream** enables a program to **read data from the keyboard**, and the **standard output stream** enables a program to **print data on the screen**.
- Opening a file returns a pointer to a **`FILE` structure** (defined in `<stdio.h>`; p. 541) that contains information used to process the file. This structure includes a **file descriptor** (p. 541)—an index into an operating-system array called the **open file table** (p. 541). Each array element contains a **file control block** (FCB; p. 541) that the operating system uses to administer a particular file.
- The standard input, standard output and standard error are manipulated using the predefined file pointers **`stdin`**, **`stdout`** and **`stderr`**.
- Function **`fgetc`** (p. 541) **reads one character** from a file. It receives as an argument a `FILE` pointer for the file from which a character will be read.
- Function **`fputc`** (p. 541) **writes one character** to a file. It receives as arguments a character to be written and a `FILE` pointer for the file to which the character will be written.
- Functions **`fgets`** and **`fputs`** (p. 541) **read a line from a file** or **write a line to a file**, respectively.

Section 11.3 Creating a Sequential-Access File

- C imposes no structure on a file. You must provide a file structure to meet the requirements of a particular application.
- A C program administers each file with a separate `FILE` structure.
- Each open file must have a separately declared **`FILE` pointer** that's used to refer to the file.
- Function **`fopen`** (p. 543) takes as arguments a filename and a **file-open mode** (p. 543) and returns a pointer to the `FILE` structure for the file opened or `NULL` if the file could not be opened.
- The **file-open mode `"w"`** is used to open a file for writing. If the file does not exist, `fopen` creates it. If the file exists, the contents are discarded without warning.
- Function **`feof`** (p. 544) receives a pointer to a `FILE` and returns a nonzero (true) value when the end-of-file indicator has been set; otherwise, the function returns zero. Any attempt to read from a file for which `feof` returns true will fail.
- Function **`fprintf`** (p. 544) is equivalent to `printf` but also receives as an argument a file pointer for the file to which the data will be written.
- Function **`fclose`** (p. 544) receives a file pointer as an argument and closes the specified file.
- When a file is opened, the file control block (FCB) for the file is copied into memory. The FCB is used by the operating system to administer the file.
- To read an existing file, open it for **reading** (**`"r"`**).
- To add records to the end of an existing file, open the file for **appending** (**`"a"`**).
- To open a file for reading and writing, use an **update mode**—**`"r+"`**, **`"w+"`** or **`"a+"`**. Mode `"r+"` opens a file for reading and writing. Mode `"w+"` creates a file for reading and writing, but an existing file's contents are discarded. Mode `"a+"` opens a file for reading and writing—all writing is done at the end of the file. If the file does not exist, it's created.
- Each file-open mode has a corresponding **binary mode** (**`b`**) for manipulating **binary files**.
- **Exclusive write mode** ensures that an existing file is not overwritten. If your program successfully opens a file in exclusive write mode and the underlying system supports exclusive file access, then only your program can access the file while it's open.

Section 11.4 Reading Data from a Sequential-Access File

- Function **`fscanf`** (p. 547) is equivalent to function `scanf` but receives as an argument a file pointer for the file from which the data is read.
- Function **`rewind`** repositions a program's **file position pointer** (p. 548) to the beginning of the file (i.e., byte 0) pointed to by its argument.
- The file position pointer is an integer value that specifies the byte location in the file at which the next read or write is to occur. This is sometimes referred to as the **file offset** (p. 548). The file position pointer is a member of the `FILE` structure associated with each file.
- The data in a sequential text file typically cannot be modified without the risk of destroying other data in the file.

Section 11.5 Random-Access Files

- **Random-access files** (p. 552) use **fixed-length** records that may be accessed directly without searching through other records.
- Every record in a random-access file normally has the same length, so the exact location of a record relative to the beginning of the file can be calculated as a function of the **record key**.
- Fixed-length records enable data to be inserted in a random-access file without destroying other data. Data stored previously can also be updated or deleted without rewriting the entire file.

Section 11.6 Creating a Random-Access File

- Function **`fwrite`** (p. 552) transfers a specified number of bytes beginning at a specified location in memory to a file. The data is written beginning at the file position pointer's location.
- Function **`fread`** (p. 552) transfers a specified number of bytes from the location in the file specified by the file position pointer to an area in memory beginning with a specified address.
- Functions `fwrite` and `fread` are capable of **reading and writing arrays of data** from and to files. The third argument of both `fread` and `fwrite` is the number of elements to process.
- File-processing programs normally write one `struct` at a time.

Section 11.7 Writing Data Randomly to a Random-Access File

- Function **`fseek`** (p. 555) repositions a file's file position pointer to a specific byte position. Its second argument indicates the number of bytes to seek, and its third argument indicates the location from which to seek. The third argument can be—`SEEK_SET`, `SEEK_CUR` or `SEEK_END`. **`SEEK_SET`** (p. 557) indicates that the seek starts at the beginning of the file; **`SEEK_CUR`** (p. 558) indicates that the seek starts at the current location in the file; and **`SEEK_END`** (p. 558) indicates that the seek is measured from the end of the file.
- Industrial-strength programs should determine whether functions such as `fscanf`, `fseek` and `fwrite` operate correctly by checking their return values.
- Function `fscanf` returns the number of fields successfully read or the value `EOF` if a problem occurs while reading data.
- Function `fseek` returns a nonzero value if the seek operation cannot be performed.
- Function `fwrite` returns the number of items it successfully output. If this number is less than the third argument in the function call, then a write error occurred.

Section 11.8 Reading Data from a Random-Access File

- Function `fread` reads a specified number of bytes from a file into memory.
- Function `fread` can read several fixed-size array elements by providing a pointer to the array in which the elements will be stored and by indicating the number of elements to be read.
- Function `fread` returns the number of items it successfully input. If this number is less than the third argument in the function call, then a read error occurred.

Self-Review Exercises

11.1 Fill-In the blanks in each of the following:

a) Function _____ closes a file.
b) The _____ function reads data from a file in a manner similar to how `scanf` reads from `stdin`.
c) Function _____ reads a character from a specified file.
d) Function _____ reads a line from a specified file.
e) Function _____ opens a file.
f) Function _____ is normally used when reading data from a file in random-access applications.
g) Function _____ repositions the file position pointer to a specific location in the file.

11.2 State which of the following are *true* and which are *false*. If *false*, explain why.

a) Function `fscanf` cannot be used to read data from the standard input.

b) You must explicitly use `fopen` to open the standard input, standard output and standard error streams.
c) A program must explicitly call function `fclose` to close a file.
d) If the file position pointer points to a location in a sequential file other than the beginning of the file, the file must be closed and reopened to read from the beginning of the file.
e) Function `fprintf` can write to the standard output.
f) Data in sequential-access files can be updated without overwriting other data.
g) It's not necessary to search through all the records in a random-access file to find a specific record.
h) Records in random-access files are not of uniform length.
i) Function `fseek` may seek only relative to the beginning of a file.

11.3 Write a single statement to accomplish each of the following. Assume that each of these statements applies to the same program.

a) Open the file `"oldmast.dat"` for reading and assign the returned file pointer to `ofPtr`.
b) Open the file `"trans.dat"` for reading and assign the returned file pointer to `tfPtr`.
c) Open the file `"newmast.dat"` for writing (and creation) and assign the returned file pointer to `nfPtr`.
d) Read a record from the file `"oldmast.dat"`. The record consists of integer `account`, string `name` and floating-point `currentBalance`.
e) Read a record from the file `"trans.dat"`. The record consists of the integer `account` and floating-point `dollarAmount`.
f) Write a record to the file `"newmast.dat"`. The record consists of the integer `account`, string `name` and floating-point `currentBalance`.

11.4 Find the error in each of the following and explain how to correct it.

a) The file referred to by `fPtr` (`"payables.dat"`) has not been opened.
```
printf(fPtr, "%d%s%d\n", account, company, amount);
```
b) `open("receive.dat", "r+");`
c) The following should read a record from `"payables.dat"`. File pointer `payPtr` refers to this file, and file pointer `recPtr` refers to the file `"receive.dat"`:
```
scanf(recPtr, "%d%s%d\n", &account, company, &amount);
```
d) The file `"tools.dat"` should be opened to add data to the file without discarding the current data.
```
if ((tfPtr = fopen("tools.dat", "w")) != NULL)
```
e) The file `"courses.dat"` should be opened for appending without modifying the current contents of the file.
```
if ((cfPtr = fopen("courses.dat", "w+")) != NULL)
```

Answers to Self-Review Exercises

11.1 a) `fclose`. b) `fscanf`. c) `fgetc`. d) `fgets`. e) `fopen`. f) `fread`. g) `fseek`.

11.2 See the answers below:

a) *False*. Function `fscanf` can be used to read from the standard input by including the pointer to the standard input stream, `stdin`, in the call to `fscanf`.

b) *False*. These three streams are opened automatically by C when program execution begins.

c) *False*. The files will be closed when program execution terminates, but all files should be explicitly closed with `fclose`.

d) *False*. Function `rewind` can be used to reposition the file position pointer to the beginning of the file.

e) *True*.

f) *False*. In most cases, sequential file records are not of uniform length. Therefore, it's possible that updating a record will cause other data to be overwritten.

g) *True*.

h) *False*. Records in a random-access file are normally of uniform length.

i) *False*. It's possible to seek from the beginning of the file, from the end of the file and from the current location in the file.

11.3 a)
```
ofPtr = fopen("oldmast.dat", "r");
```
b)
```
tfPtr = fopen("trans.dat", "r");
```
c)
```
nfPtr = fopen("newmast.dat", "w");
```
d)
```
fscanf(ofPtr, "%d%s%f", &account, name, &currentBalance);
```
e)
```
fscanf(tfPtr, "%d%f", &account, &dollarAmount);
```
f)
```
fprintf(nfPtr, "%d %s %.2f", account, name, currentBalance);
```

11.4 See the answers below:

a) Error: `"payables.dat"` has not been opened before using `fPtr`.
Correction: Use `fopen` to open `"payables.dat"` for writing, appending or updating.

b) Error: Function `open` is not a Standard C function.
Correction: Use function `fopen`.

c) Error: The function `scanf` should be `fscanf`. Function `fscanf` uses the incorrect file pointer to refer to file `"payables.dat"`.
Correction: Use `payPtr` to refer to `"payables.dat"` and use `fscanf`.

d) Error: The contents of the file are discarded because the file is opened for writing (`"w"`).
Correction: To add data to the file, either open the file for updating (`"r+"`) or open the file for appending (`"a"` or `"a+"`).

e) Error: File `"courses.dat"` is opened for updating in `"w+"` mode, which discards the current contents of the file.
Correction: Open the file in `"a"` or `"a+"` mode.

Exercises

11.5 Fill-In the blanks in each of the following:

a) Large amounts of data are stored on secondary storage devices as _____.

b) A(n) _____ is composed of several fields.

c) To facilitate the retrieval of specific records from a file, one field in each record is chosen as a(n) _____.
d) A group of related characters that conveys meaning is called a(n) _____.
e) The file pointers for the three streams that are opened automatically when program execution begins are named _____, _____ and _____.
f) Function _____ writes a character to a specified file.
g) Function _____ writes a line to a specified file.
h) Function _____ is generally used to write data to a random-access file.
i) Function _____ repositions the file-position pointer to the beginning of the file.

11.6 ***(Creating Data for a File-Matching Program)*** Write a simple program to create some test data for checking out the program of Exercise 11.7. Use the following sample account data:

Master File: Account number	Name	Balance
100	Alan Jones	348.17
300	Mary Smith	27.19
500	Sam Sharp	0.00
700	Suzy Green	-14.22

Transaction File: Account number	Dollar amount
100	27.14
300	62.11
400	100.56
900	82.17

11.7 ***(File Matching)*** Exercise 11.3 asked you to write a series of single statements. These statements form the core of an important type of file-processing program, namely, a file-matching program. In commercial data processing, it's common to have several files in each system. In an accounts-receivable system, for example, there's generally a master file containing detailed information about each customer such as the customer's name, address, telephone number, outstanding balance, credit limit, discount terms, contract arrangements and possibly a condensed history of recent purchases and cash payments.

As transactions occur, such as sales and payments, they're entered into a file. At the end of each business period (i.e., a month for some companies, a week for others and a day in some cases), the file of transactions (called `"trans.dat"` in Exercise 11.3) is applied to the master file (called `"oldmast.dat"` in Exercise 11.3), to update each account's purchase and payment record. During an update, the master file is rewritten as a new file (`"newmast.dat"`), which is then used at the end of the next business period to begin the updating process again.

File-matching programs must deal with certain problems that do not exist in single-file programs. For example, a match does not always occur. A customer on the master file might not have made any purchases or cash payments in the current business period, and therefore no record for this customer will appear on the transaction file. Similarly, a customer who did make some purchases or cash payments might

have just moved to this community, and the company may not have had a chance to create a master record for this customer.

Use the statements in Exercise 11.3 as the basis for a complete file-matching accounts-receivable program. Use the account number on each file as the record key for matching purposes. Assume that each file is a sequential file with records stored in increasing account-number order.

When a match occurs (i.e., records with the same account number appear on both the master file and the transaction file), add the dollar amount on the transaction file to the current balance on the master file and write the `"newmast.dat"` record. (Assume that purchases are indicated by positive amounts on the transaction file and that payments are indicated by negative amounts.) When there's a master record for a particular account but no corresponding transaction record, merely write the master record to `"newmast.dat"`. When there's a transaction record but no corresponding master record, print the message `"Unmatched transaction record for account number ..."` (fill in the account number from the transaction record).

11.8 ***(Testing the File-Matching Exercises)*** Run the program of Exercise 11.7 using the files of test data created in Exercise 11.6. Check the results carefully.

11.9 ***(File Matching with Multiple Transactions)*** It's possible (actually common) to have several transaction records with the same record key. This occurs because a particular customer might make several purchases and cash payments during a business period. Rewrite your accounts-receivable file-matching program of Exercise 11.7 to provide for the possibility of handling several transaction records with the same record key. Modify the test data of Exercise 11.6 to include the following additional transaction records:

Account number	Dollar amount
300	83.89
700	80.78
700	1.53

11.10 ***(Write Statements to Accomplish a Task)*** Write statements that accomplish each of the following. Assume that the structure

```
struct person {
   char lastName[15];
   char firstName[15];
   char age[4];
};
```

has been defined and that the file is already open for writing.

a) Initialize the file `"nameage.dat"` so that there are 100 records with `lastName = "unassigned"`, `firstname = ""` and `age = "0"`.

b) Input 10 last names, first names and ages, and write them to the file.

c) Update a record; if there's no information in the record, tell the user `"No info"`.

d) Delete a record that has information by reinitializing that particular record.

11.11 *(Hardware Inventory)* You're the owner of a hardware store and need to keep an inventory that can tell you what tools you have, how many you have and the cost of each one. Write a program that initializes the file `"hardware.dat"` to 100 empty records, lets you input the data concerning each tool, enables you to list all your tools, lets you delete a record for a tool that you no longer have and lets you update *any* information in the file. The tool identification number should be the record number. Use the following information to start your file:

Record #	Tool name	Quantity	Cost
3	Electric sander	7	57.98
17	Hammer	76	11.99
24	Jig saw	21	11.00
39	Lawn mower	3	79.50
56	Power saw	18	99.99
68	Screwdriver	106	6.99
77	Sledge hammer	11	21.50
83	Wrench	34	7.50

11.12 *(Telephone-Number Word Generator)* Standard telephone keypads contain the digits 0–9. The numbers 2–9 each have three letters associated with them, as is indicated by the following table:

Digit	Letter	Digit	Letter
2	A B C	6	M N O
3	D E F	7	P R S
4	G H I	8	T U V
5	J K L	9	W X Y

Many people find it difficult to memorize phone numbers, so they use the correspondence between digits and letters to develop seven-letter words that correspond to their phone numbers. For example, a person whose telephone number is 686-2377 might use the correspondence indicated in the above table to develop the seven-letter word `"NUMBERS"`.

Businesses frequently attempt to get telephone numbers that are easy for their clients to remember. If a business can advertise a simple word for its customers to dial, then, no doubt, the business will receive a few more calls.

Each seven-letter word corresponds to exactly one seven-digit telephone number. The restaurant wishing to increase its take-home business could surely do so with the number 825-3688 (i.e., `"TAKEOUT"`).

Each seven-digit phone number corresponds to many separate seven-letter words. Unfortunately, most of these represent unrecognizable juxtapositions of let-

ters. It's possible, however, that the owner of a barbershop would be pleased to know that the shop's telephone number, 424-7288, corresponds to "HAIRCUT". The owner of a liquor store would, no doubt, be delighted to find that the store's telephone number, 233-7226, corresponds to "BEERCAN". A veterinarian with the phone number 738-2273 would be pleased to know that the number corresponds to the letters "PETCARE".

Write a C program that, given a seven-digit number, writes to a file every possible seven-letter word corresponding to that number. There are 2187 (3 to the seventh power) such words. Avoid phone numbers with the digits 0 and 1.

11.13 ***(Project: Telephone-Number Word Generator Modification)*** If you have a computerized dictionary available, modify the program you wrote in Exercise 11.12 to look up the words in the dictionary. Some seven-letter combinations created by this program consist of two or more words (e.g., the phone number 843-2677 produces "THEBOSS").

11.14 ***(Using File-Processing Functions with Standard Input/Output Streams)*** Modify the example of Fig. 8.8 to use functions `fgetc` and `fputs` rather than `getchar` and `puts`. The program should give the user the option to read from the standard input and write to the standard output or to read from a specified file and write to a specified file. If the user chooses the second option, have the user enter the filenames for the input and output files.

11.15 ***(Outputting Type Sizes to a File)*** Write a program that uses the `sizeof` operator to determine the sizes in bytes of the various data types on your computer system. Write the results to the file "datasize.dat" so you may print the results later. The format for the results in the file should be as follows (the type sizes on your computer might be different from those shown in the sample output):

```
Data type             Size
char                     1
unsigned char            1
short int                2
unsigned short int       2
int                      4
unsigned int             4
long int                 4
unsigned long int        4
float                    4
double                   8
long double             16
```

11.16 ***(Simpletron with File Processing)*** In Exercise 7.29, you wrote a software simulation of a computer that used a special machine language called Simpletron Machine Language (SML). In the simulation, each time you wanted to run an SML program, you entered the program into the simulator from the keyboard. If you made a mistake while typing the SML program, the simulator was restarted, and the SML code was reentered. It would be nice to be able to read the SML program from a file rather than

type it each time. This would reduce time and mistakes in preparing to run SML programs.

a) Modify the simulator you wrote in Exercise 7.29 to read SML programs from a file specified by the user at the keyboard.
b) After the Simpletron executes, it outputs the contents of its registers and memory on the screen. It would be nice to capture the output in a file, so modify the simulator to write its output to a file in addition to displaying it on the screen.

11.17 ***(Modified Transaction-Processing System)*** Modify the program of Section 11.9 to include an option that displays the list of accounts on the screen. Consider modifying function `textFile` to use either the standard output or a text file based on an additional function parameter that specifies where the output should be written.

11.18 ***(Project: Phishing Scanner)*** Phishing is a form of identity theft in which, in an e-mail, a sender posing as a trustworthy source attempts to acquire private information, such as your user names, passwords, credit-card numbers and Social Security number. Phishing e-mails claiming to be from popular banks, credit-card companies, auction sites, social networks and online payment services may look quite legitimate. These fraudulent messages often provide links to spoofed (fake) websites where you're asked to enter sensitive information.

Visit `https://snopes.com` and other websites to find lists of the top phishing scams. Also, check out the Anti-Phishing Working Group (`https://apwg.org/`), and the FBI's Cyber Investigations website (`https://www.fbi.gov/investigate/cyber`), where you'll find information about the latest scams and how to protect yourself.

Create a list of 30 words, phrases and company names commonly found in phishing messages. Assign a point value to each based on your estimate of its likeliness to be in a phishing message (e.g., one point if it's somewhat likely, two points if moderately likely, or three points if highly likely). Write a program that scans a file of text for these terms and phrases. For each occurrence of a keyword or phrase within the text file, add the assigned point value to the total points for that word or phrase. For each keyword or phrase found, output one line with the word or phrase, the number of occurrences and the point total. Then show the point total for the entire message. Does your program assign a high point total to some actual phishing e-mails you've received? Does it assign a high point total to some legitimate e-mails you've received?

AI Case Study: Intro to NLP—Who Wrote Shakespeare's Works?

11.19 ***(Intro to Natural Language Processing and Similarity Detection)*** Every day, we use **natural language** in various forms of communication, including:

- You read your text messages and check the latest news clips.
- You speak to family, friends and colleagues and listen to their responses.

- You have a hearing-impaired friend with whom you communicate via sign language and who enjoys close-captioned video programs.
- You have a blind colleague who reads braille, listens to audiobooks and listens to a screen reader speak about what's on the computer screen.
- You read e-mails, distinguishing junk from important communications.
- You receive a client e-mail in Spanish and run it through a free translation program, then respond in English, knowing that your client can easily translate your e-mail back to Spanish.
- You drive, observing road signs like "Stop," "Speed Limit 35" and "Road Under Construction."
- You give your car verbal commands, like "call home" or "play classical music," or ask questions like, "Where's the nearest gas station?"
- You teach a child how to speak and read.
- You learn a foreign language.

Natural Language Processing (NLP) helps computers understand, analyze and process human text and speech. Natural language processing is performed on text collections composed of Tweets, Facebook posts, conversations, movie reviews, Shakespeare's plays, historical documents, news items, meeting logs, and so much more. A text collection is known as a **corpus**, the plural of which is **corpora**.

Some key NLP applications include:

- **Natural language understanding**—understanding text content or spoken language.
- **Sentiment analysis**—determining whether text has positive, neutral or negative sentiment. For example, companies analyze the sentiment of tweets about their products.
- **Readability assessment**—determining how readable text is, based on the vocabulary used, word lengths, sentence lengths, sentence structure, topics covered and more. While writing this book, we used the paid NLP tool Grammarly[2] to help us tune the writing to ensure the text's readability for a wide audience.
- **Intelligent virtual assistants**—software that helps you perform everyday tasks. Popular intelligent virtual assistants include Amazon Alexa, Apple Siri, Microsoft Cortana and Google Assistant.
- **Text summarization**—summarizing the key points of a large text. This can save valuable time for busy people.
- **Speech recognition**—converting speech to text.
- **Speech synthesis**—converting text to speech.

2. Grammarly also has a free version (`https://www.grammarly.com`).

- **Language identification**—receiving a text when you don't know its language in advance then automatically determining the language.
- **Interlanguage translation**—converting text to other spoken languages.
- **Named-entity recognition**—locating and categorizing items like dates, times, quantities, places, people, things, organizations and more.
- **Chatbots**—AI-based software that humans interact with via natural language. One popular chatbot application is automated customer support.
- **Similarity detection**—examining documents to determine how alike they are. Basic similarity metrics include average sentence length, frequency distribution of sentence lengths, average word length, frequency distribution of word lengths, frequency distribution of word usage, and more.

Many lower-level NLP tasks support the applications above as they perform their tasks, including:

- **Tokenization**—splitting text into **tokens**, which are meaningful units, such as words and numbers.
- **Parts-of-speech (POS) tagging**—identifying each word's part of speech, such as noun, verb, adjective, etc.
- **Noun phrase extraction**—locating groups of words representing nouns, such as "red brick factory."[3]
- **Spell checking** and **spelling correction**.
- **Stemming**—reducing words to their stems by removing prefixes or suffixes. For example, the stem of "varieties" is "varieti."
- **Lemmatization**—like stemming, but produces real words based on the original words' context. For example, the lemmatized form of "varieties" is "variety."
- **Word frequency counting**—determining how often each word appears in a corpus.
- **Stop-word elimination**—removing common words, such as *a*, *an*, *the*, *I*, *we*, *you* and more to analyze the important words in a corpus.
- **n-grams**—producing sets of consecutive words in a corpus for use in identifying words that frequently appear adjacent to one another. n-grams are commonly used for predictive text input, such as when your smartphone suggests possible next words as you type a text message.

This case study exercise serves two purposes:

- First, it introduces the crucial AI subtopic of natural language processing, which will play a key role in the future of anyone learning programming today.

3. The phrase "red brick factory" illustrates why natural language is such a difficult subject. Is a "red brick factory" a factory that makes red bricks? Is it a red factory that makes bricks of any color? Is it a factory built of red bricks that makes products of any type? In today's music world, it could even be the name of a rock band or the name of a game on your smartphone.

- Second, it introduces the NLP subtopic of similarity detection, which you'll perform using straightforward array-, string- and file-processing techniques.

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For this case-study exercise, you'll use the plain-text e-book files for William Shakespeare's *Romeo and Juliet*:

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Each of these is available free for download at Project Gutenberg.

Downloading E-Books from Project Gutenberg

Project Gutenberg does not allow programmatic access to its e-books. You must download the books to your own system before analyzing them.[4] To download *Romeo and Juliet* as a plain-text file, right-click the **Plain Text UTF-8** link on the play's web page, then select

- **Save Link As...** (Chrome/Firefox/Microsoft Edge),
- **Download Linked File As...** (Safari), or

to save the play to the folder in which you'll place your solution to this exercise. Save the files with the names `RomeoAndJuliet.txt` and `EdwardTheSecond.txt`.

Who Wrote Shakespeare's Works?

Some people believe that William Shakespeare's works might have been penned by Christopher Marlowe, Sir Francis Bacon or others. You can learn more about this controversy at

```
https://en.wikipedia.org/wiki/Shakespeare_authorship_question
```

With some simple similarity-detection techniques, you can begin to compare Shakespeare's works with those of other authors. In this case-study exercise, your ultimate goal is to perform similarity detection between *Romeo and Juliet* and Christopher Marlowe's *Edward the Second* to determine whether Christopher Marlowe might have

4. "Information About Robot Access to our Pages." Accessed January 1, 2021. `https://www.gutenberg.org/policy/robot_access.html`.

authored Shakespeare's works. If you really get into this issue, you can explore more sophisticated similarity-detection techniques.

Analyzing *Romeo and Juliet* to Prepare for Simple Similarity Detection

You'll now perform some simple statistical analysis as a basis for determining document similarity. You'll begin by focusing on Shakespeare's *Romeo and Juliet*. Later, you'll perform the same tasks on *Edward the Second*, then compare your analyses' results. As a control, you also might want to analyze a play from a third author who is not involved in this controversy. You'll track the following items as you read and process *Romeo and Juliet*, then use them to display various statistics:

- The total number of sentences.
- The total number of words.
- The total number of characters.
- The number of sentences of each length.
- The number of words of each length.
- The unique words' frequencies.

Cleaning *Romeo and Juliet* Before Analyzing It

Data does not always come ready for analysis. It could, for example, be in the wrong format. Data scientists spend a large portion of their time preparing data before performing analyses. Preparing data for analysis is called **data munging** or **data wrangling**.

Each e-book you download from Project Gutenberg contains information and legal paragraphs that you will not want to include in your analyses. You should open *Romeo and Juliet* in a text editor and "clean" it by removing the Project Gutenberg text. In particular, remove everything from the beginning of the document up to and including the title "THE TRAGEDY OF ROMEO AND JULIET," then remove everything from the following text through the end of the file:

```
End of the Project Gutenberg EBook of Romeo and Juliet,
by William Shakespeare
```

You should do some additional text cleaning with a text editor before running your analytics on the play:

- **Each character's name is mentioned each time that character speaks**—this is standard in plays. You don't need the characters' names for the particular analytics you're going to run in this case study. In fact, they'll "get in the way." For more sophisticated similarity detection, you might want to keep them.
- **Plays also include many staging directions indicating when characters should enter and leave the stage, duel one another, fall down and die when poisoned, and the like**. These directions also should be removed.

You could write a program to handle these cleaning chores. Be careful, though—scrutinizing the manuscript may reveal many special cases that your code would need to handle. Programming for them could be time-consuming and error-prone.

Arrays You'll Need to Perform Your Analysis

You are now ready to analyze *Romeo and Juliet* to create the statistics you'll use for simple similarity detection. Use three arrays to record various counts that characterize the text of the play.

- The **`sentenceLengths` array** will keep counts of how many sentences consist of one word, two words, three words, etc.
- The **`wordLengths` array** will keep counts of how many words consist of one character, two characters, three characters, etc.
- The **`wordFrequencies` array** contains a `struct` for each distinct word in the play. The `struct`'s members are the word and a count of how many times that word appears in the play. The word should be stored as a string in a fixed-length `char` array, which must be large enough to store the longest word in the play and its terminating null character.

Analyzing a Sentence

Consider the sentence:

"O Romeo, Romeo, wherefore art thou Romeo."

- The sentence has seven words, so your program would add `1` to `sentenceLengths[7]`.
- The first word ("O") has one letter, so your program would add `1` to `wordLengths[1]`.
- The second word ("Romeo") has five letters, so your program would add `1` to `wordLengths[5]`, and so on.

To perform word-frequency counting, convert the words to lowercase letters, so that all occurrences of the same word will compare as equal. As you process each word, search the `wordFrequencies` array to determine whether the word already is in the array. If so, add one to that word's count. Otherwise, place the word in the next empty `wordFrequencies` array element and set its count to `1`.

Implementing Your Analysis Code

Use the array-, string- and file-processing techniques you've learned to read the contents of *Romeo and Juliet* and perform the following tasks:

- Every sentence ends with a **sentence terminator**—a **period** (.), a **question mark** (?) or an **exclamation point** (!). Define a **`processSentence` function** that reads words until it encounters a sentence terminator. This function updates the sentence, word and character counters as you process each word. When you hit the end of a sentence, increment the appropriate counter in the `sentenceLengths` array and reset the word counter to zero.
- For every word, `processSentence` should call the **`processWord` function** to increment the appropriate counter in the `wordLengths` array, and either incre-

ment the word's counter in the `wordFrequencies` array or add the word to the `wordFrequencies` array with a count of `1`.

Remember to keep track of the total number of sentences, words and characters.

Analysis Report

Next, display the following statistics for *Romeo and Juliet*:

- The total number of sentences.
- The total number of words.
- The total number of characters.
- The mean (average) sentence length.
- The mean word length.
- The median sentence length.
- The median word length.
- A table of sentence lengths and their percentages among all sentence lengths.
- A table of word lengths and their percentages among all word lengths.
- A frequency-distribution table containing the play's unique words, their frequencies and their percentages among all words in the play—display these in descending order by frequency.

Your program also should output these statistics to a file to make it easier to study the results you produce and compare them between plays.

Analyzing Christopher Marlowe's Play *Edward the Second*

Now that you've analyzed *Romeo and Juliet*, use a text editor to clean Christopher Marlowe's play *Edward the Second*. As part of any data-science study, it's important to get to know your data. The conventions used in *Edward the Second* for specifying who's speaking and the play's staging directions are different from those you saw in *Romeo and Juliet*. So, be careful to observe these differences when cleaning *Edward the Second*. After you clean the text, run your analytics program on *Edward the Second*. Compare the analytics with those you produced for *Romeo and Juliet*. Comment on the similarities you find between these plays.

AI/Data-Science Case Study—Machine Learning with GNU Scientific Library

11.20 ***(Machine Learning with Simple Linear Regression)*** Machine learning is one of the most exciting and promising subfields of artificial intelligence. Our goal here is to give you a friendly, hands-on introduction to one of the simpler machine-learning techniques.

Prediction

Machine learning is typically used to make predictions, based on existing data—and often lots of it. Wouldn't it be fantastic if you could improve weather forecasting to

save lives, minimize injuries and property damage? What if we could improve cancer diagnoses and treatment regimens to save lives, or improve business forecasts to maximize profits and secure people's jobs? What about detecting fraudulent credit-card purchases and insurance claims? How about predicting customer "churn," what prices houses are likely to sell for, ticket sales of new movies, and more generally, anticipated revenue of new products and services? How about predicting the best strategies for coaches and players to use to win more games and championships? All of these kinds of predictions are happening today with machine learning.

GNU Scientific Library and gnuplot

In this case study, you'll **examine a completely coded program** that demonstrates the machine-learning technique called **simple linear regression**, performed with a function from the open-source **GNU Scientific Library**:

```
https://www.gnu.org/software/gsl/
```

This library defines many commonly used algorithms from engineering, science and mathematics. The program you'll study then passes commands to the 2D and 3D plotting application **gnuplot** to create several plot images. As you'll see, gnuplot uses its own plotting language different from C, so in our code, we provide extensive comments that explain the gnuplot commands.

Descriptive Statistics

In data science, you'll often use statistics to describe and summarize your data. Some basic **descriptive statistics** are:

- **minimum**—the smallest value in a collection of values.
- **maximum**—the largest value in a collection of values.
- **range**—the difference between the maximum and minimum values.
- **count**—the number of values in a collection.
- **sum**—the total of the values in a collection.

Measures of dispersion (also called **measures of variability**), such as *range*, determine how spread out values are. Other measures of dispersion include *variance* and *standard deviation*.[5,6,7]

Additional descriptive statistics include mean, median and mode, which we discussed in Section 6.9. These are **measures of central tendency**—each is a way of producing a single value that represents a "central" value in a set of values, i.e., one which is in some sense typical of the others.

---

5. "Understanding Descriptive Statistics." Accessed January 1, 2021. `https://towardsdatascience.com/understanding-descriptive-statistics-c9c2b0641291`.
6. "Standard deviation." Accessed January 1, 2021. `https://en.wikipedia.org/wiki/Standard_deviation`.
7. "Variance." Accessed January 1, 2021. `https://en.wikipedia.org/wiki/Variance`.

Anscombe's Quartet

An important step in data analytics is "getting to know your data." The *basic descriptive statistics* above certainly help you know more about your data. One caution, though, is that dramatically different datasets actually can have identical or nearly identical descriptive statistics. For an example of this phenomenon, we'll consider *Anscombe's Quartet*:

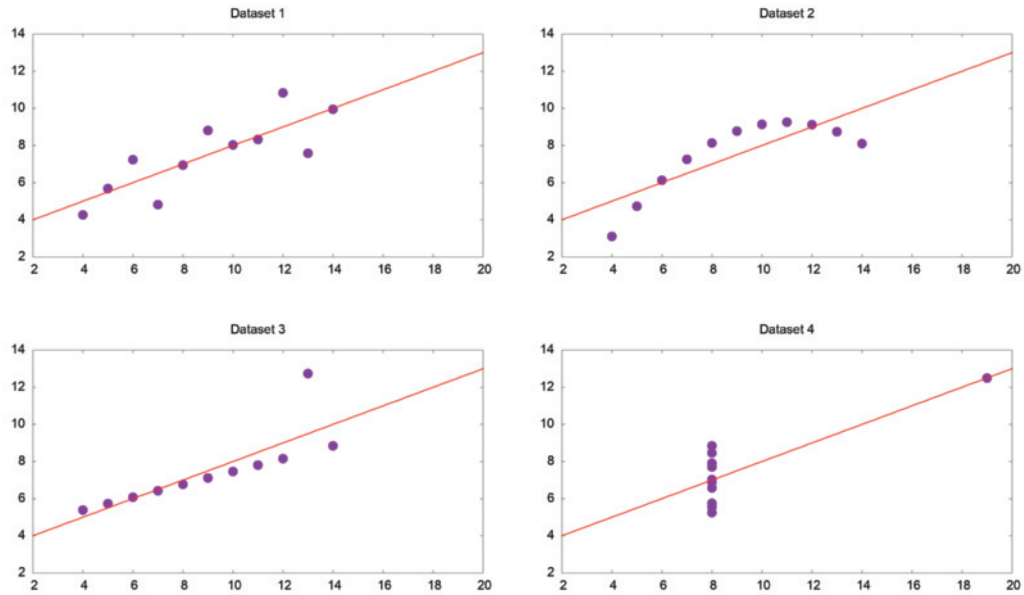
```
https://en.wikipedia.org/wiki/Anscombe%27s_quartet
```

Anscombe's Quartet consists of the following four sets of *x*-*y* coordinate pairs with 11 data samples each:

x1	y1	x2	y2	x3	y3	x4	y4
10.0	8.04	10.0	9.14	10.0	7.46	8.0	6.58
8.0	6.95	8.0	8.14	8.0	6.77	8.0	5.76
13.0	7.58	13.0	8.74	13.0	12.74	8.0	7.71
9.0	8.81	9.0	8.77	9.0	7.11	8.0	8.84
11.0	8.33	11.0	9.26	11.0	7.81	8.0	8.47
14.0	9.96	14.0	8.10	14.0	8.84	8.0	7.04
6.0	7.24	6.0	6.13	6.0	6.08	8.0	5.25
4.0	4.26	4.0	3.10	4.0	5.39	19.0	12.50
12.0	10.84	12.0	9.13	12.0	8.15	8.0	5.56
7.0	4.82	7.0	7.26	7.0	6.42	8.0	7.91
5.0	5.68	5.0	4.74	5.0	5.73	8.0	6.89

Interestingly, these datasets have *nearly identical* descriptive statistics. For instance, in all four datasets, the *x*- and *y*-coordinates' mean values are 9 and 7.5, respectively.

The following diagrams—which our **fully coded case study** example creates—plot the *x1*-*y1*, *x2*-*y2*, *x3*-*y3* and *x4*-*y4* data, respectively:



We'll discuss the lines (known as **regression lines**) shortly. As you can see in the **visualizations**—but not necessarily by simply looking at the data in the preceding table—these Anscombe's Quartet datasets are *significantly different*. Yet, like their descriptive statistics, their regression lines appear to be identical. This shows that you cannot just draw conclusions from descriptive statistics and regressions. You must use additional tools, like the visualizations above, to **get to know your data**.

Simple Linear Regression

Given a collection of points (*x*-*y* coordinate pairs) representing an **independent variable** (*x*) and a **dependent variable** (*y*), **simple linear regression** describes the **linear relationship** between the dependent and independent variables with a straight line, known as the **regression line**. The lines in the preceding diagrams are the regression lines for each of the four datasets in Anscombe's Quartet.

Consider the linear relationship between Celsius and Fahrenheit temperatures. Given a Celsius temperature, we can calculate the corresponding Fahrenheit temperature using the following formula:

```
fahrenheit = 9 / 5 * celsius + 32
```

In this formula, `celsius` is the *independent variable*, and `fahrenheit` is the *dependent variable*. Each `fahrenheit` temperature *depends on* the `celsius` temperature used in the calculation. If we were to plot the Fahrenheit temperature for each Celsius temperature, all of the points would appear along the same straight line, revealing a *linear relationship* between the two temperature scales.

Components of the Simple-Linear-Regression Equation

The points along any straight line (in two dimensions) like the regression lines shown in the preceding diagrams can be calculated with the equation:

$$y = mx + b$$

where

- *m* is the line's **slope**,
- *b* is the line's **intercept** with the *y*-axis (at $x = 0$), or simply the ***y*-intercept**,
- *x* is the independent variable, and
- *y* is the dependent variable.

In the formula for converting Celsius temperatures to Fahrenheit temperatures:

- *m* is `9 / 5`,
- *b* is `32`,
- *x* is `celsius`—the independent Celsius temperature, and
- *y* is `fahrenheit`—dependent Fahrenheit temperature produced by the calculation.

In simple linear regression, *y* is the *predicted value* for a given *x*. Of course, a line has an infinite number of points. If you can determine with simple linear regression the

equation for a straight line from a modest finite number of sample points, you then have the means to make an infinite number of predictions, even for independent variable values you've never seen before.

How Simple Linear Regression Works

Simple linear regression is a **machine-learning** technique that determines the slope (m) and y intercept (b) of a straight line that "best fits" your data. The simple linear regression algorithm iteratively adjusts the slope and intercept and, for each adjustment, calculates the square of each point's distance from the line. The "best fit" occurs when the slope and intercept values minimize the sum of those squared distances. This is known as an **ordinary least squares** calculation.[8]

Performing Simple Linear Regression with the GNU Scientific Library

The **GNU Scientific Library's** **`gsl_fit_linear` function** encapsulates simple linear regression's calculations, giving you as results the slope and y-intercept for the straight line that best fits the data. After calling `gsl_fit_linear`, you can plug into the $y = mx + b$ equation the slope (m) and intercept (b), then predict dependent y values, based on independent x values. We also use these values with **gnuplot** to display the regression line for the data along with the data points.

Comma-Separated Values (CSV) Files

We provided the Anscombe's Quartet data for you in the file `anscombe.csv`. This file and this case-study exercise's source code are located in the `AnscombesQuartet` subfolder of this chapter's examples folder. The **`.csv` filename extension** indicates that the file is in **CSV (comma-separated values)** format—a particularly popular file format for distributing datasets. CSV files are simply text files in which each line is one record of information with its items separated by commas. The following are the first two rows of `anscombe.csv`:

```
x1,y1,x2,y2,x3,y3,x4,y4
10,8.04,10,9.14,10,7.46,8,6.58
```

A CSV file's first row typically contains column names for the data in subsequent rows. In `anscombe.csv`, the remaining rows are the numeric values for the columns. In our code, the function `readAnscombesQuartetData` loads the data into arrays.

Installing the GNU Scientific Library on macOS

On macOS, you can install the GNU Scientific Library using the **Homebrew package manager**[9] as follows:

```
brew install gsl
```

Installing the GNU Scientific Library on Windows

In Visual Studio, you add the GNU Scientific Library to each project in which you wish to use it. With your project open in Visual Studio, perform the following steps:

---

8. `https://en.wikipedia.org/wiki/Ordinary_least_squares`.
9. If the `brew` command is not found, visit `https://brew.sh/` for install instructions.

1. Select **Tools > NuGet Package Manager > Manage NuGet Packages for Solution...**.
2. In the **Browse** tab, search for `"gsl-msvc-"`, then select `gsl-msvc-x64`.
3. In the right side of the NuGet package manager, click the checkbox next to your project's name, then click **Install** to add the library to your project.

Installing gnuplot on macOS

Install the gnuplot using the **Homebrew package manager** as follows:

```
brew install gnuplot
```

Installing gnuplot on Windows

Download and run the gnuplot Windows installer (`gp541-win64-mingw.exe`) from:

```
https://sourceforge.net/projects/gnuplot/files/gnuplot/5.4.1/
```

Click **Next >** until you reach the **Select Additional Tasks** step, then:

- Under **Select gnuplot's default terminal**, select the **windows** radio button.
- Scroll to the bottom of the settings and check the **Add application directory to your PATH environment variable** checkbox.

Click **Next >**, then **Install**. Once the installation completes, reboot your computer.

Compiling and Running the Program on macOS

On macOS, compile `anscome_macos.c` by performing the following steps:

1. Open a Terminal window.
2. Use the `cd` command to change to `AnscombesQuartet` subfolder of this chapter's examples folder.
3. Compile the program with the following command:

   ```
   clang -std=c18 anscombe_macos.c -lgsl -o anscombe_macos
   ```

4. Run the program:

   ```
   ./anscombe_macos
   ```

The program will create four PNG image files in the same folder as `anscome_macos.c` on macOS. You can open these image files to view the four plots.

Compiling and Running the Program on Windows

In the Visual Studio solution where you added the GNU Scientific library:

- Add to your project the file `anscome_windows.c` from the `AnscombesQuartet` subfolder of this chapter's examples folder.
- Modify line 72 to specify the location of `anscombe.csv` on your system
- Build and run your project.

When you run the program it will create four PNG image files in your project's folder. Use **File Explorer** to navigate to that folder, then open the image files to view the four plots.

Extensively Commented Code

Next, study the code to learn how to use the `gsl_fit_linear` function of the GNU Scientific Library to perform simple linear regression, and how to send gnuplot commands from a C program to the gnuplot application. Consider tweaking the gnuplot commands to see how your changes affect the plots our program produces. For example, you can change the plot's `pointtype`, `linewidth` and `linecolor` values.

AI/Data-Science Case Study: Time Series and Simple Linear Regression

Now that you've carefully studied the code for Anscombe's Quartet, you can adapt the program to other simple-linear-regression problems. Simple linear regression is commonly used to analyze **time series**—sequences of values (called **observations**) associated with points in time. Some examples are daily closing stock prices, hourly temperature readings, the changing positions of a plane in flight, annual crop yields and quarterly company profits. Perhaps the ultimate time series is the stream of time-stamped tweets coming from Twitter users worldwide.

Time Series

For this exercise, you'll use simple linear regression to analyze a time series containing New York City's average January temperatures *ordered* by year for the years 1895–2020. This is a **univariate time series**—it contains *one* observation per time. A **multivariate time series** has *two or more* observations per time, such as hourly temperature, humidity and barometric-pressure readings in a weather application. Your goal in this exercise is to determine whether the regression line has:

- a **negative slope**, indicating a **declining average temperature trend** over that time,
- a **zero slope**, indicating a **stable average temperature trend** over that time, or
- a **positive slope**, indicating an **increasing average temperature trend** over that time.

Getting Weather Data from NOAA

The National Oceanic and Atmospheric Administration (NOAA)

```
http://www.noaa.gov
```

provides extensive public historical weather data, including time series for average temperatures in specific cities over various time intervals.

We obtained the New York City January average temperatures for 1895–2020 (the maximum date range available at the time of this writing) from NOAA's "Climate at a Glance" time series at:

```
https://www.ncdc.noaa.gov/cag/city/time-series
```

You can select weather data for the entire U.S., regions within the U.S., states, cities and more. After selecting the data you need and the time frame to analyze, click **Plot** to display a diagram and view a table of the selected data. At the top of that table are icons you can click to download the data in several formats, including CSV.

For your convenience, we provided the file `nyc_ave_january_temps.csv` containing the data you'll use in this exercise. The file is located in the `nycdata` subfolder of this chapter's examples folder. We also "cleaned" the data, so the file contains the following two columns per observation:

- `Date`—A value of the form `YYYY` (such as `2020`). The downloaded data is in the form `YYYYMM` (such as `202001`), where `01` represents January. We removed `01` from each data item in this column, leaving only the year.
- `Temperature`—A floating-point Fahrenheit temperature. We renamed this column from `Value` in the downloaded data.

We deleted a third column called `Anomaly` that's not required for this exercise.

Performing the Regression

Modify the Anscombe's Quartet code to perform simple linear regression using the New York City average January temperatures data and to plot the data with a regression line. What trend do you see over the last 126 years?

Web Services and the Cloud Case Study—libcurl and OpenWeatherMap

11.21 ***(Getting a City's Weather Report with OpenWeatherMap)*** This is another of our challenge case-study exercises. Section 1.11 introduced the **Internet**, the **web**, **the cloud**, **web services** and **mashups**. In this case-study exercise, you'll dive into the world of web services using the open-source **libcurl**[10] and **cJSON**[11] libraries to invoke a web service and process the results it returns. You'll study a **fully coded, heavily commented program** that interacts with an **OpenWeatherMap free web service** from

```
https://openweathermap.org/
```

to get the current weather report for a city of your choosing.

We'll then challenge you to create your first mashup using what you've learned from this **fully coded example**. If you're entrepreneurial, you can quickly prototype powerful new applications by weaving existing web services into mashups. Even if you're not going to do the related challenge project, just mastering this case study's code will open up the vast world of web services to you.

Web Services

The machine on which a web service resides is referred to as a **web-service host**. A **client application** (in our case, a C program) sends a **request** over a network to the web-service host, which processes the request and returns a **response** over the network to the client. This kind of distributed computing benefits systems in various ways. For example, an application without direct access to data on another system might be

10. "libcurl — the multiprotocol file transfer library." Accessed January 4, 2021. `https://curl.se/libcurl/`.
11. "cJSON." Accessed January 4, 2021. `https://github.com/DaveGamble/cJSON`.

able to retrieve the data via a web service. Similarly, an application lacking the processing power to perform specific computations could use a web service to take advantage of another system's superior resources.

Representational State Transfer (REST)

Most web services today use an architectural style known as **Representational State Transfer (REST)** and are often called **RESTful web services**. In a RESTful web service, each function you can call is identified by a unique URL. **URLs (Uniform Resource Locators)** identify the locations on the Internet of resources, such as web sites and web services. When a web server receives a request to a RESTful web service, it immediately knows what function to call on that server. RESTful web services can be called from programs, as you'll do here, or directly from a web browser's address bar by entering the appropriate URL.

OpenWeatherMap

OpenWeatherMap provides a free tier to many of its weather web services. Before you can use them, you must sign up for a free account at `https://openweathermap.org/`. They will send you an email to verify your account. Once you do, they'll reply with an email that contains your free API key. You also can find this under the **API Keys** tab in your account when you log into the site.

You can view the variety of OpenWeatherMap APIs and their documentation at

```
https://openweathermap.org/api
```

Some are free and some are available only to subscribers. With a free API key, you can access:

- the **Current Weather Data** for a specified location, which we use in this case study,
- the **One Call API**, which returns a combination of current and future weather data for a specified location, and
- the **5 Day / 3 Hour Forecast** for a specified location.

JavaScript Object Notation (JSON)

Many cloud-based services like OpenWeatherMap communicate with your applications via JSON objects. **JSON (JavaScript Object Notation)** is a text-based, human-and-computer-readable, data-interchange format used to represent data as collections of name/value pairs. JSON has become the preferred data format for transmitting data over the Internet between applications. This is especially true for invoking cloud-based web services.

Each JSON object contains a comma-separated list of *property names* and *values* in curly braces. For example, the following key–value pairs might represent a client record:

```
{"account": 100, "name": "Jones", "balance": 24.98}
```

JSON also supports arrays, which are comma-separated values in square brackets. For example, the following is an acceptable JSON array of numbers:

```
[100, 200, 300]
```

Values in JSON objects and arrays can be:

- strings in *double quotes* (like `"Jones"`),
- numbers (like `100` or `24.98`),
- JSON Boolean values (represented as `true` or `false`),
- `null` (to represent no value, like `NULL` in C),
- arrays (like `[100, 200, 300]`), and
- other JSON objects.

Figure 11.8 contains a sample JSON response from OpenWeatherMap's Current Weather Data web service, which we formatted for readability. Even though you may never have seen JSON-encoded data, you should find this to be well organized, readable and pretty understandable.

```
{
  "coord": {
    "lon": -71.06,
    "lat": 42.36
  },
  "weather": [
    {
      "id": 803,
      "main": "Clouds",
      "description": "broken clouds",
      "icon": "04n"
    }
  ],
  "base": "stations",
  "main": {
    "temp": 0.03,
    "feels_like": -4.96,
    "temp_min": -1.11,
    "temp_max": 1.11,
    "pressure": 1014,
    "humidity": 93
  },
  "visibility": 10000,
  "wind": {
    "speed": 4.1,
    "deg": 360
  },
  "clouds": {
    "all": 75
  },
  "dt": 1609815037,
```

Fig. 11.8 | Sample OpenWeatherMap response for Boston, MA, USA. (Part 1 of 2.)

```
32    "sys": {
33      "type": 1,
34      "id": 3486,
35      "country": "US",
36      "sunrise": 1609762409,
37      "sunset": 1609795488
38    },
39    "timezone": -18000,
40    "id": 4930956,
41    "name": "Boston",
42    "cod": 200
43  }
```

Fig. 11.8 | Sample OpenWeatherMap response for Boston, MA, USA. (Part 2 of 2.)

Open-Source libcurl Library

To obtain the JSON response in Fig. 11.8, our application uses functions from the open-source **libcurl library**:

```
https://curl.se/libcurl/
```

The library supports many Internet and web protocols for transmitting data between applications and can be used to invoke web services and receive their responses. You can find the documentation for libcurl's C functions at:

```
https://curl.se/libcurl/c/
```

In our fully coded example, `weather.c`, located in the weather folder of this chapter's examples folder, we extensively comment the libcurl functions you need to invoke a web service and save its response to a file.

To install libcurl on macOS or Linux:

- For macOS, you can install the libcurl library using the **Homebrew package manager**[12] as follows:

  ```
  brew install libcurl4
  ```

- For Ubuntu Linux, execute the command

  ```
  sudo apt install libcurl4-openssl-dev
  ```

In Visual Studio, you add libcurl to each project in which you wish to use it. With your project open in Visual Studio, perform the following steps:

1. Select **Tools > NuGet Package Manager > Manage NuGet Packages for Solution...**.
2. In the **Browse** tab, search for `"curl"`, then select "curl by curl contributors."
3. In the right side of the **NuGet Package Manager**, click the checkbox next to your project's name, then click **Install** to add the library to your project.

Open Source cJSON Library

The libcurl part of our application writes the OpenWeatherMap JSON response to a file. To display the weather report, our app reads the file's contents into a string,

12. If the `brew` command is not found, visit `https://brew.sh/` for install instructions.

then uses the open-source **cJSON library** to extract items from the JSON. You can download cJSON from:

```
https://github.com/DaveGamble/cJSON
```

There is no installation procedure for this library. You simply include the library's `cJSON.h` and `cJSON.c` files in your project.

cJSON's functions enable you to access items in the JSON response so we can display a weather report like the following:

```
Boston Weather
Temperature: 0.0 C
 Feels like: -5.0 C
   Pressure: 1014 hPa
   Humidity: 93%
 Conditions: broken clouds
```

In `weather.c`, we extensively commented the cJSON functions you need to extract the data above for the city you specify when you run the application (discussed below).

Compiling and Running the Program on macOS and Linux

On macOS and Linux, compile the weather app by performing the following steps:

1. Open a Terminal window.
2. Use the `cd` command to change to `weather` subfolder of this chapter's examples folder.
3. Compile the program with one of the following commands—`clang` on macOS or `gcc` on Linux:

```
clang -std=c18 -Wall weather.c cJSON.c -lcurl -o weather
gcc -std=c18 -Wall weather.c cJSON.c -lcurl -o weather
```

This application receives two command-line arguments. Though we do not discuss the details of command-line arguments until Section 15.3, this completely coded simulation provides the statements you need to receive the command-line arguments. The first is the city for which you'd like to get the current weather, such as

```
Boston,MA,USA
```

If the city's name contains a space, enclose the location in quotes:

```
"Los Angeles,CA,USA"
```

The second command-line argument is your OpenWeatherMap API key. The following command would get the current weather data for Boston, MA, USA:

```
./weather Boston,MA,USA API_KEY
```

Be sure to replace *API_KEY* with the OpenWeatherMap API key you received when you signed up for your free account.

Compile the program and run it several times. Next, study this application's code (including the extensive comments).

Compiling and Running the Weather App in Visual Studio

In the Visual Studio solution where you added the libcurl library, add to your project the files `weather.c` and `cJSON.c` from the `weather` subfolder of this chapter's examples folder. Specify the command-line arguments as follows:

- Right-click the project name in the Solution Explorer and select **Properties**.
- Expand **Configuration Properties** and select **Debugging**.
- Enter the arguments in the textbox to the right of **Command Arguments**.
- Build and run your project.

Challenge: Create Your Own Mashup

We introduced mashups in Section 1.11.3. After studying our libcurl-and-web-services-based weather application's code, including the extensive comments, as a challenge exercise attempt your first mashup. Web mashups typically combine capabilities from two or more complementary web services. For many popular mashups one of those is a mapping service, such as Google Maps or Microsoft's Bing Maps, but there are many mashup possibilities that do not use mapping.

To build a web-services mashup, you typically need:

- two or more complementary web services, which when you mash them up will help you produce a valuable new application.
- to be able to send a request from your C program to a web service, as you learned how to do with libcurl in this case study.
- to be able to receive results back from that web service in a form (typically JSON) that your C program can understand.

The web-services directory ProgrammableWeb

```
https://programmableweb.com/
```

lists nearly **24,000 web services** and **8,000 mashups**. They also provide "how-to" guides and sample code for working with web services and creating your own mashups. According to their website, some of the most widely used web services are Google Maps and others from Facebook, Twitter and YouTube.

Familiarize yourself with ProgrammableWeb. Look at lots of the web services they describe, focusing on free ones—it's common for web-service providers to offer some free services and some paid. Read the ProgrammableWeb "how-to" guides on creating your own mashups. For inspiration, glance through some of the 8,000 mashups they list on their site. Try to find two complementary free web services from which you can create a valuable mashup, then build that mashup.

12

Data Structures



Objectives

In this chapter, you'll:

- Allocate and free memory dynamically for data objects.
- Form linked data structures using pointers, self-referential structures and recursion.
- Create and manipulate linked lists, queues, stacks and binary trees.
- Learn important applications of linked data structures.
- Study Secure C programming recommendations for pointers and dynamic memory allocation.
- Optionally build your own compiler in the exercises.

12.1 Introduction
12.2 Self-Referential Structures
12.3 Dynamic Memory Management
12.4 Linked Lists
12.4.1 Function `insert`
12.4.2 Function `delete`
12.4.3 Functions `isEmpty` and `printList`
12.5 Stacks
12.5.1 Function `push`
12.5.2 Function `pop`
12.5.3 Applications of Stacks
12.6 Queues
12.6.1 Function `enqueue`
12.6.2 Function `dequeue`
12.7 Trees
12.7.1 Function `insertNode`
12.7.2 Traversals: Functions `inOrder`, `preOrder` and `postOrder`
12.7.3 Duplicate Elimination
12.7.4 Binary Tree Search
12.7.5 Other Binary Tree Operations
12.8 Secure C Programming

Summary | Self-Review Exercises | Answers to Self-Review Exercises | Exercises
Special Section: Building Your Own Compiler

12.1 Introduction

We've studied fixed-size data structures, including one-dimensional arrays, two-dimensional arrays and `structs`. This chapter introduces **dynamic data structures** that can grow and shrink at execution time:

- **Linked lists** are collections of data items "lined up in a row." You can insert and delete items anywhere in a linked list.
- **Stacks** are important in compilers and operating systems. You can insert and delete items only at one end of a stack, known as its **top**.
- **Queues** represent waiting lines. You can insert only at the queue's back and delete only from its front. The back and front are known as the queue's **tail** and **head**.
- **Binary trees** facilitate high-speed searching and sorting of data, efficiently eliminating duplicate data items and compiling expressions into machine language.

Each of these data structures has many other interesting applications.

Optional Project: Building Your Own Compiler

We hope you'll attempt the optional major project described in the special section entitled Building Your Own Compiler at the end of the exercises. You've been using a compiler to translate your C programs to machine language so that you could execute them. In this project, you'll build your own compiler. It will read a file of statements written in a simple yet powerful, high-level language. Your compiler will translate these statements into a file of Simpletron Machine Language (SML) instructions. SML is the (Deitel-created) language you learned in Chapter 7's special section, Building Your Own Computer. Your Simpletron Simulator program will then execute the SML program produced by your compiler! This project enables you to exercise most of what you've learned in this book. The special section carefully walks you

through the high-level language's specifications and describes the algorithms for converting each high-level language statement into machine-language instructions. If you enjoy challenges, you might attempt the many enhancements to both the compiler and the Simpletron Simulator we suggest in the exercises.

Self Check

1 *(Fill-In)* Which data structure is described by "facilitates high-speed searching and sorting of data, efficiently eliminating duplicate data items and compiling expressions into machine language"? _____.
Answer: Binary tree.

2 *(Fill-In)* Which data structure is described by "a collection of data items lined up in a row—insertions and deletions are made anywhere in the data structure"? _____.
Answer: Linked list.

3 *(Fill-In)* Which dynamic data structure is described by "You can insert and delete items only at one end, the top"? _____.
Answer: Stack.

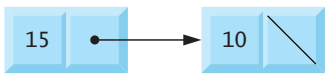
12.2 Self-Referential Structures

A **self-referential structure** contains a pointer member that points to a structure of the *same* structure type. For example, the following definition creates the type, `struct node`:

```
struct node {
   int data;
   struct node *nextPtr;
};
```

Our `struct node` has two members—integer member `data` and pointer member `nextPtr`. The `nextPtr` points to another `struct node`. This structure has the same type as the one we're defining, hence the term self-referential structure. Member `nextPtr` is a **link**—it can be used to link a `struct node` to another `struct node`. We link self-referential structure objects to form lists, queues, stacks and trees.

The following diagram illustrates two self-referential structure objects linked together to form a list:



The slash[1] in the last node represents a `NULL` pointer, which indicates that the node does not point to another node. A `NULL` pointer indicates the end of a data structure. Not setting the last node's link to `NULL` can lead to runtime errors.

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1. The slash is only for illustration purposes. It does not correspond to the C's backslash character.

Self Check

1 *(Fill-In)* What should replace `???` in the following code to make this a self-referential `struct`? _____.

```
struct node {
   int data;
   ??? *nextPtr;
};
```

Answer: `struct node`.

2 *(Fill-In)* A _____ pointer indicates the end of a data structure.
Answer: `NULL`.

3 *(Fill-In)* Self-referential structures can be _____ together to form data structures such as lists, queues, stacks and trees.
Answer: linked.

12.3 Dynamic Memory Management

Creating and maintaining dynamic data structures that grow and shrink at execution time requires **dynamic memory management**, which has two components:

- obtaining more memory at execution time to hold new nodes, and
- releasing memory no longer needed.

The function `malloc`, the function `free` and the operator `sizeof` are essential to dynamic memory management.

The `malloc` Function

To request memory at execution time, pass to the function **`malloc`** the number of bytes to allocate. If successful, `malloc` returns a `void *` pointer to the allocated memory. Recall that a `void *` pointer may be assigned to a variable of *any* pointer type.

Function `malloc` most commonly is used with `sizeof`. For example, the following statement determines a `struct node` object's size in bytes with `sizeof(struct node)`, allocates a new area in memory of that number of bytes and stores a pointer to the allocated memory in `newPtr`:

```
newPtr = malloc(sizeof(struct node));
```

SE The memory is not guaranteed to be initialized, though many implementations initialize it for security. If no memory is available, `malloc` returns `NULL`. Always test for a `NULL` pointer before accessing the dynamically allocated memory to avoid runtime errors that might crash your program.

The `free` Function

When you no longer need a block of dynamically allocated memory, return it to the system immediately by calling the **`free`** function to deallocate the memory. This

returns it to the system for potential reallocation in the future. To free the memory from the preceding `malloc` call, use the statement

```
free(newPtr);
```

After deallocating memory, set the pointer to `NULL`. This prevents accidentally referring to that memory, which may have already been allocated for another purpose.

Not freeing dynamically allocated memory when it's no longer needed can cause the system to run out of memory prematurely. This is sometimes called a "memory leak." Referring to memory that has been freed is an error that typically causes a program to crash. Freeing memory that you did not allocate dynamically with `malloc` is an error.

ERR

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Functions `calloc` and `realloc`

C also provides the functions `calloc` and `realloc` for creating and modifying the size of dynamic arrays. Section 15.8 discusses these functions.

Self Check

1 *(True/False)* Function `malloc` takes as an argument the number of bytes to be allocated and returns a `NULL` pointer.

Answer: *False*. Actually, `malloc` returns a `void *` pointer with the allocated memory's address or returns a `NULL` pointer if the memory could not be allocated.

2 *(Discussion)* Describe precisely what the following statement does:

```
newPtr = malloc(sizeof(struct node));
```

Answer: The statement evaluates `sizeof(struct node)` to determine the object's size in bytes, allocates a new area in memory of that number of bytes and stores a pointer to the allocated memory in `newPtr`.

3 *(Discussion)* Write a statement that frees the memory that was dynamically allocated to `newPtr` by `malloc`.

Answer: `free(newPtr);`

4 *(Fill-In)* Not `free`ing dynamically allocated memory when it's no longer needed can cause the system to run out of memory. This is sometimes called a(n) _____.

Answer: memory leak.

12.4 Linked Lists

A **linked list** is a linear collection of self-referential `struct` objects, called **nodes**, connected by pointer links—hence the term "linked" list. You access a linked list via a pointer to its first node and access subsequent nodes via the nodes' pointer link members. You dynamically store data in a linked list by creating each node as necessary. A node may contain any type of data, including other `struct` objects. Stacks and queues are also **linear data structures**. You'll soon see that these are constrained versions of linked lists.

Arrays vs. Linked Lists

You can store lists of data in arrays, but linked lists provide several advantages:

- A linked list is appropriate when the number of data items is unpredictable. A linked list is dynamic, so its length can increase or decrease as necessary. Arrays are fixed-size data structures (though Section 15.8 shows how to dynamically allocate and reallocate arrays).

PERF

- An array can be declared to contain more elements than the number of data items expected, but this can waste memory. Using linked lists and dynamic memory allocation for data structures that grow and shrink at execution time can save memory. Keep in mind, however, that the pointers in a list's nodes require additional memory. Also, dynamic memory allocation incurs the overhead of function calls.
- Fixed-size arrays can become full. Linked lists become full only when the system has insufficient *memory* to satisfy dynamic storage-allocation requests.

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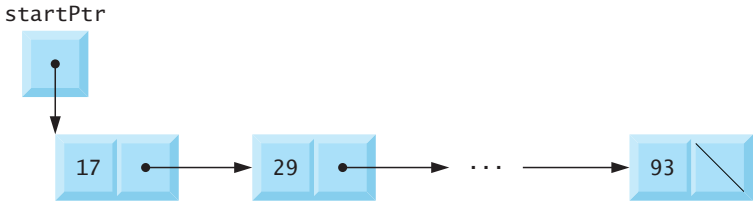
- Linked lists can be maintained in sorted order by inserting each new element at the appropriate point in the list. Inserting into and deleting from a sorted array can be time-consuming. All elements following the inserted or deleted element must be shifted appropriately.

Arrays Are Faster for Direct Element Access

PERF On the other hand, array elements are stored contiguously in memory. This allows immediate access to any array element—any element's address can be calculated directly based on its position relative to the beginning of the array. Linked lists do not afford such immediate access to their elements.

Illustrating a Linked List

Linked-list nodes are not guaranteed to be stored contiguously in memory. Logically, however, the nodes appear to be contiguous. The following diagram illustrates a linked list with several nodes.



Implementing a Linked List

Figure 12.1 manipulates a list of characters. You can insert a character in the list in alphabetical order (function `insert`) or delete a character from the list (function `delete`). A detailed discussion of the program follows. We've split this program's code for discussion purposes—the output is shown at the end of the first code table below.

```c
// fig12_01.c
// Inserting and deleting nodes in a list
#include <stdio.h>
#include <stdlib.h>

// self-referential structure
struct listNode {
   char data; // each listNode contains a character
   struct listNode *nextPtr; // pointer to next node
};

typedef struct listNode ListNode; // synonym for struct listNode
typedef ListNode *ListNodePtr; // synonym for ListNode*

// prototypes
void insert(ListNodePtr *sPtr, char value);
char delete(ListNodePtr *sPtr, char value);
int isEmpty(ListNodePtr sPtr);
void printList(ListNodePtr currentPtr);
void instructions(void);

int main(void) {
   ListNodePtr startPtr = NULL; // initially there are no nodes
   char item = '\0'; // char entered by user

   instructions(); // display the menu
   printf("%s", "? ");
   int choice = 0; // user's choice
   scanf("%d", &choice);

   // loop while user does not choose 3
   while (choice != 3) {
      switch (choice) {
         case 1: // insert an element
            printf("%s", "Enter a character: ");
            scanf("\n%c", &item);
            insert(&startPtr, item); // insert item in list
            printList(startPtr);
            break;
         case 2: // delete an element
            if (!isEmpty(startPtr)) { // if list is not empty
               printf("%s", "Enter character to be deleted: ");
               scanf("\n%c", &item);

               // if character is found, remove it
               if (delete(&startPtr, item)) { // remove item
                  printf("%c deleted.\n", item);
                  printList(startPtr);
               }
               else {
                  printf("%c not found.\n\n", item);
               }
            }
```

Fig. 12.1 | Inserting and deleting nodes in a list. (Part 1 of 3.)

```
            else {
               puts("List is empty.\n");
            }

            break;
         default:
            puts("Invalid choice.\n");
            instructions();
            break;
      }

      printf("%s", "? ");
      scanf("%d", &choice);
   } // end while

   puts("End of run.");
}

// display program instructions to user
void instructions(void) {
   puts("Enter your choice:\n"
      "   1 to insert an element into the list.\n"
      "   2 to delete an element from the list.\n"
      "   3 to end.");
}
```

```
Enter your choice:
   1 to insert an element into the list.
   2 to delete an element from the list.
   3 to end.
? 1
Enter a character: B
The list is:
B --> NULL

? 1
Enter a character: A

The list is:
A --> B --> NULL

? 1
Enter a character: C
The list is:
A --> B --> C --> NULL

? 2
Enter character to be deleted: D
D not found.
```

Fig. 12.1 | Inserting and deleting nodes in a list. (Part 2 of 3.)

```
? 2
Enter character to be deleted: B
B deleted.
The list is:
A --> C --> NULL

? 2
Enter character to be deleted: C
C deleted.
The list is:
A --> NULL

? 2
Enter character to be deleted: A
A deleted.
List is empty.

? 4
Invalid choice.

Enter your choice:
   1 to insert an element into the list.
   2 to delete an element from the list.
   3 to end.
? 3
End of run.
```

Fig. 12.1 | Inserting and deleting nodes in a list. (Part 3 of 3.)

Lines 7–10 define the self-referential structure `struct listNode`, which we use to build this example's linked list. Lines 12 and 13 define typedefs that we use to make the code more readable. The name `ListNode` represents a `struct listNode` object, and the name `ListNodePtr` represents a pointer to a `struct listNode` object. The `main` function enables you to insert characters in the list (lines 34–39), delete items from the list (lines 40–58) or terminate the program. Initially, `startPtr` (line 23) is set to `NULL` to indicate an empty list. The program's primary linked-list functions are `insert` (Section 12.4.1) and `delete` (Section 12.4.2).

12.4.1 Function `insert`

For this example, we insert characters in the list in alphabetical order. Function `insert` (lines 81–110) receives as an argument the *address of the pointer to the list's first node* and a character to insert. This enables `insert` to modify the caller's pointer to the list's first node to point to a new first node when a data item is placed at the front of the list. So we pass the *pointer* by reference. Passing a pointer's address creates a **pointer to a pointer**—this is sometimes called **double indirection**. This is a complex notion that requires careful programming.

```
80  // insert a new value into the list in sorted order
81  void insert(ListNodePtr *sPtr, char value) {
82     ListNodePtr newPtr = malloc(sizeof(ListNode)); // create node
83
84     if (newPtr != NULL) { // is space available?
85        newPtr->data = value; // place value in node
86        newPtr->nextPtr = NULL; // node does not link to another node
87
88        ListNodePtr previousPtr = NULL;
89        ListNodePtr currentPtr = *sPtr;
90
91        // loop to find the correct location in the list
92        while (currentPtr != NULL && value > currentPtr->data) {
93           previousPtr = currentPtr; // walk to ...
94           currentPtr = currentPtr->nextPtr; // ... next node
95        }
96
97        // insert new node at beginning of list
98        if (previousPtr == NULL) {
99           newPtr->nextPtr = *sPtr;
100          *sPtr = newPtr;
101       }
102       else { // insert new node between previousPtr and currentPtr
103          previousPtr->nextPtr = newPtr;
104          newPtr->nextPtr = currentPtr;
105       }
106    }
107    else {
108       printf("%c not inserted. No memory available.\n", value);
109    }
110 }
111
```

The `insert` function performs the following steps:

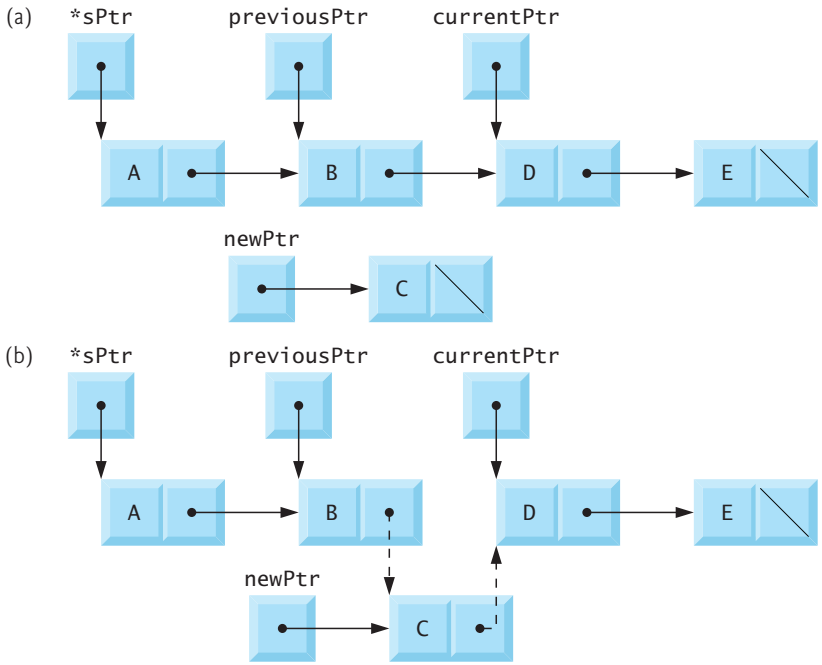
1. Call `malloc` to create a new node and assign `newPtr` the allocated memory's address (line 82).
2. If the memory was allocated, assign the character to insert to `newPtr->data` (line 85), and assign `NULL` to `newPtr->nextPtr` (line 86). Always assign `NULL` to a new node's link member. Pointers should be initialized before they're used.
3. We'll use pointers `previousPtr` and `currentPtr` to store the locations of the node *preceding* and *after* the insertion point, respectively. Initialize `previousPtr` to `NULL` (line 88) and `currentPtr` to `*sPtr` (line 89)—the first node's address.
4. Locate the new value's insertion point. While `currentPtr` is not `NULL` and the value to insert is greater than `currentPtr->data` (line 92), assign `currentPtr` to `previousPtr` (line 93), then advance `currentPtr` to the list's next node (line 94).
5. Insert the new value in the list. If `previousPtr` is `NULL` (line 98), insert the new node as the *first* in the list (lines 99–100). Assign `*sPtr` to `newPtr->nextPtr` (the new node's link points to the former first node), and assign `newPtr` to `*sPtr` so `startPtr` in `main` points to the new first node. Otherwise, insert the new node

in place (lines 103–104). Assign `newPtr` to `previousPtr->nextPtr` (the previous node points to the new node) and assign `currentPtr` to `newPtr->nextPtr` (the *new* node link points to the *current* node).

For simplicity, we implemented function `insert` (and other similar functions in this chapter) with a `void` return type. Function `malloc` may *fail* to allocate the requested memory. In this case, it would be better for our `insert` function to return a status that indicates whether the operation was successful.

Illustrating an Insert

The following diagram illustrates inserting a node containing `'C'` into an ordered list. Part (a) shows the list and the new node just before the insertion. Part (b) shows the result of inserting the new node. Dotted arrows represent the reassigned pointers.



12.4.2 Function `delete`

Function `delete` (lines 113–141) receives the address of the pointer to the list's first node and a character to delete.

```
112 // delete a list element
113 char delete(ListNodePtr *sPtr, char value) {
114    // delete first node if a match is found
115    if (value == (*sPtr)->data) {
116       ListNodePtr tempPtr = *sPtr; // hold onto node being removed
117       *sPtr = (*sPtr)->nextPtr; // de-thread the node
118       free(tempPtr); // free the de-threaded node
119       return value;
120    }
```

```
121    else {
122       ListNodePtr previousPtr = *sPtr;
123       ListNodePtr currentPtr = (*sPtr)->nextPtr;
124
125       // loop to find the correct location in the list
126       while (currentPtr != NULL && currentPtr->data != value) {
127          previousPtr = currentPtr; // walk to ...
128          currentPtr = currentPtr->nextPtr; // ... next node
129       }
130
131       // delete node at currentPtr
132       if (currentPtr != NULL) {
133          ListNodePtr tempPtr = currentPtr;
134          previousPtr->nextPtr = currentPtr->nextPtr;
135          free(tempPtr);
136          return value;
137       }
138    }
139
140    return '\0';
141 }
142
```

The `delete` function performs the following steps:

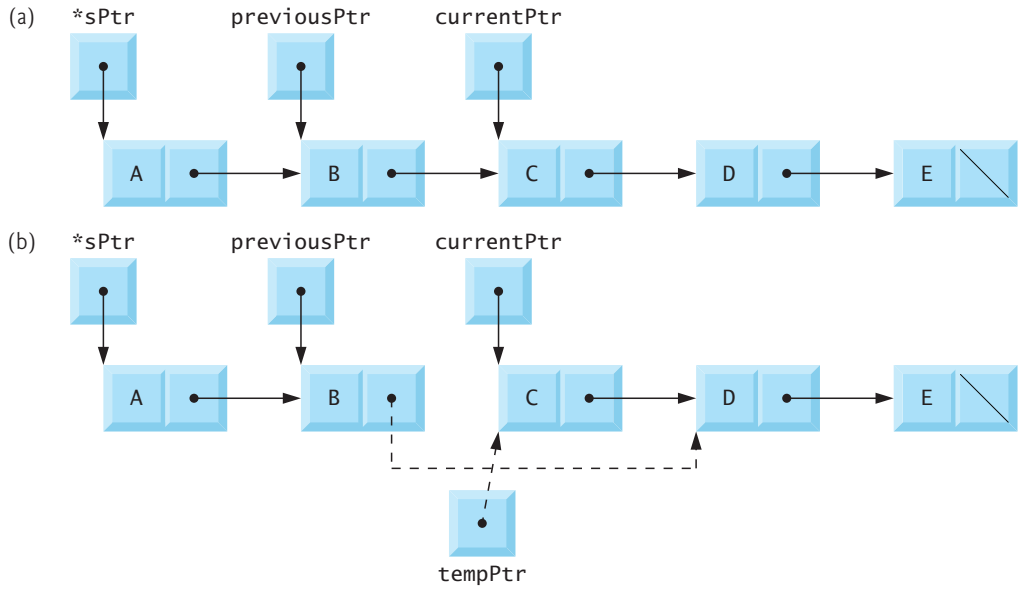
1. If the character to delete matches the first node's character (line 115), we must remove the first node. Assign `*sPtr` to `tempPtr`, which we'll use to `free` the node's memory. Assign `(*sPtr)->nextPtr` to `*sPtr`, so that `startPtr` in `main` now points to what was previously the list's *second* node. Call `free` to deallocate the memory pointed to by `tempPtr`. Return the character that was deleted.
2. Otherwise, initialize `previousPtr` with `*sPtr` and initialize `currentPtr` with `(*sPtr)->nextPtr` (lines 122–123) to advance to the second node.
3. Locate the character to delete. While `currentPtr` is not `NULL` and the value to delete is not equal to `currentPtr->data` (line 126), assign `currentPtr` to `previousPtr` (line 127) and assign `currentPtr->nextPtr` to `currentPtr` (line 128) to advance to the list's next node.
4. If `currentPtr` is not `NULL` (line 132), the character is in the list. Assign `currentPtr` to `tempPtr` (line 133), which we'll use to deallocate the node. Assign `currentPtr->nextPtr` to `previousPtr->nextPtr` (line 134) to connect the node before and the node after the one being removed. Free the node pointed to by `tempPtr` (line 135), then return the deleted character (line 136).

If nothing has been returned yet, line 140 returns the null character (`'\0'`) to signify that the character was not found in the list.

Illustrating a Delete

The following diagram illustrates deleting the node containing `'C'` from a linked list. Part (a) shows the linked list before the deletion. Part (b) shows the link reassignments. Pointer `tempPtr` is used to free the memory allocated to the node that stores

'C'. Note that in lines 118 and 135, we free tempPtr. Previously, we recommended setting a freed pointer to NULL. We do not do that here because tempPtr is a local automatic variable, and the function returns immediately after freeing the memory.



12.4.3 Functions isEmpty and printList

Function isEmpty (lines 144–146) is a **predicate function**—it does not alter the list in any way. Rather, isEmpty determines whether the list is empty—that is, the pointer to the first node is NULL. If the list is empty, isEmpty returns 1; otherwise, it returns 0.

```
143 // return 1 if the list is empty, 0 otherwise
144 int isEmpty(ListNodePtr sPtr) {
145    return sPtr == NULL;
146 }
147
148 // print the list
149 void printList(ListNodePtr currentPtr) {
150    // if list is empty
151    if (isEmpty(currentPtr)) {
152       puts("List is empty.\n");
153    }
154    else {
155       puts("The list is:");
156
157       // while not the end of the list
158       while (currentPtr != NULL) {
159          printf("%c --> ", currentPtr->data);
160          currentPtr = currentPtr->nextPtr;
161       }
162
163       puts("NULL\n");
164    }
165 }
```

Function `printList` (lines 149–165) prints a list. The function's `currentPtr` parameter receives a pointer to the list's first node. The function first determines whether the list is *empty* (lines 151–153) and, if so, prints `"List is empty."` and terminates. Otherwise, lines 155–163 print the list's data. While `currentPtr` is not `NULL`, line 159 prints the value in `currentPtr->data`, and line 160 assigns `currentPtr->nextPtr` to `currentPtr` to advance to the next node. If the link in the last node of the list is not `NULL`, the printing algorithm will try to print past the end of the list, which is a logic error. This printing algorithm is identical for linked lists, stacks and queues.

ERR

List-Based Recursion Exercises

Exercise 12.17 asks you to implement a recursive function that prints a list backward. Exercise 12.18 asks you to implement a recursive function that searches a linked list for a particular data item.

Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) A linked list is a linear collection of self-referential structures, called nodes, connected by pointer links—hence, the term "linked" list.
b) A linked list is accessed via a pointer to the first node of the list.
c) Subsequent nodes in a linked list are accessed via the link pointer member stored in each node.
d) All of the above statements are *true*.

Answer: d.

2 *(True/False)* A linked list is appropriate when the number of data items to store in the data structure is unpredictable.
Answer: *True*.

3 *(True/False)* The elements in a linked list are stored contiguously in memory. This allows immediate access to any elements because its address can be calculated directly, based on its position relative to the beginning of the linked list. Arrays do not afford such immediate access to their elements.
Answer: *False*. Actually, the reverse is true. An array's elements are stored contiguously in memory and support immediate access by position. Linked lists do not afford such immediate access to their elements.

4 *(Fill-In)* Passing into a function the address of the pointer to a linked list's first node creates a pointer to a pointer. This is often called double _____.
Answer: indirection.

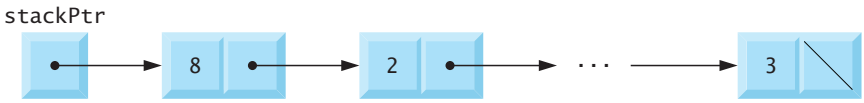
12.5 Stacks

A **stack** can be implemented as a constrained version of a linked list. You add new nodes and remove existing ones only at the top. For this reason, a stack is referred to

as a **last-in, first-out (LIFO)** data structure. You access a stack via a pointer to its top element. The link member in the stack's last node is set to `NULL` to indicate the stack's bottom. Not terminating the stack with `NULL` can lead to runtime errors.



The following diagram illustrates a stack with several nodes—`stackPtr` points to the stack's top element. We represent stacks and linked lists in these figures identically. The difference between them is that insertions and deletions may occur anywhere in a linked list, but only at the top of a stack.



Primary Stack Operations

A stack's primary functions are `push` and `pop`. Function `push` creates a new node and places it on top of the stack. Function `pop` removes a node from the stack's top, frees that node's memory and returns the popped value.

Implementing a Stack

Figure 12.2 implements a simple stack of integers. The program allows you to push a value onto the stack (function `push`), pop a value off the stack (function `pop`) and terminate the program. Lines 7–10 define `struct stackNode`, which we'll use to represent the stack's nodes. As in Fig. 12.1, we use `typedefs` (lines 12–13) to make the code more readable. Initially, `stackPtr` (line 23) is set to `NULL` to indicate an empty stack. Much of this application's logic is similar to Fig. 12.1, so we focus on the differences here.

```
1  // fig12_02.c
2  // A simple stack program
3  #include <stdio.h>
4  #include <stdlib.h>
5
6  // self-referential structure
7  struct stackNode {
8     int data; // define data as an int
9     struct stackNode *nextPtr; // stackNode pointer
10 };
11
12 typedef struct stackNode StackNode; // synonym for struct stackNode
13 typedef StackNode *StackNodePtr; // synonym for StackNode*
14
15 // prototypes
16 void push(StackNodePtr *topPtr, int info);
17 int pop(StackNodePtr *topPtr);
18 int isEmpty(StackNodePtr topPtr);
19 void printStack(StackNodePtr currentPtr);
20 void instructions(void);
21
```

Fig. 12.2 | A simple stack program. (Part 1 of 4.)

```
22 int main(void) {
23    StackNodePtr stackPtr = NULL; // points to stack top
24    int value = 0; // int input by user
25
26    instructions(); // display the menu
27    printf("%s", "? ");
28    int choice = 0; // user's menu choice
29    scanf("%d", &choice);
30
31    // while user does not enter 3
32    while (choice != 3) {
33       switch (choice) {
34          case 1: // push value onto stack
35             printf("%s", "Enter an integer: ");
36             scanf("%d", &value);
37             push(&stackPtr, value);
38             printStack(stackPtr);
39             break;
40          case 2: // pop value off stack
41             // if stack is not empty
42             if (!isEmpty(stackPtr)) {
43                printf("The popped value is %d.\n", pop(&stackPtr));
44             }
45
46             printStack(stackPtr);
47             break;
48          default:
49             puts("Invalid choice.\n");
50             instructions();
51             break;
52       }
53
54       printf("%s", "? ");
55       scanf("%d", &choice);
56    }
57
58    puts("End of run.");
59 }
60
61 // display program instructions to user
62 void instructions(void) {
63    puts("Enter choice:\n"
64       "1 to push a value on the stack\n"
65       "2 to pop a value off the stack\n"
66       "3 to end program");
67 }
68
69 // insert a node at the stack top
70 void push(StackNodePtr *topPtr, int info) {
71    StackNodePtr newPtr = malloc(sizeof(StackNode));
72
```

Fig. 12.2 | A simple stack program. (Part 2 of 4.)

```
73      // insert the node at stack top
74      if (newPtr != NULL) {
75         newPtr->data = info;
76         newPtr->nextPtr = *topPtr;
77         *topPtr = newPtr;
78      }
79      else { // no space available
80         printf("%d not inserted. No memory available.\n", info);
81      }
82   }
83
84   // remove a node from the stack top
85   int pop(StackNodePtr *topPtr) {
86      StackNodePtr tempPtr = *topPtr;
87      int popValue = (*topPtr)->data;
88      *topPtr = (*topPtr)->nextPtr;
89      free(tempPtr);
90      return popValue;
91   }
92
93   // print the stack
94   void printStack(StackNodePtr currentPtr) {
95      if (currentPtr == NULL) { // if stack is empty
96         puts("The stack is empty.\n");
97      }
98      else {
99         puts("The stack is:");
100
101        while (currentPtr != NULL) { // while not the end of the stack
102           printf("%d --> ", currentPtr->data);
103           currentPtr = currentPtr->nextPtr;
104        }
105
106        puts("NULL\n");
107     }
108  }
109
110  // return 1 if the stack is empty, 0 otherwise
111  int isEmpty(StackNodePtr topPtr) {
112     return topPtr == NULL;
113  }
```

```
Enter choice:
1 to push a value on the stack
2 to pop a value off the stack
3 to end program
? 1

Enter an integer: 5
The stack is:
5 --> NULL
```

Fig. 12.2 | A simple stack program. (Part 3 of 4.)

```
? 1
Enter an integer: 6
The stack is:
6 --> 5 --> NULL

? 1
Enter an integer: 4
The stack is:
4 --> 6 --> 5 --> NULL

? 2
The popped value is 4.
The stack is:
6 --> 5 --> NULL

? 2
The popped value is 6.
The stack is:
5 --> NULL

? 2
The popped value is 5.
The stack is empty.

? 2
The stack is empty.

? 4
Invalid choice.

Enter choice:
1 to push a value on the stack
2 to pop a value off the stack
3 to end program
? 3
End of run.
```

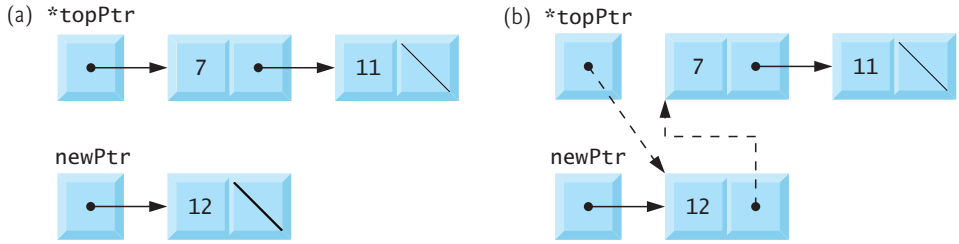
Fig. 12.2 | A simple stack program. (Part 4 of 4.)

12.5.1 Function push

Function `push` (lines 70–82) places a new node onto the stack using the following steps:

1. Call `malloc` to create a new node, then assign the allocated memory's address to `newPtr` (line 71).
2. Assign to `newPtr->data` the value to push onto the stack (line 75) and assign `*topPtr` (the pointer to the stack's top) to `newPtr->nextPtr` (line 76). The link member of the new top node now points to the previous top node.
3. Assign `newPtr` to `*topPtr` (line 77)—this modifies `stackPtr` in `main` to point to the new stack top.

The following diagram illustrates a `push` operation. Part (a) shows the stack and the new node before the `push` operation inserts the new node at the stack's top—`*topPtr` represents `stackPtr` in `main`. The dotted arrows in Part (b) illustrate *Steps 2* and *3* of the preceding discussion, which insert the node containing `12` at the top.

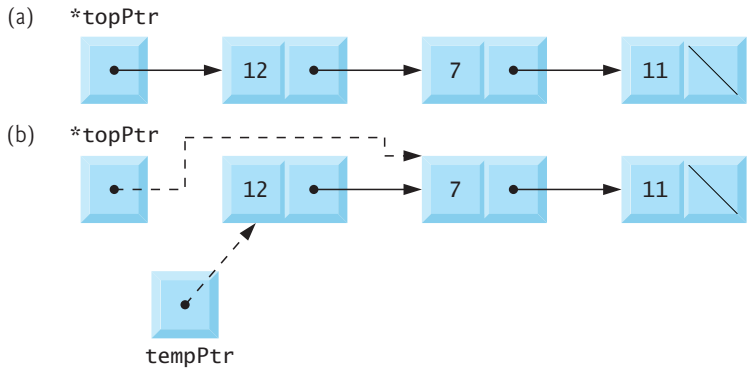


12.5.2 Function pop

Function `pop` (lines 85–91) removes the stack's top node. Function `main` determines whether the stack is empty before calling `pop`. The `pop` operation consists of five steps:

1. Assign `*topPtr` to `tempPtr` (line 86), which will be used to free the node's memory.
2. Assign `(*topPtr)->data` to `popValue` (line 87) to save the top node's value so we can return it.
3. Assign `(*topPtr)->nextPtr` to `*topPtr` (line 88) so that `stackPtr` in `main` now points to what was previously the stack's second element (or `NULL` if there were no other elements).
4. Free the memory pointed to by `tempPtr` (line 89).
5. Return `popValue` to the caller (line 90).

The following diagram illustrates a `pop` operation. Part (a) shows the stack before removing the node containing `12`—`*topPtr` represents `stackPtr` in `main`. Part (b) shows `tempPtr` pointing to the node being popped and `*topPtr` pointing to the new top node. Then we can `free` the memory to which `tempPtr` points.



12.5.3 Applications of Stacks

Stacks have many interesting applications. For example, whenever a function call is made, the called function must know how to return to its caller, so the return address is pushed onto a stack (Section 5.7). In a series of function calls, the successive return addresses are pushed onto the stack in last-in, first-out order so that each function can return to its caller. Stacks support recursive function calls in the same manner as conventional nonrecursive calls.

Stacks contain the space created for automatic local variables on each invocation of a function. When the function returns to its caller, the space for that function's automatic variables is popped off the stack, and these variables are no longer known to the program. Stacks also are sometimes used by compilers in the process of evaluating expressions and generating machine-language code. The exercises explore several stack applications.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?

a) A stack must be implemented as a constrained version of a linked list.
b) New nodes are added to and removed from a stack only at the top.
c) A stack is a last-in, first-out (LIFO) data structure.
d) A stack is referenced via a pointer to its top element.

Answer: (a) is *false*. Actually, a stack *can* be implemented as a constrained version of a linked list, but it need not be.

2 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) When a function is called, it must know how to return to its caller, so the called function's return address is pushed onto the stack.
b) In a series of function calls, the successive return addresses are pushed onto the stack in last-in, first-out order so that each function can return to its caller.
c) Stacks support recursive function calls in the same manner as conventional nonrecursive calls.
d) All of the above statements are *true*.

Answer: (a) is *false*. Actually, the *caller's* return address is pushed onto the stack.

12.6 Queues

A **queue** is similar to a checkout line in a grocery store:

- The first person in line receives service first.
- Other customers enter the line only at the end and wait for service.

You remove queue nodes only from its **head** (front) and insert nodes only at its **tail** (back). For this reason, a queue is referred to as a **first-in, first-out (FIFO)** data structure. The insert and remove operations are known as `enqueue` (pronounced "en-cue") and `dequeue` (pronounced "dee-cue"), respectively.

Queue Applications

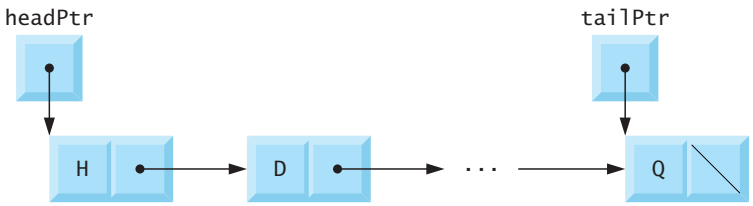
Queues have many applications in computer systems:

- For computers that have only a single processor, only one user at a time may be serviced. Entries for the other users are placed in a queue. Each entry gradually advances to the front of the queue as users receive service. The entry at the front of the queue is the next to receive service.

- Similarly, for today's multicore systems, there could be more programs running than there are processors. The programs not currently running are placed in a queue until a currently busy processor becomes available. In Appendix C, we discuss multithreading. When a program's work is divided into multiple threads capable of executing in parallel, there could be more threads than processors. The threads not currently running need to wait in a queue.
- Queues also support print spooling. An office may have only one printer. Many users can send documents to print at a given time. When the printer is busy, additional documents are spooled to memory or secondary storage, just as sewing thread is wrapped around a spool until it's needed. The documents wait in a queue until the printer becomes available.
- Information packets traveling over computer networks, like the Internet, also wait in queues. Each time a packet arrives at a network node, it must be routed to the next node on the network along the path to its final destination. The routing node routes one packet at a time, so additional packets are enqueued until the router can route them.

Illustrating a Queue

The following diagram illustrates a queue with several nodes. Note the separate pointers to the queue's head and tail. As with lists and stacks, not setting the link in the queue's last node to `NULL` can lead to logic errors.



Implementing a Queue

Figure 12.3 performs queue manipulations. The program provides options to insert a node in the queue (function **enqueue**), remove a node from the queue (function **dequeue**) and terminate the program. Lines 7–10 define `struct queueNode`, which we'll use to represent the queue's nodes. Again, we use `typedefs` (lines 12–13) to make the code more readable. Much of the logic in this application is similar to our list and stack examples, so we focus on the differences here. Initially, `headPtr` and `tailPtr` (lines 23–24) are both `NULL` to indicate an empty queue.

```
1  // fig12_03.c
2  // Operating and maintaining a queue
3  #include <stdio.h>
4  #include <stdlib.h>
5
```

Fig. 12.3 | Operating and maintaining a queue. (Part 1 of 5.)

```
// self-referential structure
struct queueNode {
   char data; // define data as a char
   struct queueNode *nextPtr; // queueNode pointer
};

typedef struct queueNode QueueNode;
typedef QueueNode *QueueNodePtr;

// function prototypes
void printQueue(QueueNodePtr currentPtr);
int isEmpty(QueueNodePtr headPtr);
void enqueue(QueueNodePtr *headPtr, QueueNodePtr *tailPtr, char value);
char dequeue(QueueNodePtr *headPtr, QueueNodePtr *tailPtr);
void instructions(void);

int main(void) {
   QueueNodePtr headPtr = NULL; // initialize headPtr
   QueueNodePtr tailPtr = NULL; // initialize tailPtr
   char item = '\0'; // char input by user

   instructions(); // display the menu
   printf("%s", "? ");
   int choice = 0; // user's menu choice
   scanf("%d", &choice);

   // while user does not enter 3
   while (choice != 3) {
      switch(choice) {
         case 1: // enqueue value
            printf("%s", "Enter a character: ");
            scanf("\n%c", &item);
            enqueue(&headPtr, &tailPtr, item);
            printQueue(headPtr);
            break;
         case 2: // dequeue value
            // if queue is not empty
            if (!isEmpty(headPtr)) {
               item = dequeue(&headPtr, &tailPtr);
               printf("%c has been dequeued.\n", item);
            }

            printQueue(headPtr);
            break;
         default:
            puts("Invalid choice.\n");
            instructions();
            break;
      }

      printf("%s", "? ");
      scanf("%d", &choice);
   }
```

Fig. 12.3 | Operating and maintaining a queue. (Part 2 of 5.)

```
59
60      puts("End of run.");
61   }
62
63   // display program instructions to user
64   void instructions(void) {
65      printf ("Enter your choice:\n"
66              "   1 to add an item to the queue\n"
67              "   2 to remove an item from the queue\n"
68              "   3 to end\n");
69   }
70
71   // insert a node at queue tail
72   void enqueue(QueueNodePtr *headPtr, QueueNodePtr *tailPtr, char value) {
73      QueueNodePtr newPtr = malloc(sizeof(QueueNode));
74
75      if (newPtr != NULL) { // is space available?
76         newPtr->data = value;
77         newPtr->nextPtr = NULL;
78
79         // if empty, insert node at head
80         if (isEmpty(*headPtr)) {
81            *headPtr = newPtr;
82         }
83         else {
84            (*tailPtr)->nextPtr = newPtr;
85         }
86
87         *tailPtr = newPtr;
88      }
89      else {
90         printf("%c not inserted. No memory available.\n", value);
91      }
92   }
93
94   // remove node from queue head
95   char dequeue(QueueNodePtr *headPtr, QueueNodePtr *tailPtr) {
96      char value = (*headPtr)->data;
97      QueueNodePtr tempPtr = *headPtr;
98      *headPtr = (*headPtr)->nextPtr;
99
100     // if queue is empty
101     if (*headPtr == NULL) {
102        *tailPtr = NULL;
103     }
104
105     free(tempPtr);
106     return value;
107  }
108
```

Fig. 12.3 | Operating and maintaining a queue. (Part 3 of 5.)

```
109 // return 1 if the queue is empty, 0 otherwise
110 int isEmpty(QueueNodePtr headPtr) {
111    return headPtr == NULL;
112 }
113
114 // print the queue
115 void printQueue(QueueNodePtr currentPtr) {
116    if (currentPtr == NULL) { // if queue is empty
117       puts("Queue is empty.\n");
118    }
119    else {
120       puts("The queue is:");
121
122       while (currentPtr != NULL) { // while not end of queue
123          printf("%c --> ", currentPtr->data);
124          currentPtr = currentPtr->nextPtr;
125       }
126
127       puts("NULL\n");
128    }
129 }
```

```
Enter your choice:
   1 to add an item to the queue
   2 to remove an item from the queue
   3 to end

? 1
Enter a character: A
The queue is:
A --> NULL

? 1
Enter a character: B
The queue is:
A --> B --> NULL

? 1
Enter a character: C
The queue is:
A --> B --> C --> NULL

? 2
A has been dequeued.
The queue is:
B --> C --> NULL

? 2
B has been dequeued.
The queue is:
C --> NULL
```

Fig. 12.3 | Operating and maintaining a queue. (Part 4 of 5.)

```
? 2
C has been dequeued.
Queue is empty.

? 2
Queue is empty.

? 4
Invalid choice.

Enter your choice:
   1 to add an item to the queue
   2 to remove an item from the queue
   3 to end
? 3
End of run.
```

Fig. 12.3 | Operating and maintaining a queue. (Part 5 of 5.)

12.6.1 Function enqueue

Function `enqueue` (lines 72–92) receives three arguments:

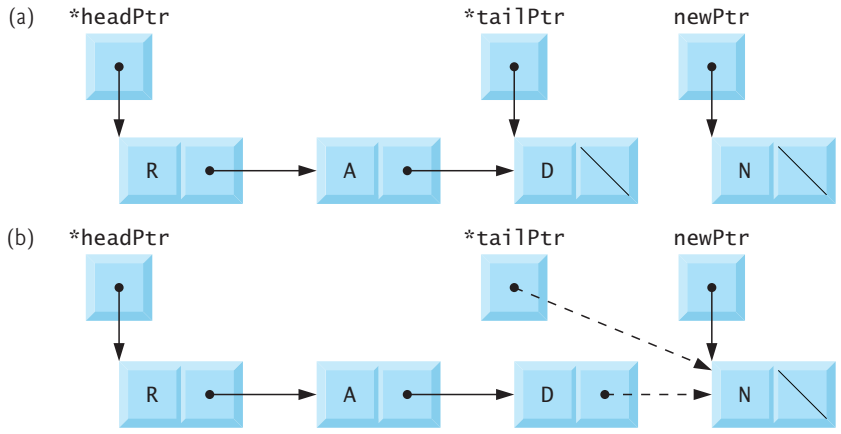
- the address of `headPtr`—the pointer to the queue's head,
- the address of `tailPtr`—the pointer to the queue's tail, and
- the value to insert.

The function performs the following steps:

1. Line 73 calls `malloc` to create a new node and assigns the allocated memory location to `newPtr`.
2. If the memory was allocated correctly, lines 76–77 assign the value to insert to `newPtr->data`, and assign `NULL` to `newPtr->nextPtr`.
3. If the queue is empty (line 80), line 81 assigns `newPtr` to `*headPtr` because the new node is both the queue's head and tail; otherwise, line 84 assigns `newPtr` to `(*tailPtr)->nextPtr` because the new node is the new tail node.
4. Line 87 assigns `newPtr` to `*tailPtr` to update the tail pointer to the new tail node.

Illustrating an enqueue Operation

The following diagram illustrates an `enqueue` operation. Part (a) shows `main`'s `headPtr` and `tailPtr` and `enqueue`'s new node before the operation. The dotted arrows in Part (b) illustrate *Steps 3* and *4* in the preceding discussion, which add the new node to the tail of a non-empty queue.



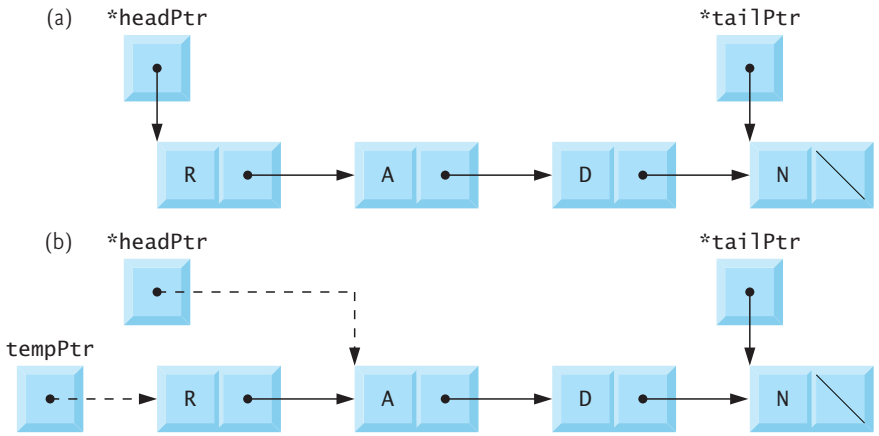
12.6.2 Function dequeue

Function `dequeue` (lines 95–107) receives as arguments the addresses of the queue's head and tail pointers and removes the queue's first node. The `dequeue` operation performs the following steps:

1. Line 96 assigns `(*headPtr)->data` to `value` to save the data being dequeued.
2. Line 97 assigns `*headPtr` to `tempPtr`, which will be used to `free` the memory.
3. Line 98 assigns `(*headPtr)->nextPtr` to `*headPtr` so that the queue's head pointer in `main` now points to the new head node.
4. Line 101 checks whether `*headPtr` is `NULL`. If so, line 102 assigns `NULL` to `*tailPtr` because the queue is now empty.
5. Line 105 frees the memory pointed to by `tempPtr`.
6. Line 106 return `value` to the caller.

Illustrating a dequeue Operation

The following diagram illustrates function `dequeue`. Part (a) shows the queue before the `dequeue` operation—`*headPtr` and `*tailPtr` in `dequeue` are used to modify `main`'s `headPtr` and `tailPtr`. Part (b) shows `tempPtr` pointing to the dequeued node, and `main`'s `headPtr` updated to point to the queue's new first node.



Self Check

1 *(Multiple Choice)* Which of the following statements about queues is *false*?

a) A queue is similar to a checkout line in a grocery store—the first person in line receives service first, and other customers enter the line at the end and wait for service.

b) Queue nodes are removed only from the queue's head (start) and inserted only at the queue's tail (end).

c) A queue is a first-in, last-out (FILO) data structure.

d) The insert and remove operations are known as enqueue (pronounced "en-cue") and dequeue (pronounced "dee-cue"), respectively.

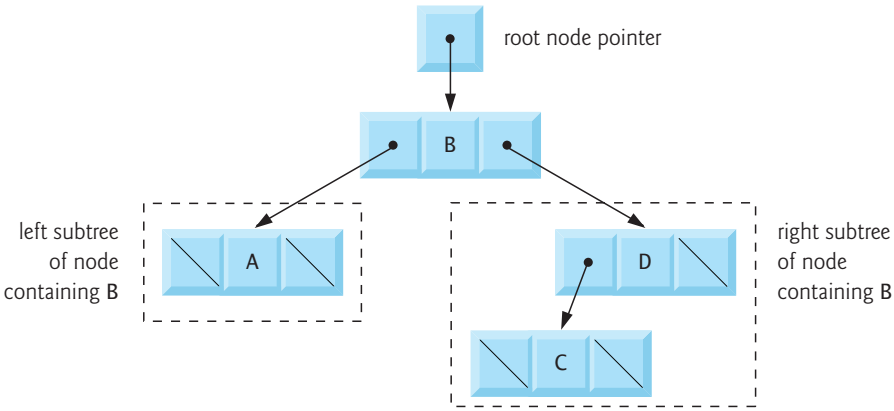
Answer: (c) is *false*. Actually, a queue is a first-in, first-out (FIFO) data structure.

2 *(Fill-In)* For today's _____ systems, there could be more programs running than there are processors, so the programs not currently running are placed in a queue until a currently busy processor becomes available.

Answer: multicore.

12.7 Trees

So far, we've presented linear data structures—linked lists, stacks and queues. A **tree** is a nonlinear, two-dimensional data structure with special properties. Tree nodes contain two or more links. This section discusses **binary trees**—trees whose nodes contain two or more links. This section discusses **binary trees**—trees whose nodes contain two links, as in the following diagram:



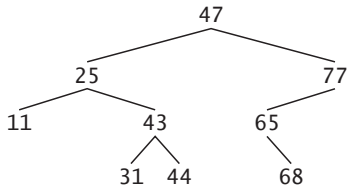
None, one, or both of the links in each node may be `NULL`. The **root node** is the first node in a tree. Each link in the root node refers to a **child**. The **left child** is the first node in the **left subtree**, and the **right child** is the first in the **right subtree**. A given node's children are called **siblings**. A node with no children is a **leaf node**. Not setting a leaf node's links to `NULL` can lead to runtime errors. Computer scientists typically draw trees with the root node at the top—exactly the opposite of trees in nature.

ERR

Binary Search Tree

This section presents a **binary search tree** containing unique values, which has the characteristic that the values in any *left* subtree are less than the value in its **parent**

node, and the values in any *right* subtree are greater than the value in its parent node. The figure below illustrates a binary search tree with nine values:



The shape of the binary search tree for a set of data can vary, based on the order in which you insert its values.

Implementing a Binary Search Tree

Figure 12.4 creates a binary search tree and traverses its nodes—that is, it visits each node in the tree to do something with the node values, like display them. We'll traverse the tree three ways—**inorder**, **preorder** and **postorder**. The program generates 10 random numbers and inserts each in the tree, except that we discard duplicate values. Lines 9–13 define `struct treeNode`, which we'll use to represent the tree's nodes. Again, we use `typedefs` (lines 15–16) to make the code more readable.

```
1  // fig12_04.c
2  // Creating and traversing a binary tree
3  // preorder, inorder, and postorder
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <time.h>
7
8  // self-referential structure
9  struct treeNode {
10    struct treeNode *leftPtr; // pointer to left subtree
11    int data; // node value
12    struct treeNode *rightPtr; // pointer to right subtree
13 };
14
15 typedef struct treeNode TreeNode; // synonym for struct treeNode
16 typedef TreeNode *TreeNodePtr; // synonym for TreeNode *
17
18 // prototypes
19 void insertNode(TreeNodePtr *treePtr, int value);
20 void inOrder(TreeNodePtr treePtr);
21 void preOrder(TreeNodePtr treePtr);
22 void postOrder(TreeNodePtr treePtr);
23
24 int main(void) {
25    TreeNodePtr rootPtr = NULL; // tree initially empty
26
```

Fig. 12.4 | Creating and traversing a binary tree. (Part 1 of 3.)

```
27     srand(time(NULL));
28     puts("The numbers being placed in the tree are:");
29
30     // insert random values between 0 and 14 in the tree
31     for (int i = 1; i <= 10; ++i) {
32        int item = rand() % 15;
33        printf("%3d", item);
34        insertNode(&rootPtr, item);
35     }
36
37     // traverse the tree preOrder
38     puts("\n\nThe preOrder traversal is:");
39     preOrder(rootPtr);
40
41     // traverse the tree inOrder
42     puts("\n\nThe inOrder traversal is:");
43     inOrder(rootPtr);
44
45     // traverse the tree postOrder
46     puts("\n\nThe postOrder traversal is:");
47     postOrder(rootPtr);
48  }
49
50  // insert node into tree
51  void insertNode(TreeNodePtr *treePtr, int value) {
52     if (*treePtr == NULL) { // if tree is empty
53        *treePtr = malloc(sizeof(TreeNode));
54
55        if (*treePtr != NULL) { // if memory was allocated, then assign data
56           (*treePtr)->data = value;
57           (*treePtr)->leftPtr = NULL;
58           (*treePtr)->rightPtr = NULL;
59        }
60        else {
61           printf("%d not inserted. No memory available.\n", value);
62        }
63     }
64     else { // tree is not empty
65        if (value < (*treePtr)->data) { // value goes in left subtree
66           insertNode(&((*treePtr)->leftPtr), value);
67        }
68        else if (value > (*treePtr)->data) { // value goes in right subtree
69           insertNode(&((*treePtr)->rightPtr), value);
70        }
71        else { // duplicate data value ignored
72           printf("%s", "dup");
73        }
74     }
75  }
76
```

Fig. 12.4 | Creating and traversing a binary tree. (Part 2 of 3.)

```
77  // begin inorder traversal of tree
78  void inOrder(TreeNodePtr treePtr) {
79     // if tree is not empty, then traverse
80     if (treePtr != NULL) {
81        inOrder(treePtr->leftPtr);
82        printf("%3d", treePtr->data);
83        inOrder(treePtr->rightPtr);
84     }
85  }
86
87  // begin preorder traversal of tree
88  void preOrder(TreeNodePtr treePtr) {
89     // if tree is not empty, then traverse
90     if (treePtr != NULL) {
91        printf("%3d", treePtr->data);
92        preOrder(treePtr->leftPtr);
93        preOrder(treePtr->rightPtr);
94     }
95  }
96
97  // begin postorder traversal of tree
98  void postOrder(TreeNodePtr treePtr) {
99     // if tree is not empty, then traverse
100    if (treePtr != NULL) {
101       postOrder(treePtr->leftPtr);
102       postOrder(treePtr->rightPtr);
103       printf("%3d", treePtr->data);
104    }
105 }
```

```
The numbers being placed in the tree are:
  6   7   4 12   7dup   2   2dup   5   7dup 11

The preOrder traversal is:
  6   4   2   5   7 12 11

The inOrder traversal is:
  2   4   5   6   7 11 12

The postOrder traversal is:
  2   5   4 11 12   7   6
```

Fig. 12.4 | Creating and traversing a binary tree. (Part 3 of 3.)

12.7.1 Function `insertNode`

The functions in Fig. 12.4 that create a binary search tree and traverse it are recursive. Function `insertNode` (lines 51–75) receives as arguments the address of the pointer to the tree's root node and an integer to insert. Each new node in a binary search tree initially is inserted as a leaf node. The steps for inserting a new node are as follows:

1. If `*treePtr` is `NULL` (line 52), line 53 calls `malloc` to create a new leaf node and assigns the allocated memory to `*treePtr`. Lines 56 assigns to `(*treePtr)-`

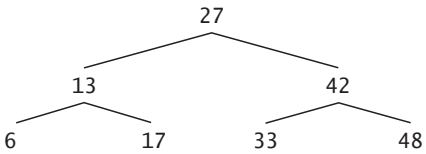
>data the integer to store. Lines 57–58 assign NULL to (*treePtr)->leftPtr and (*treePtr)->rightPtr. Then control returns to the caller—either main or a previous call to insertNode.

2. If *treePtr is not NULL and the value to insert is less than (*treePtr)->data, line 66 recursively calls insertNode with the address of (*treePtr)->leftPtr to insert the new node in the left subtree of the node pointed to by treePtr.
3. If the value to insert is greater than (*treePtr)-> data, line 69 recursively calls insertNode with the address of (*treePtr)->rightPtr to insert the node in the right subtree of the node pointed to by treePtr.

The recursive steps continue until insertNode finds a NULL pointer, then *Step 1* inserts the new node as a leaf node.

12.7.2 Traversals: Functions inOrder, preOrder and postOrder

Functions inOrder (lines 78–85), preOrder (lines 88–95) and postOrder (lines 98–105) each receive a pointer to a tree's root node and traverse the tree. Below we describe the traversals and show the result of applying each for the following tree:



inOrder Traversal

The steps for an inOrder traversal are:

1. Traverse the *left* subtree inOrder (line 81).
2. Process the value in the node (line 82).
3. Traverse the *right* subtree inOrder (line 83).

This traversal processes each node's value after processing the values in the left subtree. The inOrder traversal of the preceding tree is:

```
6 13 17 27 33 42 48
```

A binary search tree's inOrder traversal processes the nodes in ascending order. Creating a binary search tree actually sorts the data. So, this process is called a **binary tree sort**.

preOrder Traversal

The steps for a preOrder traversal are:

1. Process the value in the node (line 91).
2. Traverse the *left* subtree preOrder (line 92).
3. Traverse the *right* subtree preOrder (line 93).

This traversal processes each node's value as the node is visited. After processing the value, a `preOrder` traversal processes the left subtree's values, then the right subtree's values. The `preOrder` traversal of the preceding tree is:

```
27 13 6 17 42 33 48
```

`postOrder` Traversal

The steps for a `postOrder` traversal are:

1. Traverse the *left* subtree `postOrder` (line 101).
2. Traverse the *right* subtree `postOrder` (line 102).
3. Process the value in the node (line 103).

This traversal processes each node's value after processing the values of the node's children in both the left and right subtrees. The `postOrder` traversal of the preceding tree is:

```
6 17 13 33 48 42 27
```

12.7.3 Duplicate Elimination

Binary search trees facilitate **duplicate elimination**. As you insert values to create the tree, a duplicate value will follow the same "go left" or "go right" decisions on each comparison as the original value did. So, the duplicate eventually will be compared with a node in the tree containing the same value. At that point, the duplicate value can be ignored.

12.7.4 Binary Tree Search

Searching for a value that matches a key also is fast. If the tree is tightly packed, each level contains about twice as many elements as the previous level. So, a binary search tree with n elements would have a maximum of $\log_2 n$ levels, and thus requires a *maximum* of $\log_2 n$ comparisons to find a match or to determine that no match exists. When searching a tightly packed 1,000-element binary search tree, no more than 10 comparisons need to be made because $2^{10} > 1{,}000$. When searching a tightly packed 1,000,000-element binary search tree, no more than 20 comparisons need to be made because $2^{20} > 1{,}000{,}000$.

12.7.5 Other Binary Tree Operations

In the exercises, we present algorithms for several other binary tree operations, such as printing a binary tree in a two-dimensional tree format and performing a level order traversal of a binary tree. The level order traversal visits a tree's nodes row-by-row starting at the root node level. The nodes on each level are visited from left to right. Other binary tree exercises include allowing a binary search tree to contain duplicate values, creating a tree of strings and determining a binary tree's number of levels.

Self Check

1 *(True/False)* Linked lists, stacks, queues and trees are linear data structures.
Answer: *False*. Actually, trees are nonlinear, two-dimensional data structures.

2 *(Fill-In)* Three popular ways to traverse a binary search tree are _____, preorder and postorder.
Answer: inorder.

3 *(Fill-In)* The process of creating a binary search tree actually _____ the data.
Answer: sorts.

4 *(True/False)* The shape of the binary search tree that corresponds to a set of data is independent of the order in which the values are inserted into the tree.
Answer: *False*. Actually, the shape of the binary search tree that corresponds to a set of data varies, based on the order in which the values are inserted into the tree.

5 *(True/False)* A node can be inserted only as a root node in a binary search tree.
Answer: *False*. Actually, a node can be inserted only as a *leaf* node in a binary search tree.

6 *(Fill-In)* A binary search tree facilitates _____. As you insert values to create the tree, identical values follow the same "go left" or "go right" decisions on each comparison as the original value did. An identical value eventually will be compared with a node in the tree containing the same value.
Answer: duplicate elimination.

7 *(True/False)* A tightly packed binary tree with n elements would have a maximum of about $\log_2 n$ levels. Searching such a binary tree requires a maximum of about $\log_2 n$ comparisons to find a match or to determine that no match exists. So, searching a (tightly packed) 1,000,000,000-element binary search tree requires no more than 20 comparisons.
Answer: *False*. Actually, this requires no more than 30 comparisons.

12.8 Secure C Programming

Chapter 8 of the *SEI CERT C Coding Standard* is dedicated to memory-management recommendations and rules—many apply this chapter's uses of pointers and dynamic memory management. For more information, visit `https://wiki.sei.cmu.edu/`.

- MEM01-C/MEM30-C: Pointers should always be initialized with `NULL` or the address of a valid item in memory. When you use `free` to deallocate dynamically allocated memory, the pointer passed to `free` is not assigned a new value, so it still points to the memory location where the dynamically allocated memory used to be. Using such a "dangling" pointer can lead to program crashes and security vulnerabilities. When you free dynamically allocated memory, immediately assign the pointer either `NULL` or a valid address. We chose not to do this for local pointer variables that immediately go out of scope after a call to `free`.

- MEM01-C: Undefined behavior occurs when you attempt to use `free` to deallocate dynamic memory that was already deallocated—this is known as a "double `free` vulnerability." To ensure that you don't attempt to deallocate the same memory more than once, immediately set a pointer to `NULL` after the call to `free`. Freeing a `NULL` pointer has no effect.
- ERR33-C: Most standard-library functions return values that you can check to determine whether the functions performed their tasks successfully. Function `malloc`, for example, returns `NULL` if it's unable to allocate the requested memory. You should always ensure that `malloc` did not return `NULL` before attempting to use the pointer that stores `malloc`'s return value.

Self Check

1 *(True/False)* Pointers should always be initialized to `NULL`.
Answer: *False*. Actually, pointers should always be initialized either to `NULL` or to the address of a valid item in memory.

2 *(True/False)* To avoid deallocating the same memory twice and causing undefined behavior, set the `free`d pointer to `NULL`.
Answer: *True*. Freeing a `NULL` pointer does not cause undefined behavior.

3 *(Fill-In)* If `malloc` can't fulfill a memory-allocation request, it returns _____. Always check for this value before using `malloc`'s pointer return.
Answer: `NULL`.

Summary

Section 12.1 Introduction

- Dynamic data structures (p. 596) grow and shrink at execution time.
- Linked lists (p. 596) are collections of data items "lined up in a row"—insertions and deletions are made anywhere in a linked list.
- With stacks (p. 596), insertions and deletions are made only at the top (p. 596).
- Queues (p. 596) represent waiting lines. Insertions are made at the back (the tail; p. 596). Deletions are made from the front (the head; p. 596).
- Binary trees facilitate high-speed searching and sorting of data, efficient duplicate elimination, representing file-system directories and compiling expressions into machine language.

Section 12.2 Self-Referential Structures

- A self-referential structure (p. 597) contains a pointer member that points to a structure of the same type.
- Self-referential structures can be linked together to form lists, queues, stacks and trees.
- A `NULL` pointer indicates the end of a data structure.

Section 12.3 Dynamic Memory Management

- Creating and maintaining dynamic data structures requires dynamic memory management (p. 598).

- Functions `malloc` and `free`, and operator `sizeof`, are essential to dynamic memory allocation.
- Function `malloc` (p. 598) receives the number of bytes to be allocated and returns a `void *` pointer to the allocated memory. A `void *` pointer may be assigned to a variable of any pointer type.
- If no memory is available, `malloc` returns `NULL`.
- Function `free` (p. 598) deallocates memory so that it can be reallocated in the future.
- C also provides functions `calloc` and `realloc` for creating and modifying dynamic arrays.

Section 12.4 Linked Lists

- A linked list is a linear collection of self-referential structures, called nodes (p. 599), connected by pointer links (p. 599).
- A linked list is accessed via a pointer to the first node. Subsequent nodes are accessed via the link pointer member stored in each node.
- By convention, the link pointer in the last node of a list is set to `NULL` to mark the end of the list.
- Data is stored in a linked list dynamically—each node is created as necessary.
- A node can contain data of any type, including other `struct` objects.
- Linked lists are dynamic, so the length of a list can increase or decrease as necessary.
- Linked-list nodes are not guaranteed to be stored contiguously in memory. Logically, however, the nodes of a linked list appear to be contiguous.

Section 12.5 Stacks

- A stack (p. 608) can be implemented as a constrained version of a linked list. New nodes are added to and removed from a stack only at the top.
- A stack is a last-in, first-out (LIFO; p. 609) data structure.
- The primary functions used to manipulate a stack are `push` and `pop`. Function `push` creates a new node and places it on top of the stack. Function `pop` removes a node from the top of the stack, frees the memory that was allocated to the popped node and returns the popped value.
- When you call a function, it must know how to return to its caller, so the caller's return address is pushed onto a stack. If a series of function calls occurs, the successive return values are pushed onto the stack in last-in, first-out order so that each function can return to its caller. Stacks support recursive function calls in the same manner as conventional nonrecursive calls.
- Stacks are used by compilers in the process of evaluating expressions and generating machine-language code.

Section 12.6 Queues

- Queue nodes are removed only from the head of the queue and inserted only at the tail of the queue—referred to as a first-in, first-out (FIFO; p. 614) data structure.
- The insert and remove operations for a queue are known as `enqueue` and `dequeue` (p. 615).

Section 12.7 Trees

- A tree (p. 621) is a nonlinear, two-dimensional data structure. Tree nodes contain two or more links.
- Binary trees (p. 621) are trees whose nodes all contain two links.

- The root node (p. 621) is the first node in a tree. Each link in the root node of a binary tree refers to a child (p. 621). The left child (p. 621) is the first node in the left subtree (p. 621), and the right child (p. 621) is the first node in the right subtree (p. 621). A node's children are called siblings (p. 621).
- A node with no children is called a leaf node (p. 621).
- A binary search tree (with no duplicate node values; p. 621) has the characteristic that the values in any left subtree are less than the value in its parent node (p. 622), and the values in any right subtree are greater than the value in its parent node.
- A node can be inserted only as a leaf node in a binary search tree.
- The steps for an in-order traversal are: Traverse the left subtree in-order, process the value in the node, then traverse the right subtree in-order. The value in a node is not processed until the values in its left subtree are processed.
- The in-order traversal (p. 622) of a binary search tree processes the node values in ascending order. Creating a binary search tree actually sorts the data, so this process is called the binary tree sort (p. 625).
- The steps for a pre-order traversal (p. 622) are: Process the value in the node, traverse the left subtree pre-order, then traverse the right subtree pre-order. After this traversal processes a given node's value, it processes the node's left subtree values, then its right subtree values.
- The steps for a post-order traversal (p. 622) are: Traverse the left subtree post-order, traverse the right subtree post-order, then process the value in the node. The value in each node is not processed until the values of its children are processed.
- A binary search tree facilitates duplicate elimination (p. 626). As the tree is created, an attempt to insert a duplicate value will be recognized because a duplicate will follow the same "go left" or "go right" decisions on each comparison as the original value did. Thus, the duplicate will eventually be compared with a node in the tree containing the same value. The duplicate value may simply be discarded at this point.
- Searching a binary tree for a value that matches a key is fast. In a tightly packed tree, each level contains about twice as many elements as the previous level. A binary search tree with n elements would have a maximum of $\log_2 n$ levels, and thus it requires a maximum of $\log_2 n$ comparisons to find a match or to determine that no match exists. Searching a tightly packed 1,000-element binary search tree requires no more than 10 comparisons because $2^{10} > 1{,}000$. Searching a tightly packed 1,000,000-element binary search tree requires no more than 20 comparisons because $2^{20} > 1{,}000{,}000$.

Self-Review Exercises

12.1 Fill-In the blanks in each of the following:

a) A self-_____ structure is used to form dynamic data structures.
b) Function _____ is used to dynamically allocate memory.
c) A(n) _____ is a specialized version of a linked list in which nodes can be inserted and deleted only from the start of the list.
d) Functions that look at a linked list but do not modify it are referred to as _____.
e) A queue is referred to as a(n) _____ data structure.
f) The pointer to the next node in a linked list is referred to as a(n) _____.
g) Function _____ is used to reclaim dynamically allocated memory.

h) A(n) _____ is a specialized version of a linked list in which nodes can be inserted only at the start of the list and deleted only from the end of the list.
i) A(n) _____ is a nonlinear, two-dimensional data structure that contains nodes with two or more links.
j) A stack is referred to as a(n) _____ data structure because the last node inserted is the first node removed.
k) The nodes of a(n) _____ tree contain two link members.
l) The first node of a tree is the _____ node.
m) Each link in a tree node points to a(n) _____ or _____ of that node.
n) A tree node that has no children is called a(n) _____ node.
o) The three traversal algorithms (covered in this chapter) for a binary tree are _____, _____ and _____.

12.2 *(Discussion)* What are the differences between a linked list and a stack?

12.3 *(Discussion)* What are the differences between a stack and a queue?

12.4 Write a statement or set of statements to accomplish each of the following. Assume that all the manipulations occur in `main` (therefore, no addresses of pointer variables are needed), and assume the following definitions:

```
struct gradeNode {
   char lastName[20];
   double grade;
   struct gradeNode *nextPtr;
};

typedef struct gradeNode GradeNode;
typedef GradeNode *GradeNodePtr;
```

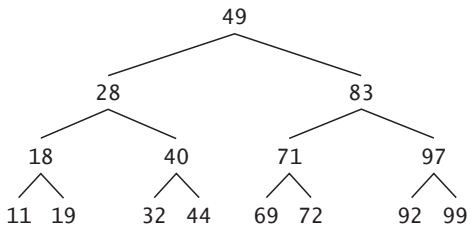
a) Create a pointer to the start of the list called `startPtr`. The list is empty.
b) Create a new node of type `GradeNode` that's pointed to by pointer `newPtr` of type `GradeNodePtr`. Assign the string `"Jones"` to member `lastName` and the value `91.5` to member `grade` (use `strcpy`). Provide any necessary declarations and statements.
c) Assume that the list pointed to by `startPtr` currently consists of two nodes—one containing `"Jones"` and one containing `"Smith"`. The nodes are in alphabetical order. Provide the statements necessary to insert nodes containing the following data for `lastName` and `grade`—be sure to insert the nodes in order:

```
"Adams"          85.0
"Thompson"       73.5
"Pritchard"      66.5
```

Use pointers `previousPtr`, `currentPtr` and `newPtr` to perform the insertions. State what `previousPtr` and `currentPtr` point to before each insertion. Assume `newPtr` always points to the new node and the new node has already been assigned the data.
d) Write a `while` loop that prints the data in each node of the list. Use pointer `currentPtr` to move along the list.

e) Write a `while` loop that deletes all the nodes in the list and frees the memory associated with each node. Use pointer `currentPtr` and pointer `tempPtr` to walk along the list and free memory, respectively.

12.5 *(Binary Search Tree Traversals)* Provide the inorder, preorder and postorder traversals of the following binary search tree.



Answers to Self-Review Exercises

12.1 a) referential. b) `malloc`. c) stack. d) predicates. e) FIFO. f) link. g) `free`. h) queue. i) tree. j) LIFO. k) binary. l) root. m) child, subtree. n) leaf. o) inorder, preorder, postorder.

12.2 It's possible to insert a node anywhere in a linked list and remove a node from anywhere in a linked list. However, nodes in a stack may be inserted only at the top of the stack and removed only from the top of a stack.

12.3 A queue has pointers to both its head and its tail so that nodes may be inserted at the tail and deleted from the head. A stack has a single pointer to the top of the stack where both insertion and deletion of nodes is performed.

12.4 See the answers below:

a)
```
GradeNodePtr startPtr = NULL;
```

b)
```
GradeNodePtr newPtr;
newPtr = malloc(sizeof(GradeNode));
strcpy(newPtr->lastName, "Jones");
newPtr->grade = 91.5;
newPtr->nextPtr = NULL;
```

c) To insert `"Adams"`:
`previousPtr` is `NULL`, `currentPtr` points to the first element in the list.
```
newPtr->nextPtr = currentPtr;
startPtr = newPtr;
```
To insert `"Thompson"`:
`previousPtr` points to the last element in the list (containing `"Smith"`)
`currentPtr` is `NULL`.
```
newPtr->nextPtr = currentPtr;
previousPtr->nextPtr = newPtr;
```
To insert `"Pritchard"`:
`previousPtr` points to the node containing `"Jones"`
`currentPtr` points to the node containing `"Smith"`

```
   newPtr->nextPtr = currentPtr;
   previousPtr->nextPtr = newPtr;
d) currentPtr = startPtr;
   while (currentPtr != NULL) {
      printf("Lastname = %s\nGrade = %6.2f\n",
              currentPtr->lastName, currentPtr->grade);
      currentPtr = currentPtr->nextPtr;
   }
e) currentPtr = startPtr;
   while (currentPtr != NULL) {
      tempPtr = currentPtr;
      currentPtr = currentPtr->nextPtr;
      free(tempPtr);
   }
   startPtr = NULL;
```

12.5 The *inorder* traversal is: `11 18 19 28 32 40 44 49 69 71 72 83 92 97 99`
The *preorder* traversal is: `49 28 18 11 19 40 32 44 83 71 69 72 97 92 99`
The *postorder* traversal is: `11 19 18 32 44 40 28 69 72 71 92 99 97 83 49`

Exercises

12.6 ***(Concatenating Lists)*** Write a program that concatenates two linked lists of characters. The program should include function `concatenate` that takes pointers to both lists as arguments and concatenates the second list to the first list.

12.7 ***(Merging Ordered Lists)*** Write a program that merges two ordered lists of integers into a single ordered list. Function `merge` should receive pointers to the first node of each of the lists to be merged and return a pointer to the first node of the merged list.

12.8 ***(Inserting into an Ordered List)*** Write a program that inserts 25 random integers from 0 to 100 in order in a linked list. The program should calculate the elements' sum and floating-point average.

12.9 ***(Creating a Linked List, Then Reversing Its Elements)*** Write a program that creates a linked list of 10 characters, then creates a copy of the list in reverse order.

12.10 ***(Reversing the Words of a Sentence)*** Write a program that inputs a line of text and uses a stack to print the line reversed.

12.11 ***(Palindrome Tester)*** Write a program that uses a stack to determine whether a string is a palindrome (i.e., the string is spelled identically backward and forward). The program should ignore spaces and punctuation.

12.12 ***(Supermarket Simulation)*** Write a program that simulates a check-out line at a supermarket. The line is a queue. Customers arrive in random integer intervals of 1 to 4 minutes. Also, each customer is serviced in random integer intervals of 1 to 4 minutes. Obviously, the rates need to be balanced. If the average arrival rate is larger

than the average service rate, the queue will grow infinitely. Even with balanced rates, randomness can still cause long lines. Run the supermarket simulation for a 12-hour day (720 minutes) using the following algorithm:

1. Choose a random integer between 1 and 4 to determine the minute at which the first customer arrives.
2. At the first customer's arrival time:
   Determine customer's service time (random int 1–4);
   Begin servicing the customer;
   Schedule arrival time of next customer (random `int` 1–4 added to current time).
3. For each minute of the day:
   If the next customer arrives,
   Say so;
   Enqueue the customer;
   Schedule the arrival time of the next customer.
   If service was completed for the last customer,
   Say so;
   Dequeue next customer to be serviced;
   Determine customer's service completion time
   (random integer from 1 to 4 added to the current time).

Now run your simulation for 720 minutes and answer each of the following:

a) What's the maximum number of customers in the queue at any time?
b) What's the longest wait any one customer experiences?
c) What happens if the arrival interval is changed from 1 to 4 minutes to 1 to 3 minutes?

12.13 ***(Allowing Duplicates in a Binary Tree)*** Modify the program of Fig. 12.4 to allow the binary tree to contain duplicate values.

12.14 ***(Binary Search Tree of Strings)*** Write a program based on the program of Fig. 12.4 that inputs a line of text, tokenizes the sentence into separate words, inserts the words in a binary search tree, and prints the inorder, preorder, and postorder traversals of the tree.

Read the line of text into an array. Use `strtok` to tokenize the text. When a token is found, create a new node for the tree, assign the pointer returned by `strtok` to member `string` of the new node, and insert the node in the tree.

12.15 ***(Duplicate Elimination)*** We've seen that duplicate elimination is straightforward when creating a binary search tree. Describe how you would perform duplicate elimination using only a one-dimensional array. Compare the performance of array-based duplicate elimination with the performance of binary-search-tree-based duplicate elimination.

12.16 *(Depth of a Binary Tree)* Write a function `depth` that receives a binary tree and determines how many levels it has.

12.17 *(Recursively Print a List Backward)* Write a function `printListBackward` that recursively outputs the items in a list in reverse order. Use your function in a test program that creates a sorted list of integers and prints the list in reverse order.

12.18 *(Recursively Search a List)* Write a function `searchList` that recursively searches a linked list for a specified value. The function should return a pointer to the value if it's found; otherwise, `NULL` should be returned. Use your function in a test program that creates a list of integers. The program should prompt the user for a value to locate in the list.

12.19 *(Binary Tree Search)* Write function `binaryTreeSearch` that attempts to locate a specified value in a binary search tree. The function should take as arguments a pointer to the root node of the binary tree and a search key to be located. If the node containing the search key is found, the function should return a pointer to that node; otherwise, the function should return a `NULL` pointer.

12.20 *(Level-Order Binary Tree Traversal)* The program of Fig. 12.4 illustrated three recursive methods of traversing a binary tree—inorder traversal, preorder traversal, and postorder traversal. This exercise presents the **level-order traversal** of a binary tree. This traversal processes the node values level-by-level from left-to-right starting at the root-node level. The level-order traversal is not a recursive algorithm. It uses the queue data structure to process the nodes in the correct order. The algorithm is as follows:

1. Insert the root node in the queue.
2. While there are nodes left in the queue,
   Get the next node in the queue.
   Print the node's value.
   If the pointer to the left child of the node is not `NULL`
      Insert the left child node in the queue.
   If the pointer to the right child of the node is not `NULL`
      Insert the right child node in the queue.

Write function `levelOrder` to perform a level order traversal of a binary tree. The function should take as an argument a pointer to the binary tree's root node. Modify the program of Fig. 12.4 to use this function. Compare the output from this function to the other traversals' outputs to see that it worked correctly. You'll need to modify and incorporate the queue-processing functions of Fig. 12.3 in this program.

12.21 *(Printing Trees)* Write a recursive function `outputTree` to display a binary tree. The function should output the tree row-by-row with the top of the tree at the left of the screen and the bottom of the tree toward the right of the screen. Each row is output vertically. For example, the binary tree in Exercise 12.5 is output as follows:

```
                99
          97
                92
     83
                72
          71
                69
49
                44
          40
                32
     28
                19
          18
                11
```

Note that the rightmost leaf node appears at the top of the output in the rightmost column, and the root node appears at the left of the output. Each column of output starts five spaces to the right of the previous column. Function `outputTree` should receive as arguments a pointer to the tree's root node and an integer `totalSpaces` representing the number of spaces preceding the value to output. This variable should start at zero so that the root node is output at the left of the screen. The function uses a modified inorder traversal to output the tree. The algorithm is as follows:

While the pointer to the current node is not `NULL`,
  Recursively call `outputTree` with the current node's right subtree and
    `totalSpaces + 5`.
  Use a `for` statement to count from `1` to `totalSpaces` and output spaces.
  Output the value in the current node.
  Recursively call `outputTree` with the current node's left subtree and
    `totalSpaces + 5`.

Special Section: Systems Software Case Study—Building Your Own Compiler

In Exercise 7.28, we introduced the made-up Simpletron Machine Language (SML). In Exercise 7.29, you used simulation to create the Simpletron computer—a *virtual machine*—to execute programs written in SML. In this challenge section, you'll build a compiler that converts programs written in **Simple**—a made-up, concise, high-level programming language—to SML. This section "ties" together key pieces of the programming process. You'll:

- **write** several Simple high-level language programs,
- **compile** the programs using the compiler you'll build, generating SML machine-language code into a file,

- **load** the SML machine-language code from that file into the Simpletron's memory, and
- **execute** the SML machine-language programs on the Simpletron virtual machine you built in Exercise 7.29.

This section consists of six exercises. The first two cover some key computer-science technology you'll need to implement your compiler. The third introduces the Simple high-level language with some completely coded examples and asks you to write several of your own Simple programs. The fourth guides you through building your compiler. The fifth introduces the crucial topic of compiler optimization—you'll modify your compiler to reduce the number of SML instructions it generates, which will make your SML programs more memory efficient and enable them to execute faster. The final exercise gives you an opportunity to modify your compiler to add more useful features.

12.22 ***(Infix-to-Postfix Converter)*** Compilers use stacks to help evaluate expressions and generate machine-language code. In this and the next exercise, we investigate how compilers evaluate arithmetic expressions consisting only of single-digit integer constants, operators and parentheses. You can easily modify the algorithms we present to work with multiple-digit integers and floating-point numbers as well.

People generally write expressions like `3 + 4` and `7 / 9` with the operator *between* its operands. This is called **infix notation**. Computers "prefer" **postfix notation**, in which the operator is written *to the right* of its two operands. The preceding infix expressions would appear in postfix notation as `3 4 +` and `7 9 /`.

To evaluate an infix expression, some compilers

- first convert the expression to postfix notation, then
- evaluate the postfix version.

Each of these **stack-oriented algorithms** requires one left-to-right pass of the expression. In this exercise, you'll implement the **infix-to-postfix conversion algorithm**. In the next, you'll implement the **postfix-expression evaluation algorithm**.

Write a program that converts a valid infix arithmetic expression with single-digit integers such as

```
(6 + 2) * 5 - 8 / 4
```

to a postfix expression. The postfix version of the preceding infix expression is

```
6 2 + 5 * 8 4 / -
```

Note that postfix expressions contain no parentheses. The program should read the expression into character array `infix` and use the stack functions implemented in this chapter to help create the postfix expression in character array `postfix`. The algorithm for creating a postfix expression is as follows:

1. Push a left parenthesis `'('` onto the stack.
2. Append a right parenthesis `')'` to the end of `infix`.
3. While the stack is not empty, read `infix` from left to right and do the following:
   If `infix`'s current character is a digit, copy it to the next element of `postfix`.
   If `infix`'s current character is a left parenthesis, push it onto the stack.
   If `infix`'s current character is an operator,
   Pop operators (if there are any) at the top of the stack while they have equal or higher precedence than the current operator, and insert the popped operators in `postfix`.
   Push the current character in `infix` onto the stack.
   If `infix`'s current character is a right parenthesis,
   Pop operators from the top of the stack and insert them in `postfix` until a left parenthesis is at the top of the stack.
   Pop (and discard) the left parenthesis from the stack.

The following arithmetic operations are allowed in an expression:

`+`	addition
`-`	subtraction
`*`	multiplication
`/`	division

The stack should be maintained with the following declarations:

```
struct stackNode {
   char data;
   struct stackNode *nextPtr;
};

typedef struct stackNode StackNode;
typedef StackNode *StackNodePtr;
```

The program should consist of `main` and eight other functions with the following function prototypes:

Function prototype	Description
`void convertToPostfix(char infix[], char postfix[]);`	Convert the infix expression to postfix notation.
`bool isOperator(char c);`	Return `true` if `c` is an operator; otherwise, return `false`. Recall that `bool`, `true` and `false` are defined in `stdbool.h`.
`int precedence(char operator1, char operator2);`	Return `-1`, `0` or `1` to indicate whether the precedence of `operator1` is less than, equal to, or greater than the precedence of `operator2`, respectively.
`void push(StackNodePtr *topPtr, char value);`	Push a value onto the stack.

Function prototype	Description
`char pop(StackNodePtr *topPtr);`	Pop a value off the stack and return that value.
`char stackTop(StackNodePtr topPtr);`	Return the stack's top value without popping the stack.
`bool isEmpty(StackNodePtr topPtr);`	Return `true` if the stack is empty (that is, `topPtr` is `NULL`); otherwise, return `false`.
`void printStack(StackNodePtr topPtr);`	Print the stack—this function traverses the linked list that implements the stack, but does not modify it.

12.23 ***(Postfix-Expression Evaluator)*** Write a program that evaluates a valid postfix expression such as

```
6 2 + 5 * 8 4 / -
```

The program should read a postfix expression consisting of single digits and operators into a character array. Postfix expressions do not contain parentheses—they're eliminated during the infix-to-postfix conversion. The program should scan the postfix expression and evaluate it using the following algorithm and the stack functions implemented earlier in this chapter:

1. Append the null character (`'\0'`) to the end of the postfix expression. When the algorithm encounters this null character, the evaluation of the postfix expression is complete.
2. While the null character (`'\0'`) has not been encountered, read the expression from left to right:
   If the current character is a digit,
      Push its integer value onto the stack. The integer value of a digit character is its value in the computer's character set minus the value of the zero character (`'0'`) in the computer's character set.
   Otherwise, if the current character is an operator,
      Pop the stack's two top elements into variables `x` and `y`.
      Calculate `y` operator `x`.
      Push the calculation's result onto the stack.
3. When the null character (`'\0'`) is encountered in the expression, pop the stack's top value. This is the postfix expression's result.

This algorithm supports only binary arithmetic operators. So in *Step 2*, if the operator is `'/'`, the top of the stack is `2`, and the next element in the stack is `8`, you'd pop `2` into `x`, pop `8` into `y`, evaluate `8 / 2`, and push the result, `4`, back onto the stack. This applies to each binary arithmetic operator.

The arithmetic operations allowed in an expression are:

+	addition
-	subtraction
*	multiplication
/	division

The stack should be maintained with the following declarations:

```
struct stackNode {
   int data;
   struct stackNode *nextPtr;
};

typedef struct stackNode StackNode;
typedef StackNode *StackNodePtr;
```

The program should consist of `main` and six other functions with the following function prototypes:

Function prototype	Description
`int evaluatePostfixExpression(char *expr);`	Evaluate the postfix expression and return its result.
`int calculate(int op1, int op2, char operator);`	Evaluate the expression `op1 operator op2` and return its result.
`void push(StackNodePtr *topPtr, int value);`	Push a value onto the stack.
`int pop(StackNodePtr *topPtr);`	Pop a value off the stack and return that value.
`bool isEmpty(StackNodePtr topPtr);`	Return `true` if the stack is empty (that is, `topPtr` is `NULL`); otherwise, return `false`.
`void printStack(StackNodePtr topPtr);`	Print the stack—this function traverses the linked list that implements the stack, but does not modify it.

12.24 ***(The Simple Programming Language—Writing Simple Programs)*** Before building the compiler, let's discuss a simple yet powerful, high-level language similar to early versions of the BASIC programming language. We call the language *Simple*. Every Simple statement consists of a line number and a Simple instruction. Line numbers must appear in ascending order. Each instruction begins with one of the following Simple commands: **`rem`**, **`input`**, **`let`**, **`print`**, **`goto`**, **`if...goto`** or **`end`**, which we describe in the following table. Simple evaluates only integer expressions using the +, -, * and / operators. These operators have the same precedence as in C. Parentheses can change an expression's order of evaluation. Exercise 12.27 suggests enhance-

ments to the Simple compiler. Several of the suggested enhancements, such as adding floating-point capability, require modifications to the Simpletron virtual machine as well.

Command	Example statement	Description
`rem`	`50 rem this is a remark`	Text following the command `rem` is for documentation purposes only and is ignored—no SML code is generated.
`input`	`30 input x`	Display a question mark to prompt the user to enter a single integer. Read that integer from the keyboard and store the integer in `x`.
`let`	`80 let u = 4 * (j - 7)`	Assign to `u` the value of `4 * (j - 7)`. An arbitrarily complex **infix expression** can appear to the right of the equal sign.
`print`	`10 print w`	Display the value of single integer variable `w`.
`goto`	`70 goto 45`	Transfer program control to line `45`.
`if...goto`	`35 if i == z goto 80`	Compare `i` and `z` for equality and transfer control to line `80` if the condition is true; otherwise, continue execution with the next statement.
`end`	`99 end`	Terminate program execution.

Additional Simple Language Rules

Simple also has the following language rules:

- The Simple compiler **recognizes only lowercase letters**—all characters in a Simple program should be lowercase.
- A **variable name is a single letter**. Multi-character variable names are not allowed, so Simple programs should document their variables in `rem` statements.
- Simple uses **only `int` variables**.
- Simple **does not have variable declarations**—merely mentioning a variable name in a program declares the variable and initializes it to zero.
- Simple's syntax **does not allow string manipulation** (reading a string, writing a string, comparing strings, etc.).
- Simple uses the **conditional branch `if...goto` statement** and the **unconditional branch `goto` statement** to alter a program's flow of control. If the condition in the `if...goto` statement is true, control transfers to the specified line number. The following relational and equality operators `<`, `>`, `<=`, `>=`, `==` or `!=` are valid in an `if...goto` statement. Their precedence is the same as in C.

Our compiler assumes that Simple programs are entered correctly. Exercise 12.27 asks you to modify the compiler to perform **syntax-error checking**.

Simple Program Examples

Let's consider several Simple programs that demonstrate the language's features. The first (Fig. 12.5) reads two integers from the keyboard, stores the values in variables a and b, and computes and prints their sum (stored in variable c).

```
10 rem   input two integers, then determine and print their sum
15 rem
20 rem   input the two integers
30 input a
40 input b
45 rem
50 rem   add integers and store result in c
60 let c = a + b
65 rem
70 rem   print the result
80 print c
90 rem   terminate program execution
99 end
```

Fig. 12.5 | Input two integers, then determine and print their sum.

The next program (Fig. 12.6) determines and prints the larger of two integers. The integers are input from the keyboard and stored in the variables s and t. The `if...goto` statement tests the condition `s >= t`. If the condition is true, control transfers to line 90, which displays s. Otherwise, the program displays t, then transfers control to the `end` statement in line 99, where the program terminates.

```
10 rem   input two integers, then determine and print the larger one
20 input s
30 input t
32 rem
35 rem   test if s is greater than or equal to t
40 if s >= t goto 90
45 rem
50 rem   t is greater than s, so print t
60 print t
70 goto 99
75 rem
80 rem   s is greater than or equal to t, so print s
90 print s
99 end
```

Fig. 12.6 | Input two integers, then determine and print the larger one.

Simple does not have repetition statements like C's `for`, `while` or `do...while`. However, you can simulate each of these using the `if...goto` and `goto` statements. Figure 12.7 uses a sentinel-controlled loop to calculate the squares of several integers. Each integer is input from the keyboard and stored in variable j. If the value entered is the sentinel `-9999`, control transfers to line 99, where the program termi-

nates. Otherwise, `k` is assigned the square of `j`, `k` is output to the screen and control is passed to line `20`, where the next integer is input.

```
10 rem   calculate squares of integers until user enters -9999 sentinel to end
20 input j
23 rem
25 rem   test for sentinel value
30 if j == -9999 goto 99
33 rem
35 rem   calculate square of j and assign result to k
40 let k = j * j
50 print k
53 rem
55 rem   loop to get next j
60 goto 20
99 end
```

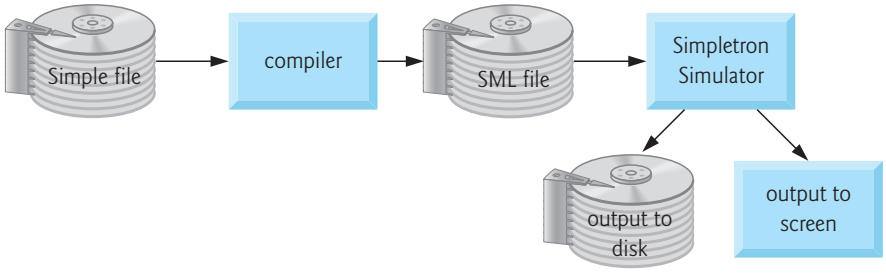
Fig. 12.7 | Calculate squares of integers until user enters `-9999` to end.

Write Your Own Simple Programs

Using the sample programs of Figs. 12.5–12.7 as your guide, write Simple programs to accomplish each of the following:

a) Input three integers, determine their average and print the result.
b) Use a sentinel-controlled loop to input 10 integers and compute and print their sum.
c) Use a counter-controlled loop to input seven integers, some positive and some negative, and compute and print their average.
d) Input a series of integers and determine and print the largest. The first integer input indicates how many numbers should be processed.
e) Input 10 integers and print the smallest.
f) Calculate and print the sum of the even integers from 2 to 30.
g) Calculate and print the product of the odd integers from 1 to 9.

12.25 ***(Building a Compiler; Prerequisite: Complete Exercises 7.28, 7.29, 12.22, 12.23 and 12.24)*** Now that we've presented the Simple language (Exercise 12.24), let's discuss how to build a Simple compiler. The following diagram summarizes the process for compiling a Simple program into SML, then executing it in the Simpletron simulator:



The compiler reads a file containing a Simple program, **compiles** it into **SML code**, then writes the SML one instruction per line to a text file. Next, the Simpletron simulator **loads** the SML file into the Simpletron's 100-element memory array, executes the program and outputs the results to the screen and to a file. We also send all screen outputs to a file to make it easy to print a hard copy.

The Simpletron simulator you developed in Exercise 7.29 takes its input from the keyboard, not a file. You must modify the Simpletron to read from a file so it can run the programs your Simple compiler produces.

The compiler performs **two passes** of a Simple program to convert it to SML:

- The **first pass** constructs a **symbol table** (discussed in detail below). The compiler stores in the symbol table every **line number**, **variable name** and **constant** of the Simple program. Each is stored with its **type** and its **location** in the final SML code. The **first pass** also produces the corresponding **SML instruction(s)** for each Simple statement. As you'll see, if the Simple program contains statements that transfer control to lines later in the program, the **first pass** results in an SML program containing some **incomplete instructions**.
- The **second pass** locates and **completes the unfinished instructions** and outputs the SML program to a file. The compiler's **first pass** code is much larger than its **second pass** code.

First Pass

The compiler begins by reading into memory the Simple program's first statement. The compiler separates the line into its individual **tokens** (i.e., "pieces" of a statement) for processing and compilation. You can use **function `strtok`** to do this. Recall that every statement begins with a **line number** followed by a **command**. As the compiler breaks the rest of the statement into tokens, if a token is a **line number**, a **variable**, or a **constant**, it's placed in the **symbol table**. A **line number** is placed in the **symbol table** only if it's the **first token** in a statement—you'll soon see what the compiler does with line numbers that are targets of conditional or unconditional branches.

The **`symbolTable`** is an **array** of **`tableEntry` structures** representing each **symbol** in the program. There's no restriction on the number of symbols that can appear in the program. So, the `symbolTable` could be large. Make the `symbolTable` a 200-element array for now. You can adjust its size once you have a working compiler.

The `tableEntry` structure is declared as follows:

```
struct tableEntry {
   int symbol;
   char type; // 'C' (constant), 'L' (line number), 'V' (variable)
   int location; // 00 to 99
};
```

Each `tableEntry` contains three members:

- **`symbol`** is an integer containing a variable's ASCII representation (again, **variable names** are **single characters**), a **line number**, or an integer **constant**.

- **type** is a character indicating the symbol's type—**'C' for a constant**, **'L' for a line number**, or **'V' for a variable**.
- **location** contains the Simpletron **memory location** (**00** to **99**) associated with the symbol. Simpletron memory is an array of 100 integers in which **SML instructions** and **data** are stored. For a **line number**, the **location** is the Simpletron **memory array** element at which the Simple statement's SML instructions begin. For a **variable** or **constant**, the **location** is the Simpletron memory array element that stores the **variable** or **constant**. **Variables** and **constants** are allocated from location 99 of the Simpletron's memory downward. The first variable or constant is stored in location 99, the next in location 98, and so on.

The **symbol table** plays an integral part in converting Simple programs to SML. We learned in Exercise 7.28 that an **SML instruction** is a signed **four-digit integer** that comprises two parts—the **operation code** and the **operand**. The operation code is determined by the Simple command. For example, the **Simple command input** corresponds to **SML operation code 10** (*read*), and the **Simple command print** corresponds to **SML operation code 11** (*write*). The **operand** is a **memory location** containing the **data** on which the **operation code** performs its task. For instance, the **operation code 10 reads a value from the keyboard** and **stores it in the memory location** specified by the **operand**. The compiler searches `symbolTable` to determine the **Simpletron memory location** for each **symbol** so the corresponding **location** can be used to **complete the SML instructions**.

Each Simple statement's compilation process is based on the particular command. For example, after the **line number** in a **rem statement** is inserted in the symbol table, the compiler ignores the statement's remainder—a `rem` statement is for documentation purposes only—no SML code is generated. The **input**, **print**, **goto** and **end** statements correspond to the SML *read*, *write*, *branch* (to a specific **location**) and *halt* **instructions**. The compiler converts statements containing these Simple commands directly to SML. A **goto statement** may initially contain an **unresolved reference** if the specified **line number** refers to a statement later in the Simple program file. This is called a **forward reference**.

When a **goto statement** is compiled with an **unresolved reference**, the SML instruction must be **flagged** to indicate that the **compiler's second pass** must complete the instruction. The flags are stored in 100-element array `int flags`, in which each element is initialized to `-1`. If the **memory location** to which a **line number** refers is **not yet known** (that is, it's not in the **symbol table**), its **line number** is stored in array `flags` in the element with the same subscript as the **incomplete instruction**. The **incomplete instruction**'s **operand** is set temporarily to `00`. For example, an **unconditional branch instruction** (making a **forward reference**) is left as `+4000` until the **compiler's second pass**, which we'll describe shortly.

Compiling an **if...goto** or **let statement** is more complicated than other statements—each produces more than one SML instruction. For an **if...goto statement**, the compiler produces code to test the condition and possibly branch to another line. The result of the branch could be an **unresolved forward reference**. Each Simple **rela-**

tional and equality operator can be simulated using SML's ***branch zero*** and ***branch negative*** instructions (or possibly a combination of both).

For a **`let` statement**, the compiler produces code to evaluate an **arbitrarily complex infix arithmetic expression** consisting of operators, single-letter integer variable names, integer constants and possibly parentheses. Expressions should separate each operand and operator with a space. Exercises 12.22–12.23 presented the **infix-to-postfix conversion algorithm** and the **postfix-evaluation algorithm** compilers use to evaluate expressions. Before building your compiler, you should complete those exercises. The compiler converts each expression from **infix notation** to **postfix notation**, then evaluates the **postfix expression**. As you'll see, the compiler actually generates machine-language instructions in the process of performing the postfix expression evaluation.

How is it that the compiler produces the **machine language** to evaluate an expression containing **variables**? The **postfix-evaluation algorithm** contains a "hook" that allows our compiler to **generate SML instructions rather than actually evaluating the expression**. To enable this "hook" in the compiler, the postfix-evaluation algorithm must be modified to:

- search the **symbol table** for each **symbol** it encounters (and possibly insert it),
- determine the symbol's corresponding **memory location**, and
- ***push the memory location instead of the symbol onto the stack***.

When an operator is encountered in the **postfix expression**, the stack's top two memory locations are popped, and SML for effecting the operation is produced using the **memory locations** as **operands**. Each subexpression's result is stored in a **temporary memory location** and **pushed back onto the stack**, so the postfix expression's evaluation can continue. When **postfix evaluation is complete**, the **result's memory location** is the **only location left on the stack**. This is popped, and SML instructions are generated to assign the result to the variable at the left of the `let` statement.

Second Pass

The compiler's second pass performs two tasks:

- **resolve any unresolved references**, and
- **output the SML code to a file**.

Resolution of each reference occurs as follows:

1. Search the `flags` array for an **unresolved reference** (i.e., an element with a value other than `-1`).
2. Locate the structure in array `symbolTable` containing the symbol stored in the `flags` array (be sure that the type of the symbol is **`'L'` for line number**).
3. Insert the memory location from structure member `location` into the instruction with the **unresolved reference** (remember that an instruction containing **an unresolved reference has operand `00`**).
4. Repeat *Steps 1–3* until the end of the `flags` array is reached.

After the resolution process is complete, the compiler outputs the SML code to a file with one SML instruction per line. The Simpletron can read this file and execute its instructions (after the **simulator is modified** to **read its input from a file**, of course).

A Complete Example

The following example illustrates a complete conversion of a Simple program to SML. Consider a Simple program that inputs an integer, sums the values from 1 to that integer and prints that sum. So, if the user enters 4, the program would calculate 1 + 2 + 3 + 4, which is 10 and print that value. Figure 12.8 shows the program and the SML instructions produced by the compiler's first pass. Figure 12.9 shows the symbol table constructed by the compiler's first pass. Figure 12.10 shows how the compiler allocates Simpletron memory downward from cell 99. In a moment, we'll do a step-by-step walkthrough showing precisely how the compiler creates these tables.

Simple program	SML location and instruction	Description
`5 rem  sum 1 to x`	*none*	`rem` ignored
`10 input x`	00 +1099	read `x` into location 99
`15 rem  check y == x`	*none*	`rem` ignored
`20 if y == x goto 60`	01 +2098	load `y` (location 98) into accumulator
	02 +3199	sub `x` (location 99) from accumulator
	03 +42**00**	branch zero to **unresolved location**
`25 rem  increment y`	*none*	`rem` ignored
`30 let y = y + 1`	04 +2098	load `y` (location 98) into accumulator
	05 +3097	add `1` (location 97) to accumulator
	06 +2196	**store in temporary location 96**
	07 +2096	**load from temporary location 96**
	08 +2198	store accumulator in `y` (location 98)
`35 rem  add y to total t`	*none*	`rem` ignored
`40 let t = t + y`	09 +2095	load `t` (location 95) into accumulator
	10 +3098	add `y` (location 98) to accumulator
	11 +2194	**store in temporary location 94**
	12 +2094	**load from temporary location 94**
	13 +2195	store accumulator in `t` (location 95)
`45 rem  loop to y == x test`	*none*	`rem` ignored
`50 goto 20`	14 +4001	branch to location 01
`55 rem  output result`	*none*	`rem` ignored
`60 print t`	15 +1195	output `t` (location 95) to screen
`99 end`	16 +4300	terminate execution

Fig. 12.8 | SML instructions produced after the compiler's first pass.

Symbol	Type	Location
5	L	00
10	L	00
'x'	V	99
15	L	01
20	L	01
'y'	V	98
25	L	04
30	L	04
1	C	97
Temporary 96 allocated		
35	L	09
40	L	09
't'	V	95
Temporary 94 allocated		
45	L	14
50	L	14
55	L	15
60	L	15
99	L	16

Fig. 12.9 | Symbol table for program of Fig. 12.8.

Data counter	Value	Type
...		
93		**Next Simpletron memory cell to allocate**
94	*none*	*Temporary variable*
95	't'	Variable
96	*none*	*Temporary variable*
97	1	Constant
98	'y'	Variable
99	'x'	Variable

Fig. 12.10 | Compiler allocates Simpletron memory downward from the last cell of memory (99).

Most Simple statements convert directly to single SML instructions. The exceptions in this program are `rem` statements, the `if...goto` statement in line `20` and the `let` statements in lines 30 and 40. Remarks do not translate into machine language. However, the line number for a remark is placed in the symbol table in case the line number is referenced in a `goto` or an `if...goto` statement.

Line `20` of the program specifies that if the condition `y == x` is true, program control should transfer to line `60`. Because line `60` appears *later* in the program, the compiler's **first pass** has not yet placed `60` in the symbol table (line numbers are placed in

the symbol table only when they appear as the first token in a statement the compiler has processed). Therefore, it's not possible at this time to determine the operand of the SML branch-zero instruction at location `03` in the array of SML instructions. The compiler places `60` in location `03` of the **`flags` array** to indicate that the second pass will complete this instruction.

We must keep track of the next instruction location in the SML array because **there is not a one-to-one correspondence between Simple statements and SML instructions**. For example, the `if...goto` statement of line `20` compiles into *three* SML instructions. Each time an instruction is produced, we must increment the instruction counter to the next SML array location. The Simpletron's limited memory size could present a problem for Simple programs with many statements, variables and constants. It's conceivable that the compiler could run out of Simpletron memory. To test for this case, your program should contain a **data counter** to keep track of the location at which the next variable or constant will be stored in the SML array. If the value of the instruction counter is larger than the data counter's value, the SML array is full. In this case, the compilation process should terminate, and the compiler should display an "**out-of-memory**" **error message**.

Step-by-Step Explanation of the Compilation Process's First Pass

Let's walk through the compilation process for the Simple program in Fig. 12.8. The compiler reads the first line of the program:

```
5 rem sum 1 to x
```

The first token in the statement (the line number) is determined using `strtok` (Chapter 8 discussed C's string-manipulation functions). The token returned by `strtok` is converted to an integer using `atoi`, so the symbol `5` can be placed in the symbol table. If the symbol is not found, it's inserted in the symbol table. Since we're at the beginning of the program and this is the first line, no symbols are in the table yet. So, `5` is inserted into the symbol table as type `L` (line number) and assigned the first location in the SML memory array (`00`). Although this line is a remark, a space in the symbol table is allocated for the line number (in case it's referenced by a `goto` or an `if...goto`). **If a program branches to a `rem` statement's line number, control resumes with the first executable statement after the `rem`.** No SML instruction is generated for a `rem` statement, so the instruction counter is not incremented.

Next, the compiler tokenizes the statement

```
10 input x
```

The line number `10` is placed in the symbol table as type `L` and assigned the first location in the SML array (`00`)—a remark began the program, so the instruction counter is still `00`. The command `input` indicates that the next token is a variable (only a variable can appear as an argument in an `input` statement). Because `input` corresponds directly to an SML operation code, the compiler simply has to determine the location of `x` in the SML array. Symbol `x` is not found in the symbol table. So, it's inserted into the symbol table as the **ASCII representation of `x`**, given type `V`

(for variable), and assigned location 99 in the SML array. Data storage begins at 99 and is allocated downward—98, 97, and so on. SML code can now be generated for this statement. Operation code 10 (the SML *read* operation code) is multiplied by 100, and x's location (as determined in the symbol table) is added to it, which completes the instruction +1099. This is then stored in the SML array at location 00. The instruction counter is incremented by 1 because a single SML instruction was produced.

Next, the compiler tokenizes the statement

```
15 rem   check y == x
```

The symbol table is searched for line number 15, which is not found. The line number is inserted as type L and assigned the SML array's next location (01). Again, rem statements do not produce code, so the instruction counter is not incremented.

Next, the compiler tokenizes the statement

```
20 if y == x goto 60
```

Line number 20 is inserted in the symbol table and given type L with the next location in the SML array, 01. The command if indicates that a condition is to be evaluated. The variable y is not found in the symbol table, so it's inserted and given the type V and the SML location 98. Next, SML instructions are generated to evaluate the condition. There is no direct equivalent in SML for the if...goto, so it must be simulated by performing a calculation using x and y and branching based on the result. If y equals x, the result of subtracting x from y is zero. So, the SML ***branch-zero* instruction** can be used with the calculation result to simulate the if...goto statement.

The first step requires that y be loaded (from SML location 98) into the accumulator. This produces the instruction 01 +2098. Next, x is subtracted from the accumulator. This produces the instruction 02 +3199. The value in the accumulator may be zero, positive or negative. Since the **operator is** ==, we want to ***branch zero***. First, the symbol table is searched for the branch location (60), which is not found. So, 60 is placed in the flags array at location 03, and the instruction 03 +4200 is generated. We cannot add the branch location because we have not yet assigned a location to line 60 in the SML array—this location will be resolved later. The instruction counter is incremented to 04.

The compiler proceeds to the statement

```
25 rem   increment y
```

The line number 25 is inserted in the symbol table as type L and assigned SML location 04. The instruction counter is not incremented.

When the statement

```
30 let y = y + 1
```

is tokenized, the line number 30 is inserted in the symbol table as type L and assigned SML location 04. Command let indicates that the line is an assignment statement. First, all the symbols on the line are inserted in the symbol table (if they are not already there). The constant integer 1 is inserted as type C and assigned SML

location 97. Next, the right side of the assignment is **converted from infix to postfix notation**. Then the postfix expression (y 1 +) is evaluated. Symbol y is located in the symbol table, and its corresponding memory location, 98, is pushed onto the stack. Symbol 1 is also located in the symbol table, and its corresponding memory location, 97, is *pushed onto the stack*. When the operator + is encountered, the postfix evaluator *pops the stack* into the right operand of the operator and *pops the stack* again into the left operand of the operator, then produces the SML instructions

```
04 +2098    (load y)
05 +3097    (add 1)
```

The result of the expression is stored in a **temporary location in memory** (96) with instruction

```
06 +2196    (store temporary)
```

and the temporary location is *pushed onto the stack*. Now that the expression has been evaluated, the result must be stored in the `let` statement's variable y. So, the temporary location is loaded into the accumulator, and the accumulator is stored in y with the instructions

```
07 +2096    (load temporary)
08 +2198    (store y)
```

Notice that some of these SML instructions—storing the accumulator into temporary location 96, then immediately reloading the accumulator from location 96—appear to be **redundant**. Eliminating such redundancy is an example of **compiler optimization**, which we'll say more about shortly.

When the compiler tokenizes the statement

```
35 rem   add y to total
```

it inserts line number 35 in the symbol table as type L and assigns it location 09.

The following statement is similar to line 30:

```
40 let t = t + y
```

The variable t is inserted in the symbol table as type V and assigned SML location 95. The instructions follow the same logic and format as line 30, and the instructions 09 +2095, 10 +3098, 11 +2194, 12 +2094, and 13 +2195 are generated. The result of t + y is assigned to temporary location 94 before being assigned to t (95). The instructions in memory locations 11 and 12 also appear to be **redundant**. Again, we'll discuss this optimization issue shortly.

The statement

```
45 rem   loop to y == x test
```

is a remark, so line 45 is inserted in the symbol table as type L and assigned SML location 14.

The statement

```
50 goto 20
```

transfers control to line 20. Line number 50 is inserted in the symbol table as type L and assigned SML location 14. The **equivalent of goto in SML** is the ***unconditional branch*** **(40) instruction** that transfers control to a specific SML location. The compiler searches the symbol table for line 20 and finds that it corresponds to SML location 01. The operation code (40) is multiplied by 100, and location 01 is added to produce the instruction +4001 at location 14.

The statement

```
55 rem   output result
```

is a remark, so line 55 is inserted in the symbol table as type L and assigned SML location 15.

The statement

```
60 print t
```

is an output statement. Line number 60 is inserted in the symbol table as type L and assigned SML location 15. The **equivalent of `print` in SML** is **operation code 11** (***write***). Variable t's location is determined from the symbol table, then added to the result of multiplying the operation code by 100. This forms the instruction +1195 at location 15.

The statement

```
99 end
```

is the final line of the program. Line number 99 is stored in the symbol table as type L and assigned SML location 16. The `end` command produces the SML instruction +4300 (43 is *halt* in SML). This is written as the final instruction in the SML memory array. The *halt* instruction has no operand. Can you think of a useful reason to allow an operand for the *halt* instruction?

The Compilation Process's Second Pass

On the compiler's *second pass*, we begin by searching the **`flags` array** for values other than -1. Location 03 contains 60, so the compiler knows that instruction 03 is incomplete. The compiler completes the instruction by searching the symbol table for 60, determining its location and adding the location to the incomplete instruction. In this case, the search determines that line 60 corresponds to SML location 15, so the completed instruction +4215 at location 03 is produced, replacing +4200. The Simple program has now been compiled successfully.

Building Your Compiler

To build the compiler, you'll have to perform each of the following tasks:

a) Modify the Simpletron simulator program you wrote in Exercise 7.29 to take its input from a file specified by the user (see Chapter 11). The simulator should also output its results to a file in the same format as the screen output.

b) Modify the infix-to-postfix evaluation algorithm of Exercise 12.22 to process **multi-digit integer operands** and **single-letter variable-name operands**. Standard library function `strtok` can be used to locate each constant and variable in an expression. Constants can be converted from strings to integers using standard-library function `atoi`. The postfix expression's data representation must be altered to support variable names and integer constants.

c) Modify the postfix evaluation algorithm to process **multi-digit-integer operands** and **single-letter variable-name operands**. The algorithm also should now implement the previously discussed "hook" so that it produces SML instructions rather than directly evaluating the expression. Standard-library function `strtok` can be used to locate each constant and variable in an expression, and constants can be converted from strings to integers using standard-library function `atoi`. The data representation of the postfix expression must be altered to support variable names and integer constants.

d) Build the compiler—incorporate *Part b* and *Part c* for evaluating expressions in `let` statements. Your program should contain a function that performs the compiler's ***first pass*** and one that performs its ***second pass***.

12.26 ***(Optimizing the Simple Compiler)*** When a program is compiled and converted into SML, a set of instructions is generated. Certain combinations of instructions often repeat themselves, usually in triplets called **productions**. A production normally consists of three instructions such as ***load***, ***add*** and ***store***. For example, Fig. 12.11 shows five of the SML instructions produced while compiling the program in Fig. 12.8. The first three instructions are the production that adds 1 to `y`. Instructions `06` and `07` **store the accumulator value in temporary location `96`**, then **load the value from that location right back into the accumulator** so instruction `08` can store the value in location `98`. Often a production is followed by a load instruction for the same location that was just stored. This code can be *optimized* by eliminating the *store* instruction and the subsequent *load* instruction that operate on the same memory location. This optimization would decrease the SML program's "memory footprint" by 25% and improve its execution speed. Figure 12.12 shows the **optimized SML** for the program of Fig. 12.8. There are ***four fewer instructions in the optimized code***. Modify your compiler to perform the optimization you learned in this exercise.

```
04 +2098     (load)
05 +3097     (add)
06 +2196     (store)
07 +2096     (load)
08 +2198     (store)
```

Fig. 12.11 | Unoptimized code from the program of Fig. 12.8.

Simple program	SML location and instruction	Description
`5 rem sum 1 to x`	*none*	`rem` ignored
`10 input x`	`00 +1099`	read `x` into location `99`
`15 rem check y == x`	*none*	`rem` ignored
`20 if y == x goto 60`	`01 +2098`	load `y` (`98`) into accumulator
	`02 +3199`	sub `x` (`99`) from accumulator
	`03 +4211`	branch to location `11` if zero
`25 rem increment y`	*none*	`rem` ignored
`30 let y = y + 1`	`04 +2098`	load `y` into accumulator
	`05 +3097`	add `1` (`97`) to accumulator
	`06 +2198`	store accumulator in `y` (`98`)
`35 rem add y to total`	*none*	rem ignored
`40 let t = t + y`	`07 +2096`	load `t` from location (`96`)
	`08 +3098`	add `y` (`98`) to accumulator
	`09 +2196`	store accumulator in `t` (`96`)
`45 rem loop to y == x test`	*none*	`rem` ignored
`50 goto 20`	`10 +4001`	branch to location `01`
`55 rem output result`	*none*	`rem` ignored
`60 print t`	`11 +1196`	output `t` (`96`) to screen
`99 end`	`12 +4300`	terminate execution

Fig. 12.12 | Optimized code for the program of Fig. 12.8.

12.27 ***(Enhancing the Simple Compiler)*** Perform the following modifications to the Simple compiler. Some of these may also require modifications to the Simpletron Simulator program you wrote in Exercise 7.29. Many of these are quite challenging and could require substantial effort.

a) Modify the Simpletron's memory to have **1000 cells** (**000–999**). Modify the compiler to generate machine language appropriate for the 1000-element Simpletron memory.

b) **Allow the compiler to process floating-point values** in addition to integers. The Simpletron Simulator must also be modified to process floating-point values.

c) **Add support for unary minus** to specify negative integer values.

d) Allow the **modulus operator** (**%**) to be used in `let` statements. Modify the Simpletron Machine Language to include a modulus instruction.

e) Allow **exponentiation** in a `let` statement **using ^ as the exponentiation operator**. Modify the Simpletron Machine Language to include an exponentiation instruction.

f) **Allow the compiler to recognize uppercase and lowercase letters** in Simple statements. So, `x` and `X` would be treated as different variables. No modifications to the Simpletron Simulator are required.

g) **Allow `input` statements to read values for multiple variables**, such as **`input x, y`**. No modifications to the Simpletron Simulator are required.

h) **Allow the compiler to output multiple values in a single `print` statement**, such as **`print a, b, c`**. This would output the variables' values, each separated from the next by one space. No modifications to the Simpletron Simulator are required.

i) Allow the `print` statement's operand to be an **infix expression**.

j) **Add syntax-checking** capabilities to the compiler so **error messages** are output when syntax errors are encountered in a Simple program. No modifications to the Simpletron Simulator are required.

k) **Allow integer arrays**. No modifications to the Simpletron Simulator are required.

l) **Allow subroutines specified by the Simple commands `gosub` and `return`**. Command `gosub` passes program control to a subroutine, and command `return` passes control back to the statement after the `gosub`. This is **similar to a function call in C**. The same subroutine can be called from many `gosub`s distributed throughout a program. No modifications to the Simpletron Simulator are required.

m) **Allow repetition structures of the form**

```
for x = 2 to 10
   rem Simple statements
next
```

This `for` statement **loops from `2` to `10`** with a **default increment of `1`**. No modifications to the Simpletron Simulator are required.

n) **Allow repetition structures of the form**

```
for x = 2 to 10 step 2
   rem Simple statements
next
```

This **`for` statement loops from `2` to `10`** with an **increment of `2`**. The `next` line marks the end of the body of the `for` statement. No modifications to the Simpletron Simulator are required.

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Computer-Science Thinking: Sorting Algorithms and Big O

13



Objectives

In this chapter, you'll:

- Sort an array using the selection sort algorithm.
- Sort an array using the insertion sort algorithm.
- Sort an array using the recursive merge sort algorithm.
- Learn about the efficiency of sorting algorithms and express it in "Big O" notation.
- Explore (in the exercises) other recursive sorts, including quicksort and a recursive selection sort.
- Explore (in the exercises) the high-performance bucket sort.

Outline

13.1 Introduction
13.2 Efficiency of Algorithms: Big O
13.2.1 $O(1)$ Algorithms
13.2.2 $O(n)$ Algorithms
13.2.3 $O(n^2)$ Algorithms
13.3 Selection Sort
13.3.1 Selection Sort Implementation
13.3.2 Efficiency of Selection Sort
13.4 Insertion Sort
13.4.1 Insertion Sort Implementation
13.4.2 Efficiency of Insertion Sort
13.5 Case Study: Visualizing the High-Performance Merge Sort
13.5.1 Merge Sort Implementation
13.5.2 Efficiency of Merge Sort
13.5.3 Summarizing Various Algorithms' Big O Notations

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises*

13.1 Introduction

In Chapter 6, you learned that sorting places data in ascending or descending order based on one or more sort keys. Here, we introduce the selection sort and insertion sort algorithms and the more efficient, but more complex, merge sort. We introduce **Big O notation**, which is used to estimate the worst-case run time for an algorithm—that is, how hard an algorithm may have to work to solve a problem.

For sorting arrays, it's important to understand that the result will be the same no matter which sorting algorithm you use. Your algorithm choice affects only the program's run time and memory use. The selection sort and insertion sort algorithms we study here are easy to program but inefficient. The third algorithm—recursive merge sort—is more efficient but harder to program.

The exercises present two more recursive sorts—quicksort and a recursive version of selection sort. Another exercise presents the bucket sort, which achieves high performance by cleverly using considerably more memory than the other sorts we discuss.

Self Check

1 ***(Fill-In)*** Sorting places data in ascending or descending order based on one or more sort _____.
Answer: keys.

2 ***(Multiple Choice)*** Which of the following statements is *false*?
a) Big O notation estimates an algorithm's best-case run time—that is, how hard an algorithm may have to work to solve a problem.
b) In sorting, the sorted array will be the same no matter which sorting algorithm you use.
c) The sorting algorithm you choose affects your program's run time and memory use.
d) The selection sort and insertion sort algorithms are easy to program but inefficient. The recursive merge sort is more efficient but harder to program.

Answer: a) is *false*. Actually, Big O notation estimates the *worst-case* run time.

13.2 Efficiency of Algorithms: Big O

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One way to describe an algorithm's effort is with **Big O notation**, which indicates how hard an algorithm may have to work to solve a problem. For searching and sorting algorithms, this depends mainly on how many data elements there are. In this chapter, we use Big O to describe various sorting algorithms' worst-case run times.

13.2.1 *O*(1) Algorithms

Suppose an algorithm tests whether an array's first element is equal to its second. If the array has 10 elements, this algorithm requires one comparison. If the array has 1,000 elements, the algorithm still requires one comparison. In fact, the algorithm is completely independent of the array's number of elements. This algorithm is said to have **constant run time**, which we represent in Big O notation as ***O*(1)** and pronounce "order 1." An $O(1)$ algorithm does not necessarily require only one comparison. $O(1)$ means that the number of comparisons is *constant*—it does not grow as the array size increases. An algorithm that tests whether the first array element is equal to any of the next three elements is still $O(1)$, even though it requires three comparisons.

13.2.2 *O*(*n*) Algorithms

An algorithm that tests whether an array's first element is equal to *any* of the array's other elements requires at most $n - 1$ comparisons, where n is the array's number of elements. If the array has 10 elements, this algorithm requires up to nine comparisons. If the array has 1,000 elements, this algorithm requires up to 999 comparisons.

As n grows larger, the n in the expression $n - 1$ "dominates," so subtracting 1 becomes inconsequential. Big O is designed to highlight these dominant terms and ignore those that become unimportant as n grows. For this reason, an algorithm that requires $n - 1$ comparisons is said to be ***O*(*n*)**. An $O(n)$ algorithm is referred to as having a **linear run time**. $O(n)$ is often pronounced "on the order of n" or just "order n."

13.2.3 *O*(n^2) Algorithms

Suppose an algorithm tests whether *any* array element is duplicated elsewhere in the array. The algorithm compares the first element with all of the array's other elements. The algorithm then compares the second element with all of the array's other elements except the first—the second was already compared to the first. Then, the algorithm compares the third element with all the other elements except the first two. In the end, this algorithm will end up making a total of $(n - 1) + (n - 2) + \ldots + 2 + 1$ or $n^2/2 - n/2$ comparisons. As n increases, the n^2 term dominates, and the n term becomes inconsequential. Big O notation highlights the n^2 term, leaving $n^2/2$. But as we'll soon see, constant factors are omitted in Big O notation.

Big O is concerned with how an algorithm's run time grows in relation to the number of items processed. Suppose an algorithm requires n^2 comparisons. With four elements, the algorithm will require 16 comparisons; with eight elements, the algorithm will require 64 comparisons. With this algorithm, doubling the number of

elements *quadruples* the number of comparisons. Consider a similar algorithm requiring $n^2/2$ comparisons. With four elements, the algorithm will require eight comparisons; with eight elements, the algorithm will require 32 comparisons. Again, doubling the number of elements *quadruples* the number of comparisons. Both algorithms grow as the square of n, so Big O ignores the constant and both algorithms are considered to be $O(n^2)$. This is referred to as **quadratic run time** and pronounced "on the order of n-squared" or simply "order n-squared."

When n is small, $O(n^2)$ algorithms (running on today's billion-operations-per-second personal computers) will not noticeably affect performance. But as n grows, you'll start to notice the performance degradation. An $O(n^2)$ algorithm running on a million-element array would require a trillion "operations," where each could actually require several machine instructions to execute. This could require a few hours to execute. A billion-element array would require a quintillion operations, a number so large that the algorithm could take decades! As you'll see in this chapter, $O(n^2)$ algorithms are easy to write. You'll also see an algorithm with a more favorable Big O measure. Efficient algorithms often require clever coding and more work to create. Their superior performance can be well worth the extra effort, especially as n gets large and as algorithms are combined into larger programs.

Self Check

1 ***(True/False)*** $O(n^2)$ algorithms running on today's billion-operations-per-second personal computers will not noticeably affect performance.
Answer: *False*. Actually, when n is *small*, $O(n^2)$ algorithms will not noticeably affect performance. But as n grows, you'll start to notice the performance degradation, even on today's powerful systems.

2 ***(Fill-In)*** Big O is concerned with how an algorithm's run time grows in relation to the _____.
Answer: number of items processed.

3 ***(True/False)*** An algorithm that is $O(1)$ requires only one comparison.
Answer: *False*. $O(1)$ means the number of comparisons is *constant*. The algorithm may require multiple comparisons, but that number does not grow as the array's size increases.

4 ***(Fill-In)*** An $O(n)$ algorithm is referred to as having a _____ run time.
Answer: linear.

5 ***(Fill-In)*** An $O(n^2)$ algorithm is referred to as having _____ run time.
Answer: quadratic.

13.3 Selection Sort

Selection sort is a simple but inefficient sorting algorithm:

- The algorithm's first iteration selects the array's smallest element and swaps it with the array's first element.

- The second iteration selects the second-smallest element—which is the smallest of those remaining—and swaps it with the second element.
- The algorithm continues until the last iteration selects the second-largest element and swaps it with the second-to-last element. This leaves the largest element as the last.

After the *i*th iteration, the array's *i* smallest values will be sorted into increasing order in the array's first *i* elements.

As an example, consider the array

```
34   56   4   10   77   51   93   30   5   52
```

The selection sort first determines the array's smallest element (4), then swaps it with the value in element 0 (34), resulting in

```
4   56   34   10   77   51   93   30   5   52
```

The selection sort then determines the smallest remaining value beginning at element 1, which is the value 5 located in element 8. The program swaps 5 with the value 56 in element 1, resulting in

```
4   5   34   10   77   51   93   30   56   52
```

On the third iteration, the selection sort determines the next smallest value—10 in element 3—and swaps it with 34 in element 2, resulting in

```
4   5   10   34   77   51   93   30   56   52
```

The process continues until after nine iterations the array is fully sorted, as in

```
4   5   10   30   34   51   52   56   77   93
```

After the first iteration, the smallest element is in element 0. After the second iteration, the two smallest elements are in order in elements 0 and 1. After the third iteration, the three smallest elements are in order in elements 0–2, and so on.

13.3.1 Selection Sort Implementation

Figure 13.1 implements the selection sort algorithm. Lines 18–20 fill `array` with 10 random `int` values. The `main` function prints the unsorted array, passes `array` to the function `selectionSort` (line 29), then prints `array` again after it has been sorted.

```
1  // fig13_01.c
2  // The selection sort algorithm.
3  #define SIZE 10
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <time.h>
7
8  // function prototypes
9  void selectionSort(int array[], size_t length);
10 void swap(int array[], size_t first, size_t second);
11 void printPass(int array[], size_t length, int pass, size_t index);
```

Fig. 13.1 | The selection sort algorithm. (Part 1 of 3.)

```
12
13 int main(void) {
14    int array[SIZE] = {0}; // declare the array of ints to be sorted
15
16    srand(time(NULL)); // seed the rand function
17
18    for (size_t i = 0; i < SIZE; i++) {
19       array[i] = rand() % 90 + 10; // give each element a value
20    }
21
22    puts("Unsorted array:");
23
24    for (size_t i = 0; i < SIZE; i++) { // print the array
25       printf("%d  ", array[i]);
26    }
27
28    puts("\n");
29    selectionSort(array, SIZE);
30    puts("Sorted array:");
31
32    for (size_t i = 0; i < SIZE; i++) { // print the array
33       printf("%d  ", array[i]);
34    }
35
36    puts("");
37 }
38
39 // function that selection sorts the array
40 void selectionSort(int array[], size_t length) {
41    // loop over length - 1 elements
42    for (size_t i = 0; i < length - 1; i++) {
43       size_t smallest = i; // first index of remaining array
44
45       // loop to find index of smallest element
46       for (size_t j = i + 1; j < length; j++) {
47          if (array[j] < array[smallest]) {
48             smallest = j;
49          }
50       }
51
52       swap(array, i, smallest); // swap smallest element
53       printPass(array, length, i + 1, smallest); // output pass
54    }
55 }
56
57 // function that swaps two elements in the array
58 void swap(int array[], size_t first, size_t second) {
59    int temp = array[first];
60    array[first] = array[second];
61    array[second] = temp;
62 }
63
```

Fig. 13.1 | The selection sort algorithm. (Part 2 of 3.)

```
64  // function that prints a pass of the algorithm
65  void printPass(int array[], size_t length, int pass, size_t index) {
66     printf("After pass %2d: ", pass);
67
68     // output elements till selected item
69     for (size_t i = 0; i < index; i++) {
70        printf("%d  ", array[i]);
71     }
72
73     printf("%d* ", array[index]); // indicate swap
74
75     // finish outputting array
76     for (size_t i = index + 1; i < length; i++) {
77        printf("%d  ", array[i]);
78     }
79
80     printf("%s", "\n               "); // for alignment
81
82     // indicate amount of array that is sorted
83     for (int i = 0; i < pass; i++) {
84        printf("%s", "--  ");
85     }
86
87     puts(""); // add newline
88  }
```

```
Unsorted array:
72  34  88  14  32  12  34  77  56  83

After pass  1: 12  34  88  14  32  72* 34  77  56  83
               --
After pass  2: 12  14  88  34* 32  72  34  77  56  83
               --  --
After pass  3: 12  14  32  34  88* 72  34  77  56  83
               --  --  --
After pass  4: 12  14  32  34* 88  72  34  77  56  83
               --  --  --  --
After pass  5: 12  14  32  34  34  72  88* 77  56  83
               --  --  --  --  --
After pass  6: 12  14  32  34  34  56  88  77  72* 83
               --  --  --  --  --  --
After pass  7: 12  14  32  34  34  56  72  77  88* 83
               --  --  --  --  --  --  --
After pass  8: 12  14  32  34  34  56  72  77* 88  83
               --  --  --  --  --  --  --  --
After pass  9: 12  14  32  34  34  56  72  77  83  88*
               --  --  --  --  --  --  --  --  --
After pass 10: 12  14  32  34  34  56  72  77  83  88*
               --  --  --  --  --  --  --  --  --  --
Sorted array:
12  14  32  34  34  56  72  77  83  88
```

Fig. 13.1 | The selection sort algorithm. (Part 3 of 3.)

In function `selectionSort` (lines 40–55), variable `smallest` (line 43) stores the smallest remaining element's index. Lines 42–54 loop `length - 1` times. Line 43 assigns to `smallest` the index `i`—the first index in the array's unsorted portion. Lines

46–50 process the remaining elements. For each, line 47 determines whether the element's value is less than the one at index `smallest`. If so, line 48 assigns the current element's index to `smallest`. After this loop, `smallest` contains the smallest remaining element's index. Line 52 calls `swap` (lines 58–62) to exchange the values at locations `i` and `smallest`, placing the smallest remaining element at position `i` in the array.

The output uses dashes to underline the portion of the array that's guaranteed to be sorted after each pass. We place an asterisk next to the element that was swapped with the smallest element on that pass. The element to the asterisk's left and the element above the rightmost dashes were the two values that were swapped on each pass.

13.3.2 Efficiency of Selection Sort

The selection sort algorithm runs in $O(n^2)$ time. In our `selectionSort` function, the outer loop (lines 42–54) processes the array's first $n - 1$ elements, swapping the smallest remaining item into its sorted position. The inner loop (lines 46–50) processes the remaining items, searching for the smallest element. This loop executes $n - 1$ times during the first outer-loop iteration, $n - 2$ times during the second, then $n - 3$, …, 3, 2, 1. So, this inner loop iterates a total of $n(n - 1) / 2$ or $(n^2 - n)/2$. In Big O notation, smaller terms drop out, and constants are ignored, leaving a Big O of $O(n^2)$.

Self Check

1 *(Discussion)* Consider the following array, which reflects the result of a selection sort's first pass:

```
4   56   34   10   77   51   93   30   5   52
```

What does the second pass do? Show the resulting array.

Answer: The second pass swaps 56 with 5 (the second smallest element), resulting in:

```
4   5   34   10   77   51   93   30   56   52
```

2 *(Code)* Consider the following `selectionSort` function:

```
1  void selectionSort(int array[], size_t length) {
2     // loop over length - 1 elements
3     for (size_t i = 0; i < length - 1; i++) {
4        size_t smallest = i; // first index of remaining array
5
6        // loop to find index of smallest element
7        for (size_t j = i + 1; j < length; j++) {
8           if (array[j] < array[smallest]) {
9              ???
10          }
11       }
12
13       swap(array, i, smallest); // swap smallest element
14       printPass(array, length, i + 1, smallest); // output pass
15    }
16 }
```

What statement should replace the `???` in line 9 to complete the code?

Answer: `smallest = j;`

13.4 Insertion Sort

Insertion sort is another simple but inefficient sorting algorithm. This algorithm's first iteration takes the array's second element and, if it's less than the first element, swaps it with the first element. The second iteration looks at the third element and inserts it into the correct position with respect to the first two elements, so all three elements are in order. After this algorithm's *i*th iteration, the first *i* elements in the original array are sorted.

Consider as an example the following array:

```
34   56   4   10   77   51   93   30   5   52
```

The insertion sort's first iteration looks at the array's first two elements, `34` and `56`. These elements are already in order, so the algorithm continues. If they were out of order, the algorithm would swap them.

In the next iteration, the algorithm looks at the third value, `4`. This value is less than `56`, so the algorithm stores `4` in a temporary variable and moves `56` one element to the right. The algorithm then determines that `4` is less than `34`, so it moves `34` one element to the right. The program has now reached the beginning of the array, so it places `4` in element `0`, resulting in

```
4   34   56   10   77   51   93   30   5   52
```

In the next iteration, the algorithm stores the value `10` in a temporary variable. Then the program compares `10` to `56` and moves `56` one element to the right because it's larger than `10`. The program then compares `10` to `34`, moving `34` right one element. When the program compares `10` to `4`, it observes that `10` is larger than `4` and places `10` in element `1`, resulting in

```
4   10   34   56   77   51   93   30   5   52
```

After the *i*th iteration, the array's first *i* + 1 elements are sorted with respect to one another. However, they may not be in their final locations, because there may be smaller values later in the array.

13.4.1 Insertion Sort Implementation

Figure 13.2 implements the insertion sort algorithm. In function `insertionSort` (lines 39–55), the variable `insert` (line 43) holds the element you're going to insert until we've moved the other elements. Lines 41–54 process the array's items from index `1` through the end. Each iteration stores in `moveItem` (line 42) the location where an item will be inserted and stores in `insert` (line 43) the value that will be inserted into its sorted portion. Lines 46–50 locate the position at which to insert the element. This loop terminates either when the algorithm reaches the front of the array or reaches an element that's less than the value to insert. Line 48 moves an element to the right, and line 49 decrements the position at which to insert the next element. After the nested loop ends, line 52 inserts the element into place. The program's output uses dashes to indicate the portion of the array that's sorted after each pass. We place an asterisk next to the element that was inserted into place on that pass.

```c
// fig13_02.c
// The insertion sort algorithm.
#define SIZE 10
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

// function prototypes
void insertionSort(int array[], size_t length);
void printPass(int array[], size_t length, int pass, size_t index);

int main(void) {
   int array[SIZE] = {0}; // declare the array of ints to be sorted

   srand(time(NULL)); // seed the rand function

   for (size_t i = 0; i < SIZE; i++) {
      array[i] = rand() % 90 + 10; // give each element a value
   }

   puts("Unsorted array:");

   for (size_t i = 0; i < SIZE; i++) { // print the array
      printf("%d  ", array[i]);
   }

   puts("\n");
   insertionSort(array, SIZE);
   puts("Sorted array:");

   for (size_t i = 0; i < SIZE; i++) { // print the array
      printf("%d  ", array[i]);
   }

   puts("");
}

// function that sorts the array
void insertionSort(int array[], size_t length) {
   // loop over length - 1 elements
   for (size_t i = 1; i < length; i++) {
       size_t moveItem = i; // initialize location to place element
       int insert = array[i]; // holds element to insert

       // search for place to put current element
       while (moveItem > 0 && array[moveItem - 1] > insert) {
           // shift element right one slot
           array[moveItem] = array[moveItem - 1];
           --moveItem;
       }

       array[moveItem] = insert; // place inserted element
```

Fig. 13.2 | The insertion sort algorithm. (Part 1 of 2.)

```
53          printPass(array, length, i, moveItem);
54      }
55  }
56
57  // function that prints a pass of the algorithm
58  void printPass(int array[], size_t length, int pass, size_t index) {
59      printf("After pass %2d: ", pass);
60
61      // output elements till selected item
62      for (size_t i = 0; i < index; i++) {
63          printf("%d  ", array[i]);
64      }
65
66      printf("%d* ", array[index]); // indicate swap
67
68      // finish outputting array
69      for (size_t i = index + 1; i < length; i++) {
70          printf("%d  ", array[i]);
71      }
72
73      printf("%s", "\n               "); // for alignment
74
75      // indicate amount of array that is sorted
76      for (size_t i = 0; i <= pass; i++) {
77          printf("%s", "--  ");
78      }
79
80      puts(""); // add newline
81  }
```

```
Unsorted array:
72  16  11  92  63  99  59  82  99  30

After pass  1: 16* 72  11  92  63  99  59  82  99  30
               --  --
After pass  2: 11* 16  72  92  63  99  59  82  99  30
               --  --  --
After pass  3: 11  16  72  92* 63  99  59  82  99  30
               --  --  --  --
After pass  4: 11  16  63* 72  92  99  59  82  99  30
               --  --  --  --  --
After pass  5: 11  16  63  72  92  99* 59  82  99  30
               --  --  --  --  --  --
After pass  6: 11  16  59* 63  72  92  99  82  99  30
               --  --  --  --  --  --  --
After pass  7: 11  16  59  63  72  82* 92  99  99  30
               --  --  --  --  --  --  --  --
After pass  8: 11  16  59  63  72  82  92  99  99* 30
               --  --  --  --  --  --  --  --  --
After pass  9: 11  16  30* 59  63  72  82  92  99  99
               --  --  --  --  --  --  --  --  --  --
Sorted array:
11  16  30  59  63  72  82  92  99  99
```

Fig. 13.2 | The insertion sort algorithm. (Part 2 of 2.)

13.4.2 Efficiency of Insertion Sort

Like selection sort, the insertion sort algorithm runs in $O(n^2)$ time. Like our function `selectionSort` in Section 13.3.1, the `insertionSort` function uses nested loops. The outer loop (lines 41–54) iterates `SIZE - 1` times, inserting an element into the appropriate position in the elements sorted so far. For this application's purposes, `SIZE - 1` is equivalent to $n - 1$, as `SIZE` is the array's number of elements. The nested loop (lines 46–50) iterates over the array's preceding elements. In the worst case, this `while` loop requires $n - 1$ comparisons. Each individual loop runs in $O(n)$ time. In Big O notation, you must multiply the number of iterations of each loop in nested loops. For each outer-loop iteration, there will be a certain number of inner-loop iterations. In this algorithm, for each $O(n)$ outer-loop iterations, there will be $O(n)$ inner-loop iterations. Multiplying these values results in a Big O of $O(n^2)$.

Self Check

1 ***(Fill-In)*** The insertion sort algorithm's first iteration takes the array's second element and, if it's less than the first element, swaps it with the first element. The second iteration looks at the third element and inserts it into the correct position with respect to the first two, so all three elements are in order. After the algorithm's ith iteration, the array's _____ elements will be sorted.
Answer: first i.

2 ***(Discussion)*** The insertion sort and selection sort algorithms both run in $O(n^2)$ time. What program structure that they each have causes the $O(n^2)$ run time?
Answer: They each have a nested `for`-loop.

13.5 Case Study: Visualizing the High-Performance Merge Sort

The **merge sort** algorithm is efficient but conceptually more complex than selection sort and insertion sort. The merge sort algorithm sorts an array by splitting it into two equal-sized subarrays, sorting each subarray, then merging them into one larger array. With an odd number of elements, the algorithm creates the two subarrays, such that one has one more element than the other.

Our merge sort implementation in this example is recursive. The base case is a one-element array, which is, of course, sorted. So, merge sort immediately returns when it's called with a one-element array. The recursion step splits an array of two or more elements into two equal-sized subarrays, recursively sorts each subarray, then merges them into one larger, sorted array. Again, if there are an odd number of elements, one subarray is one element larger than the other.

Suppose the algorithm has already merged smaller arrays to create sorted arrays A:

```
4  10  34  56  77
```

and B:

```
5  30  51  52  93
```

Merge sort combines these two arrays into one larger, sorted array. The smallest element in A is 4 (located in element 0). The smallest element in B is 5 (located in element 0). To determine the smallest element in the merged array, the algorithm compares 4 and 5. The value from A is smaller, so 4 becomes the first element in the merged array. Next, the algorithm compares 10 (element 1 in A) to 5 (element 0 in B). The value from B is smaller, so 5 becomes the second element in the merged array. The algorithm continues by comparing 10 to 30, with 10 becoming the third element in the array, and so on.

13.5.1 Merge Sort Implementation

Figure 13.3 implements the merge sort algorithm. Lines 35–37 define the `mergeSort` function. Line 36 calls function `sortSubArray` with the arguments `0` and `length - 1` (`length` is the array's size). The arguments are the beginning and ending subscripts of the array to sort, so this call to `sortSubArray` operates on the entire array. Lines 40–62 define the `sortSubArray` function. Line 42 tests the base case. If the subarray size is 1, the subarray is sorted, so the function simply returns immediately. If the subarray's size is greater than 1, the function splits the subarray in two, recursively calls function `sortSubArray` to sort the two halves, then merges them. Line 56 recursively calls function `sortSubArray` for the subarray's first half, and line 57 recursively calls function `sortSubArray` for the subarray's second half. When these two calls return, each half is sorted. Line 60 calls function `merge` (lines 65–111) on the two halves to combine them into one larger sorted subarray.

```
1  // fig13_03.c
2  // The merge sort algorithm.
3  #define SIZE 10
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <time.h>
7
8  // function prototypes
9  void mergeSort(int array[], size_t length);
10 void sortSubArray(int array[], size_t low, size_t high);
11 void merge(int array[], size_t left, size_t middle1,
12    size_t middle2, size_t right);
13 void displayElements(int array[], size_t length);
14 void displaySubArray(int array[], size_t left, size_t right);
15
16 int main(void) {
17    int array[SIZE] = {0}; // declare the array of ints to be sorted
18
19    srand(time(NULL)); // seed the rand function
20
21    for (size_t i = 0; i < SIZE; i++) {
22       array[i] = rand() % 90 + 10; // give each element a value
23    }
24
```

Fig. 13.3 | The merge sort algorithm. (Part 1 of 5.)

```
25     puts("Unsorted array:");
26     displayElements(array, SIZE); // print the array
27     puts("\n");
28     mergeSort(array, SIZE); // merge sort the array
29     puts("Sorted array:");
30     displayElements(array, SIZE); // print the array
31     puts("");
32  }
33
34  // function that merge sorts the array
35  void mergeSort(int array[], size_t length) {
36     sortSubArray(array, 0, length - 1);
37  }
38
39  // function that sorts a piece of the array
40  void sortSubArray(int array[], size_t low, size_t high) {
41     // test base case: size of array is 1
42     if ((high - low) >= 1) { // if not base case...
43        size_t middle1 = (low + high) / 2;
44        size_t middle2 = middle1 + 1;
45
46        // output split step
47        printf("%s", "split:   ");
48        displaySubArray(array, low, high);
49        printf("%s", "\n         ");
50        displaySubArray(array, low, middle1);
51        printf("%s", "\n         ");
52        displaySubArray(array, middle2, high);
53        puts("\n");
54
55        // split array in half and sort each half recursively
56        sortSubArray(array, low, middle1); // first half
57        sortSubArray(array, middle2, high); // second half
58
59        // merge the two sorted arrays
60        merge(array, low, middle1, middle2, high);
61     }
62  }
63
64  // merge two sorted subarrays into one sorted subarray
65  void merge(int array[], size_t left, size_t middle1,
66     size_t middle2, size_t right) {
67     size_t leftIndex = left; // index into left subarray
68     size_t rightIndex = middle2; // index into right subarray
69     size_t combinedIndex = left; // index into temporary array
70     int tempArray[SIZE] = {0}; // temporary array
71
72     // output two subarrays before merging
73     printf("%s", "merge:   ");
74     displaySubArray(array, left, middle1);
75     printf("%s", "\n         ");
76     displaySubArray(array, middle2, right);
77     puts("");
```

Fig. 13.3 | The merge sort algorithm. (Part 2 of 5.)

```
78
79      // merge the subarrays until the end of one is reached
80      while (leftIndex <= middle1 && rightIndex <= right) {
81         // place the smaller of the two current elements in result
82         // and move to the next space in the subarray
83         if (array[leftIndex] <= array[rightIndex]) {
84            tempArray[combinedIndex++] = array[leftIndex++];
85         }
86         else {
87            tempArray[combinedIndex++] = array[rightIndex++];
88         }
89      }
90
91      if (leftIndex == middle2) { // if at end of left subarray ...
92         while (rightIndex <= right) { // copy the right subarray
93            tempArray[combinedIndex++] = array[rightIndex++];
94         }
95      }
96      else { // if at end of right subarray...
97         while (leftIndex <= middle1) { // copy the left subarray
98            tempArray[combinedIndex++] = array[leftIndex++];
99         }
100     }
101
102     // copy values back into original array
103     for (size_t i = left; i <= right; i++) {
104        array[i] = tempArray[i];
105     }
106
107     // output merged subarray
108     printf("%s", "         ");
109     displaySubArray(array, left, right);
110     puts("\n");
111  }
112
113  // display elements in array
114  void displayElements(int array[], size_t length) {
115     displaySubArray(array, 0, length - 1);
116  }
117
118  // display certain elements in array
119  void displaySubArray(int array[], size_t left, size_t right) {
120     // output spaces for alignment
121     for (size_t i = 0; i < left; i++) {
122        printf("%s", "   ");
123     }
124
125     // output elements left in array
126     for (size_t i = left; i <= right; i++) {
127        printf(" %d", array[i]);
128     }
129  }
```

Fig. 13.3 | The merge sort algorithm. (Part 3 of 5.)

```
Unsorted array:
 79 86 60 79 76 71 44 88 58 23

split:    79 86 60 79 76 71 44 88 58 23
          79 86 60 79 76
                         71 44 88 58 23

split:    79 86 60 79 76
          79 86 60
                   79 76

split:    79 86 60
          79 86
                60

split:    79 86
          79
             86

merge:    79
             86
          79 86

merge:    79 86
                60
          60 79 86

split:               79 76
                     79
                        76

merge:               79
                        76
                     76 79

merge:    60 79 86
                     76 79
          60 76 79 79 86

split:                        71 44 88 58 23
                              71 44 88
                                       58 23

split:                        71 44 88
                              71 44
                                    88

split:                        71 44
                              71
                                 44

merge:                        71
                                 44
                              44 71

merge:                        44 71
                                    88
                              44 71 88
```

Fig. 13.3 | The merge sort algorithm. (Part 4 of 5.)

```
split:                              58 23
                                    58
                                       23

merge:                              58
                                       23
                                    23 58

merge:                    44 71 88
                                    23 58
                          23 44 58 71 88

merge:    60 76 79 79 86
                          23 44 58 71 88
          23 44 58 60 71 76 79 79 86 88

Sorted array:
 23 44 58 60 71 76 79 79 86 88
```

Fig. 13.3 | The merge sort algorithm. (Part 5 of 5.)

Lines 80–89 in function `merge` loop until reaching the end of either subarray. Line 83 tests which element at the beginning of the subarrays is smaller. If the left subarray element is smaller or equal, line 84 places it in position in the merged array. If the right subarray element is smaller, line 87 places it in position in the merged array. When the `while` loop completes, one entire subarray is placed in the merged array, but the other still contains data. Line 91 tests whether we reached the left subarray's end. If so, lines 92–94 add the right subarray's remaining elements to the merged array. Otherwise, we reached the right subarray's end, and lines 97–99 add the left subarray's remaining elements to the merged array. Finally, lines 103–105 copy `tempArray`'s values into the correct portion of the original array. This program's output displays the splits and merges performed by merge sort, showing the sort's progress at each step of the algorithm.

13.5.2 Efficiency of Merge Sort

Merge sort is a far more efficient algorithm than either insertion sort or selection sort (although that may be difficult to believe when looking at the busy output in Fig. 13.3). Consider the first (nonrecursive) call to function `sortSubArray`. This results in

- two recursive calls to function `sortSubArray` with subarrays that are each approximately half the original array's size, and
- a single call to function `merge`.

The `merge` call requires, at worst, $n - 1$ comparisons to fill the original array, which is $O(n)$. Recall that each merged element is chosen by comparing one element from each subarray. The two calls to `sortSubArray` result in

- four more recursive calls to `sortSubArray`, each with a subarray approximately one-quarter the original array's size, and
- two more calls to function `merge`.

These two calls to the function `merge` each require, at worst, $n/2 - 1$ comparisons, for a total of $O(n)$ comparisons. This process continues with each call to `sortSubArray` generating two additional calls to `sortSubArray` and a call to `merge` until the algorithm has split the original array into one-element subarrays. At each level, $O(n)$ comparisons are required to merge the subarrays. Each level splits the arrays in half, so doubling the array size requires one more level. Quadrupling the array size requires two more levels. This pattern is logarithmic and results in $\log_2 n$ levels. This results in a total efficiency of $O(n \log n)$.

Supporting Exercises

This Merge Sort Visualization Case Study is supported by exercises on other complex sorts: Exercise 13.6 (Bucket Sort) and Exercise 13.7 (Quicksort). The bucket sort achieves high performance by cleverly using considerably more memory than the other sorts we discuss—this is an example of a **space–time trade-off**.

13.5.3 Summarizing Various Algorithms' Big O Notations

The following table summarizes the Big O of the sorting algorithms we've covered and the quicksort algorithm, which you'll implement in Exercise 13.7.

Algorithm	Big O
Insertion sort	$O(n^2)$
Selection sort	$O(n^2)$
Merge sort	$O(n \log n)$
Bubble sort	$O(n^2)$
Quicksort	Worst case: $O(n^2)$ Average case: $O(n \log n)$

The following table lists the Big O values we've covered in this chapter along with a number of values for n to highlight the differences in the growth rates. The table includes $O(\log n)$, which is the Big O for binary search you learned in Chapter 6.

n	Approximate decimal value	$O(\log n)$	$O(n)$	$O(n \log n)$	$O(n^2)$
2^{10}	1000	10	2^{10}	$10 \cdot 2^{10}$	2^{20}
2^{20}	1,000,000	20	2^{20}	$20 \cdot 2^{20}$	2^{40}
2^{30}	1,000,000,000	30	2^{30}	$30 \cdot 2^{30}$	2^{60}

Self Check

1 *(Discussion)* The recursive merge sort algorithm sorts an array by splitting it into two equal-size subarrays, sorting each subarray, then merging them into one larger

array. The subarrays in merge sort are not sorted with sorts we've covered, such as the bubble sort, selection sort or insertion sort. Explain how the subarrays actually are sorted in merge sort.

Answer: If the array has an even number of elements, the merge sort splits the array into two equal-size halves. If the array has an odd number of elements, one "half" has one more element than the other "half."

Each half is then recursively split into two smaller halves. This halving process continues until each half contains only one element. This is the base case of the recursion, because a one-element array is sorted.

Next, those individual elements are merged into a two-element sorted subarray based on their values. So, in answer to the question, th*e sorting is actually trivial*. As the algorithm's recursion unwinds, merge sort keeps merging smaller sorted subarrays to form larger sorted subarrays. Every merge of two sorted subarrays results in a larger sorted subarray that's about double the size of the ones being merged. The last merge results in a sorted version of the original array.

2 ***(Discussion)*** Here are the first three lines of our merge sort example's output:

```
split:    79 86 60 79 76 71 44 88 58 23
          79 86 60 79 76
                         71 44 88 58 23
```

and here are the last three lines of the output:

```
merge:    60 76 79 79 86
                         23 44 58 71 88
          23 44 58 60 71 76 79 79 86 88
```

Compare these outptus. How are your observations consistent with how the merge sort works?

Answer: 1. In the *final merge phase*, each subarray corresponds to one of the unsorted subarrays produced by the algorithm's *first split pass*. 2. Each subarray entering the final merge phase is *sorted*. 3. The 10-element *final merged array* contains the same elements as the original unsorted array that entered the first split pass. 4. The 10-element *final merged array* is, in fact, *sorted*. The recursive merge sort splits the original unsorted array into smaller and smaller pieces until they are down to single-element pieces, which it ultimately merges to form the smallest sorted pieces of the original array. It keeps merging those sorted pieces to form larger and larger sorted pieces until it finally merges the two—now sorted—halves of the original unsorted array to form the final sorted array.

Summary

Section 13.1 Introduction

- **Sorting** involves arranging data into order.

Section 13.2, Efficiency of Algorithms: Big O

- One way to describe an algorithm's efficiency is with **Big O notation** (*O*; p. 658), which indicates how hard an algorithm may have to work to solve a problem.

- For searching and sorting algorithms, Big O describes how an algorithm's **amount of effort** varies, depending on how many elements are in the data.
- An $O(1)$ algorithm is said to have a **constant run time** (p. 659). This does not mean that the algorithm requires only one comparison. It just means that the number of comparisons does not grow as the size of the array increases.
- An $O(n)$ algorithm is referred to as having a **linear run time** (p. 659).
- An $O(n^2)$ algorithm is referred to as having a **quadratic run time** (p. 660).
- Big O is designed to highlight dominant factors and ignore terms that become unimportant with high values of n.
- Big O notation is concerned with the growth rate of algorithm run times, so constants are ignored.

Section 13.3, Selection Sort

- The first iteration of a **selection sort** (p. 660) selects the smallest element in the array and swaps it with the first element. The second iteration selects the second-smallest element (the smallest of those remaining) and swaps it with the second element. Selection sort continues until the last iteration selects the second-largest element and swaps it with the second-to-last, leaving the largest element as the last. At the ith iteration of selection sort, the array's smallest i elements are sorted into the array's first i positions.
- The selection sort algorithm runs in $O(n^2)$ time (p. 664).

Section 13.4, Insertion Sort

- The first iteration of **insertion sort** (p. 665) takes the second element in the array and, if it's less than the first element, swaps it with the first element. The second iteration of insertion sort looks at the third element and inserts it in the correct position with respect to the first two elements. After the ith iteration of insertion sort, the first i elements in the original array are sorted. Only $n - 1$ iterations are required.
- The insertion sort algorithm runs in $O(n^2)$ time (p. 668).

Section 13.5, Case Study: Visualizing the High-Performance Merge Sort

- The **merge sort algorithm** (p. 668) is faster but more complex to implement than selection sort and insertion sort.
- The merge sort algorithm sorts an array by **splitting** it into two equal-size **subarrays**, sorting each subarray and **merging** the subarrays into one larger array.
- Merge sort's base case is an array with one element, which is already sorted, so merge sort immediately returns when it's called with a one-element array. The merge part of merge sort takes two sorted arrays (these could be one-element arrays) and combines them into one larger sorted array.
- The merge is performed by looking at each array's first element, which is also the smallest element. Merge sort places the smallest of these in the first element of the larger, sorted array. If there are still elements in the subarray, merge sort looks at the second element in that subarray (which is now the smallest element remaining) and compares it to the first element in the other subarray. Merge sort continues this process until all the elements in one of the subarrays has been processed. Then, merge sort adds the remaining elements of the other subarray to the larger array.
- The merging portion of the merge sort algorithm is performed on two subarrays, each of approximately size $n/2$. Creating each subarray requires $n/2–1$ comparisons for each subar-

ray, or $O(n)$ comparisons total. This pattern continues, as each level works on twice as many arrays, but each is half the previous array's size.

- This halving results in log n levels, each level requiring $O(n)$ comparisons, for a total efficiency of $\boldsymbol{O(n \log n)}$ (p. 674), which is far more efficient than $O(n^2)$.

Self-Review Exercises

13.1 Fill-In the blanks in each of the following statements:

a) A selection sort application would take approximately _____ times as long to run on a 128-element array as on a 32-element array.

b) The efficiency of merge sort is _____.

13.2 The Big O of the linear search is $O(n)$, and the Big O of the binary search is $O(\log n)$. What key aspect of both the binary search (Chapter 6) and the merge sort accounts for the logarithmic portion of their respective Big Os?

13.3 In what sense is the insertion sort superior to the merge sort? In what sense is the merge sort superior to the insertion sort?

13.4 In the text, we say that after the merge sort splits the array into two subarrays, it then sorts these two subarrays and merges them. Why might someone be puzzled by our statement that "it then sorts these two subarrays"?

Answers to Self-Review Exercises

13.1 a) 16, because an $O(n^2)$ algorithm takes 16 times as long to sort four times as much information. b) $O(n \log n)$.

13.2 Both algorithms incorporate "halving"—somehow reducing something by half on each pass. The binary search eliminates from consideration one-half of the array after each comparison. The merge sort splits the array in half each time it's called.

13.3 The insertion sort is easier to understand and implement than the merge sort. The merge sort is far more efficient—$O(n \log n)$—than the insertion sort—$O(n^2)$.

13.4 In a sense, it does not really sort these two subarrays. It simply keeps splitting the original array in half until it provides a one-element subarray, which is, of course, sorted. It then builds up the original two subarrays by merging these one-element arrays to form larger subarrays, which are then merged, and so on.

Exercises

13.5 (***Recursive Selection Sort***) A selection sort searches an array looking for the array's smallest element. When that element is found, it's swapped with the first element of the array. The process is then repeated for the subarray, beginning with the second element. Each pass of the array results in one element being placed in its proper location. This sort requires processing capabilities similar to bubble sort—for an array of n elements, $n - 1$ passes must be made, and for each subarray, $n - 1$ comparisons must be made to find the smallest value. When the subarray being processed

contains one element, the array is sorted. Write a recursive function `selectionSort` to perform this algorithm.

13.6 (*Bucket Sort*) A bucket sort begins with a one-dimensional array of positive integers to sort, and a two-dimensional array of integers with rows subscripted from 0 to 9 and columns subscripted from 0 to $n - 1$, where n is the array's number of values to sort. Each row of the two-dimensional array is a "bucket." In this exercise, you'll write a `bucketSort` function that takes as arguments an `int` array and its size.

The algorithm is as follows:

a) Loop through the one-dimensional array and, based on each value's ones digit, place the value in a bucket (a row of the two-dimensional bucket array). For example, place 97 in row 7, 3 in row 3 and 100 in row 0.

b) Loop through the bucket array's rows and columns and copy the values back to the original array. The new order of the above values in the one-dimensional array is 100, 3 and 97.

c) Repeat this process for each subsequent digit position (tens, hundreds, thousands, and so on) and stop when the largest number's leftmost digit has been processed.

The second pass of the array places 100 in row 0, 3 in row 0 (it had only one digit, so we treat it as 03) and 97 in row 9. After this pass, the values' order in the one-dimensional array is 100, 3 and 97. The third pass places 100 in row 1, 3 (003) in row zero and 97 (097) in row zero (after 3). The bucket sort is guaranteed to properly sort all the values after processing the leftmost digit of the largest number. The bucket sort knows it's done when all the values are copied into row zero of the two-dimensional bucket array.

The two-dimensional bucket array is ten times the size of the `int` array being sorted. This sorting technique provides far better performance than, for example, a bubble sort but requires much larger storage capacity. Bubble sort requires only one additional memory location for the type of data being sorted. Bucket sort is an example of a space–time trade-off. It uses more memory but performs better.

The bucket sort algorithm described above requires copying all the data back to the original array on each pass. Another possibility is to create a second two-dimensional bucket array and repeatedly move the data between the two bucket arrays until all the data is copied into row zero of one of the arrays. Row zero then contains the sorted array.

13.7 (*Quicksort*) We discussed various sorting techniques in the examples and exercises of Chapter 6 and this chapter. We now present the recursive quicksort sorting technique. The basic algorithm for a one-dimensional array of values is as follows:

a) *Partitioning Step:* Take the unsorted array's first element and determine its final location in the sorted array. That's the position for which all values to the element's left are less than that value, and all values to the element's right are greater than that value. We now have one element in its proper location and two unsorted subarrays.

b) *Recursive Step:* Perform the *partitioning step* on each unsorted subarray.

For each subarray, the *partitioning step* places another element in its final location of the sorted array and creates two more unsorted subarrays. A subarray consisting of one element is sorted, so that element is in its final location.

The basic algorithm seems simple enough, but how do we determine the final position of each subarray's first element? As an example, consider the following set of values—the element in bold is the partitioning element that will be placed in its final location in the sorted array:

37 2 6 4 89 8 10 12 68 45

a) Starting from the rightmost array element, compare each element with **37** until an element less than **37** is found, then swap **37** and that element. The first element less than **37** is 12, so we swap **37** and 12. In the updated array below, we show *12* in italic to indicate that it was just swapped with **37**:

12 2 6 4 89 8 10 **37** 68 45

b) Starting from the array's left, but beginning with the element *after* 12, compare each element with **37** until an element greater than **37** is found, then swap **37** and that element. The first element greater than **37** is 89, so we swap **37** and 89. The updated array is

12 2 6 4 **37** 8 10 *89* 68 45

c) Starting from the right, but beginning with the element *before* 89, compare each element with **37** until an element less than **37** is found, then swap **37** and that element. The first element less than **37** is 10, so we swap **37** and 10. The updated array is

12 2 6 4 *10* 8 **37** 89 68 45

d) Starting from the left, but beginning with the element *after* 10, compare each element with **37** until an element greater than **37** is found, then swap **37** and that element. There are no more elements greater than **37**. When we compare **37** with itself, we know that **37** is in its final location in the sorted array.

Once the partition has been applied to the array, there are two unsorted subarrays. The subarray with values less than 37 contains 12, 2, 6, 4, 10 and 8. The subarray with values greater than 37 contains 89, 68 and 45. Quicksort continues by partitioning both subarrays in the same manner as the original array.

Write recursive function `quicksort` to sort a one-dimensional integer array. The function should receive as arguments an `int` array, a starting subscript and an ending subscript. The `quicksort` should call the function `partition` to perform the partitioning step.

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14

Preprocessor



Objectives

In this chapter, you'll:

- Use `#include` to help manage files in large programs.
- Use `#define` to create macros with and without arguments.
- Use conditional compilation to specify portions of a program that should not always be compiled, such as code that assists you in debugging.
- Display error messages during conditional compilation.
- Use assertions to test whether the expression values are correct.

Outline

14.1 Introduction
14.2 `#include` Preprocessor Directive
14.3 `#define` Preprocessor Directive: Symbolic Constants
14.4 `#define` Preprocessor Directive: Macros
14.4.1 Macro with One Argument
14.4.2 Macro with Two Arguments
14.4.3 Macro Continuation Character
14.4.4 `#undef` Preprocessor Directive
14.4.5 Standard-Library Macros
14.4.6 Do Not Place Expressions with Side Effects in Macros
14.5 Conditional Compilation
14.5.1 `#if`...`#endif` Preprocessor Directive
14.5.2 Commenting Out Blocks of Code with `#if`...`#endif`
14.5.3 Conditionally Compiling Debug Code
14.6 `#error` and `#pragma` Preprocessor Directives
14.7 # and ## Operators
14.8 Line Numbers
14.9 Predefined Symbolic Constants
14.10 Assertions
14.11 Secure C Programming

Summary | *Self-Review Exercises* | *Answers to Self-Review Exercises* | *Exercises*

14.1 Introduction

The C preprocessor executes *before* each program compiles. It:

- includes other files into the file being compiled,
- defines **symbolic constants** and **macros**,
- **conditionally compiles** program code and
- **conditionally executes preprocessor directives**.

Preprocessor directives begin with `#`. Only whitespace characters and comments delimited by `/*` and `*/` may appear before a preprocessor directive on a line.

C has perhaps the largest installed base of "legacy code" of any modern programming language. It's been in use for about five decades. As a professional C programmer, you're likely to encounter code written many years ago using older programming techniques. This chapter presents several of those techniques and recommends some newer techniques that can replace them.

Self Check

1 ***(Multiple Choice)*** Which of the following are actions performed by the preprocessor?

a) The inclusion of other files into the file being compiled.
b) Definition of symbolic constants and macros.
c) Conditional compilation of program code and conditional execution of preprocessor directives.
d) All of the above.

Answer: d.

2 ***(True/False)*** C has perhaps the largest installed base of "legacy code" of any modern programming language. It's been in active use for about five decades.

Answer: *True*.

14.2 #include Preprocessor Directive

You've used the **#include preprocessor directive** throughout this book. When the preprocessor encounters a `#include`, it replaces the directive with a copy of the specified file. The two forms of the `#include` directive are:

```
#include <filename>
#include "filename"
```

The difference between these is the location where the preprocessor begins searching for the file. For filenames enclosed in angle brackets (< and >)—such as **standard library headers**—the preprocessor searches in *implementation-dependent* compiler and system folders. You typically use filenames enclosed in quotes ("") to include headers that you define for use with your program. In this case, the preprocessor begins searching in the *same* folder as the file in which the `#include` directive appears. If the compiler cannot find the specified file in the current folder, it searches the implementation-dependent compiler and system folders.

In addition to using `#include` for standard library headers, you'll frequently use it in programs consisting of *multiple source files*. You'll often create headers for a program's common declarations, then include that file into multiple source files. Examples of such declarations are:

- `struct` and `union` declarations,
- `typedef`s,
- `enum`s, and
- function prototypes.

Self Check

1 *(Fill-In)* The _____ preprocessor directive causes a copy of a specified file to be included in place of the directive.
Answer: `#include`.

2 *(Fill-In)* If the filename in an `#include` directive is enclosed in quotes, the preprocessor begins its search for the file in _____.
Answer: the same directory as the file being compiled.

14.3 #define Preprocessor Directive: Symbolic Constants

The **#define directive** creates:

- *symbolic constants*—constants represented as identifiers, and
- **macros**—operations defined as symbols.

The `#define` directive's format is

```
#define identifier replacement-text
```

By convention, a symbolic constant's *identifier* should contain only uppercase letters and underscores. Using meaningful names for symbolic constants helps make programs self-documenting.

Replacing Symbolic Constants

When the preprocessor encounters a `#define` directive, it replaces *identifier* with *replacement text* throughout that source file, ignoring any occurrences of *identifier* in string literals or comments. For example,

```
#define PI 3.14159
```

replaces all subsequent occurrences of the symbolic constant `PI` with `3.14159`. Symbolic constants enable you to create named constants and use their names throughout the program.

Common Error with Symbolic Constants

Everything to the right of a symbolic constant's name replaces the symbolic constant. For example,

```
#define PI = 3.14159
```

causes the preprocessor to replace *every* occurrence of `PI` with `"= 3.14159"`. Incorrect `#define` directives cause many subtle logic and syntax errors. So, in preference to the preceding `#define`, you may prefer to use `const` variables, such as

ERR

```
const double PI = 3.14159;
```

These have the additional benefit that they're defined in C, so the compiler can check them for proper syntax and type safety.

Self Check

1 ***(Fill-In)*** The `#define` directive creates _____ constants and _____.

Answer: symbolic, macros.

2 ***(True/False)*** The statement

```
#define PI 3.14159;
```

replaces all subsequent occurrences of the symbolic constant `PI` with the numeric constant `3.14159`.

Answer: *False*. Actually, this `#define` is a common error. Preprocessor directives are not C statements and generally should not end in semicolons. The above statement would replace all occurrences of `PI` with `3.14159;` (including the semicolon), probably causing one or more compilation errors.

14.4 #define Preprocessor Directive: Macros

Technically, any identifier defined in a `#define` preprocessor directive is a macro. As with symbolic constants, the **macro-identifier** is replaced with **replacement-text** before the program is compiled. Macros may be defined with or without arguments.

A macro without arguments is a symbolic constant. When the preprocessor encounters a macro with arguments, it substitutes the arguments in the replacement text, then **expands** the macro—that is, it replaces the macro with its replacement-text and argument list.

14.4.1 Macro with One Argument

Consider the following one-argument macro definition that calculates a circle's area:

```
#define CIRCLE_AREA(x) ((PI) * (x) * (x))
```

Expanding a Macro with an Argument

Wherever `CIRCLE_AREA(`*argument*`)` appears in the file, the preprocessor:

- substitutes *argument* for `x` in the replacement-text,
- replaces `PI` with its value `3.14159` (from Section 14.3), and
- expands the macro in the program.

For example, the preprocessor expands

```
double area = CIRCLE_AREA(4);
```

to

```
double area = ((3.14159) * (4) * (4));
```

At compile time, the compiler evaluates the preceding expression and assigns the result to the variable `area`.

Importance of Parentheses

The *parentheses* around each `x` in the replacement-text force the proper evaluation order when a macro's argument is an expression. Consider the statement

```
double area = CIRCLE_AREA(c + 2);
```

which expands to

```
double area = ((3.14159) * (c + 2) * (c + 2));
```

This evaluates correctly because the parentheses force the proper evaluation order. If you omit the macro definition's parentheses, the macro expansion is

```
double area = 3.14159 * c + 2 * c + 2;
```

which evaluates *incorrectly* as




```
double area = (3.14159 * c) + (2 * c) + 2;
```

because of C's operator precedence rules. For this reason, you should always enclose macro arguments in parentheses in the replacement-text to prevent logic errors.

It's Better to Use a Function

Defining the `CIRCLE_AREA` macro as a function is safer. The `circleArea` function

```
double circleArea(double x) {
   return 3.14159 * x * x;
}
```

performs the same calculation as macro `CIRCLE_AREA`, but a function's argument is evaluated only once when the function is called. Also, the compiler performs type checking on functions. The preprocessor does not support type checking. In the past, programmers often used macros to replace function calls with inline code to eliminate the function-call overhead. Today's optimizing compilers often inline function calls for you, so many programmers no longer use macros for this purpose. You can also use the C standard's `inline` keyword (see Appendix C).

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14.4.2 Macro with Two Arguments

The following two-argument macro calculates a rectangle's area:

```
#define RECTANGLE_AREA(x, y)  ((x) * (y))
```

Wherever `RECTANGLE_AREA(x, y)` appears in the program, the preprocessor substitutes the values of `x` and `y` in the macro's replacement-text and expands the macro in the program. For example, the statement

```
int rectangleArea = RECTANGLE_AREA(a + 4, b + 7);
```

is expanded to

```
int rectangleArea = ((a + 4) * (b + 7));
```

14.4.3 Macro Continuation Character

A macro's or symbolic constant's replacement-text is everything to the identifier's right in the `#define` directive. If the replacement-text is longer than the remainder of the line, you can place a **backslash** (\) continuation character at the end of the line to continue the replacement-text on the next line.

14.4.4 #undef Preprocessor Directive

Symbolic constants and macros can be discarded for the remainder of a source file using the **`#undef` preprocessor directive**. Directive `#undef` *undefines* a symbolic constant or macro name. A macro's or symbolic constant's **scope** is from its definition until it's undefined with `#undef`, or until the end of the source file. Once undefined, a macro or symbolic constant can be redefined with `#define`.

14.4.5 Standard-Library Macros

Some standard-library functions actually are defined as macros, based on other library functions. A macro commonly defined in the `<stdio.h>` header is

```
#define getchar() getc(stdin)
```

The macro definition of `getchar` uses function `getc` to get one character from the standard input stream. The `<stdio.h>` header's `putchar` function and the `<ctype.h>` header's character-handling functions often are implemented as macros as well.

14.4.6 Do Not Place Expressions with Side Effects in Macros

Expressions with *side effects* (e.g., variable values are modified) should *not* be passed to a macro, because macro arguments may be evaluated more than once. We'll show an example of this in Section 14.11.

Self Check

1 *(True/False)* The following two-argument macro calculates a rectangle's area:

```
#define RECTANGLE_AREA(x, y)  ((x) * (y))
```

Wherever `RECTANGLE_AREA(x, y)` appears in the program, the values of `x` and `y` are substituted in the macro replacement-text and the macro is expanded in place of the macro name. For example, the statement

```
double rectArea = RECTANGLE_AREA(a + 4, b + 7);
```

is expanded to

```
double rectArea = (a + 4 * b + 7);
```

The value of the expression is evaluated at runtime and assigned to variable `rectArea`.
Answer: *False*. Actually, the correct expansion is:

```
double rectArea = ((a + 4) * (b + 7));
```

2 *(Fill-In)* Expressions with _____ should not be passed to a macro because macro arguments may be evaluated more than once.
Answer: side effects.

14.5 Conditional Compilation

Conditional compilation enables you to control which preprocessor directives execute and whether parts of your C code compile. Each conditional preprocessor directive evaluates a constant integer expression. Cast expressions, `sizeof` expressions and enumeration constants *cannot* be evaluated in preprocessor directives.

14.5.1 `#if`...`#endif` Preprocessor Directive

The conditional preprocessor construct is much like the `if` selection statement. Consider the following preprocessor code:

```
#if !defined(MY_CONSTANT)
   #define MY_CONSTANT 0
#endif
```

This determines whether `MY_CONSTANT` is *defined*—that is, whether `MY_CONSTANT` has already appeared in an earlier `#define` directive within the current source file. The expression `defined(MY_CONSTANT)` evaluates to `1` (true) if `MY_CONSTANT` is defined; otherwise, it evaluates to `0` (false). If the result is `0`, `!defined(MY_CONSTANT)` evaluates to `1`, indicating that `MY_CONSTANT` was not defined previously, so the `#define` directive executes. Otherwise, the preprocessor skips the `#define` directive.

Every `#if` construct ends with `#endif`. The directives `#ifdef` and `#ifndef` are shorthand for `#if defined(`*name*`)` and `#if !defined(`*name*`)`. You can test a multiple-part conditional preprocessor construct by using

- `#elif` (the equivalent of `else if` in an `if` statement) and
- `#else` (the equivalent of `else` in an `if` statement) directives.

Conditional preprocessor directives are frequently used to *prevent header files from being included multiple times in the same source file*. These directives frequently are used to enable and disable code that makes software compatible with a range of platforms.

14.5.2 Commenting Out Blocks of Code with `#if`...`#endif`

During program development, it's often helpful to "comment out" portions of your code to prevent them from being compiled. If the code contains multiline comments, `/*` and `*/` cannot do this because you cannot nest multiline comments. Instead, you can use the following preprocessor construct:

```
#if 0
   code prevented from compiling
#endif
```

To enable the code to be compiled, replace the `0` in the preceding construct with `1`.

14.5.3 Conditionally Compiling Debug Code

Conditional compilation is sometimes used as a *debugging* aid. For example, some programmers use `printf` statements to print variable values and to confirm a program's flow of control. You can enclose such `printf` statements in conditional preprocessor directives so the statements are compiled only while you're still debugging your code. For example,

```
#ifdef DEBUG
   printf("Variable x = %d\n", x);
#endif
```

compiles the `printf` statement if the symbolic constant `DEBUG` is defined with

```
#define DEBUG
```

before `#ifdef DEBUG`. When you complete your debugging phase, you remove or comment out the `#define` directive in the source file, and the `printf` statements inserted for debugging purposes are ignored during compilation. In larger programs, you might define several symbolic constants that control the conditional compilation in separate sections of the source file.

Many compilers allow you to define and undefine symbolic constants like `DEBUG` with a compiler flag that you supply each time you compile the code so that you do not need to change the code. When inserting conditionally compiled `printf` statements in locations where C expects a single statement (e.g., a control statement's body), ensure that the conditionally compiled statements are enclosed in braces (`{}`).

Self Check

1 *(True/False)* The conditional compilation statement

```
#ifdef DEBUG
   printf("Variable x = %d\n", x);
#endif
```

compiles the `printf` statement if the symbolic constant `DEBUG` is defined (`#define DEBUG`) before `#ifdef DEBUG`.
Answer: *True*.

2 *(True/False)* During program development, it's often helpful to "comment out" portions of code to prevent them from being compiled. If the code contains multiline comments, `/*` and `*/` should be used to accomplish this task.
Answer: *False*. Actually, if the code contains multiline comments, `/*` and `*/` cannot be used to accomplish this task, because such comments cannot be nested. Instead, you can use the following preprocessor construct:

```
#if 0
   code prevented from compiling
#endif
```

14.6 #error and #pragma Preprocessor Directives

The **`#error` directive**

```
#error tokens
```

prints an implementation-dependent message, including the *tokens* specified in the directive. The tokens are sequences of characters separated by spaces. For example,

```
#error 1 - Out of range error
```

contains 6 tokens. When the `#error` directive is processed on some systems, the tokens are displayed as an error message, preprocessing stops, and the program does not compile.

The **`#pragma` directive**

```
#pragma tokens
```

causes an *implementation-defined* action. A `#pragma` not recognized by the implementation is ignored. For more information on `#error` and `#pragma`, see the documentation for your C compiler.

Self Check

1 *(Fill-In)* When a(n) _____ preprocessor directive is processed on some systems, the tokens in the directive are displayed as an error message, preprocessing stops and the program does not compile.
Answer: `#error`.

2 *(Fill-In)* The `#pragma` directive causes a(n) _____ action
Answer: implementation-defined.

14.7 # and ## Operators

The # operator converts a replacement-text token to a string surrounded by quotes. Consider the following macro definition:

```
#define HELLO(x) puts("Hello, " #x);
```

When HELLO(John) appears in a program file, the preprocessor expands it to

```
puts("Hello, " "John");
```

replacing #x with the string "John". Strings separated by whitespace are concatenated during preprocessing, so the preceding statement is equivalent to

```
puts("Hello, John");
```

The # operator must be used in a macro with arguments because #'s operand refers to one of the macro's arguments.

The ## operator *concatenates two tokens*. Consider the following macro definition:

```
#define TOKENCONCAT(x, y)  x ## y
```

When TOKENCONCAT appears in a file, the preprocessor concatenates the arguments and uses the result to replace the macro. For example, TOKENCONCAT(O, K) is replaced by OK in the program. The ## operator must have two operands.

Self Check

1 *(Fill-In)* The _____ preprocessor operator causes a replacement-text token to be converted to a string surrounded by quotes.
Answer: #.

2 *(Code)* The ## preprocessor operator concatenates two tokens. Write the macro definition described by, "When SIDEBYSIDE appears in the program, its arguments are concatenated and used to replace the macro. So, SIDEBYSIDE(GOOD, BYE) is replaced by GOODBYE in the program."
Answer: `#define SIDEBYSIDE(a, b) a ## b`

14.8 Line Numbers

The **#line preprocessor directive** causes the subsequent source-code lines to be renumbered, starting with the specified constant integer value. The directive

```
#line 100
```

starts line numbering from 100 beginning with the next source-code line. Including a filename in the #line directive, as in

```
#line 100 "file1.c"
```

indicates that lines are numbered from 100 beginning with the next source-code line and that the filename for the purpose of any compiler messages is "file1.c". This version of the #line directive normally helps make the messages produced by syntax errors and compiler warnings more meaningful. The line numbers do not appear in the source file.

Self Check

1 *(True/False)* The preprocessor directive

```
#line 100 "file1.c"
```

indicates that lines are numbered from `100` beginning with the next source-code line and that the name of the file for the purpose of any compiler messages is `"file1.c"`.
Answer: *True*.

14.9 Predefined Symbolic Constants

Standard C provides **predefined symbolic constants,** several of which are shown in the following table:

Symbolic constant	Explanation
`__LINE__`	The line number of the current source-code line (an integer constant).
`__FILE__`	The name of the source file (a string).
`__DATE__`	The date the source file was compiled (in the form `"Mmm dd yyyy"`, such as `"Jan 19 2002"`).
`__TIME__`	The time the source file was compiled (in the form `"hh:mm:ss"`).
`__STDC__`	The value `1` if the compiler supports Standard C; `0` otherwise. Requires the compiler flag `/Za` in Visual C++.

The remaining predefined symbolic constants are in Section 6.10.8 of the C standard. These identifiers begin and end with *two* underscores and often are useful for including additional information in error messages. These identifiers and the `defined` identifier (used in Section 14.5) cannot be used in `#define` or `#undef` directives.

Self Check

1 *(Fill-In)* The predefined symbolic constant _____ is described by, "The value `1` if the compiler supports Standard C; `0` otherwise."
Answer: `__STDC__`.

14.10 Assertions

The **`assert`** macro—defined in **`<assert.h>`**—tests an expression's value at execution time. If the value is false (`0`), `assert` prints an error message and terminates the program by calling function **`abort`** of the general utilities library (`<stdlib.h>`).

The `assert` macro is a useful debugging tool for testing whether a variable has a correct value. For example, suppose variable `x` should never be larger than `10` in a program. You can use an assertion to test `x`'s value and print an error message if it's greater than 10, as in

```
assert(x <= 10);
```

If x is greater than 10 when this statement executes, the program displays an error message containing the line number and filename where the `assert` statement appears, then terminates. You'd then focus on this area of the code to find the error.

If the symbolic constant `NDEBUG` is defined, subsequent assertions in the source file are *ignored*. So, when assertions are no longer needed, rather than deleting each assertion manually, you can insert the following line in the source file:

```
#define NDEBUG
```

Many compilers have debug and release modes that automatically define and undefine `NDEBUG`.

Assertions are not meant as a substitute for error handling during normal runtime conditions. You should use them only to find logic errors during program development. The C standard also includes a capability called `_Static_assert`, which is essentially a compile-time version of `assert` that produces a *compilation error* if the assertion fails. We discuss `_Static_assert` in Appendix C.

Self Check

1 ***(True/False)*** The `assert` macro—defined in `<assert.h>`—tests the value of an expression at compile time.

Answer: *False*. Actually, the `assert` macro tests the value of an expression at *execution time*. `_Static_assert` is essentially a compile-time version of `assert` that produces a compilation error if the assertion fails.

2 ***(Fill-In)*** When assertions are no longer needed, you can insert the line _____ in the code file rather than delete each assertion manually.

Answer: `#define NDEBUG`.

14.11 Secure C Programming

The `CIRCLE_AREA` macro defined in Section 14.4:

```
#define CIRCLE_AREA(x) ((PI) * (x) * (x))
```

is an *unsafe* macro, because it evaluates its argument `x` *more than once*. This can cause subtle errors. If the macro argument contains *side effects*—such as incrementing a variable or calling a function that modifies a variable's value—those side effects would be performed *multiple* times.

For example, if we call `CIRCLE_AREA` as follows:

```
double result = CIRCLE_AREA(++radius);
```

The preprocessor expands this to

```
double result = ((3.14159) * (++radius) * (++radius));
```

which increments `radius` *twice*. Also, the preceding statement's result is *undefined*, because C allows a variable to be modified *only once* in a statement. In a function call, the argument is *evaluated only once* before it's passed to the function. So, functions are always preferred to unsafe macros.

Self Check

1 *(Fill-In)* The `CIRCLE_AREA` macro

```
#define CIRCLE_AREA(x) ((PI) * (x) * (x))
```

is considered unsafe because it _____. This can cause subtle errors.
Answer: evaluates its argument `x` more than once.

2 *(True/False)* Macros are always preferred to functions.
Answer: *False*. Actually, functions are always preferred to unsafe macros.

Summary

Section 14.1 Introduction

- The preprocessor executes before a program compiles.
- All **preprocessor directives** (p. 683) begin with `#`.
- Only whitespace characters and comments may appear before a preprocessor directive on a line.

Section 14.2 `#include` Presprocessor Directive

- The **`#include` directive** (p. 683) includes a copy of the specified file. If the filename is enclosed in quotes, the preprocessor begins searching in the same folder as the file being compiled. If the filename is enclosed in angle brackets (< and >), as is the case for C standard library headers, the search is performed in an implementation-defined manner.

Section 14.3 `#define` Preprocessor Directive: Symbolic Constants

- The **`#define` preprocessor directive** (p. 683) creates symbolic constants and macros.
- A **symbolic constant** (p. 683) is a name for a constant.

Section 14.4 `#define` Preprocessor Directive: Macros

- A **macro** is an operation defined in a `#define` preprocessor directive. Macros may be defined with or without arguments.
- **Replacement-text** (p. 684) is specified after a symbolic constant's identifier or after the closing right parenthesis of a macro's argument list. If the replacement-text for a macro or symbolic constant is longer than the remainder of the line, use a **backslash** (\; p. 686) at the end of the line to indicate that the replacement-text continues on the next line.
- Symbolic constants and macros can be discarded using the **`#undef` preprocessor directive** (p. 686). Directive `#undef` "undefines" the symbolic constant or macro name.
- The **scope** (p. 686) of a symbolic constant or macro is from its definition until it's undefined with `#undef` or until the end of the file.

Section 14.5 Conditional Compilation

- **Conditional compilation** (p. 688) enables you to control whether preprocessor directives execute and whether program code compiles.
- The **conditional preprocessor directives** evaluate constant integer expressions. Cast expressions, `sizeof` expressions and `enum` constants cannot be evaluated in preprocessor directives.
- Every **`#if`** construct ends with **`#endif`** (p. 688).

- Directives **`#ifdef`** and **`#ifndef`** (p. 688) are provided as shorthand for **`#if defined(`*name*`)`** and **`#if !defined(`*name*`)`**.
- **Multiple-part conditional preprocessor constructs** may be tested with directives **`#elif`** and **`#else`** (p. 688).

Section 14.6 `#error` and `#pragma` Preprocessor Directives

- The **`#error` directive** (p. 689) terminates preprocessing, prevents compilation and prints an implementation-dependent message that includes the tokens specified in the directive.
- The **`#pragma` directive** (p. 689) causes an implementation-defined action. If the `#pragma` is not recognized by the implementation, it's ignored.

Section 14.7 # and ## Operators

- The **`#` operator** converts a *replacement-text* token to a string surrounded by quotes. The `#` operator must be used in a macro with arguments because `#`'s operand must be one of the macro's arguments.
- The **`##` operator** concatenates two tokens. The `##` operator must have two operands.

Section 14.8 Line Numbers

- The **`#line` preprocessor directive** (p. 690) causes the subsequent source-code lines to be renumbered, starting with the specified constant integer value. This directive also enables you to specify the filename used for that source-code file in compiler error messages.

Section 14.9 Predefined Symbolic Constants

- Constant **`__LINE__`** (p. 691) is the line number (an integer) of the current source-code line.
- Constant **`__FILE__`** (p. 691) is the name of the file (a string).
- Constant **`__DATE__`** (p. 691) is the date the source file is compiled (a string).
- Constant **`__TIME__`** (p. 691) is the time the source file is compiled (a string).
- Constant **`__STDC__`** (p. 691) indicates whether the compiler supports Standard C.
- Each of the predefined symbolic constants begins and ends with two underscores.

Section 14.10 Assertions

- Macro **`assert`** (p. 691; **`<assert.h>` header**) tests the value of an expression. If the value is `0` (false), `assert` prints an error message and calls **function `abort`** (p. 691) to terminate program execution.

Self-Review Exercises

14.1 Fill-In the blanks in each of the following:

a) Every preprocessor directive must begin with _____.

b) The conditional compilation construct may be extended to test for multiple cases by using the _____ and _____ directives.

c) The _____ directive creates macros and symbolic constants.

d) Only _____ characters may appear before a preprocessor directive on a line.

e) The _____ directive discards symbolic constant and macro names.

f) The _____ and _____ directives are provided as shorthand notation for `#if defined(`*name*`)` and `#if !defined(`*name*`)`.

g) _____ enables you to control whether preprocessor directives execute and whether code compiles.
h) The _____ macro prints a message and terminates program execution if the macro's expression evaluates is `0`.
i) The _____ directive inserts a file in another file.
j) The _____ preprocessor operator concatenates its two arguments.
k) The _____ preprocessor operator converts its operand to a string.
l) The character _____ indicates that the replacement-text for a symbolic constant or macro continues on the next line.
m) The _____ directive causes the source-code lines to be numbered from the indicated value beginning with the next source-code line.

14.2 Write a program to print the values of the predefined symbolic constants listed in Section 14.9.

14.3 Write a preprocessor directive to accomplish each of the following:
a) Define the symbolic constant `YES` to have the value `1`.
b) Define the symbolic constant `NO` to have the value `0`.
c) Include the header `common.h`. The header is found in the same directory as the file being compiled.
d) Renumber the remaining lines in the file beginning with line number `3000`.
e) If the symbolic constant `TRUE` is defined, undefine it and redefine it as `1`. Do not use `#ifdef`.
f) If the symbolic constant `TRUE` is defined, undefine it and redefine it as `1`. Use the `#ifdef` preprocessor directive.
g) If the symbolic constant `TRUE` is not equal to `0`, define symbolic constant `FALSE` as `0`. Otherwise define `FALSE` as `1`.
h) Define the macro `CUBE_VOLUME` that computes the volume of a cube. The macro takes one argument.

Answers to Self-Review Exercises

14.1 a) `#`. b) `#elif`, `#else`. c) `#define`. d) whitespace. e) `#undef`. f) `#ifdef`, `#ifndef`. g) Conditional compilation. h) `assert`. i) `#include`. j) `##`. k) `#`. l) `\`. m) `#line`.

14.2 See below. [*Note:* In Visual Studio, `__STDC__` works requires the `/Za` compiler flag.]

```
1  // ex14_02.c
2  // Print the values of the predefined macros
3  #include <stdio.h>
4  int main(void) {
5     printf("__LINE__ = %d\n", __LINE__);
6     printf("__FILE__ = %s\n", __FILE__);
7     printf("__DATE__ = %s\n", __DATE__);
8     printf("__TIME__ = %s\n", __TIME__);
9     printf("__STDC__ = %d\n", __STDC__);
10 }
```

```
__LINE__ = 5
__FILE__ = ex14_02.c
__DATE__ = Jan 01 2021
__TIME__ = 11:39:12
__STDC__ = 1
```

14.3 See the answers below:

a)
```
#define YES 1
```

b)
```
#define NO 0
```

c)
```
#include "common.h"
```

d)
```
#line 3000
```

e)
```
#if defined(TRUE)
   #undef TRUE
   #define TRUE 1
#endif
```

f)
```
#ifdef TRUE
   #undef TRUE
   #define TRUE 1
#endif
```

g)
```
#if TRUE
   #define FALSE 0
#else
   #define FALSE 1
#endif
```

h)
```
#define CUBE_VOLUME(x)  ((x) * (x) * (x))
```

Exercises

14.4 *(Volume of a Sphere)* Write a program that defines a macro with one argument to compute a sphere's volume. Use the macro to compute the volumes for spheres of radius 1 to 10 and print the results in tabular format. The formula for a sphere's volume is

$$(4.0 / 3) * \pi * r^3$$

where π is `3.14159`.

14.5 *(Adding Two Numbers)* Write a program that defines macro `SUM` with two arguments, `x` and `y`, and use `SUM` to produce the following output:

```
The sum of x and y is 13
```

14.6 *(Smaller of Two Numbers)* Write a program that defines and uses a macro named `MINIMUM2` to determine the smaller of two numeric values.

14.7 *(Smallest of Three Numbers)* Write a program that defines and uses a macro named `MINIMUM3` to determine the smallest of three numeric values. Macro `MINIMUM3` should use macro `MINIMUM2` from Exercise 14.6 to determine the smallest number.

14.8 *(Printing a String)* Write a program that defines and uses macro `PRINT` to print a string value.

14.9 *(Printing an Array)* Write a program that defines and uses macro `PRINTARRAY` to print an array of integers. The macro should receive the array and its number of elements as arguments.

14.10 *(Totaling an Array's Contents)* Write a program that defines and uses macro `SUMARRAY` to sum the values in a numeric array. The macro should receive the array and its number of elements as arguments.

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15

Other Topics



Objectives

In this chapter, you'll:

- Write functions that use variable-length argument lists.
- Process command-line arguments.
- Compile multiple-source-file programs.
- Assign specific types to numeric constants.
- Terminate programs with `exit` and `atexit`.
- Process external asynchronous events in a program.
- Dynamically allocate arrays and resize memory that was dynamically allocated previously.

Outline

15.1 Introduction
15.2 Variable-Length Argument Lists
15.3 Using Command-Line Arguments
15.4 Compiling Multiple-Source-File Programs
15.4.1 `extern` Declarations for Global Variables in Other Files
15.4.2 Function Prototypes
15.4.3 Restricting Scope with `static`
15.5 Program Termination with `exit` and `atexit`
15.6 Suffixes for Integer and Floating-Point Literals
15.7 Signal Handling
15.8 Dynamic Memory Allocation Functions `calloc` and `realloc`
15.9 `goto`: Unconditional Branching

Summary | *Self-Review Exercise* | *Answers to Self-Review Exercise* | *Exercises*

15.1 Introduction

This chapter presents additional topics not ordinarily covered in introductory courses. Some capabilities discussed here are specific to particular operating systems, especially macOS/Linux and Windows.

15.2 Variable-Length Argument Lists

Most programs in the text have used the standard-library function `printf`. At a minimum, `printf` must receive a string as its first argument, but `printf` can receive any number of additional arguments. The function prototype for `printf` is

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

The **ellipsis (...)** in the function prototype indicates that the function receives a *variable number of arguments of any type*. You can use this syntax to define your own functions with **variable-length argument lists**. The ellipsis must be the last parameter. Placing the ellipsis in the middle of the parameter list is a syntax error.

ERR ⊗

The following table contains the **variable arguments (`<stdarg.h>`) header's** macros and definitions for building functions with variable-length argument lists:

Identifier	Explanation
`va_list`	A type for holding information needed by macros `va_start`, `va_arg` and `va_end`. To access the arguments in a variable-length argument list, an object of type `va_list` must be defined.
`va_start`	A macro that you must invoke before accessing a variable-length argument list's arguments. This macro initializes the object declared with `va_list` for use by the `va_arg` and `va_end` macros.
`va_arg`	A macro that expands to the variable-length argument list's next argument value. The value has the type you specify as the macro's second argument. Each use of `va_arg` modifies the object declared with `va_list` to point to the next argument.
`va_end`	A macro that facilitates a normal return from a function whose variable-length argument list was referred to by the `va_start` macro.

Figure 15.1 demonstrates a function `average` (lines 23–36) with a variable-length argument list. The function's first argument is the number of values to average.

```
1  // fig15_01.c
2  // Using variable-length argument lists
3  #include <stdarg.h>
4  #include <stdio.h>
5
6  double average(int i, ...); // ... represents variable arguments
7
8  int main(void) {
9     double w = 37.5;
10    double x = 22.5;
11    double y = 1.7;
12    double z = 10.2;
13
14    printf("%s%.1f; %s%.1f; %s%.1f; %s%.1f\n\n",
15       "w = ", w, "x = ", x, "y = ", y, "z = ", z);
16    printf("%s%.3f\n%s%.3f\n%s%.3f\n",
17       "The average of w and x is ", average(2, w, x),
18       "The average of w, x, and y is ", average(3, w, x, y),
19       "The average of w, x, y, and z is ", average(4, w, x, y, z));
20 }
21
22 // calculate average
23 double average(int i, ...) {
24    double total = 0; // initialize total
25    va_list ap; // stores information needed by va_start and va_end
26
27    va_start(ap, i); // initializes the va_list object
28
29    // process variable-length argument list
30    for (int j = 1; j <= i; ++j) {
31       total += va_arg(ap, double);
32    }
33
34    va_end(ap); // clean up variable-length argument list
35    return total / i; // calculate average
36 }
```

```
w = 37.5; x = 22.5; y = 1.7; z = 10.2

The average of w and x is 30.000
The average of w, x, and y is 20.567
The average of w, x, y, and z is 17.975
```

Fig. 15.1 | Using variable-length argument lists.

The `average` function (lines 23–36) uses all the definitions and macros of header `<stdarg.h>`, except `va_copy` (Section C.7.8), which was added in C11. The **`va_list`** variable `ap` (short for "argument pointer"; line 25) is used by macros **`va_start`**, **`va_arg`** and **`va_end`** to process function `average`'s variable-length argument list. First,

the function invokes macro `va_start` (line 27) to initialize object `ap` for use by `va_arg` and `va_end`. The `va_start` macro receives:

- the object `ap`, and
- the identifier of the rightmost argument in the parameter list *before* the ellipsis (`i` in this example)—`va_start` uses this argument to determine where the variable-length argument list begins.

Next, the `average` function repeatedly adds the variable-length argument list's arguments to the variable `total` (lines 30–32). The macro `va_arg` retrieves the next value to add to `total`. The macro receives two arguments:

- the object `ap`, and
- the value *type* expected in the argument list—`double` in this case.

The macro returns the argument's value. Line 34 invokes the macro `va_end` with the object `ap` as an argument to facilitate a normal return to the caller from `average`. Finally, line 35 calculates the average and returns it to `main`.

You might wonder how functions with variable-length argument lists like `printf` and `scanf` know what type to use in each `va_arg` macro call. The answer is that, as the program executes, they scan the format conversion specifiers in the format control string to determine the type of the next argument to process.

Self Check

1 *(Fill-In)* The function prototype for `printf` is

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

The ellipsis (`...`) in the prototype indicates that the function receives _____.
Answer: a variable number of arguments of any type.

2 *(Multiple Choice)* Which macro corresponds to the description: "To access the arguments in a variable-length argument list, an object of this type must be defined."

a) `va_start`
b) `va_end`
c) `va_list`
d) `va_arg`

Answer: c.

15.3 Using Command-Line Arguments

Command-line arguments are commonly used to pass options and filenames to a program. The `main` function may receive arguments from a command line if the function's parameter list contains the parameters `int argc` and `char *argv[]`:

- The **`argc`** parameter receives the number of command-line arguments that the user has entered.
- The **`argv`** parameter is an array of strings containing the command-line arguments.

Figure 15.2 copies a file one character at a time into another file. Assume that the executable file for this program is called `mycopy`. A typical command line for executing this program is

```
mycopy input output
```

This command line indicates that the file `input` should be copied to the file `output`. When the program executes, if `argc` is not `3` (`mycopy` counts as one of the arguments), the program prints an error message (line 8) and terminates. Otherwise, the array `argv` contains the strings `"mycopy"`, `"input"` and `"output"`. This program uses its second and third command-line arguments as filenames.

```
1  // fig15_02.c
2  // Using command-line arguments
3  #include <stdio.h>
4
5  int main(int argc, char *argv[]) {
6     // check number of command-line arguments
7     if (argc != 3) {
8        puts("Usage: mycopy infile outfile");
9     }
10    else {
11       FILE *inFilePtr = NULL; // input file pointer
12
13       // try to open the input file
14       if ((inFilePtr = fopen(argv[1], "r")) != NULL) {
15          FILE *outFilePtr = NULL; // output file pointer
16
17          // try to open the output file
18          if ((outFilePtr = fopen(argv[2], "w")) != NULL) {
19             int c = 0; // holds characters read from source file
20
21             // read and output characters
22             while ((c = fgetc(inFilePtr)) != EOF) {
23                fputc(c, outFilePtr);
24             }
25
26             fclose(outFilePtr); // close the output file
27          }
28          else { // output file could not be opened
29             printf("File \"%s\" could not be opened\n", argv[2]);
30          }
31
32          fclose(inFilePtr); // close the input file
33       }
34       else { // input file could not be opened
35          printf("File \"%s\" could not be opened\n", argv[1]);
36       }
37    }
38 }
```

Fig. 15.2 | Using command-line arguments.

We use the function `fopen` to open these files for reading (line 14) and writing (line 18), respectively. If the program opens both files successfully, lines 22–24 read characters from the file `input` and write them to the file `output`. This process continues until the end of `input` is reached. Then the program terminates. The result is an exact copy of the file `input`—if no errors occur during processing.

[*Note:* In Visual C++, you specify command-line arguments by right-clicking the project name in the Solution Explorer and selecting **Properties**, then expanding **Configuration Properties**, selecting **Debugging** and entering the arguments in the textbox to the right of **Command Arguments**.]

Self Check

1 ***(Fill-In)*** You can pass command-line arguments to `main` by including parameters `int argc` and _____ in `main`'s parameter list.
Answer: `char *argv[]`.

2 ***(Discussion)*** Assuming `inFilePtr` represents a successfully opened input file and `outFilePtr` represents a successfully opened output file, what does the following code segment do?

```
while ((c = fgetc(inFilePtr)) != EOF) {
   fputc(c, outFilePtr);
}
```

Answer: This loop reads one character at a time from the input file and writes it to the output file until the end-of-file indicator for the input file is set.

15.4 Compiling Multiple-Source-File Programs

It's possible to build programs that consist of multiple source files. There are several considerations when creating programs in multiple files. For example, the definition of a function must be entirely contained in one file—it cannot span two or more files.

15.4.1 `extern` Declarations for Global Variables in Other Files

Chapter 5 introduced storage class and scope concepts. We learned that variables declared *outside* any function definition are *global variables*. Global variables are accessible to any function defined in the same file after the variable is declared. Global variables also can be accessible to functions in other files if they're declared in each file that uses them. For example, to refer to the global integer variable `flag` in another file, you can use the declaration

```
extern int flag;
```

The storage-class specifier **`extern`** indicates that `flag` is defined either *later in the same file or in a different file*. The compiler informs the linker that unresolved references to the variable `flag` appear in the file. If the linker finds a proper global definition, the linker resolves the references to `flag`. If the linker cannot locate a definition of `flag`, it issues an error message and does not produce an executable file. Any identifier that's

declared at file scope is `extern` by default. You should avoid global variables unless application performance is critical because they violate the principle of least privilege. SE

15.4.2 Function Prototypes

Just as `extern` declarations can be used to declare that global variables are defined in other program files, function prototypes can extend the scope of a function beyond the file in which it's defined. The `extern` specifier is not required in a function prototype. Simply include the function prototype in each file that calls the function, and compile the files together (see Section 14.2). Function prototypes indicate that the specified function is defined either later in the same file or in a different file. Again, the compiler does not resolve references to such a function—the linker performs that task. If the linker cannot locate a proper function definition, the linker issues an error message.

As an example of using function prototypes to extend the scope of a function, consider any program containing the preprocessor directive `#include <stdio.h>`, which includes a file containing the function prototypes for `printf`, `scanf` and many other functions. A file that `#includes <stdio.h>` can use `printf` and `scanf`, even though they're defined in other files. We do not need to know where they're defined. The linker resolves our references to these functions automatically.

Software Reusability

Creating programs in multiple source files facilitates software reusability and good software engineering. Functions that are common to many applications should be stored in their own source files. Each source file should have a corresponding header containing the function prototypes. This enables programmers of different applications to reuse the same code by including the proper header file and compiling their applications with the corresponding source file. SE

15.4.3 Restricting Scope with `static`

It's possible to restrict a global variable's or function's scope to the file in which it's defined. Applying the storage-class specifier `static` to a global variable or function prevents it from being used outside the file that defines it. This is known as **internal linkage**. Global variables and functions *not* preceded by `static` in their definitions have **external linkage**. They can be accessed in other files containing proper declarations.

The global variable definition

```
static const double PI = 3.14159;
```

creates constant variable `PI` of type `double`, initializes it to `3.14159` and indicates that `PI` is known *only* to functions in the file in which it's defined.

The `static` specifier is commonly used with utility functions called only within a particular file. If a function is not required outside a file, enforce the principle of least privilege by applying `static` to both the function's definition and prototype.

Self Check

1 *(Multiple Choice)* Which of the following statements is *false*?
a) Variables declared outside any function definition are global variables.
b) Global variables are accessible to any function defined in the same file after the variable is declared.
c) Global variables also are accessible to functions in other files.
d) Once a global variable is defined, it's known to all the application's files.

Answer: d) is *false*. Actually, global variables must be declared in *each* file in which they're used.

2 *(Fill-In)* Any identifier that's declared at file scope is _____ by default.
Answer: `extern`.

3 *(True/False)* You should prefer global variables to local variables because global variables enforce the principle of least privilege.
Answer: False. Actually, you should avoid global variables unless application performance is critical because they *violate* the principle of least privilege.

4 *(Fill-In)* Applying `static` to a global variable or a function prevents it from being used by any function that's not defined in the same file—this is called _____ linkage.
Answer: internal.

5 *(True/False)* The following global variable definition indicates that `PI` is known only to functions in the file in which it's defined:

```
static const double PI = 3.14159;
```

Answer: *True*.

15.5 Program Termination with `exit` and `atexit`

The general utilities library (`<stdlib.h>`) provides methods of terminating program execution by means other than a conventional return from function `main`.

`exit` Function

The **`exit`** function terminates a program immediately. This function often is used to terminate a program when an error is detected. The function takes one argument—normally, **`EXIT_SUCCESS`** or **`EXIT_FAILURE`**: These contain implementation-defined values for successful and unsuccessful termination.

`atexit` Function

The **`atexit`** function registers a function to call when the program terminates by reaching the end of `main` or when `exit` is invoked. This function takes as an argument another function's name. Recall that a function name is a pointer to that function. Functions called at program termination cannot have arguments and cannot return a value. When a program terminates, any functions previously registered with `atexit` are invoked in the reverse order of their registration.

Using Functions exit and atexit

Figure 15.3 tests functions `exit` and `atexit`. The program prompts the user to determine whether the program should be terminated with `exit` or by reaching the end of `main`. Function `print` is executed at program termination in each case.

```c
// fig15_03.c
// Using the exit and atexit functions
#include <stdio.h>
#include <stdlib.h>

void print(void); // prototype

int main(void) {
   atexit(print); // register function print
   puts("Enter 1 to terminate program with function exit\n"
        "Enter 2 to terminate program normally");
   int answer = 0; // user
   scanf("%d", &answer);

   // call exit if answer is 1
   if (answer == 1) {
      puts("\nTerminating program with function exit");
      exit(EXIT_SUCCESS);
   }

   puts("\nTerminating program by reaching the end of main");
}

// display message before termination
void print(void) {
   puts("Executing function print at program termination\n"
        "Program terminated");
}
```

```
Enter 1 to terminate program with function exit
Enter 2 to terminate program normally
1

Terminating program with function exit
Executing function print at program termination
Program terminated
```

```
Enter 1 to terminate program with function exit
Enter 2 to terminate program normally
2

Terminating program by reaching the end of main
Executing function print at program termination
Program terminated
```

Fig. 15.3 | Using the `exit` and `atexit` functions.

Self Check

1 *(True/False)* Function `atexit` terminates a program immediately.
Answer: *False*. Actually, function `exit` causes a program to terminate immediately. Function `atexit` registers a function to call when a program terminates by reaching the end of `main` or when `exit` is invoked.

2 *(True/False)* Calling `exit` with `EXIT_SUCCESS` returns 1 to the calling environment, and calling `exit` with `EXIT_FAILURE` returns 0.
Answer: *False*. Actually, calling `exit` with `EXIT_SUCCESS` or `EXIT_FAILURE` returns *implementation-defined values* for successful or unsuccessful termination.

15.6 Suffixes for Integer and Floating-Point Literals

Integer and floating-point *suffixes* enable you to specify explicitly the data types of literal values. By default, an integer literal's type is determined by the first type capable of storing the value—`int`, then `long int`, then `unsigned long int`, etc. A floating-point literal with no suffix has type `double`.

The integer suffixes are `u` or `U` for `unsigned int`s, `l` or `L` for `long int`s, and `ll` or `LL` for `long long int`s. `L` and `LL` are preferred for readability, as a lowercase `l` can be mistaken as a `1` (one). You can combine `u` or `U` with those for `long int` and `long long int` to create unsigned literals for the larger integer types. The following literals have types `unsigned int`, `long int`, `unsigned long int` and `unsigned long long int`:

```
174u
8358L
28373ul
9876543210llu
```

The floating-point suffixes are `f` or `F` for `float`s, and `l` or `L` for `long double`s. Again, `L` is preferred for readability. The following are `float` and `long double` literals:

```
1.28f
3.14159L
```

Self Check

1 *(Fill-In)* C provides integer and floating-point _____ for explicitly specifying the types of integer and floating-point literal values.
Answer: suffixes.

2 *(Fill-In)* The following constants have types _____ and _____.

```
1.28f
3.14159L
```

Answer: `float`, `long double`.

15.7 Signal Handling

An external asynchronous **event**, or **signal**, can cause a program to terminate prematurely. Some events include:

- interrupts, such as typing <*Ctrl*> *c* (Linux or Windows) or <*command*> *c* (macOS), and
- termination orders from the operating system.

The **signal-handling library** (`<signal.h>`) enables programs to **trap** unexpected events with function `signal`, which receives two arguments:

- an integer signal number, and
- a pointer to a signal-handling function.

A program can generate signals by calling function `raise`, which takes an integer signal number as an argument. The following table summarizes the *standard signals* from the `<signal.h>` header:

Signal	Explanation
`SIGABRT`	Abnormal termination of the program (such as a call to function `abort`).
`SIGFPE`	An erroneous arithmetic operation, such as a divide-by-zero or an operation resulting in overflow.
`SIGILL`	Detection of an illegal instruction.
`SIGINT`	Receipt of an interactive attention signal (<*Ctrl*> *c* or <*command*> *c*).
`SIGSEGV`	An attempt to access memory that is not allocated to a program.
`SIGTERM`	A termination request sent to the program.

Demonstrating Signal Handling

Figure 15.4 uses function `signal` to *trap* a `SIGINT`. Line 11 calls `signal` with `SIGINT` and a pointer to the function `signalHandler`. When a `SIGINT` signal occurs, control passes to function `signalHandler`, which prints a message and gives the user the option to continue normal program execution. If the user wishes to continue execution, line 49 reinitializes the signal handler by calling `signal` again, and control returns to the point in the program at which the signal was detected.

```
1  // fig15_04.c
2  // Using signal handling
3  #include <signal.h>
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <time.h>
7
8  void signalHandler(int signalValue); // prototype
9
10 int main(void) {
11    signal(SIGINT, signalHandler); // register signal handler
12    srand(time(NULL));
13
```

Fig. 15.4 | Using signal handling. (Part 1 of 3.)

```
14     // output numbers 1 to 100
15     for (int i = 1; i <= 100; ++i) {
16        int x = 1 + rand() % 50; // generate random number to raise SIGINT
17
18        // raise SIGINT when x is 25
19        if (x == 25) {
20           raise(SIGINT);
21        }
22
23        printf("%4d", i);
24
25        // output \n when i is a multiple of 10
26        if (i % 10 == 0) {
27           printf("%s", "\n");
28        }
29     }
30  }
31
32  // handles signal
33  void signalHandler(int signalValue) {
34     printf("\n%s%d%s\n%s",
35        "Interrupt signal (", signalValue, ") received.",
36        "Do you wish to continue (1 = yes or 2 = no)? ");
37     int response = 0; // user
38     scanf("%d", &response);
39
40     // check for invalid responses
41     while (response != 1 && response != 2) {
42        printf("%s", "(1 = yes or 2 = no)? ");
43        scanf("%d", &response);
44     }
45
46     // determine whether to continue
47     if (response == 1) {
48        // reregister signal handler for next SIGINT
49        signal(SIGINT, signalHandler);
50     }
51     else {
52        exit(EXIT_SUCCESS);
53     }
54  }
```

```
   1   2   3   4   5   6   7   8   9  10
  11  12  13  14  15  16  17  18  19  20
  21  22  23  24  25  26  27  28  29  30
  31  32  33  34  35  36
Interrupt signal (2) received.
Do you wish to continue (1 = yes or 2 = no)? 1
  37  38  39  40
  41  42  43  44  45  46  47  48  49  50
  51  52  53  54  55  56  57  58  59  60
  61  62  63  64  65  66  67  68  69  70
```

Fig. 15.4 | Using signal handling. (Part 2 of 3.)

```
  71  72  73  74  75  76  77  78  79  80
  81  82  83  84  85  86  87  88  89  90
  91  92
Interrupt signal (2) received.
Do you wish to continue (1 = yes or 2 = no)? 2
```

Fig. 15.4 | Using signal handling. (Part 3 of 3.)

In this program, function `raise` simulates a `SIGINT`. We choose a random number between `1` and `50`. If the number is `25`, line 20 calls `raise` to generate the signal. Normally, `SIGINT`s are initiated outside the program when someone types <*Ctrl*> *c* (Linux or Windows) or <*command*> *c* (macOS) to terminate program execution. Signal handling can be used to trap the `SIGINT` and prevent the program from terminating.

Self Check

1 *(Fill-In)* An external asynchronous event, or _____, can cause a program to terminate prematurely.

Answer: signal.

2 *(Multiple Choice)* Which standard signal is described by: "An erroneous arithmetic operation, such as a divide-by-zero or an operation resulting in overflow."

a) `SIGILL`
b) `SIGABRT`
c) `SIGINT`
d) `SIGFPE`

Answer: d.

15.8 Dynamic Memory Allocation Functions calloc and realloc

Chapter 12 introduced the notion of dynamically allocating memory using function `malloc`. As we stated in Chapter 12, arrays are better than linked lists for rapid sorting, searching and data access. Arrays are normally **static data structures** that cannot be resized. The general utilities library (`<stdlib.h>`) provides dynamic memory allocation functions **`calloc`** and **`realloc`** to create **dynamic arrays** and modify their sizes.

calloc Function

The `calloc` ("contiguous allocation") function

```
void *calloc(size_t nmemb, size_t size);
```

dynamically allocates an array. Its two arguments are

- the array's number of elements (`nmemb`), and
- each element's size (`size`).

Function `calloc` also initializes the array's elements to zero. The function returns a pointer to the allocated memory or a `NULL` pointer if it could not allocate the memory. The primary difference between `malloc` and `calloc` is that `calloc` clears the memory it allocates, whereas `malloc` does not.

realloc Function

The `realloc` function

```
void *realloc(void *ptr, size_t size);
```

changes the size of an object allocated by a previous `malloc`, `calloc` or `realloc` call. The original object's contents are not modified as long as the amount of memory allocated is larger than the amount allocated previously. Otherwise, the contents are unchanged up to the new object's size. The functions two arguments are

- a pointer to the original object (`ptr`), and
- the object's new size (`size`).

If `ptr` is `NULL`, `realloc` works identically to `malloc`. If `ptr` is not `NULL` and size is greater than zero, `realloc` tries to allocate a new block of memory for the object. If the new space cannot be allocated, the object pointed to by `ptr` is unchanged. Function `realloc` returns either a pointer to the reallocated memory or a `NULL` pointer to indicate that the memory was not reallocated.

Self Check

1 *(Fill-In)* The general utilities library (`<stdlib.h>`) dynamic memory allocation functions _____ and _____ create and modify dynamic arrays.

Answer: `calloc` and `realloc`.

2 *(Multiple Choice)* Which of the following statements is *false*?

a) Function `calloc` dynamically allocates memory for an array.
b) Function `calloc`'s parameters `size_t nmemb` and `size_t size` represent the new array's number of elements and each element's size.
c) Function `calloc` initializes a dynamically allocated array's elements to zero. The function returns a pointer to the allocated memory, or `NULL` if the memory could not be allocated.
d) Functions `malloc` and `calloc` clear the memory they allocate.

Answer: d) is *false*. Actually, `calloc` clears the memory it allocates, but `malloc` does not.

3 *(True/False)* If `realloc`'s first argument is `NULL`, it works identically to `malloc`. Otherwise, if `realloc`'s size argument is greater than zero, it tries to allocate a new block of memory. If it cannot be allocated, the object pointed to by the function's first argument is unchanged. The function returns either a pointer to the reallocated memory or a `NULL` pointer to indicate that the memory was not reallocated.

Answer: *True*.

15.9 goto: Unconditional Branching

We've stressed the importance of using structured-programming techniques to build reliable software that's easy to debug, maintain and modify. In some cases, performance is more important than strict adherence to structured-programming techniques. In these cases, some unstructured-programming techniques may be used. For example, we can use `break` to terminate an iteration statement's execution before the loop-continuation condition becomes false. This saves unnecessary iterations of the loop if the task is completed *before* loop termination.

Another instance of unstructured programming is the **goto statement**—an unconditional branch. The `goto` statement alters the flow of control, continuing execution with the first statement after the **label** specified in the statement. A label is an identifier followed by a colon (`:`). A label must appear in the *same* function as the `goto` statement that refers to it. Labels need not be unique among functions.

Demonstrating goto

Figure 15.5 uses `goto` statements to loop ten times and print a counter value each time. Line 6 initializes `count` to `1`. The label `start:` is skipped, because labels do not perform any action. Line 9 tests whether `count` is greater than `10`. If so, line 10 transfers control from the `goto` to the first statement after the label `end:` (line 19). Otherwise, lines 13–14 print and increment `count`, and control transfers from the `goto` (line 16) to the first statement after the label `start:` (line 9).

```
1  // fig15_05.c
2  // Using the goto statement
3  #include <stdio.h>
4
5  int main(void) {
6     int count = 1; // initialize count
7
8     start: // label
9        if (count > 10) {
10          goto end;
11       }
12
13       printf("%d  ", count);
14       ++count;
15
16       goto start; // goto start on line 9
17
18    end: // label
19       putchar('\n');
20 }
```

```
1  2  3  4  5  6  7  8  9  10
```

Fig. 15.5 | Using the `goto` statement.

Chapter 3 stated you can write any program in terms of sequence, selection and iteration statements. When following the structured-programming rules, you can create deeply nested control structures within a function from which it's difficult to escape efficiently. Some programmers use `goto` statements in such situations as a quick exit from a deeply nested structure. This eliminates the need to test multiple conditions to escape from a control structure. There are other situations where `goto` is actually recommended—see, for example, CERT recommendation MEM12-C, "Consider using a Goto-Chain when leaving a function on error when using and releasing resources." Note that the `goto` statement is unstructured and can lead to programs that are more difficult to debug, maintain and modify.

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Self Check

1 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) Structured-programming techniques help you to build reliable software that's easy to debug, maintain and modify.

b) In some cases, performance is more important than strict adherence to structured-programming techniques. In these cases, you might choose to use some unstructured-programming techniques.

c) We can use `break` to terminate an iteration statement early. This saves unnecessary iterations of the loop if the task is completed before loop termination.

d) All of the above statements are *true*.

Answer: d.

2 *(Multiple Choice)* Which of the following statements a), b) or c) is *false*?

a) An instance of unstructured programming is the `goto` statement—an unconditional branch.

b) The `goto` statement alters the flow of control by continuing execution with the first statement after the label specified in the statement. A label is an identifier followed by a colon.

c) Labels must be unique among all the functions in an application. A label that's the target of a particular `goto` statement may appear in any function in an application.

d) All of the above statements are true.

Answer: c) is *false*. Actually, labels need not be unique among functions. Also, a label that's the target of a `goto` statement in a function must appear in that function.

3 *(True/False)* When you follow the rules of structured programming, it's possible to create deeply nested control structures within a function from which it's difficult to escape efficiently. Some programmers use `goto` statements in such situations as a quick exit from a deeply nested structure. This eliminates the need to test multiple conditions to escape from a control structure.

Answer: *True*.

Summary

Section 15.2 Variable-Length Argument Lists

- The **header `<stdarg.h>`** (p. 700) provides capabilities for building functions with **variable-length argument lists**.
- An **ellipsis** (`...`; p. 700) in a function prototype indicates a variable number of arguments.
- A **`va_list`** (p. 701) holds information needed by macros `va_start`, `va_arg` and `va_end`.
- Macro **`va_start`** (p. 701) initializes a `va_list` object for use by the `va_arg` and `va_end`.
- Macro **`va_arg`** (p. 701) expands to the value and type of the variable-length argument list's next argument. Each invocation of `va_arg` modifies the object declared with `va_list` to point to the next argument.
- Macro **`va_end`** (p. 701) facilitates a normal return from a function whose variable-length argument list was referred to by the `va_start` macro.

Section 15.3 Using Command-Line Arguments

- To pass arguments to `main` from the command line, include the parameters **`int argc`** and **`char *argv[]`** (p. 702) in `main`'s parameter list. Parameter `argc` receives the number of command-line arguments. Parameter `argv` is an array of strings in which the command-line arguments are stored.

Section 15.4 Compiling Multiple-Source-File Programs

- A function definition must be entirely contained in one file.
- The **storage-class specifier `extern`** (p. 704) indicates that a variable is defined either later in the same file or in a different file of the program.
- **Global variables** must be declared in each file in which they're used.
- A **function prototype** can extend a function's scope beyond the file in which it's defined.
- Applying **storage-class specifier `static`** to a global variable or function prevents it from being used outside the current file. This is called **internal linkage** (p. 705). Global variables and functions not preceded by `static` have **external linkage** (p. 705) and can be accessed in other files if those files contain proper declarations or function prototypes.
- The `static` specifier is commonly used with utility functions that are called only by functions in a particular file.
- If a function is not required outside a particular file, apply `static` to it to enforce the principle of least privilege.

Section 15.5 Program Termination with `exit` and `atexit`

- Function **`exit`** (p. 706) forces a program to terminate.
- Function **`atexit`** (p. 706) registers a function to call when the program terminates by reaching the end of `main` or when `exit` is invoked.
- Function `atexit` takes a pointer to a function as an argument. Functions called at program termination cannot have arguments and cannot return a value.
- Function `exit` takes one argument, normally the symbolic constant **`EXIT_SUCCESS`** (p. 706) or the symbolic constant **`EXIT_FAILURE`** (p. 706).
- When function `exit` is invoked, any functions registered with `atexit` are invoked in the reverse order of their registration.

Section 15.6 Suffixes for Integer and Floating-Point Literals

- **Integer** and **floating-point suffixes** can be used to specify the types of integer and floating-point constants. The integer suffixes are `u` or `U` for an `unsigned` integer, `l` or `L` for a `long` integer, and `ul` or `UL` for an `unsigned long` integer. The type of an integer constant with no suffix is determined by the first type capable of storing a value of that size (`int`, then `long int`, then `unsigned long int`, etc.). The floating-point suffixes are `f` or `F` for a `float`, and `l` or `L` for a `long double`. A floating-point constant with no suffix has type `double`.

Section 15.7 Signal Handling

- The **signal-handling library** (p. 709) enables trapping of unexpected events with function **`signal`** (p. 709).
- Function `signal` receives two arguments—an integer signal number and a pointer to the signal-handling function.
- Signals can also be generated with **function `raise`** (p. 709) and an integer argument.

Section 15.8 Dynamic Memory Allocation: Functions `calloc` and `realloc`

- The **general utilities library** (**`<stdlib.h>`**) provides dynamic memory allocation functions `calloc` and `realloc` for creating dynamic arrays and resizing them.
- Function **`calloc`** (p. 711) allocates memory for an array. It receives the array's number of elements and each element's size and initializes the array's elements to zero. It returns either a pointer to the allocated memory or a `NULL` pointer if the memory is not allocated.
- Function **`realloc`** changes the size of an object allocated by a previous `malloc`, `calloc` or `realloc` call. The original object's contents are not modified as long as the amount of memory allocated is larger than the amount allocated previously.
- Function `realloc` receives a pointer to the original object and the new size of the object. If `ptr` is `NULL`, `realloc` works identically to `malloc`. Otherwise, if `ptr` is not `NULL` and size is greater than zero, `realloc` tries to allocate a new block of memory for the object. If the new space cannot be allocated, the object pointed to by `ptr` is unchanged. Function `realloc` returns either a pointer to the reallocated memory or a `NULL` pointer to indicate that memory was not reallocated.

Section 15.9 Unconditional Branching with `goto`

- The **`goto` statement** (p. 713) alters a program's flow of control. Program execution continues at the first statement after the **label** (p. 713) specified in the `goto` statement.
- A label is an **identifier followed by a colon**. A label must appear in the same function as the `goto` statement that refers to it.

Self-Review Exercise

15.1 Fill-In the blanks in each of the following:

a) A(n) _____ in the parameter list of a function indicates that the function can receive a variable number of arguments.

b) Macro _____ must be invoked before the arguments in a variable-length argument list can be accessed.

c) Macro _____ accesses the individual arguments of a variable-length argument list.

d) Macro _____ facilitates a normal return from a function whose variable-length argument list was referred to by macro `va_start`.
e) Argument _____ of `main` receives the number of arguments in a command line.
f) Argument _____ of `main` stores command-line arguments as character strings.
g) Function _____ forces a program to terminate execution.
h) Function _____ registers a function to be called upon normal program termination.
i) An integer or floating-point _____ can be appended to an integer or floating-point constant to specify the exact type of the constant.
j) Function _____ can be used to trap unexpected events.
k) Function _____ generates a signal from within a program.
l) Function _____ dynamically allocates memory for an array and initializes the elements to zero.
m) Function _____ changes the size of a block of previously allocated dynamic memory.

Answers to Self-Review Exercise

15.1 a) ellipsis (`...`). b) `va_start`. c) `va_arg`. d) `va_end`. e) `argc`. f) `argv`. g) `exit`. h) `atexit`. i) suffix. j) `signal`. k) `raise`. l) `calloc`. m) `realloc`.

Exercises

15.2 ***(Variable-Length Argument List: Calculating Products)*** Write a program that calculates the product of a series of integers that are passed to function `product` using a variable-length argument list. Test your function with several calls, each with a different number of arguments.

15.3 ***(Printing Command-Line Arguments)*** Write a program that prints the command-line arguments of the program.

15.4 ***(Sorting Integers)*** Write a program that sorts an array of integers into ascending or descending order. Use command-line arguments to pass either argument `-a` for ascending order or `-d` for descending order. [*Note:* This is the standard format for passing options to a program in UNIX.]

15.5 ***(Signal Handling)*** Read the documentation for your compiler to determine which signals are supported by the signal-handling library (`<signal.h>`). Write a program that contains signal handlers for the standard signals `SIGABRT` and `SIGINT`. The program should trap these signals by calling function `abort` to generate a signal of type `SIGABRT` and by having the user type *<Ctrl> c* or *<command> C* to generate a signal of type `SIGINT`.

15.6 ***(Dynamic Array Allocation)*** Write a program that dynamically allocates an array of integers. The size of the array should be input from the keyboard. The elements

of the array should be assigned values input from the keyboard. Print the array's values. Next, reallocate the memory for the array to half of the current number of elements. Print the array's remaining values to confirm they match the first half of the original array's values.

15.7 ***(Command-Line Arguments)*** Write a program that takes two filenames as command-line arguments, reads the first file's characters one at a time and writes them to the second file in reverse order.



A

Operator Precedence Chart

Operators are shown in decreasing order of precedence from top to bottom.

Operator	Type	Associativity
`()`	parentheses (function-call operator)	left to right
`[]`	array subscript	
`.`	member selection via object	
`->`	member selection via pointer	
`++`	unary postincrement	
`--`	unary postdecrement	
`++`	unary preincrement	right to left
`--`	unary predecrement	
`+`	unary plus	
`-`	unary minus	
`!`	unary logical negation	
`~`	unary bitwise complement	
(*type*)	C-style unary cast	
`*`	dereference	
`&`	address	
`sizeof`	determine size in bytes	
`*`	multiplication	left to right
`/`	division	
`%`	modulus	
`+`	addition	left to right
`-`	subtraction	
`<<`	bitwise left shift	left to right
`>>`	bitwise right shift	
`<`	relational less than	left to right
`<=`	relational less than or equal to	
`>`	relational greater than	
`>=`	relational greater than or equal to	
`==`	relational is equal to	left to right
`!=`	relational is not equal to	
`&`	bitwise AND	left to right

Operator	Type	Associativity
^	bitwise exclusive OR	left to right
|	bitwise inclusive OR	left to right
&&	logical AND	left to right
||	logical OR	left to right
?:	ternary conditional	right to left
=	assignment	right to left
+=	addition assignment	
-=	subtraction assignment	
*=	multiplication assignment	
/=	division assignment	
%=	modulus assignment	
&=	bitwise AND assignment	
^=	bitwise exclusive-OR assignment	
|=	bitwise inclusive-OR assignment	
<<=	bitwise left-shift assignment	
>>=	bitwise right-shift assignment	
,	comma	left to right



B

ASCII Character Set

In the following table, the digits in the left column are the left digits of the character code's decimal equivalent (0–127), and the digits in the top row are the right digits of the character code's decimal equivalent. For example, the character code for "A" in row number 6 and column number 5 is 65, and the character code for "&" in row number 3 and column number 8 is 38.

ASCII Character Set

	0	1	2	3	4	5	6	7	8	9
0	nul	soh	stx	etx	eot	enq	ack	bel	bs	ht
1	lf	vt	ff	cr	so	si	dle	dc1	dc2	dc3
2	dc4	nak	syn	etb	can	em	sub	esc	fs	gs
3	rs	us	sp	!	"	#	$	%	&	‘
4	(	)	*	+	,	-	.	/	0	1
5	2	3	4	5	6	7	8	9	:	;
6	<	=	>	?	@	A	B	C	D	E
7	F	G	H	I	J	K	L	M	N	O
8	P	Q	R	S	T	U	V	W	X	Y
9	Z	[	\	]	^	_	’	a	b	c
10	d	e	f	g	h	i	j	k	l	m
11	n	o	p	q	r	s	t	u	v	w
12	x	y	z	{	|	}	~	del		

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Multithreading/Multicore and Other C18/C11/C99 Topics

C



Objectives

In this appendix, you'll:

- Understand the purpose of C18.
- Learn the headers added in C99 and C11/C18.
- Initialize arrays and `struct`s with designated initializers.
- Use data type `bool` to create boolean variables whose data values can be `true` or `false`.
- Perform arithmetic operations on complex variables.
- Learn about preprocessor enhancements.
- Use multithreading to improve performance on today's multicore systems.

Outline

C.1 Introduction
C.2 Headers Added in C99
C.3 Designated Initializers and Compound Literals
C.4 Type `bool`
C.5 Complex Numbers
C.6 Macros with Variable-Length Argument Lists
C.7 Other C99 Features
C.7.1 Compiler Minimum Resource Limits
C.7.2 The `restrict` Keyword
C.7.3 Reliable Integer Division
C.7.4 Flexible Array Members
C.7.5 Type-Generic Math
C.7.6 Inline Functions
C.7.7 `__func__` Predefined Identifier
C.7.8 `va_copy` Macro
C.8 C11/C18 Features
C.8.1 C11/C18 Headers
C.8.2 `quick_exit` Function
C.8.3 Unicode® Support
C.8.4 `_Noreturn` Function Specifier
C.8.5 Type-Generic Expressions
C.8.6 Annex L: Analyzability and Undefined Behavior
C.8.7 Memory Alignment Control
C.8.8 Static Assertions
C.8.9 Floating-Point Types
C.9 Case Study: Performance with Multithreading and Multicore Systems
C.9.1 Example: Sequential Execution of Two Compute-Intensive Tasks
C.9.2 Example: Multithreaded Execution of Two Compute-Intensive Tasks
C.9.3 Other Multithreading Features

C.1 Introduction

The C99 (1999) and C11 (2011) standards refined and expanded C's capabilities. Since C11, there has been only one new version, C18[1] (2018). It "addressed defects in C11 without introducing new language features."[2] Some features added by the C99 and C11/C18 standards are designated as optional. Before using the features shown in this appendix, check that your compiler supports them. Our goal is to introduce these capabilities and provide resources for further reading.

We explain with complete code examples and code snippets designated initializers, compound literals, type `bool` and complex numbers. We provide brief explanations of additional features, including restricted pointers, reliable integer division, flexible array members, generic math, `inline` functions and `return` without expression.

We discuss C11/C18 capabilities, including improved Unicode® support, the function specifier `_Noreturn`, type-generic expressions, the `quick_exit` function, memory alignment control, static assertions, analyzability and floating-point types.

C11/C18 Multithreading

A key feature of this appendix is Section C.9's introduction to multithreading. In today's *multicore* systems, the hardware can put multiple processors (cores) to work on different parts of your task. This enables the tasks (and the program) to complete faster. To take advantage of multicore architecture from C programs, you need to write multithreaded applications. When a program splits tasks into separate threads,

1. ISO/IEC 9899:2018, Information technology — Programming languages — C, `https://www.iso.org/standard/74528.html`.
2. `https://en.wikipedia.org/wiki/C18_(C_standard_revision)`. Also `http://www.iso-9899.info/wiki/The_Standard`.

a multicore system can run those threads in parallel—that is, simultaneously. Section C.9 first demonstrates two long-running calculations performed in sequence. Then we separate those calculations into two threads to demonstrate the significant performance improvement of running the threads in parallel on multiple cores.

C.2 Headers Added in C99

The following table lists the standard-library headers added in C99—these remain available in C11/C18. We'll discuss the new C11/C18 headers in Section C.8.1.

Header	Explanation
`<complex.h>`	Contains support for complex numbers (see Section C.5).
`<fenv.h>`	Provides information about the C implementation's floating-point environment and capabilities.
`<inttypes.h>`	Defines portable integral types and provides format specifiers for them.
`<stdbool.h>`	Contains macros defining `bool`, `true` and `false`, used for boolean variables (see Section C.4).
`<stdint.h>`	Defines extended integer types and related macros.
`<tgmath.h>`	Provides type-generic macros that allow functions from `<math.h>` to be used with a variety of parameter types (see Section C.7).

C.3 Designated Initializers and Compound Literals

[This section can be read after Section 10.3.]

Designated initializers allow you to initialize array elements by subscript and `union` or `struct` members by name. Figure C.1 shows that we can use designated initializers to initialize specific array elements.

```
1  // figC_01.c
2  // Initializing specific array elements with designated initializers.
3  #include <stdio.h>
4
5  int main(void) {
6     int values[5] = {
7        [0] = 123, // initialize element 0
8        [4] = 456 // initialize element 4
9     }; // semicolon is required
10
11    // output array contents
12    printf("values: ");
13
14    for (size_t i = 0; i < 5; ++i) {
15       printf("%d  ", values[i]);
16    }
```

Fig. C.1 | Initializing specific array elements with designated initializers. (Part 1 of 2.)

```
17
18      puts("");
19   }
```

```
values: 123  0  0  0  456
```

Fig. C.1 | Initializing specific array elements with designated initializers. (Part 2 of 2.)

Lines 6–9 define an array and initialize its elements `0` and `4` within the braces. Note the syntax. You separate each initializer from the next by a comma. The initializer list's end brace must be followed by a semicolon. Elements that are not explicitly initialized are implicitly initialized to zero.

Compound Literals

You can use an initializer list to create an unnamed array, `struct` or `union`. This is known as a **compound literal**. For example, you could pass Fig. C.1's array to a function without having to declare it beforehand, as in

```
demoFunction((int [5]) {[0] = 1, [4] = 2});
```

Figure C.2 uses compound literals as designated initializers for specific elements in an array of `struct`s. Lines 12 and 13 each use a designated initializer to explicitly initialize a `struct` element in the array. For example, in line 12, the following expression is a compound literal that creates an anonymous `struct` object of type `struct twoInt`:

```
{.x = 1, .y = 2}
```

That object's `x` and `y` members are initialized to `1` and `2`. Designated initializers for `struct` and `union` members list each member's name preceded by a dot (`.`).

```
1  // figC_02.c
2  // Initializing struct members with designated initializers.
3  #include <stdio.h>
4
5  struct twoInt { // declare a struct of two integers
6     int x;
7     int y;
8  };
9
10 int main(void) {
11    struct twoInt a[5] = {
12       [0] = {.x = 1, .y = 2},
13       [4] = {.x = 10, .y = 20}
14    };
15
16    // output array contents
17    printf("%2s%5s\n", "x", "y");
18
```

Fig. C.2 | Initializing `struct` members with designated initializers. (Part 1 of 2.)

```
19      for (size_t i = 0; i < 5; ++i) {
20         printf("%2d%5d\n", a[i].x, a[i].y);
21      }
22   }
```

```
 x    y
 1    2
 0    0
 0    0
 0    0
10   20
```

Fig. C.2 | Initializing `struct` members with designated initializers. (Part 2 of 2.)

Lines 11–14 are more straightforward than following executable code, which does not use designated initializers:

```
struct twoInt a[5];

a[0].x = 1;
a[0].y = 2;
a[4].x = 10;
a[4].y = 20;
```

Using initializers rather than runtime assignments improves program startup time. PERF

C.4 Type bool

[This section can be read after Section 3.6.]

The **boolean type**—`_Bool`—can hold only the values 0 or 1. Recall that in C conditions, zero represents *false*, and any nonzero value represents *true*. Assigning *any* nonzero value to a `_Bool` sets it to 1. The `<stdbool.h>` header defines macros `bool`, `false` and `true`. These macros replace `bool` with the keyword `_Bool`, `false` with 0, and `true` with 1. Figure C.3 uses a function named `isEven` (lines 28–35) that returns the `bool` value `true` if the function's argument is even and `false` if it's odd.

```
1  // figC_03.c
2  // Using bool, true and false.
3  #include <stdio.h>
4  #include <stdbool.h> // allows the use of bool, true, and false
5
6  bool isEven(int number); // function prototype
7
8  int main(void) {
9     // loop for 2 inputs
10    for (int i = 0; i < 2; ++i) {
11       printf("Enter an integer: ");
12       int input = 0; // value entered by user
13       scanf("%d", &input);
14
```

Fig. C.3 | Using `bool`, `true` and `false`. (Part 1 of 2.)

```
15         bool valueIsEven = isEven(input); // determine if input is even
16
17         // determine whether input is even
18         if (valueIsEven) {
19            printf("%d is even\n\n", input);
20         }
21         else {
22            printf("%d is odd\n\n", input);
23         }
24      }
25   }
26
27   // isEven returns true if number is even
28   bool isEven(int number) {
29      if (number % 2 == 0) { // is number divisible by 2?
30         return true;
31      }
32      else {
33         return false;
34      }
35   }
```

```
Enter an integer: 34
34 is even

Enter an integer: 23
23 is odd
```

Fig. C.3 | Using `bool`, `true` and `false`. (Part 2 of 2.)

Line 15 declares the `bool` variable `valueIsEven` and passes the user's input to function `isEven`, which returns a `bool` value. Line 29 determines whether the argument is divisible by 2. If so, line 30 returns `true`; otherwise, line 33 returns `false`. The result is assigned to `bool` variable `valueIsEven` in line 15. If `valueIsEven` is `true`, line 19 displays a string indicating that the value is even. If `valueIsEven` is `false`, line 22 displays a string indicating that the value is odd. Function `isEven`'s body can be written more concisely as

```
return number % 2 == 0;
```

but we wanted to demonstrate the `<stdbool.h>` header's `true` and `false` macros.

C.5 Complex Numbers

[This section can be read after Section 5.3.]

C99 introduced support for complex numbers and complex arithmetic. Figure C.4 shows basic complex-number operations. We compiled and ran this program using Apple's Xcode. Microsoft Visual C++ supports only the complex-number features defined by the C++ standard, not those from C.

```
1  // figC_04.c
2  // Complex number operations.
3  #include <complex.h> // for complex type and math functions
4  #include <stdio.h>
5
6  int main(void) {
7     double complex a = 3.0 + 2.0 * I;
8     double complex b = 2.7 + 4.9 * I;
9
10    printf("a is %.1f + %.1fi\n", creal(a), cimag(a));
11    printf("b is %.1f + %.1fi\n", creal(b), cimag(b));
12
13    double complex sum = a + b; // perform complex addition
14    printf("a + b is: %.1f + %.1fi\n", creal(sum), cimag(sum));
15
16    double complex difference = a - b; // perform complex subtraction
17    printf("a - b is: %.1f + %.1fi\n", creal(difference), cimag(difference));
18
19    double complex product = a * b; // perform complex multiplicaton
20    printf("a * b is: %.1f + %.1fi\n", creal(product), cimag(product));
21
22    double complex quotient = a / b; // perform complex division
23    printf("a / b is: %.1f + %.1fi\n", creal(quotient), cimag(quotient));
24
25    double complex power = cpow(a, 2.0); // perform complex exponentiation
26    printf("a ^ b is: %.1f + %.1fi\n", creal(power), cimag(power));
27 }
```

```
a is 3.0 + 2.0i
b is 2.7 + 4.9i
a + b is: 5.7 + 6.9i
a - b is: 0.3 + -2.9i
a * b is: -1.7 + 20.1i
a / b is: 0.6 + -0.3i
a ^ b is: 5.0 + 12.0i
```

Fig. C.4 | Complex number operations.

To use `complex` numbers, include the `<complex.h>` header (line 3). This will expand the macro `complex` to the keyword `_Complex`—a type that reserves an array of exactly two elements, corresponding to the complex number's *real part* and *imaginary part*. You define `complex` variables as shown in lines 7, 8, 13, 16, 19, 22 and 25. We define each variable as `double complex`, indicating that the `complex` number's real and imaginary parts are stored as `double` values. C also supports `float complex` or `long double complex`.

The arithmetic operators work with complex numbers and the `<complex.h>` header provides additional math functions, such as `cpow` in line 25. You can also use the operators `!`, `++`, `--`, `&&`, `||`, `==`, `!=` and unary `&` with complex numbers.

Lines 13–26 output the results of various arithmetic operations. You access a complex number's *real part* and *imaginary part* via functions `creal` and `cimag`, respectively, as shown in line 10. In line 26's output, we use the symbol `^` to indicate exponentiation.

C.6 Macros with Variable-Length Argument Lists

Macros may have variable-length argument lists. This allows for macro wrappers around functions like `printf`. For example, to automatically add the name of the current file to a debug statement, you can define a macro as follows:

```
#define DEBUG(...) printf(__FILE__ ": " __VA_ARGS__)
```

This `DEBUG` macro takes a variable number of arguments, as indicated by the `...` in the argument list. As with functions, the `...` must be the last argument. Unlike functions, the `...` can be the macro's *only* argument. The identifier `__VA_ARGS__`, which begins and ends with two underscores, is a placeholder for the variable-length argument list. Assuming this macro appears in the file `file.c`, the preprocessor replaces the following macro call:

```
DEBUG("x = %d, y = %d\n", x, y);
```

with

```
printf("file.c" ": " "x = %d, y = %d\n", x, y);
```

Recall that strings separated by whitespace are concatenated during preprocessing, so the three string literals will be combined to form `printf`'s first argument.

C.7 Other C99 Features

Here we provide brief overviews of some additional C99 features. These include keywords, language capabilities and standard-library additions.

C.7.1 Compiler Minimum Resource Limits

[This section can be read after Section 15.4.]

Before C99, the standard required C implementations to support identifiers of

- no less than 31 characters for identifiers with internal linkage, and
- no less than six characters for identifiers with external linkage (Section 15.4).

C99 increased these limits to 63 characters for identifiers with internal linkage and 31 characters for identifiers with external linkage. These are just lower limits. Compilers are free to support identifiers with more characters than these limits. For more information, see the C18 standard's Section 5.2.4.1.

C also sets minimum limits on many language features. For example, compilers must support at least 1,023 members in a `struct`, `enum` or `union`, and at least 127 parameters to a function. For more information on other limits, see the C18 Standard Section 5.2.4.1.

C.7.2 The `restrict` Keyword

[This section can be read after Section 7.5.]

The keyword `restrict` declares a **restricted pointer** that should have exclusive access to a region of memory. Objects accessed through a restricted pointer cannot be

accessed by other pointers, except when those pointers' values are derived from the restricted pointer's value, e.g., by assigning a `restrict` qualified pointer to a non-`restrict` qualified pointer.

We can declare a restricted pointer to an `int` as:

```
int *restrict ptr;
```

Restricted pointers allow the compiler to optimize the way the program accesses memory. For example, the standard-library function `memcpy` is defined as follows:

```
void *memcpy(void *restrict s1, const void *restrict s2, size_t n);
```

The `memcpy` function's specification states that it should not be used to copy between overlapping regions of memory. Using `restricted` pointers allows the compiler to optimize the copy operation by copying multiple bytes simultaneously, which is more efficient. Incorrectly declaring a pointer as restricted when another pointer points to the same region of memory can result in *undefined behavior*. For more information, see C99 Standard Section 6.7.3.1.

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C.7.3 Reliable Integer Division

[This section can be read after Section 2.5.]

In early C compilers, integer division behaviors varied across implementations. Some rounded a negative quotient toward negative infinity, while others rounded toward zero, resulting in different answers. Consider dividing –28 by 5. The exact answer is –5.6. If we round the quotient toward zero, we get –5. If we round –5.6 toward negative infinity, we get –6. Today's C compilers simply discard the fractional part (the equivalent of rounding the quotient toward zero), making integer division results reliable across systems. For more information, see the C Standard Section 6.5.5.

C.7.4 Flexible Array Members

[This section can be read after Section 10.3.]

The *last* member of a `struct` may be an array of unspecified length, as in:

```
struct s {
   int arraySize;
   int array[];
};
```

This is called a **flexible array member** and is declared by specifying empty square brackets (`[]`) after the array's name. To allocate a `struct` with a flexible array member, use code such as:

```
int desiredSize = 5;
struct s *ptr;
ptr = malloc(sizeof(struct s) + sizeof(int) * desiredSize);
```

The `sizeof` operator ignores flexible array members, so `sizeof(struct s)` returns the size of all the `struct`'s members *except* the flexible array member. The extra space we allocate with `sizeof(int) * desiredSize` is the flexible array's size.

Flexible-Array-Member Restrictions

There are many restrictions on flexible array members:

- A flexible array member may be declared only as a `struct`'s last member, so each `struct` may contain at most one flexible array member.
- A flexible array cannot be a `struct`'s only member—the `struct` must have one or more fixed members.
- A `struct` containing a flexible array may not be a member of another `struct`.
- A `struct` with a flexible array member must be allocated dynamically. You cannot fix the flexible array member's size at compile time.

For more information, see C99 Standard Section 6.7.2.1.

C.7.5 Type-Generic Math

[This section can be read after Section 5.3.]

C99 `<tgmath.h>` header provides type-generic macros for many math functions in `<math.h>`. For example, after including `<tgmath.h>` the expression `sin(x)` will call:

- `sinf` (the `float` version of `sin`) if `x` is a `float`,
- `sin` (which takes a `double` argument) if `x` is a `double`,
- `sinl` (the `long double` version of `sin`) if `x` is a `long double`, or
- one of `csin`, `csinf` or `csinl` (the `sin` functions for `complex` types) if `x` is a `complex`.

C11/C18 adds more generics capabilities, which we mention later in this appendix.

C.7.6 Inline Functions

[This section can be read after Section 5.5.]

You can declare inline functions by placing the keyword `inline` before the function declaration, as in:

```
inline void someFunction();
```

PERF This can improve performance. Function calls take time. When we declare a function as `inline`, the program might no longer call that function. Instead, the compiler has the option to replace every call to an `inline` function with a copy of that function's code body. This improves the runtime performance, but it may increase the program's size. Declare functions as `inline` only if they are short and called frequently. If you change an `inline` function's definition, you must recompile any code that calls that function. The `inline` declaration is only advice to the compiler, which can decide to ignore it. Compilers also may optimize performance by inlining functions not declared `inline`. For more information, see C99 Standard Section 6.7.4.

C.7.7 `__func__` Predefined Identifier

[This section can be read after Section 14.9.]

The `__func__` predefined identifier is similar to the `__FILE__` and `__LINE__` preprocessor macros. When used in a function's body, `__func__` is a string containing the

current function's name. Unlike __FILE__ and __LINE__, __func__ is a real variable, not a string literal visible at preprocessing time. So, __func__ cannot be concatenated with other literals during preprocessing.

C.7.8 va_copy Macro

[**This section can be read after Section 15.2.**]
Section 15.2 introduced the <stdarg.h> header and functions with variable-length argument lists. The **va_copy** macro takes two va_lists and copies its second argument into its first argument. This allows for multiple passes over a variable-length argument list without starting from the beginning each time.

C.8 C11/C18 Features

C11/C18 refined and expanded C's capabilities. Some of C11/C18's features are considered optional. Microsoft Visual C++ provides only partial support for features that were added in C99 and C11/C18.

C.8.1 C11/C18 Headers

The following table lists the standard-library headers that were added in C11.

Header	Explanation
<stdalign.h>	Provides type-alignment controls.
<stdatomic.h>	Provides uninterruptible access to objects used in multithreading.
<stdnoreturn.h>	Nonreturning functions.
<threads.h>	Thread library (see Section C.9).
<uchar.h>	UTF-16 and UTF-32 character utilities.

C.8.2 quick_exit Function

In addition to exit (Section 15.5) and abort, C11/C18 provide function **quick_exit** (header <stdlib.h>) to terminate a program. Like exit, you call quick_exit and pass it an exit status as an argument—typically EXIT_SUCCESS or EXIT_FAILURE, but other platform-specific values are possible. The program returns the exit status value to the calling environment to indicate whether the program terminated successfully or an error occurred.

When called, quick_exit can, in turn, call up to at least 32 other functions to perform cleanup tasks. You register these functions, which must return void and have a void parameter list, with the **at_quick_exit** function (similar to atexit in Section 15.5). They're called in the reverse order from which they were registered. The motivation for functions quick_exit and at_quick_exit is explained at

```
http://www.open-std.org/jtc1/sc22/wg14/www/docs/n1327.htm
```

C.8.3 Unicode® Support

Internationalization and localization is the process of creating software that supports multiple spoken languages and locale-specific requirements—such as displaying monetary formats. The **Unicode®** character set contains characters for many of the world's languages and symbols.

C11/C18 includes support for both the *16-bit (UTF-16)* and *32-bit (UTF-32)* Unicode character sets, making it easier for you to internationalize and localize your apps. Section 6.4.5 in the C18 standard discusses how to create Unicode string literals. Section 7.28 in the standard discusses the Unicode utilities header (`<uchar.h>`), which includes the new types `char16_t` and `char32_t` for UTF-16 and UTF-32 characters, respectively.

C.8.4 _Noreturn Function Specifier

The **`_Noreturn` function specifier** indicates that a function will not return to its caller. For example, function `exit` (Section 15.5) terminates a program, so it does not return to its caller. Such C standard-library functions are now declared with `_Noreturn`. For example, the C11/C18 standards show function `exit`'s prototype as:

```
_Noreturn void exit(int status);
```

If the compiler knows that a function does not return, it can perform various optimizations. It can also issue error messages if a `_Noreturn` function is inadvertently written to return.

C.8.5 Type-Generic Expressions

C11/C18's **`_Generic` keyword** provides a mechanism that you can use to create a macro (Chapter 14) that can invoke different type-specific versions of functions based on the macro's argument type. In C11/C18, `_Generic` is used to implement the features of the type-generic math header (`<tgmath.h>`). Many math functions provide separate versions that take `float`, `double` or `long double` arguments. In such cases, there is a macro that automatically invokes the corresponding type-specific version. For example, the macro `ceil` invokes the function `ceilf` when the argument is a `float`, `ceil` when the argument is a `double` and `ceill` when the argument is a `long double`. Section 6.5.1.1 of the C18 standard discusses the details of using `_Generic`.

C.8.6 Annex L: Analyzability and Undefined Behavior

The C11/C18 standards documents define the features of the language that compiler vendors must implement. Because of the extraordinary range of hardware and software platforms and other issues, the standard specifies in several places that the result of an operation is undefined behavior. These can raise security and reliability concerns. Whenever there's an undefined behavior, something happens that could leave a system open to attack or failure. The term "undefined behavior" appears approximately 50 times in the C18 standard document.

The people responsible for C11/C18's optional Annex L are from the CERT Division of Carnegie Mellon's Software Engineering Institute:

```
https://www.sei.cmu.edu/about/divisions/cert/index.cfm
```

They scrutinized all undefined behaviors mentioned in the C standard and discovered that these fall into two categories:

- those for which compiler implementers should be able to do something reasonable to avoid serious consequences—known as *bounded undefined behaviors*, and
- those for which implementers would not be able to do anything reasonable—known as *critical undefined behaviors*.

It turned out that most undefined behaviors belong to the first category. David Keaton (a researcher from the CERT Secure Coding Program) explains the categories in the following article:

```
https://insights.sei.cmu.edu/sei_blog/2012/06/improving-security-
   in-the-latest-c-programming-language-standard.html
```

The C11/C18 standard's Annex L identifies the critical undefined behaviors. Including this annex as part of the standard provides an opportunity for compiler implementors. A compiler that's Annex L compliant can be depended upon to do something reasonable for most of the undefined behaviors that might have been ignored in earlier implementations. Annex L still does not guarantee reasonable behavior for critical undefined behaviors. A program can determine whether the implementation is Annex L compliant by using conditional compilation directives (Section 14.5) that test whether the macro `__STDC_ANALYZABLE__` is defined.

C.8.7 Memory Alignment Control

In Chapter 10, we discussed that computer platforms have different boundary alignment requirements, which could lead to `struct` objects requiring more memory than the total of their members' sizes. C11/C18 allows you to specify the boundary alignment requirements of any type using features of the `<stdalign.h>` header. `_Alignas` is used to specify alignment requirements. Operator `alignof` returns its argument's alignment requirement. Function `aligned_alloc` allows you to dynamically allocate memory for an object and specify its alignment requirements. For more details, see Section 6.2.8 of the C18 standard document.

C.8.8 Static Assertions

In Section 14.10, you learned that C's `assert` macro tests an expression's value at execution time. If the condition's value is false, `assert` prints an error message and calls function `abort` to terminate the program. This is useful for debugging purposes. C11/C18 provides `_Static_assert` for compile-time assertions that test constant expressions after the preprocessor executes and at a point during compilation when the expressions' types are known. For more details, see Section 6.7.10 of the C18 standard document.

C.8.9 Floating-Point Types

C11/C18 compilers may optionally provide support for the IEC 60559 floating-point arithmetic standard. Among its features, IEC 60559 defines how floating-point arithmetic should be performed to ensure that you always get the same results across implementations, whether the calculations are performed by hardware, software or both. You can learn more about this standard at:

```
http://www.iso.org/iso/iso_catalogue/catalogue_tc/
   catalogue_detail.htm?csnumber=57469
```

C.9 Case Study: Performance with Multithreading and Multicore Systems

It would be nice if we could focus our attention on performing only one task at a time and doing it well. That's usually difficult to do in a complex world where there's so much going on at once. This section presents C's capabilities for creating and managing multiple tasks. As we'll demonstrate, this can significantly improve program performance and responsiveness.

Concurrency vs. Parallelism

When we say that two tasks are operating **concurrently**, we mean that they're both *making progress* at once. Until the early 2000s, most computers had only a single processor. Operating systems on such computers execute tasks concurrently by rapidly switching between them, doing a small portion of each before moving on to the next so that all tasks keep progressing. For example, it's common for your computer to perform many tasks concurrently, such as compiling a program, sending a file to a printer, receiving e-mail messages, posting a tweet, uploading a video to YouTube, uploading a photo to Facebook or Instagram and more.

PERF When we say that two tasks are operating **in parallel**, we mean that they're *executing truly simultaneously*. In this sense, parallelism is a subset of concurrency. The human body performs a great variety of operations in parallel. For example, respiration, blood circulation, digestion, thinking and walking can occur in parallel, as can all the senses—sight, hearing, touch, smell and taste.

No one knows exactly how powerful the human brain is, but various articles state that it has the equivalent of 100 billion "processors"[3,4,5] and one article we found says the brain has the equivalent of "five million contemporary 200 million transistor chip

3. "How Many Supercomputers Would Fit Inside Your Brain?" Accessed December 4, 2020. https://fountainmagazine.com/2016/issue-111-may-june-2016/how-many-supercomputers-would-fit-inside-your-brain.
4. "When compared to a computer CPU, is human brain single-core or multi-core?" Accessed December 4, 2020. https://www.quora.com/When-compared-to-a-computer-CPU-is-human-brain-single-core-or-multi-core/answer/Frank-Heile.
5. "Which is the equivalent processing of human brain in terms of computer processing?" Accessed December 4, 2020. https://cs.stackexchange.com/questions/20016/which-is-the-equivalent-processing-of-human-brain-in-terms-of-computer-processin/40075.

cores."[6] Today's multicore computers have multiple processors that can perform tasks in parallel.

C Concurrency

C programs can have multiple **threads of execution**, each with its own function-call stack and program counter (which keeps track of the next instruction to execute), allowing that thread to execute concurrently with other threads. This capability is called **multithreading**.

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A problem with single-threaded applications is that lengthy activities must complete before others can begin—that can lead to poor responsiveness. In a multithreaded application, threads can be distributed across multiple available cores so that multiple tasks execute in parallel, enabling the application to operate more efficiently. Multithreading can also increase performance on single-processor systems—when one thread cannot proceed (because, for example, it's waiting for an event to occur, such as a timer expiration or the completion of an I/O operation), another can use the processor.

A single-core system with multithreading can have several threads executing concurrently, but not in parallel. A multicore system with multithreading can have some threads executing concurrently and some executing truly in parallel.

Multicore Systems

Though multithreading has been around since the late 1960s,[7] interest in it is rising quickly due to the proliferation of multicore systems. Smartphones and tablets commonly contain multicore processors.

The first multicore CPU was introduced by IBM in 2001.[8] Most new processors today have at least two cores, with three, four and eight cores now common. Apple's recently introduced M1 processor has eight CPU cores and up to eight additional graphics processing unit (GPU) cores.[9] AMD has desktop processors with up to 32 cores.[10] Intel has processors with up to 18 cores[11] for consumers and high-end processors with up to 72 cores for supercomputers, high-end servers and ultra-high-performance desktop systems.[12] To take full advantage of multicore architecture, you need to write multithreaded applications.

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12. "Xeon Phi" Accessed November 18, 2020. `https://en.wikipedia.org/wiki/Xeon_Phi`.

Concurrent Programming Is Difficult

Writing multithreaded programs can be tricky. Although the human mind can perform functions concurrently, people find it difficult to jump between parallel trains of thought. To see why multithreaded programs can be challenging to write and understand, try the following experiment: Open three books to page 1 and try reading the books concurrently. Read a few words from the first book, then a few from the second, then a few from the third, then loop back and read the next few words from the first book, and so on. After this experiment, you'll appreciate many of multithreading's challenges. You must

- *switch* between the books,
- *read* briefly,
- *remember your place* in each book,
- *move the book you're reading closer* so that you can see it and
- *push the books you're not reading aside*.

And, amid all this chaos of rapidly repeating these tasks, you must try to *comprehend* the content of the books!

Standard Multithreading Implementation

Previously, C multithreading libraries were nonstandard, platform-specific language extensions. C programmers often want their code to be portable across platforms—this is a key benefit of standardized multithreading. The **`<threads.h>` header** declares the (optional) multithreading capabilities for writig more portable multithreaded code.

Microsoft Visual C++ and Apple's version of the Clang compiler in Xcode do not support `<threads.h>`. So, we tested this section's examples, using:

- GNU `gcc` 10.2 on Ubuntu Linux,
- GNU `gcc` 10.2 in the GNU Compiler Collection Docker container, which can run on Windows, macOS and Linux,
- GNU `gcc` 10.2 on Ubuntu Linux running in the Windows Subsystem for Linux (WSL), and
- Clang 10.0 on Linux.

In this section, we introduce basic features that enable you to create and execute threads and simple multithreaded applications. At the end of the section, we mention several other multithreading features you'll want to explore if you would like to create more sophisticated multithreaded applications.

Running Multithreaded Programs

When you run a program, its tasks compete for the processors' attention with

- the operating system,
- other programs, and
- other activities the operating system runs on your behalf.

When you execute the examples in this section, the time to perform each calculation will vary based on your computer's

- processor speed,
- number of processor cores, and
- what's running on your computer.

It's like driving to a store—the time it takes can vary, based on traffic conditions, weather and other factors. Some days the drive might take 10 minutes, but it could take longer during rush hour or bad weather.

There's also *overhead* inherent in multithreading itself. Simply dividing a task into two threads and running it on a dual-core system does *not* run it twice as fast, though it will typically run faster than performing the thread's tasks in sequence. Executing a multithreaded application on a single-core processor can actually take longer than simply performing the thread's tasks in sequence.

PERF

Overview of This Section's Examples

To provide a convincing demonstration of multithreading's power on a multicore system, this section presents two programs:

- One performs two compute-intensive calculations *sequentially*.
- The other executes the same compute-intensive calculations in *parallel threads*.

The outputs shown were produced using the GNU Compiler Collection Docker container. Docker allows you to specify the number of cores dedicated to the container when you launch it by using the command-line argument:

```
--cpus=numberOfCores
```

We executed each program using the Docker container with one core then with two to show the programs' performance in each scenario. We show the individual calculation times and total calculation time for each program. The outputs show the time improvement when the multithreaded program executes on two cores instead of just one.

C.9.1 Example: Sequential Execution of Two Compute-Intensive Tasks

Lines 35–42 of Fig. C.5 define the recursive `fibonacci` function, originally discussed in Section 5.15. As we saw in that section, for larger Fibonacci values, the recursive implementation can require significant computation time. This example sequentially performs the calculations `fibonacci(50)` (line 14) and `fibonacci(49)` (line 23).

```
1 // figC_05.c
2 // Fibonacci calculations performed sequentially
3 #include <stdio.h>
4 #include <time.h>
```

Fig. C.5 | Fibonacci calculations performed sequentially. (Part 1 of 3.)

```
5
6  long long int fibonacci(int n); // function prototype
7
8  int main(void) {
9     puts("Sequential calls to fibonacci(50) and fibonacci(49)");
10
11    // calculate fibonacci value for 50
12    time_t startTime1 = time(NULL);
13    puts("Calculating fibonacci(50)");
14    long long int result1 = fibonacci(50);
15    time_t endTime1 = time(NULL);
16
17    printf("fibonacci(50) = %llu\n", result1);
18    printf("Calculation time = %f minutes\n\n",
19       difftime(endTime1, startTime1) / 60.0);
20
21    time_t startTime2 = time(NULL);
22    puts("Calculating fibonacci(49)");
23    long long int result2 = fibonacci(49);
24    time_t endTime2 = time(NULL);
25
26    printf("fibonacci(49) = %llu\n", result2);
27    printf("Calculation time = %f minutes\n\n",
28       difftime(endTime2, startTime2) / 60.0);
29
30    printf("Total calculation time = %f minutes\n",
31       difftime(endTime2, startTime1) / 60.0);
32 }
33
34 // Recursively calculates fibonacci numbers
35 long long int fibonacci(int n) {
36    if (0 == n || 1 == n) { // base case
37       return n;
38    }
39    else { // recursive step
40       return fibonacci(n - 1) + fibonacci(n - 2);
41    }
42 }
```

a) Run on a Docker Container with ***One Core***

```
Sequential calls to fibonacci(50) and fibonacci(49)
Calculating fibonacci(50)
fibonacci(50) = 12586269025
Calculation time = 1.700000 minutes

Calculating fibonacci(49)
fibonacci(49) = 7778742049
Calculation time = 1.050000 minutes

Total calculation time = 2.750000 minutes
```

Fig. C.5 | Fibonacci calculations performed sequentially. (Part 2 of 3.)

b) Run on a Docker Container with ***Two Cores***

```
Sequential calls to fibonacci(50) and fibonacci(49)
Calculating fibonacci(50)
fibonacci(50) = 12586269025
Calculation time = 1.666667 minutes

Calculating fibonacci(49)
fibonacci(49) = 7778742049
Calculation time = 1.066667 minutes

Total calculation time = 2.733333 minutes
```

Fig. C.5 | Fibonacci calculations performed sequentially. (Part 3 of 3.)

Before and after each `fibonacci` call, we capture the time so we can determine the calculation's total processing time. We also use these times to calculate the total time required for both calculations. Lines 19, 28 and 31 use function `difftime` (from header `<time.h>`) to determine the number of seconds between two times.

The first output shows the program's results in the GNU Compiler Docker Container using one core. The second shows the results of running the program with the Docker container configured to use two cores. Figure C.5 does not use multithreading, so the program can execute only on one core, even on the two-core Docker container. In our testing, running the programs multiple times with one and two cores produced slightly different results each time. Using a single core generally took longer because the processor was being shared between this program and Docker.

C.9.2 Example: Multithreaded Execution of Two Compute-Intensive Tasks

Figure C.6 also uses the recursive `fibonacci` function but executes each call in a *separate thread*. To compile this program with GNU `gcc`—either in Linux or in the GNU Compiler Collection Docker container—use the command:

```
gcc -std=c18 figC_06.c -pthread
```

The linker uses the `-pthread` option to link our program to the Linux operating system's threading library. If you have Clang on Linux, you can compile the program with:

```
clang -std=c18 figC_06.c -pthread
```

```
1  // figC_06.c
2  // Fibonacci calculations performed in separate threads
3  #include <stdio.h>
4  #include <threads.h>
5  #include <time.h>
6
7  #define NUMBER_OF_THREADS 2
```

Fig. C.6 | Fibonacci calculations performed in separate threads. (Part 1 of 4.)

```
 8
 9  int startFibonacci(void *nPtr);
10  long long int fibonacci(int n);
11
12  typedef struct ThreadData {
13     time_t startTime; // time thread starts processing
14     time_t endTime; // time thread finishes processing
15     int number; // fibonacci number to calculate
16  } ThreadData; // end struct ThreadData
17
18  int main(void) {
19     // data passed to the threads; uses designated initializers
20     ThreadData data[NUMBER_OF_THREADS] =
21        {[0] = {.number = 50},
22         [1] = {.number = 49}};
23
24     // each thread needs a thread identifier of type thrd_t
25     thrd_t threads[NUMBER_OF_THREADS];
26
27     puts("fibonacci(50) and fibonacci(49) in separate threads");
28
29     // create and start the threads
30     for (size_t i = 0; i < NUMBER_OF_THREADS; ++i) {
31        printf("Starting thread to calculate fibonacci(%d)\n",
32           data[i].number);
33
34        // create a thread and check whether creation was successful
35        if (thrd_create(&threads[i], startFibonacci, &data[i]) !=
36           thrd_success) {
37           puts("Failed to create thread");
38        }
39     }
40
41     // wait for each of the calculations to complete
42     for (size_t i = 0; i < NUMBER_OF_THREADS; ++i) {
43        thrd_join(threads[i], NULL);
44     }
45
46     // determine time that first thread started
47     time_t startTime = (data[0].startTime < data[1].startTime) ?
48        data[0].startTime : data[1].startTime;
49
50     // determine time that last thread terminated
51     time_t endTime = (data[0].endTime > data[1].endTime) ?
52        data[0].endTime : data[1].endTime;
53
54     // display total time for calculations
55     printf("Total calculation time = %f minutes\n",
56        difftime(endTime, startTime) / 60.0);
57  }
58
```

Fig. C.6 | Fibonacci calculations performed in separate threads. (Part 2 of 4.)

```
59  // Called by a thread to begin recursive Fibonacci calculation
60  int startFibonacci(void *ptr) {
61     // cast ptr to ThreadData * so we can access arguments
62     ThreadData *dataPtr = (ThreadData *) ptr;
63
64     dataPtr->startTime = time(NULL); // time before calculation
65
66     printf("Calculating fibonacci(%d)\n", dataPtr->number);
67     printf("fibonacci(%d) = %lld\n",
68        dataPtr->number, fibonacci(dataPtr->number));
69
70     dataPtr->endTime = time(NULL); // time after calculation
71
72     printf("Calculation time = %f minutes\n\n",
73        difftime(dataPtr->endTime, dataPtr->startTime) / 60.0);
74     return thrd_success;
75  }
76
77  // Recursively calculates fibonacci numbers
78  long long int fibonacci(int n) {
79     if (0 == n || 1 == n) { // base case
80        return n;
81     }
82     else { // recursive step
83        return fibonacci(n - 1) + fibonacci(n - 2);
84     }
85  }
```

a) Run on a Docker Container with ***Two Cores***

```
fibonacci(50) and fibonacci(49) in separate threads
Starting thread to calculate fibonacci(50)
Starting thread to calculate fibonacci(49)
Calculating fibonacci(50)
Calculating fibonacci(49)
fibonacci(49) = 7778742049
Calculation time = 1.083333 minutes

fibonacci(50) = 12586269025
Calculation time = 1.733333 minutes

Total calculation time = 1.733333 minutes
```

b) Run on a Docker Container with ***Two Cores***

```
fibonacci(50) and fibonacci(49) in separate threads
Starting thread to calculate fibonacci(50)
Starting thread to calculate fibonacci(49)
Calculating fibonacci(50)
Calculating fibonacci(49)
fibonacci(49) = 7778742049
Calculation time = 1.033333 minutes
```

Fig. C.6 | Fibonacci calculations performed in separate threads. (Part 3 of 4.)

```
fibonacci(50) = 12586269025
Calculation time = 1.600000 minutes

Total calculation time = 1.600000 minutes
```

c) Run on a Docker Container with ***One Core***

```
fibonacci(50) and fibonacci(49) in separate threads
Starting thread to calculate fibonacci(50)
Starting thread to calculate fibonacci(49)
Calculating fibonacci(50)
Calculating fibonacci(49)
fibonacci(49) = 7778742049
Calculation time = 2.150000 minutes

fibonacci(50) = 12586269025
Calculation time = 2.816667 minutes

Total calculation time = 2.816667 minutes
```

d) Run on a Docker Container with ***One Core***

```
fibonacci(50) and fibonacci(49) in separate threads
Starting thread to calculate fibonacci(50)
Starting thread to calculate fibonacci(49)
Calculating fibonacci(50)
Calculating fibonacci(49)
fibonacci(49) = 7778742049
Calculation time = 2.166667 minutes

fibonacci(50) = 12586269025
Calculation time = 2.833333 minutes

Total calculation time = 2.833333 minutes
```

Fig. C.6 | Fibonacci calculations performed in separate threads. (Part 4 of 4.)

The first two outputs show the multithreaded Fibonacci example executing on a two-core Docker container. Though execution times varied, the total time to perform both Fibonacci calculations (in our tests) was less than Fig. C.5's sequential executions—the total execution time was the same as the longer `fibonacci(50)` calculation. Splitting our program into two threads enabled the two Fibonacci calculations to execute simultaneously—one on each core. The last two outputs show the example executing on a one-core Docker container. Again, times varied for each execution, but the total time was *more* than Fig. C.5's sequential executions due to the overhead of sharing *one* processor among the program's threads and Docker.

`struct ThreadData`

Lines 12–16 define a `ThreadData` `struct` type containing the `number` we pass to function `fibonacci` and two `time_t` members where we store the time before and after

each thread's `fibonacci` call. The function that each thread executes in this example receives a `ThreadData` object as its argument. Lines 20–22 create a `ThreadData` array and use designated initializers (introduced in Section C.3) to set their `number` members to 50 and 49—the Fibonacci numbers we'll calculate.

`thrd_t`

Line 25 creates an array of **`thrd_t` objects**. When you create a thread, the multithreading library creates a unique *thread ID* and stores it in a `thrd_t` object. The thread's ID can be used with various multithreading functions.

Creating and Executing a Thread

Lines 30–39 create two threads by calling function **`thrd_create`** (line 35). The function's three arguments are:

- A `thrd_t` pointer that `thrd_create` uses to store the thread's ID.
- A pointer to a function (`startFibonacci`) specifying the task to perform in the thread—This function must return an `int` and receive a `void *` pointer representing the function's argument. The `int` return value represents the thread's state when it terminates. The `void *` pointer enables this function to receive an argument of any type that's appropriate for your application—in our case, a pointer to a `ThreadData` object. Recall that any pointer type can be assigned to a `void *`.
- A `void *` pointer to the argument that `thrd_create` will pass to the function in the second argument.

Function `thrd_create` returns **`thrd_success`** if the thread is created, **`thrd_nomem`** if there was not enough memory to allocate the thread or **`thrd_error`** otherwise. If the thread is created successfully, the function specified as `thrd_create`'s second argument begins executing in the new thread.

Joining the Threads

To ensure that the program does not terminate until the threads terminate, lines 42–44 call **`thrd_join`** for each thread. This causes the program to *wait* until both threads terminate before executing the remaining code in `main`. Function `thrd_join` receives the `thrd_t` ID of the thread to join and an `int` pointer where `thrd_join` stores the status the thread returns when it terminates—if you don't need this status, pass `NULL` for this argument.

Calculating the Execution Times

After the threads terminate, lines 47–56 calculate and display the total execution time by determining the time difference between the time the first thread started and the second thread ended.

Function `startFibonacci`

Function `startFibonacci` (lines 60–75) specifies the tasks to perform. In this case, we:

- call `fibonacci` to perform a calculation recursively,
- time the calculation,
- display the calculation's result, and
- display the time the calculation took (as we did in Fig. C.5).

The thread executes until `startFibonacci` returns the thread's status (`thrd_success`, line 74), at which point the thread terminates. When this function finishes executing, its corresponding thread terminates.

C.9.3 Other Multithreading Features

There are many other multithreading features, including `_Atomic` variables and atomic operations, thread-local storage, conditions and mutexes. For more information on these topics, see the C18 Standard Sections 6.7.2.4, 6.7.3, 7.17 and 7.26 and the following blog post and article:

```
https://smartbear.com/blog/test-and-monitor/c11-a-new-c-standard-
   aiming-at-safer-programming/
http://lwn.net/Articles/508220/
```

For documentation, see the threads page at:

```
https://en.cppreference.com/w/c/thread
```



D

Intro to Object-Oriented Programming Concepts

D.1 Introduction

After you learn C, you'll likely learn one or more C-based or C-influenced object-oriented languages. These include Java, C++, C#, Objective-C, Python, Swift and many more. These languages often support several programming paradigms:

- procedural programming,
- object-oriented programming,
- generic programming, and
- functional-style programming.

This appendix presents a friendly overview of object-oriented programming terminology and concepts.

D.2 Object-Oriented Programming Languages

C spawned a whole new generation of programming languages that go beyond C's procedural-programming model. As demands for new and more powerful software soar, building software quickly, correctly and economically is important. **Objects**, or more precisely, the **classes** objects come from, are essentially **reusable** software components. There are date objects, time objects, audio objects, video objects, automobile objects, people objects, etc. Almost any noun can be reasonably represented as a software object in terms of **attributes** (e.g., name, color and size) and **behaviors** (e.g., calculating, moving and communicating). Software-development groups can use a modular, object-oriented design-and-implementation approach to be more productive than with earlier popular techniques. Object-oriented programs are often easier to understand, correct and modify.

D.3 Automobile as an Object[1]

To help you understand objects and their contents, consider a simple analogy. Suppose you want to drive a car and make it go faster by pressing its accelerator pedal. What must happen before you can do this? Well, before you can drive a car, someone has to design it. A car typically begins as engineering drawings, similar to the blueprints that describe a house's design. These drawings include the design for an accelerator pedal. The pedal hides from the driver the complex mechanisms that make the car go faster, just as the brake pedal "hides" the mechanisms that slow the car, and the steering wheel "hides" the mechanisms that turn the car. This enables people to drive a car even if they have little to no knowledge of how engines, braking and steering mechanisms work.

Just as you cannot cook meals in a kitchen's blueprint, you cannot drive a car's engineering drawings. Before you can drive a car, it must be built from the engineering drawings that describe it. A completed car has an actual accelerator pedal to make it go faster, but even that's not enough. The car won't accelerate on its own (hopefully!), so the driver must press the pedal to accelerate the car.

D.4 Methods and Classes

Performing a task in an object-oriented program requires a **method**. Methods house the program statements that perform their tasks. Each method hides these statements from its user, just as a car's accelerator pedal hides from the driver the mechanisms that make the car go faster. In object-oriented programming, a program unit called a **class** houses the set of methods that perform the class's tasks. For example, a class representing a bank account might contain one method to deposit money into an account, another to withdraw money from an account and a third to inquire what the account's balance is. A class is similar in concept to a car's engineering drawings, which house the designs for the accelerator pedal, steering wheel, and so on.

D.5 Instantiation

Just as someone has to build a car from its engineering drawings before you can drive a car, you must build an object of a class before a program can perform the tasks that the class's methods define. The process of doing this is called instantiation. An object is then referred to as an **instance** of its class.

D.6 Reuse

Just as a car's engineering drawings can be reused many times to build many cars, you can reuse a class many times to build many objects. Reusing existing classes when building new classes and programs saves time and effort. Reuse also helps you build

1. As you read the remainder of this appendix, think of how self-driving cars would affect the discussion.

more reliable and effective systems. Existing classes and components often have undergone extensive testing and debugging (finding and removing errors) and performance tuning. Just as the notion of interchangeable parts was crucial to the Industrial Revolution, reusable classes are crucial to the software revolution that has been spurred by object technology.

In object-oriented languages like C++, Java, C#, Python, Swift and many more, you'll typically use a **building-block approach** to create your programs. To avoid reinventing the wheel, you'll use existing high-quality pieces wherever possible. This software reuse is a key benefit of object-oriented programming.

D.7 Messages and Method Calls

When you drive a car, pressing its gas pedal sends a message to the car to perform a task—that is, to go faster. Similarly, you send messages to an object. Each message is implemented as a **method call** that tells a method of the object to perform its task. For example, a program might call a bank-account object's deposit method to increase the account's balance by a specified amount.

D.8 Attributes and Instance Variables

A car, besides having capabilities to accomplish tasks, also has attributes, such as its color, its number of doors, the amount of gas in its tank, its current speed and its record of total miles driven (that is, its odometer reading). Like its capabilities, the car's attributes are represented as part of its design in its engineering diagrams (which, for example, include an odometer and a fuel gauge). As you drive an actual car, these attributes are carried along with the car. Every car maintains its own attributes. For example, each car knows how much gas is in its own gas tank, but not how much is in other cars' tanks.

An object, similarly, has attributes that it carries along as it's used in a program. These attributes are specified as part of the object's class. For example, a bank-account object has a balance attribute representing the amount of money in the account. Each bank-account object knows the balance in the account it represents, but not the balances of the bank's other accounts. Attributes are specified by the class's **instance variables**. A class's (and its objects') attributes and methods are intimately related, so classes wrap together their attributes and methods.

D.9 Inheritance

A new class of objects can be created conveniently by **inheritance**—the new class (called the **subclass**) starts with the characteristics of an existing class (called the **superclass**), possibly customizing them and adding unique characteristics of its own. In our car analogy, an object of class convertible certainly is an object of the more general class "automobile," but more specifically, the roof can be raised or lowered.

D.10 Object-Oriented Analysis and Design (OOAD)

Many programmers create the code (i.e., the program instructions) for their programs without an initial planning phase. This approach may work for small programs like those we presented in the early chapters of this book. But what if you were asked to create a software system to control thousands of automated teller machines for a bank? Or suppose you were asked to work on a team of 1,000 software developers building the next generation of the U.S. air traffic control system?

To create the best solutions for projects so large and complex, you should follow a detailed **analysis** process for determining your project's **requirements**—that is, define *what* the system is supposed to do. You'd then develop a **design** that satisfies those requirements—that is, specify *how* the system should do it. Ideally, before writing any code, you'd go through this process and carefully review the design and have your design reviewed by other software professionals. If this process involves analyzing and designing your system from an object-oriented perspective, it's called an **object-oriented analysis-and-design (OOAD) process**. Programming in an object-oriented language is called **object-oriented programming (OOP)** and allows you to implement an object-oriented design as a working system.



Index

Symbols

\t horizontal-tab escape sequence 58
, (comma operator) **279**
!, logical negation (NOT) operator **153**, 155
!=, inequality operator 69
? **92**
?:, conditional operator **92**, **113**, 217, 218
. dot operator **486**
.wbt file (Webots) **374**
* assignment suppression character **471**
*, multiplication operator **65**, 104
*, pointer operators 313
*=, multiplication assignment operator **113**
/, division operator 104
/*…*/ multi-line comment **57**
//, single-line comment **56**
/=, division assignment operator **113**
\? escape sequence 465
\' single-quote-character escape sequence 465
\" double-quote-character escape sequence 465
\\ backslash-character escape sequence 465
\0 null-character escape sequence 255
\a alert escape sequence 58, 465
\b escape sequence 465
\f escape sequence 391
\f form-feed escape sequence 465
\n newline escape sequence 58, 391, 465
\r carriage-return escape sequence 391, 465
\t horizontal-tab escape sequence 465
\v vertical-tab escape sequence 391, 465
&, address operator **62**, 313
&, bitwise AND operator 495
&&, logical AND operator **153**, 217, 218
&=, bitwise AND assignment operator 503
formatting flag **463**
#, preprocessor operator 57, **690**
##, preprocessor operator **690**
% character in a conversion specifier 104, **451**
%, remainder operator **65**, 198
%% conversion specifier 457
%=, remainder assignment operator **113**
%c conversion specification 256
%c conversion specifier 190, 456, **468**
%d conversion specifier 62, 63, 190
%E conversion specifier **455**, 468
%e conversion specifier **455**, 468
%f conversion specification 105
%f conversion specifier 190
%g conversion specifier 468
%hd conversion specifier 190
%hu conversion specifier 190
%i conversion specifier **467**
%ld conversion specifier 190
%Lf conversion specifier 190
%lf conversion specifier 190
%lld conversion specifier 190
%llu conversion specifier 190
%lu conversion specifier 190
%p conversion specification **313**
%p conversion specifier **457**
%s conversion specification **74**
%s conversion specifier 341, 457, **468**
%u conversion specifier 190, **452**

%X conversion specifier 466
%zu conversion specification **247**
^ inverted scan set 469
^, bitwise exclusive OR operator 495
^=, bitwise exclusive OR assignment operator 503
+ flag 461, **462**
-, unary minus operator **113**
+, unary plus operator **113**
--, decrement operator **111**, **113**, 332
++, increment operator **111**, **113**, 332
+=, addition assignment operator 110, **113**
<, less than operator 69
<<, left-shift operator 495, 501
<<=, left-shift assignment operator 503
=, assignment operator **63**, **113**
-=, subtraction assignment operator **113**
>, greater than operator 69
->, structure pointer operator 486
>>, right-shift operator 495, 501
>>=, right-shift assignment operator 503
|, bitwise inclusive OR operator 495
|=, bitwise inclusive OR assignment operator 503
||, logical OR operator **153**, 217
~, bitwise complement operator 495, 501

Numerics

0 Conversion specifier 62, 467, 468
0x 463

A

a file open mode 546
a.out 22
a+ file open mode 546
ab file open mode 546
ab+ file open mode 546
abnormal program termination 709
abort function **691**
absolute value 182
abstraction **183**
accelerometer **5**
access privileges 319
access violation 62, 389, 456, 457
accessibility heuristic 305
accounts receivable 174
accumulator **363**, 364, 368
accumulator overflow **368**
action **58**, 69, **69**, **86**, 87
action statement 87
action symbol **89**
action/decision model 91
add an integer to a pointer 331
addition 6
addition assignment operator (+=) **110**
addition program 60
address 603
address of a bit field 506
address operator (&) **62**, 256, **312**, 315, 326, 327
"administrative" section of the computer 6
Advanced string manipulation exercises 429
aggregate data types 322, **482**
AI xxx, xl
airline reservation system 302
alert (\a) 58
algebra 65
algorithm **86**
  development xxv, xxviii, xli
  insertion sort **665**
  merge sort **668**
  selection sort **660**
_Alignas keyword 735
aligned_alloc 735
aligning 451
AlphaGo 50
AlphaZero **50**
ALU (arithmetic and logic unit) **6**
Amazon Alexa xxxii, 53
AMD processors 737
American National Standards Committee on Computers and Information Processing 17
American National Standards Institute (ANSI) **17**
ampersand (&) 62
Analog Clock exercise 537
analysis **750**
analysis of examination results 109
analyzability 724
AND 495
Android
  operating system **15**
  smartphone 15
animated visualization xxxvi
animation in raylib 521
Annex K xxxiii, 289
  remove from C standard xxxiii
anomaly detection 46
Anscombe's Quartet xxvi, xxxvii, 584, 585
ANSI 17
Apache Software Foundation **14**
Apple 14
  Macintosh 14
  Siri xxxii, 53
  TV **15**

Watch **15**
Xcode xxiv, li
Apple M1 processor 737
applied approach xxx
`arc4random` function
POSIX secure random numbers 221
`arc4random` function
POSIX secure random numbers) 221
area of a circle 131
`argc` **702**
argument **58**, 62
of a function **181**
argument coercion **189**
arguments **684**
`argv` **702**
arithmetic 23
assignment operators 110
conversion rules **189**
mean 67
operators xxiv, **65**
overflow **114**
arithmetic and logic unit (ALU) **6**
arithmetic assignment operators
=, +=, -=, *=, /=, and %= 110
arithmetic average (mean) 271
arithmetic expressions 330
arithmetic operations 363
ARPANET 36
array **244**
bounds checking 252, 289
data structure xxv
initializer **248**
JSON 591
notation 336
of pointers **338**, 347
array (cont.)
of pointers to functions 361
subscript notation 255, 323, 337
array"of strings **338**
arrow operator (->) **486**
artificial general intelligence **49**, 53
artificial intelligence (AI) xxiv, xxvi, xl, 49
as-a-service
big data (BDaas) 37
Hadoop (Haas) 37
Infrastructure (Iaas) 37
platform (Paas) 37
software (Saas) 37
storage (Saas) 37
ASCII (American Standard Code for Information Interchange) **146**, 408
character set **8**, 408
assembler **12**
assembly language **11**
`assert` macro **691**
`<assert.h>` 196, **691**
assertions xxvii
assignment
operator = **63**, 70
statement **63**
assignment expressions 330
assisting people with disabilities 46
associativity **67**
asterisk (*) **65**
`at_quick_exit` **733**
`atexit` function **706**
atomic operation 745
`_Atomic` variable 745
attribute 749
of a class **747**
of an object 749
attributes of an object 749
audible (bell) 465
`auto` storage class specifier **206**
automated closed captioning 46
automatic storage **206**, 260
autonomous vehicles **6**
average 67
mean 271
Awesome C libraries list 19

B

B language 16
backslash (\) 58, 465, **686**
bandwidth **5**, 36
bank account program 561
bar chart 174, 252
base 10 number system 397
base 16 number system 397
base 8 number system 397
base case(s) **211**
basic descriptive statistics xxvi, xxxiv
mean 271
median 271
mode 272
BASIC programming language 19
basic time step (Webots) **381**
BCPL 16
`BCryptGenRandom` function (Microsoft secure random numbers) 221
BDaaS (Big data as a Service) 37
behavior
of a class **747**
Bell Laboratories 16
big data xx, xxiv, **10**, 45
analytics 46
Big *O* notation xxvii, **658**, **659**, 664
binary 391
binary (base-2) number system 496
binary digit (bit) 8
binary files xxvi, 545
binary number 175
binary number system 8, 452
binary operator **63**

binary search 24, 219, **272**, 274, 275, 308
binary search tree **621**, 625, 626, 634
binary-to-decimal conversion problem 130
binary tree xxvii, **621**
  creating and traversing 622
binary tree insert 219
binary tree sort **625**
bit ("binary digit") **6**, **8**
bit field **504**, 505
Bitcoin 43, 54, 439
bitwise AND (&) operator **495**, 500, 518
bitwise AND, bitwise inclusive OR, bitwise exclusive OR and bitwise complement operators 498
bitwise assignment operators **503**
bitwise complement operator (~) 498, 501
bitwise exclusive OR (^) operator **495**, 500
bitwise inclusive OR (|) operator **495**, 500
bitwise operators xxvi, 495
bitwise shift operators 501
bitwise XOR **495**
Bjarne Stroustrup 19
blank 91
block 57, **94**, 186
block of data 414
block scope **208**
blockchain 43, 54
body of a function **57**, **71**
body of a `while` 96
Böhm and Jacopini 88
`_Bool` **727**
`bool` xxviii, 724
bool 725
`_Bool` Data Type 156
boolean type **156**, **727**
Boolean values in JSON 591
bounds checking 252, 289
braces ({}) 94
brain mapping 46
branch 645
  negative 646
  zero 646, 649, 650, 652
branching instructions 367
`break` 147, 151, 152, 153, 177
Brick Game exercise 537
brute force computing 49
bubble sort **265**, 271, 299, 324, 326, 327, 344
  with pass-by-reference 324
bucket sort 678
buffer overflow 256, 289
build your own computer 365
building a casino game xxv
building-block approach **18**
Building Your Own Compiler 596
building your own compiler 636, 642, 643, 644, 647, 649, 650, 651, 653, 655
Building Your Own Compiler case study xxx, 643
Building Your Own Computer 596
Building Your Own Computer case study xxx, xxxv, xxxviii, 11
building-block approach **749**
byte **6**, 8, 495

C

C
  code repositories xxxi
  forums xlv
  language 16
C (cont.)
  Language Reference xlv
  Language Reference (Microsoft) xlv
  open-source community xxxi
  preprocessor **22**, **57**, 682
  standard ISO/IEC 9899:2018 17
C standard
  document xxviii
C Standard Library 320
C standard library 18, 21, **180**, 197
  functions xxvi
  headers xlv
C# programming language **20**
C++ 188
C++ programming language 19
C11 xxix, 724
C11 headers 733
C18 xxix, 32, 724
C99 17, **724**
C99 headers 725
Caesar cipher 434
calculations 7, 63, 74
California Consumer Privacy Act (CCPA) xxxii, 53
call a function **181**, **185**
call-by-reference 488
call-by-value 488
caller **181**
calling 185
calling function (caller) **181**
`calloc` **711**
camel casing **62**
cancer diagnosis 46
Cannon Game (game-programming case study) 527
Cannon Game App exercise enhancements 536
card games 356
card images 522, 533
Card Shuffling and Dealing 339, 341, 342, 489

caret (^) **470**
Carnegie Mellon University's Software Engineering Institute (SEI) 54
Carnegie Mellon's Software Engineering Institute xxxix, 734
carriage return (`'\r'`) 391
`case` label **147**, 148, 208
case sensitive **61**, 99
case studies xx
casino dice game xxxiv
cast 687
cast operator 102, **104**, 190
  `(float)` 104
`cbrt` function 182
CC2020
  Paradigms for Future Computing Curricula xl
CCPA (California Consumer Privacy Act) xxxii, 53
`ceil` function 182
Celsius 479
central processing unit (CPU) **6**
CERT C Coding Standard 54
CERT C Secure Coding Standard 349
CERT Division of Carnegie Mellon University's Software Engineering Institute xxxix, 54
Challenge Project: The RSA Problem 448
`char *` 456
`char **` 396
`char` fundamental type 190
`char` primitive type **146**, 389
`CHAR_BIT` symbolic constant **497**
character **8**
  set **8**
character and string conversion specifiers 456
character array 255, 256
character constant 321, **388**
character handling library **390**
character set 83, **146**, **388**
character string **58**, 246
chatbots **578**
check if a string is a palindrome 219
check protection 431
checkerboard 130
chess 49, 303
child **621**
Christopher Marlowe's *Edward the Second* xli
`cimag` function **729**
cipher
  algorithms 434
  Caesar 434
  cryptii.com 434
  substitution 434
  Vigenère 438, 439
ciphertext **434**, 442
circumference of a circle 131
cJSON library 589, 593
Clang compiler li, 3, 25
`clang-tidy` xxxiii
class **748**
  instance variable **749**
class-average problem 97, 102
  counter-controlled iteration 98
  sentinel-controlled iteration 103
classes **747**
classes in object-oriented languages **215**
cleartextin cryptography 434
client application **589**
Climate at a Glance time series 588
Climate at a Glance" time series 588
clock 201
`CloseWindow` function (raylib) **525**
cloud xx, xxxvii, 37, 589
  computing **37**
cloud-based
  services xxxvii, **37**
  tools xli
cloud-based services 590
clusters of computers 48
code **2**
code repositories xxxi
coding standards xxxiii
coercion of arguments **189**
coin tossing 234
collision detection in raylib 521
`Color` type in raylib **523**
colors in raylib 521
column 278
comma operator (`,`) 217, 218, **279**
comma-separated list 279
comma-separated values (CSV) file xxvi
Command Line Tool project in Xcode 29
Command Prompt window 25, 27
command-line arguments xxvii, 530, 593, 702, 703
comment 56
commission 125, 298
Common programming errors xliv
Communications of the ACM 88
communications systems xxxii
comparing strings **403**
comparison expressions 330
compilation error **22**, 157
compilation process 649
compile **21**

compile and run a program in Xcode 30
compile phase **21**
compile-time error **22**
compiler **12**, 22, 57, 58
  Apple Xcode (macOS) li
  Clang 3, 25
  GNU `gcc` li, 3, 25
  Microsoft Visual Studio li
  Visual Studio Community edition 3, 25
  Xcode on macOS 3, 25
compiler optimization **651**
compiling multiple-source-file programs xxvii
complement operator (~) **495**
complete algorithm 89
`complex` 729
`_Complex` keyword **729**
complex number xxviii, 728
`complex` number **729**
complex numbers 724, 725
`complex.h` 725, 729
`complex.h` header 182
component 747
compound interest 140, 141, 173
compound literal xxviii, **726**
compound literals 724
compound statement **94**
computational thinking xli
computer dump **366**
computer hardware xix
computer memory concepts xxiv
computer networks 615
computer program **4**
computer science xxiv
Computer Science and Artificial Intelligence Laboratory (CSAIL) xxx
Computer Science Curricula xxxix, xl
computer-science topics xxvii
computer simulator 365
computer software xix
computer vision 46, 53
computer-vision applications 49
Computer-Assisted Instruction (CAI) 239, 240
Computer-Assisted Instruction (CAI): Difficulty Levels 240
Computer-Assisted Instruction (CAI): Monitoring Student Performance 240
Computer-Assisted Instruction (CAI): Reducing Student Fatigue 240
Computer-Assisted Instruction (CAI): Varying the Types of Problems 240
computers in education 239
Computing Curricula 2020 (CC2020) xlviii
computing the sum of the elements of an array 250
concatenating strings **403**
concurrent operations 736
condition **69**, 153
conditional compilation xxvii, **682**, **687**
conditional execution of preprocessor directives **682**
conditional expression **92**
conditional operator (`?:`) **92**, 113
conditional transfer of control 365
connector symbol **89**
`const` keyword **263**, 319, 322, 338
constant 637
constant integral expression **149**
constant pointer 322, 323, 333
constant pointer to constant data **319**, 323
constant pointer to non-constant data **319**, 322, 323
constant run time **659**
constraint violation 349
container (Docker) xlii, **liv**
`continue` 151, 153, 177
control characters **394**
control statement xxv
  nesting 89
  stacking **89**, **90**
control structure **88**, **90**
control variable **134**, 140
  increment **135**
  initial value **135**
  name **135**
controller (Webots) **379**, **381**, **383**, **384**
controlling expression in a switch **147**
conversion rules **189**
conversion specification **62**, 63
  `%c` 256
  `%p` **313**
  `%zu` **247**
conversion specifications **451**
  `%d` 62, 63
  `%s` **74**
conversion specifier **451**, 463
  `%X` 466
  `0` (zero) flag 464
  `c` **456**
  `e` and `E` **454**
  `f` **454**
  `g` (or `G`) **454**
  `s` **456**
convert lowercase letters to uppercase letters 196
Cooking with Healthier Ingredients 432
coprime **443**

copy 197
copying strings **403**
corpus **577**
  corpora (plural of corpus) **577**
correction 23
`cos` function 183
cosine 183
count statistic **583**
counter **97**, 127
counter-controlled iteration xxv, **97**, 135, 136
counter-controlled looping 106, 107
counting letter grades 147
counting loop 136
counting word frequencies **578**
CPU (central processing unit) **6**, 23
cracking RSA ciphertext 448
CraigsList 38
craps (casino game) 239
craps game 202
Craps Game Statistics 301
crash a program 389, 456
"crashing" **101**
`creal` function **729**
create sentences 427
creating algorithms xli
credit limit problem 125
credit limits 173
credit scoring 46
crime prevention 46
CRISPR gene editing 46
crop yield improvement 46
crossword puzzle generator 433
crowdsourced data **47**
cryptocurrency 43, 44, 54, 439
cryptography xxxv, 434
  cleartext 434
Cryptography API
  Next Generation (Microsoft) 221
CSV (comma-separated value) file xxvi
`.csv` filename extension 586
<Ctrl> c 709
`<ctype.h>` header file 390, 196, 686
cube a variable
  using pass by reference 316
  using pass by value 315
cube root function 182
current technology trends xxiv
custom functions xxv
custom header 196
customer
  churn 46
  retention 46
  service agents 46
Cyberbotics Ltd. 370
cybersecurity xl, 46
Cybersecurity Curricula xxxix, xl

D

dangling pointer 627
dangling-`else` problem 94, 128, 129
data 4
data counter (Simple compiler) **649**
data hierarchy xxiv, **8**
data mining **10**
  Twitter 46
data munging **580**
data samples 584
data science xxiv, xxv, xxvi, xl, xli, 46, 582, 583
  get to know your data 582
  use cases 46
data science curriculum proposal xli
data scientist 580
data structure xxvii, xli, 596
data types
  `int` **61**
data visualization 46
data wrangling **580**
database xli, **9**
data-interchange format JSON 590
dataset 584
date 196
`__DATE__`, predefined symbolic constant 691
deallocate memory 598
debug 88
Debug area (Xcode) 30
debugging xxviii, 749
debugging (online appendices) xlvi
decimal 177, 391, 397
  digit **8**
decision **69**, 74
decision making xxiv
decision symbol 91
deck of cards 338
decomposition 184
decrement **135**, 139, 332
decrement a pointer 331
decrement operator (--) **111**
decrypt 132
deep learning xl, 48, 53
DeepBlue **49**
`default` case 147, 148
default precision **105**, 454
`#define` preprocessor directive **249**, 683
definite iteration **97**
definition **61**

delimiting characters **413**
DeMorgan's Laws 176
dependent variable **585**, 585
`depth` of a binary tree 634
`dequeue` 614, **615**
dereferencing a pointer **313**
dereferencing a `void *` pointer 333
dereferencing operator (*) **313**, 486, 488
derived data type **483**, 492
descriptive statistics xxvi, xxxiv, **583**, 583
design pattern **39**
design process **750**
designated initializer xxviii, 724, **725**, 725, 726, 744
destructive **64**, **65**
determining the length of strings **403**
developing algorithms xxv
development environments xli
devices 21, 24
diagnose medical conditions 49
diagnostic medicine 46
diagnostics 196
diameter of a circle 131
diamond symbol **91**
dice game 202
dice rolling 199, 202, 253
  simulation xxxi
  using arrays instead of `switch` 253
dictionary 575
die-rolling simulation 520, 529
differential wheels (Webots) **373**
`difftime` function (header `time.h`) 741
digit 83
Digital Clock exercise 537
direct-access files xxvi, xxxvi
directly reference a value 311
disk 23
displacement **557**
display
  a binary tree 635
displaying
  an `unsigned` integer in bits 496
  value of a union in both member data types 494
distance between two points 237
divide and conquer **180**, **183**
divide by zero **368**
division 6, 65
  by zero 24, **101**
`do...while` iteration statement 89
`do...while` statement example 150
Docker xlii, **liv**
  container xlii, **liv**
  GNU Compiler Collection (GCC) container 3, 25, 34
  image **liv**
Docker Desktop installer liv
Docker Hub account liv
document a program **56**
DOS (Disk Operating System) 13
dot operator (.) 486
`(double)` cast operator 104
`double complex` 729
`double` fundamental type **102**, 104, 189
double indirection (pointer to a pointer) **603**
`double` primitive type 141
double quote character (") 58
double-selection statement **89**, 107
download examples xlii
`DrawGame` function in a raylib game 525
drawing graphs 174
`DrawRectangleLines` function (raylib) **535**
`DrawTextureEx` function (raylib) 535
dual-core processor **7**
dummy value **99**
dump **366**
duplicate elimination 300, 307, **626**, 634
duration 206, 208
dynamic
  driving routes 46
  pricing 46
dynamic animated visualization xxxvi
dynamic array **711**
dynamic data structure xxvii, 310, **596**
dynamic memory allocation xxvii
dynamic memory allocation 711
dynamic memory management 310, **598**

E

Eclipse Foundation **14**
edit phase **21**, 23
editor **21**, 388
Editor area (Xcode) 30
Edward the Second xli
EEPs (examples, exercises and projects) xxx
efficiency of
  insertion sort 668
  merge sort 673
  selection sort 664
Eight Queens 219, 306, 308
Eight Queens: Brute Force approach 307
electronic health records 46
element of an array **244**, 245

element positions in raylib 524
#elif 688
ellipsis (...) in a function prototype 700
#else 688
emacs 21
e-mail (electronic mail) 36
embedded system xxxii, 4, 14, 17
Embedded Systems Programming case study xxxiv
emotion detection 46
employee identification number 9
Empty Project template 25
empty statement 71
encrypt 132
"end of data entry" 99
end-of-file 147, 390, 399, 540, 543, 544
#endif 688
Enforcing Privacy with Cryptography 132
English-like abbreviations 11
enqueue 615
Enter key 22, 62, 148
enum 205, 507
enumeration xxvi, 205, 508
enumeration constant 205, 507, 687
enumeration example 508
environment 21
EOF 146, 147, 390
e-puck robot 373
e-puck robot (Webots) 373
e-puck_avoid_obstacles controller (Webots) 379
equality and relational operators 333
equality operator (==) 69
e-reader device 15
<errno.h> 196
error 23
  condition 196
  fatal 66
  message 23, 24
  nonfatal 66
error checking (in file processing) 558
#error preprocessor directive 689
escape character 58, 465
escape sequence 58, 465, 479
Ethereum 43, 54
ethics xxxii, xli, 54
Euler 303
Euler's totient function 442
event 708
exabytes (EB) 41
exaflops 42
exam results analysis 109
examination results problem 108
examples (download) xlii
examples, exercises and projects (EEPs) xxx, xxxi
exclusive write mode 546
executable image 22
executable program 58
execute 23
  a program 5
  in parallel xxxviii
  phase 21
execution-time error 24
exit function 706
  atexit functions 707
EXIT_FAILURE 706, 733
EXIT_SUCCESS 706, 733
exp function 182
expand a macro 685
explicit conversion 104
exponential complexity 218
exponential format 451, 452
exponential function 182
exponential notation 454
exponentiation 68
  modular 445
exponentiation operator 141
expression 144, 149, 186
extensible languages 215
extern 206, 704
external linkage 705, 730

F

f or F for a float 708
fabs function 182
Facebook 14
Facial Recognition 47
factorial 131, 173
factorial function 212, 219
Fahrenheit temperatures 479
false boolean value 69, 725
fatal error 24, 66, 83, 101, 368, 457
fatal logic error 95
FCB 541
fclose function 544
fenv.h 725
feof function 544, 559
fetch 366
fetch the next instruction 367
fgetc function 541, 575
fgets function 399, 541
Fibonacci function 217, 219
Fibonacci series 215, 235
field 9, 9
field width 142, 451, 458, 460, 470
  inputting data 470
fields (Webots) 376
FIFO (first-in first-out) 614
file 9, 540
  name 21
  scope 208
file control block (FCB) 541
file descriptor 541
file-matching program 572

file offset **548**
file open mode **543**, 546
`FILE` pointer **541**
file position pointer **548**
`__FILE__`, predefined symbolic constant 691
file processing
  error checking 558
files for long-term data retention xxvi
filter project templates in Visual Studio 26
final value **135**
final value of a control variable 140
find the minimum value in an array 308
first-in first-out (FIFO) **614**
first refinement **100**, 107
Fisher-Yates Shuffling Algorithm 492
five-card poker 357
fixed-point notation 454
flag value **99**
flagged 645
flags **451**, 461
flexible array member **731**
flexible array members xxviii, 724
flipped classroom **xlii**
`float` fundamental type 104, 190
`float` type **142**
`<float.h>` 196
floating point 455
  number 99, **102**, 104, 105, 106
  size limits 196
floating-point literal **142**
  `double` by default 142
floating-point conversion specifiers 455, 459, 467
  using 455
floating-point suffix
  `f` or `F` for a `float` **708**
  `l` or `L` for a `long double` **708**
floating-point types 724
`floor` function 182
FLOPS (floating-point operations per second) 42
flow of control **75**
flowchart **88**, 91
  sequence structure 88
flowcharting the `do...while` iteration statement 151
flowline **88**
`fmod` function 183
Folding@home network 42
font conventions in this book xliii
`fopen` function **543**
`for` iteration statement 89, 140
format control string **62**, 63, 451, 459, 466
formatted input/output model **551**
formatting xxvi
form-feed character (`\f`) 391
forward reference (Simple compiler) **645**
four V's of big data 45
`fprintf` function **541**
`fprintf_s` function 566
`fputc` function **541**
`fputs` function **541**
fractional parts 104
frame-by-frame animation **524**
frames-per-second 525
fraud detection 47
`fread` function **541**, 553
`free` function 598, 613
front of a queue 596
`fscanf` function **541**
`fscanf_s` function 566
`fseek` function **555**
`__func__` predefined identifier **732**
function **18**, 22, **57**, 163, **180**
  argument **181**
  body **186**
  call **181**, 186
  call and return 196
  call stack xxv
  call/return mechanism xxv
  caller **181**
  header **186**, 346, 348
  invoke **181**, **185**
  name 185, 207, 220, 344
  parameter 185, 317, 323
  pointer 344, **347**
  prototype **142**, **185**, 186, 188, 207, 317, 327
  prototype scope 207, **208**
  return from **181**, 182
  `rewind` 548
  scope **208**
function call stack 322
functional-style programming xxxiii, 747
function-call stack **191**
functions xxv
fundamental data types xxiv
fundamental types
  `long double` 142
`fwrite` **541**, 553, 555

G

game loop **524**
game of craps 202, 301
game playing 47, 197
game programming xxx, xxxv
Game Programming Case Study
  Cannon Game 527
  SpotOn Game 526
game-programming case study 526

game systems xxxii
"garbage value" **99**
Gary Kasparov 49
`gcc` compilation command **22**
GDPR (General Data Protection Regulation) xxxii, 53
Gender Neutrality 433
General Data Protection Regulation (GDPR) xxxii
general utilities library (`stdlib`) **396**
generating mazes randomly 360
`_Generic` keyword **734**
generic math 724
generic pointer 332
generic programming xxxiii, 747
get to know your data 582, 585
`getc` 686
`getchar` **401**, 575, 686
getting questions answered xlv
getting your questions answered xlv
gigabytes (GB) **6**, 40
gigaflops 42
GitHub xxx, xxxi, xxxii, xlv, **13**
global variable 207, 208, 327, 704
GNU C Standard Library Reference Manual xlv
GNU Compiler Collection (GCC) Docker container xxiv, 3, 25, 34, 739
GNU `gcc` xxiv, xliv, li, 3, 25
GNU Scientific Library **583**, 586
  `gsl_fit_linear` function **586**
gnuplot xxxvii, **583**
  install 587
Go board game 50
golden mean 215
golden ratio 215
good programming practices xliv
Google Assistant xxxii, 53
Google Maps 38
Gosling, James 20
`goto` elimination **88**
`goto`-less programming 88
`goto` statement 88, 208, 713, **713**, 713
GPS (Global Positioning System)
  device 5
GPS sensor 48
GPU (graphics processing unit) 737
graphical user interface (GUI) **14**
graphics processing unit (GPU) 737
gravity in Webots **374**
Greatest common divisor 219
greatest common divisor 446
grouping of operators 245, 314, 503
`gsl_fit_linear` function of the GNU Scientific Library **586**
guess the number exercise 235
GUI (Grahical User Interface) **14**
Guido van Rossum 19

H

Hadoop (Apache)
  as a Service (HaaS) 37
halt 366
halt instruction 645
hard disk 5
hard drive 4, 21
hardware xix, xxiv, **2**, 4, 11
hardware independent 16
hardware platform **17**
head of a queue **596**, **614**
header (file) **57**, **156**, 195, 683
  `<ctype.h>` 390
  `<stdio.h>` 399
  `<stdlib.h>` 396
  `<string.h>` 403
  `complex.h` 725, **729**
  `fenv.h` 725
  `inttypes.h` 725
  `stdbool.` 725
  `stdbool.h` **727**
  `stdint.h` 725
  `tgmath.h` 725
headers
  `complex.h` 182
Health Insurance Portability and Accountability Act (HIPAA) xxxii
health outcome improvement 47
heuristic 305
hexadecimal 175, **391**, 397, 451, 452
hexadecimal integer 313
high-level language **12**
highest level of precedence 66
high-order bit 497
High-performance card shuffling and dealing simulation 489, 490
HIPAA (Health Insurance Portability and Accountability Act) xxxii, 53
Histogram printing 252
hook (Simple compiler) **646**
horizontal tab (`\t`) 58, 391
HTML (HyperText Markup Language) **37**
HTTP (HyperText Transfer Protocol) **37**
HTTPS protocol 434

human genome sequencing 47
HyperText Markup Language (HTML) **37**
HyperText Transfer Protocol (HTTP) **37**
hypotenuse of a right triangle 232

I

IBM DeepBlue **49**
IBM Watson xxxii, **49**, 53
identifier(s) **61**, 684
identity theft prevention 47
`#if` **688**
`if` selection statement **69**
`if` statements, relational operators, and equality operators 70
`if...else` selection statement 89, 92
`#ifdef` preprocessor directive **688**
`#ifndef` preprocessor directive **688**
image **22**
image (Docker) **liv**
immunotherapy 47
immutable (not modifiable) 390
implicit conversion **104**
in parallel **736**
`#include` preprocessor directive **683**
including headers 196
increment a control variable **135**, 140
increment a pointer 331
increment operator (++) **111**
incremented 332
indefinite iteration **99**
indefinite postponement **340**, 357, 491
indentation 91, 94
independent variable **585**, 585
index (subscript) **245**
indirection **311**, 315
indirection operator (*) **313**, 315
indirectly reference a value 311
infinite loop **96**, 104, 138
infinite recursion 214
infix notation **637**
infix-to-postfix conversion **637**
Infix-to-Postfix Converter exercise 637
information hiding **208**, 326
Information Revolution **5**
information technology (IT) 10
Information Technology Curricula xxxix
Information Technology Curricula 2017 xl
Infrastructure as a Service (IaaS) 37
inheritance **749**
`InitGame` function in a raylib game 524
initial value of a control variable **135**, 140
initialization phase **102**
initialize **61**
initializer list 255, 279
Initializing multidimensional arrays 279
initializing structures 486
Initializing the elements of an array to zeros 247
Initializing the elements of an array with an initializer list 248
`InitWindow` function (raylib) **524**
`inline` function 724, 732
inner block 208
innermost pair of parentheses 66
inorder traversal of a binary tree 219, **622**, 625
input xxiv
input device **5**
input events in raylib 521
input unit **5**
input/output operators 363
inputting data with a field width 470
inserting literal characters 451
insertion sort algorithm **665**, 666, 668
instance **748**
instance variable **749**
instantiation 748
instruction 23, 640
  counter 649
instruction execution cycle **366**, **367**
Instructor Solutions Manual xlvi
instructor supplements xlvi
`int` type 57, **61**, 190
integer 57, 61
integer array 244
integer constant 323
integer conversion specifiers **452**
  using 452
integer division **66**, **104**
integer promotion 190
integer suffix
  `l` or `L` for a `long int` **708**
  `ll` or `LL` for a `long long int` **708**
  `u` or `U` for an `unsigned int` **708**
integral size limits 196
integral types
  portable 725
integrated development environments (IDEs) 21
Intel processors 737

intelligent assistants xxxii, 47, 53
Amazon Alexa xxxii, 53
Apple Siri xxxii, 53
Google Assistant xxxii, 53
IBM Watson xxxii, 53
Microsoft Cortana xxxii, 53
intelligent virtual assistants **577**
interactive attention signal 709
interactive computing **63**
intercept **585**
Interface Builder 14
interlanguage translation **578**
internal linkage **705**, 730
International Standards Organization (ISO) **17**
Internet **36**, 589
Internet bandwidth xix
Internet of Things (IoT) xx, 15, 38, 45, 48, 54
medical device monitoring 47
Internet Protocol (IP) **36**
interpreter **12**
interrupt 709
Intro to Data Science
Dynamic Visualization of Coin Tossing 536
Dynamic Visualization of Rolling Two Dice 537
Intro to Data Science Project
Dynamic Visualization of Casino Game Win/Loss Statistics 537
`inttypes.h` 725
invalid operation code **368**
inventory 574
Inventory Control 47
inverted scan set **470**
invoke a function **181**, **185**
iOS 13, **15**
IoT (Internet of Things) 45
IP address **36**, 38
iPad **15**
iPadOS **15**
iPhone **15**
`isalnum` function **391**
`isalpha` function **391**
`isblank` function 391
`iscntrl` function **394**
`isdigit` function **391**
`isgraph` function **394**
`islower` function **393**
ISO (International Standards Organization) **17**
ISO/IEC 9899
2018 (C standard document) 17
`isprint` function 391, **394**
`ispunct` function 391, **394**
`isspace` function 391, **394**
Issue navigator **30**
`isupper` function **393**
`isxdigit` function **391**
iteration 218
iteration statement xxv, **88**, **90**, **96**
iterative function 274

J

Jacopini, G. 88
Java programming language 15, 20
JavaScript 20
Jobs, Steve 14
JSON (JavaScript Object Notation) xxxviii, 48, **590**
array 591
Boolean values 591
cJSON library 589, 593
data-interchange format 590
`false` 591
JSON object 590
`null` 591
number 591
string 591
`true` 591

K

kernel of an operating system **13**
Kernighan, B. W. 17
key value **272**
keyboard 4, 60, 62, 399
keywords **72**
added in C11 72
added in C99 72
Knight's Tour 303
Brute Force approaches 306
Closed tour test 307
Kotlin programming language 15

L

`l` or `L` suffix for a `long double` literal **708**
`l` or `L` suffix for a `long int` literal **708**
label 208, **713**
language identification **578**
language translation 47
larger of two numbers 124
largest number problem 82
last-in, first-out (LIFO) **191**, **609**
Law of Large Numbers 529
leading asterisks 431
leaf node **621**
least access privilege 323, 324
least common multiple **447**
left align 142
left child **621**
left justify 146, **451**
strings in a field 462
left justify in a field 462
left subtree **621**
left-shift operator (<<) **495**, 518
legacy code 319
lemmatization **578**
length modifier **452**
letter **8**

level order binary tree traversal **635**
lexicographical comparison 408
libcurl library 589
libcurl library (for invoking web services) 592
libcurl open source library xxxvii
library function 18
LIFO (last-in, first-out) 191, **609**
limerick exercise 427
`<limits.h>` header 196, 497
line number 640, 644
`__LINE__`, predefined symbolic constant 691
`#line` preprocessor directive **690**
linear data structure **599**
linear regression **585**
linear relationship **585**, 585
linear run time **659**
linear search 219, **272**, 273, 308
link (pointer in a self-referential structure) **597**
link phase **21**
linkage 206
linkage of an identifier **206**
linked list 310, 482, **596**, **599**
linked lists xxvii
linker **22**, 58, 704
linker error 704
linking **22**
links 599
Linux 21, 22, 700
  shell prompt 3, 25
Linux operating system **13**
  kernel **14**
literal **58**
  floating point **142**
literal characters **451**
live-code approach xix
live-code examples xliv
`ll` or `LL` suffix for a `long long int` literal **708**
`-lm` command line option for using the math library 142
load 653
load a program into memory **363**
load phase **21**
load/store operations 363
loader **23**
loading **23**
loading phase **368**
local variable **185**, 186, 206, 207, 258
locale 196
`<locale.h>` header 196
location 64
location-based services 47
`log` function 182
`log10` function 182
$\log_2 n$ comparisons 626
logic error 95, 99, 138, 158, 250, 493
logical AND operator (`&&`) **153**, 497
logical decision 4
logical negation (NOT) operator (`!`) **153**, 155
logical operators xxv, **153**
logical OR operator (`||`) **153**
logical page 465
logical unit **5**
Logo language 302
`long` 149
`long double` 190
`long double` fundamental type 142
`long int` 190
`long long int` 190
loop 96, 99, 105, 137
loop continuation condition **134**, 136, 137, 150
loop-continuation condition 135, 138
lowercase letter 9, 83, 196
low-order bit 497
lvalue ("left value") **158**, 245

M

M1 processor (Apple) 737
machine dependent 11
machine independent 16
machine language **11**, 22
  programming xxxv, 11, 362
machine learning xxx, xxxvii, xl, xli, 48, 582, 586
Macintosh 14
macOS **14**
macro 196, **682**, **684**
  arguments 685
  `complex` **729**
  definition 685
  expansion 685
  identifier **684**
  variable-length argument list 730
`main` 57
main window in Visual Studio 26
`malloc` function **598**, 711
Malware Detection 47
"manufacturing" section of the computer 6
marketing
  analytics 47
mashup xxxviii, **38**
mashups 589
mask **497**
massively parallel processing 48
master file 572
math library functions 196, 238
`<math.h>` header file 142, 182, 196
mathematics xli
maximum 127
`maximum` 187

maximum statistic **583**
maze traversal 219, 360
mazes of any size 360
m-by-*n* array **279**
mean 267
mean (average) xxxiv, 271
measures of central tendency **583**
measures of dispersion **583**
  standard deviation 583
  variance 583
measures of variability **583**
median xxxiv, 267, 271
megabytes (MB) 40
member of a `struct` 483
members **483**
`memchr` function 415, **417**
`memcmp` function 415, **416**
`memcpy` function 414, **415**, 731
`memmove` function **416**
memory 5, **6**, 23
  unit **6**
memory addresses 311
memory alignment control 724
memory allocation 196
memory boundaries 484
memory footprint 653
memory functions of the string handling library 414
memory utilization 504
`memset` function 415, **417**
menu-driven system 347
merge sort algorithm **668**, 669, 673
merge two arrays 668
message **58**
method **748**
  call **749**
metric conversion program 431
Microsoft xxxii
  Cortana xxxii, 53
  Visual C++ xxiv
  Visual Studio Community edition li, 21, 25
Microsoft's Cryptography API
  Next Generation 221
mileage problem 124
minimum statistic **583**
minimum value in an array 219
MIT Computer Science and Artificial Intelligence Laboratory (CSAIL) xxx
MIT Project MAC xxx
mixed-type expressions **190**
mobile application 15
mode xxxiv, 267, 272, 299
  bimodal 299
  multimodal 299
modular architecture of this book xxii
modular exponentiation 445
Moore's Law **4**, 45
motion information 5
mouse 4
Mozilla Foundation **14**
multicore computers xxx
multicore processor **xxxviii**, **7**
multicore systems xxxiii, 737
multidimensional array xxv, 278, 279, 281
  initialize 279
multiple selection statement **89**, 147
multiple-source-file programs 206, 207, 704, 705
multiples of an integer 130
multiplication 65
multiplicative operators 104
multiply two integers 219
Multipurpose sorting program using function pointers 344
multithreaded applications xxxviii
multithreading xxvii, xxx, xxxii, xxxviii, 615, **736**
  `-pthread` option 741
multivariate time series **588**
mutex (multithreading) 745

N

n factorial (n!) 212
name 135, **245**
name of a control variable **135**
name of a variable 64, 65
name of an array 245
named entity recognition **578**
National Oceanic and Atmospheric Administration (NOAA) xxxi, 588
Natural **577**
natural language 48, **576**
natural language processing 578
natural language processing (NLP) xxx, xxxvi, xl, 48, **577**
  case study xxvi
natural language translation 47
natural logarithm 182
Navigator area (Xcode) 30
  Issue 30
  Project 30
nested **107**
nested building block 161
nested control statement 106
nested `if...else` statement **93**, 94
nested parentheses **66**, 67
nesting **106**
nesting rule **161**

neural network 50
new pharmaceuticals 47
newline (\n) **58**, 91, 256, 389, 390, 391, 471
NeXTSTEP operating system 14
n-grams **578**
NLP (natural language processing) xl
node (Webots) **376**
NodeJS 20
nodes 598, **599**
non-constant pointer to constant data **319**, 321
non-constant pointer to non-constant data **319**
nondestructive **65**
nonfatal error 24, 66, 83, 95, 189
nonlinear data structure 621
nonrecursive function 235
_Noreturn function specifier 724, **734**
not modifiable (immutable) 390
Notepad++ text editor 522
noun phrase extraction **578**
NULL 311, 333, 337, **543**, 604
null character ('\0') **255**, 256, 321, 337, 389, 639
null in JSON 591
NULL pointer 597, 712
null-terminated string 338
number systems xxviii
numbers in JSON 591
numeric codes **407**

O

O(1) **659**
O(*n* log *n*) time **674**
O(*n*) time **659**
O(n^2) time **660**, **664**, 668
object **747**
object code **22**
object-oriented analysis and design (OOAD) **750**
object-oriented language 750
object-oriented languages xxii, xxviii, xxxiii
object-oriented programming (OOP) xxxiii, **14**, 19, 183, **750**
  terminology and concepts xxviii
object program 58
Objective-C 14
object-oriented languages 747
object-oriented programming 747
observations in a time series **588**
octa-core processor **7**
octal number 175, 391, 397, 451, 452
off-by-one error **138**
off-screen buffer **524**
offset **333**, **557**
one-dimensional array 326, 339
one-dimensional array problem 302
one's complement **501**
online C forums xlv
online forums xlv
OOAD (object-oriented analysis and design) 750
OOP (object-oriented programming) **750**
open file table **541**
open source **13**, 15
  code xxxi
  community xxxi
  increases productivity **13**
  libraries 47
  movement xix
  software xxx, 47
OpenAI 14
OpenCV **14**
OpenML **14**
OpenWeatherMap xxxviii
  Current Weather Data 590
  One Call API 590
OpenWeatherMap web service 589
operand **63**, **363**, 645
operating system xxxii, **13**, 14, 16
operation code **363**, 645
operator precedence 72, 245
  rules **66**
operator precedence chart 719
Operator sizeof when applied to an array name returns the number of bytes in the array 328
operators xxv, 110
optimize (Simple compiler) 653
optimized code 654
optimizing the simple compiler 653
order **86**, 88, 90
order of evaluation of operands 217
ordinary least squares **586**
orientation information 5
OS X 14
outer block 208, 211
out-of-bounds array elements 289
output xxiv
output device **6**
output unit **6**
oval symbol **89**
overflow 709
overlapping regions of memory 731
overtime pay problem 126

P

π 175
packets **36**

padding **507**
page layout software 388
palindrome 308
palindrome problem 130
parallel **736**
parallel operations 736
parallel threads xxxviii
parameter **185**
parameter list **186**, 223
parameter of a function **185**
parameter types 327
parent node **621**
parentheses () 66, 72
partitioning step of Quicksort 678
parts-of-speech (POS) tagging **578**
pass-by-reference xxv, 260, 261, 310, **315**, 317, 326
pass-by-value **315**, 317
passing an array 262
passing an array element 262
Passing arrays and individual array elements to functions 262
pattern of 1s and 0s 8
percent sign (%) **65**
perfect number 234
performance xliv, 18
performance requirements 207
performance tuning 749
performance-intensive systems xxxii
performing operations concurrently **736**
persistent storage **7**
personal assistants 47
personalized medicine 47
personally identifiable information (PII) 53
petabytes (PB) 41
petaflops 4, 42
phases of basic programs
  initialization phase **102**
  processing phase **102**
  termination phase **102**
phishing 576
phishing elimination 47
Phishing Scanner 576
physics engine (Webots) **379**
physics in Webots 385
Pig Latin exercise 427
plaintext 442
Platform as a Service (PaaS) 37
pointer xxv, **310**, 312, 314, 315
  arithmetic 331, 332, 334, 429
  arrow (->) operator 486
  comparisons 333
  expression 333, 334
  notation 317, 334, 336
  parameter 316
  subscripting **334**
  to a function **344**
  to a pointer (double indirection) 398, **603**
  to a structure **486**
  to `void` (`void *`) **332**
  variable 323
pointer/offset notation **334**
pointer/subscript notation 334
poker 356
poll 250
pollution reduction 47
polynomial 68
`pop` 609
pop off a stack **191**
portability 18
portable 18
portable code **16**, 18
portable integral types 725
position number **245**
postdecrement **111**
postfix evaluation 646
postfix-expression evaluation algorithm **637**
Postfix Expression Evaluator exercise 639
postfix increment and decrement operators 111
postfix notation **637**
postincrement **111**
postorder traversal **622**, 625, 626
postorder traversal of a binary tree 219
`pow` (power) function 68, **142**, 182
power 182
PowerPoint slides xlvi
`#pragma` processor directive 689, **689**
precedence **66**, 245, 314
  of arithmetic operators xxiv
precedence of arithmetic operators 72
precision **104**, 142, 451, 452, 454
  default 454
precision for integers, floating-point numbers and strings 459
precision medicine 47
predecrement operator **111**
predefined symbolic constants **691**
predicate function **607**
predicted value in simple linear regression 585
predicting
  disease outbreaks 47
  weather-sensitive product sales 47
predictive analytics 47
prefix increment and decrement operators 111
preincrement 111
  operator **111**

preorder traversal of a binary tree 219, **622**, 625
preprocess phase **21**
preprocessor xxvii, **22**, 196, 682
preprocessor directive **22**, 682, **683**, **686**
preventative medicine 47
preventing
disease outbreaks 47
primary memory **6**
prime number 234, 446
principle of least privilege **208**, 263, 316, 319, 322, 327
print
trees 635
print a hollow square 130
print a linked list backwards 219
print a square 129
print a string backwards 219, 308
print an array 219, 308
print an array backwards 219
print characters 393
print patterns 173
printf **450**
`printf` function 58
`printf_s` function xxxiii
printing a string input at the keyboard backwards 219
Printing a string one character at a time using a non-constant pointer to constant data 321
printing character **394**
printing dates in various formats 430
printing multiple lines with a single `printf` 59
printing one line with two `printf` statements 59
printing positive and negative numbers with and without the + flag 462
privacy xxxii, xxxv, xli, 53, 434
private decryption key **440**
private key **440**, 442, 444
probability 198
problem solving xxv, xxviii
procedural programming xxxiii, 747
procedure **86**
Processing a queue 615
processing phase 100, **102**, 105
processing unit 4
`product` 80
production (Simple compiler) **653**
program **4**, 4
program control **87**
program execution stack **191**
Program to simulate the game of craps 203
ProgrammableWeb xxxviii, 38, 594
programmer **4**
Programmer-defined maximum function 187
programming xli
programming fundamentals xx, xli
programming languages xxiv
programming paradigms xxxiii, 747
Project Gutenberg xxxi, 579
project in Visual Studio **25**
project in Xcode **29**
Project MAC (MIT) xxx
Project navigator **30**
promotion **190**
prompt **62**
proprietary software **13**
protecting the environment 47
PROTO nodes (Webots) **377**
pseudo-random numbers **200**
pseudocode **87**, 102, 105
`-pthread` option (multithreading) 741
public domain
card images 522, 533
images 534
public-domain card images 533
public encryption key **440**, 443
public key **440**, 442, 443
public-key cryptography xxxv, **439**, **441**
public-key/private-key pair 442
`push` 609, 612
push onto a stack **191**
`putchar` **399**
`puts` 401, 575
`puts` function **74**
Pythagorean Triples 176
Python 19
Python Software Foundation **14**

Q

quad-core processor **7**
quadratic run time **660**
quantum computers 43
questions
getting answered xlv
queue xxvii, 310, 482, **596**, **614**, 615
`quick_exit function` 724
quicksort 219, 678

R

`r` file open mode 546
R programming language 19, 21

r+ file open mode 546
radians 183
radius 131
raise 709
raising an integer to an integer power 219
ralib game-programming library
  element positions 524
RAM (Random Access Memory) 6
rand 197
RAND_MAX 198, 201
random function POSIX secure random numbers 221
random number 196
  generation xxv, xxxiv
random number generation 339, 427
random-access file 552, 555
randomizing 200
range checking 164
range statistic 583
raylib
  Cannon game 527
  raylib
    Law of Large Numbers Animation 529
raylib cheat sheet 523
raylib game programming library xxxv, 520
  animation xxxvi, 521
  collision detection xxxvi, 521
  colors 521
  input events xxxvi, 521
  shapes xxxvi, 521
  sounds xxxvi, 521
raylib game-programming library
  C programming demos 521
  CloseWindow function 525
  color constants 523
  Color type 523
  custom types 523
  DrawGame function 525
  DrawRectangleLines function 535
  DrawTextureEx function 535
  frame-by-frame animation 524
  game loop 524
  InitGame function 524
  InitWindow function 524
  Law of Large Numbers 529
  Rectangle type 523
  rFXGen online sound-effect generator 526
  RGBA color 523
  sample games 521
  SetTargetFPS function 524
  Sound type 523
  types 523
  UnloadGame function 525
  UpdateGame function 525
  Vector2 type 523
  WindowShouldClose function 525
raylib.h header 523
rb file open mode 546
rb+ file open mode 546
read 645
readability 71, 577
reading and discarding characters from the input stream 471
reading characters and strings 469
reading input with floating-point conversion specifiers 468
reading input with integer conversion specifiers 467
readline function (nonstandard) 390
real-time systems xxxii
real-world data xli
realloc 711
"receiving" section of the computer 5
recommender systems 47
record 9, 322, 542
record key 542
rectangle 91
rectangle symbol 89
Rectangle type in raylib 523
RectangleArena (Webots) 372, 376
recursion xxv, 211, 217
  recursion step 212
  recursive call 212
  recursive definition 212
  recursive function 211
  recursive function gcd 237
  recursive function power 235
  vs. iteration 218
recursion examples
  binary search 219
  binary tree insert 219
  check if a string is a palindrome 219
  Eight Queens 219
  Factorial function 219
  Fibonacci function 219
  Greatest common divisor 219
  inorder traversal of a binary tree 219
  linear search 219
  maze traversal 219

recursion examples (cont.)
minimum value in an array 219
multiply two integers 219
postorder traversal of a binary tree 219
preorder traversal of a binary tree 219
print a linked list backwards 219
print a string backwards 219
print an array 219
print an array backwards 219
printing a string input at the keyboard backwards 219
quicksort 219
raising an integer to an integer power 219
recursive `main` 219
search a linked list 219
selection sort 219
sum of the elements of an array 219
Towers of Hanoi 219
visualizing recursion 219
recursive
search of a list 635
recursive `main` 219
recursive selection sort 677
recursive step of Quicksort 678
reddit xlv
redirect input or output 450, 451
reducing carbon emissions 47
redundant parentheses **68**
refactoring **39**
`register` 206
regression line **585**
reinforcement learning 50
reinventing the wheel 180
relational database **9**
relational operators **69**
reliable integer division 724, 731
remainder 183
remainder operator (%) **65**, 82, 198
repeatability 200
replacement text **249**, 684
representational error in floating point **142**
Representational State Transfer (REST) **590**
reproducibility xli, xlii, 53
request to a web service **589**
requirements 207
requirements statement **750**
research and project exercises xxx
reserved word **72**
response from a web service **589**
RESTful web services **590**
`restrict` 730
restricted pointer **730**
restricted pointers 724
`return` 315
return a result 57, 185
return from a function **181**, 182
return key 22, 367
`return` statement 185, 187
return type 327
return value type **186**, 223
reusable software components **747**
reuse 748
`rewind` function 548
rFXGen online sound-effect generator (raylib) **526**
RGBA (red, green, blue, alpha) color **523**
Richards, Martin 16
ride sharing 47
right align in a field 142, 458
right brace (}) **57**
right child **621**
right justify in a field **451**, 458, 462
right subtree **621**
right-justifying integers in a field 458
right-shift (>>) operator 518
rise-and-shine algorithm 86
risk minimization 47
risk monitoring and minimization 47
Ritchie, D. 16
robo advisers 47
robot
e-puck **373**
robotics simulations xxxiv
robotics simulator 369, 385
Robotics with Webot Simulator xxxiv
roll a six-sided die 199
Romeo and Juliet xxxi, xli
root node of a binary tree **621**, 635
rounded **105**
rounding 80, 211, **451**
rounding a number 143
rounding toward negative infinity 731
rounding toward zero 731
rows 278
RSA algorithm xxxv
RSA ciphertext cracking 448
RSA Problem 448
RSA Public-Key Cryptography algorithm **440**
rules of operator precedence **66**
runtime constraint 349
runtime error 24
rvalue ("right value") **158**

S

samples (in datasets) 584
Satya Nadella xxxii
savings account example 140
scalar **261**, 326
scaling **198**
scaling factor **198**, 202
scan characters 467
scan set **469**
  inverted 470
scanf **450**
`scanf` function **62**
`scanf_s` function xxxiii, 289
scanning images 5
scene tree (Webots) **376**, 377
science, technology, engineering and math (STEM) xx
scientific computing 19
scientific notation **454**
scope **686**
scope of an identifier **206**, **208**
Scoping example 209
screen 4, 6, 24
SDK (Software Development Kit) **39**
search a linked list 219
search functions of the string handling library 408
search key **272**
search strings 408
searching **272**, 274
  arrays xxv
searching a binary tree 626
searching strings 403
second refinement **100**, 101, 108
secondary storage 5
  device 21
  unit **7**
secure C 73
Secure C Programming sections xxxix
Secure Coding in C and C++, 2/e 164
secure random numbers
  `arc4random` function 221
  `BCryptGenRandom` function 221
  `random` function 221
security xxxv, xxxix, xli, 434
security vulnerabilities 74, 472
seed 201
seed the `rand` function **200**
`SEEK_CUR` **558**
`SEEK_END` **558**
`SEEK_SET` **557**, 558
segmentation fault 62, 389, 456
SEI (Carnegie Mellon University's Software Engineering Institute) 54
SEI CERT C Coding Standard **xxi**, 54, 73
selection sort 219, 677
  recursive 677
selection sort algorithm **660**, 661, 664
selection statement xxv, 90
selection structure **88**, **90**
Self Check exercises xxix
self documenting 61
self-driving cars 47, 49
self-referential structure **483**, **597**
semicolon (`;`) 58, 71
send a message to an object 749
sentiment analysis 47, **577**
sentinel-controlled iteration xxv, 101
sentinel value **99**, 101, 102, 124
sequence structure **88**, **90**
sequence structure flowchart 88
sequential access file 542
sequential execution **88**
sequential file 542
service-oriented architecture (SOA) **37**
`<setjmp.h>` 196
`SetTargetFPS` function (raylib) **524**
Shakespeare xxxvii, 579
  Romeo and Juliet xli
shapes in raylib 521
share memory (`union`) 492
sharing economy 47
shell prompt on Linux 3, 25
shift **198**
Shifted, scaled integers produced by `1 + rand() % 6` 198
shifting value **202**
"shipping" section of the computer 6
`short` 149, 189
short-circuit evaluation **155**
sibling **621**
side effect **197**, 207, 217
Sieve of Eratosthenes 307
`SIGABRT` 709
`SIGFPE` 709
`SIGILL` 709
`SIGINT` 709
sign bit 452
`signal` **709**
signal handling xxvii, 709
  library **709**
signal value **99**
`<signal.h>` 196, **709**
signed decimal integer 452
`SIGSEGV` 709
`SIGTERM` 709
silicon 4
similarity detection 47, **578**, 579

Simple
made up programming language 636
Simple compiler **645**
data counter **649**
enhancements 654
first pass 644
hool **646**
optimize 653
production **653**
second pass 644
symbol table **644**
token **644**
unresolved forward reference 645
Simple compiler case study xxxviii, 643
Simple programming language 640
simple condition 154
simple interest problem 126
simple linear regression xxvi, xxxvii, 586
simplest flowchart 160
Simpletron 575
Simpletron computer case study xxxv
Simpletron Machine Language xxxv, xxxviii
Simpletron Machine Language (SML) **362**, 596
Simpletron simulator 362, 365, 368
modifications 368
Simpletron virtual machine 637, 641
simulated robots xxxiv
simulation xxx, 197, 339
techniques xxv, xxxiv
simulations xli
`sin` function 183
sine 183
single entry/single exit control statement **89**, 91, 161
single-selection statement **89**
sinking sort **265**
`size_t` **247**, 404
`sizeof` operator **328**, 484, 575, 598, 687
slope **585**
smallest number problem 82
smart cities 47
smart homes 47
smart thermostats 47
smart traffic control 47
smartmeters 47
smartphone 15
SML **362**, 365, 368
instruction **363**
SMS Language 433
social graph analysis 47
software xix, xxiv, **2**
Software as a Service (SaaS) 37
software-based simulation xxxv, 362, **365**
Software Development Kit (SDK) **39**
software engineering 153, 208, 327
Software Engineering Institute (Carnegie Mellon) xxxix, 734
Software Engineering Institute (SEI) 54
software engineering observations xliv
software model **365**
software reuse **18**, **183**, 327, 705
solid-state drive 4, 5
Solution Explorer 26
add an existing file 26
display 26
solution in Visual Studio **25**
solve problems xli
sort algorithms
bucket sort 678
insertion sort **665**
merge sort **668**
Quicksort 678
recursive selection sort 677
selection sort **660**
sort key 658
sorting 265, 658
arrays xxv
`Sound` type in raylib **523**
sounds in raylib 521
source code **12**
space 471
space flag **462**, 463
space–time trade-off **674**
spam
detection 47
Spam Scanner 432
speaking to a computer 5
special characters **389**
Special Section: Advanced String Manipulation Exercises 429
special symbol **8**
speech recognition xl, 48, **577**
speech synthesis xl, 48, **577**
spell checking **578**
spelling correction **578**
split the array in merge sort 668
SpotOn Game (game-programming case study)'raylib SpotOn game 526
SpotOn Game App exercise enhancements 535
`sprintf` 399, **401**
`sqrt` function 182
square brackets (`[]`) 245
square root 182

srand 200
sscanf 399, **402**
stack **191**, 310, 482, **596**, **608**
stack frame **192**
stack overflow **192**
Stack program 609
stacked building blocks 161
stacking rule **160**
StackOverflow xxx, xxxi, xlv
stacks xxvii
Standard C 17
standard data types 329
standard deviation 583
standard error stream (stderr) **24**, **450**, **541**
standard input 62
standard input stream 450
standard input stream (stdin) xxvi, **24**, 450, **541**
standard input/output header (stdio.h) **57**
standard input/output library (stdio) 399
standard library 22
  header **195**, **683**
standard output stream 450
standard output stream (stdout) xxvi, **24**, 450, **541**
standard version of C 17
statement **58**, **88**, 640
statement terminator (;) **58**
statements
  return 185
static **206**, 206, 207, 208, 258
Static arrays are automatically initialized to zero if not explicitly initialized by the programmer 258
_Static_assert 692
static assertions 724
static code analysis tools xxxiii
static data structures **711**
static global variable 525
static storage duration **206**
_Static_assert **735**
statistical thinking xli
statistics
  count **583**
  craps game 301
  maximum **583**
  measures of central tendency **583**
  measures of dispersion **583**
  measures of variability **583**
  minimum **583**
  range **583**
  standard deviation 583
  sum **583**
  variance 583
stdalign.h header 735
stdarg.h 196, 700
stdbool.h **156**, 725, **727**
stddef.h 196, 312
stderr (standard error stream) **24**, **541**
stdin (standard input stream) **24**, 399, **541**
stdint.h 725
stdio.h **57**, 146, 196, 207, 399, **450**, 541, 686
stdlib.h 196, 197, 198, **396**, 706
stdout (standard output stream) **24**, **541**, 544
stemming **578**
stepwise refinement 339
stepwise refinement, **100**
stock market forecasting 47
stop word elimination **578**
Storage as a Service (SaaS) 37
storage class 206
storage class of an identifier **206**
storage duration **206**, 260
storage duration of an identifier 206
storage unit boundary 507
storage-class specifiers **206**
Store 363
store 653
stored array 600
straight-line form **66**
strcat function **405**
strchr function **409**
strcmp function **406**
strcpy function 404
strcspn function **410**
stream **450**, **540**
strerror **419**
string **58**, **389**
  processing xxvi
string array **338**
string built-in type in JSON 591
string comparison lexicographical 408
string comparison functions **406**
string concatenation 429
string constant **389**
string conversion functions **396**
string copy 429
string is a pointer 389
string literal 256, **389**, 390
string literals separated only by whitespace 267
string manipulation functions of the string handling library 403, 407
string processing 196, 255
<string.h> 403
<string.h> header file 196
strlen function **419**
strncat function **404**, 405
strncmp function **406**
strncpy function **404**

strpbrk **410**
`strpbrk` function 409, 411
`strrchr` function 409, **411**
`strspn` function **411**, 412
`strstr` function 409, **412**
`strtod` function **396**
`strtok` function 409, **413**, 413
`strtol` function **397**
`strtoul` function 396, **398**
`struct` 244, **483**
structure xxvi, **322**, 482
  definition 483, 484
  member (.) operator **486**, 487, 493
  pointer (->) operator **486**, 487, 493
  tag name **483**, 484
  type **483**
structured programming 56, 75, 86, 88, 713
structured programming summary 158
Structures **482**
student poll analysis program 251
subclass **749**
subscript **245**, 252
subscript notation 323
substitution cipher 434, 435
subtract an integer from a pointer 331
subtracting one pointer from another 331
subtraction 6
suffix
  floating point **708**
  integer **708**
`sum` 80
sum of numbers 123
sum of the elements of an array 219, 250
sum statistic **583**
summarizing text 47
superclass **749**
supercomputer **4**
supercomputing 43
supermarket simulation 633
supplements for instructors xlvi
survey data analysis xxv, **267**
Survey data analysis program 267
swapping values 660, 665
Swift programming language 15, 20
Swiss Federal Institute of Technology (EPFL) 370
`switch` multiple-selection statement 89, 144, 147
symbol 83, **89**
symbol table 644
symbol table (Simple compiler) **644**
symbolic constant 146, **249**, **682**
symmetric encryption **440**
syntax coloring conventions in this book xliii
syntax error **22**, 95, 112, 114, 158
Systems Software case studies xxiii

T

tab 58, 83, 91, 465, 471
tables of values 278
tablet computer 15
tabular format 247
tail of a queue **596**, **614**
tail recursion 239
`tan` 183
tangent 183
TCP (Transmission Control Protocol) **36**
TCP/IP **36**
telemedicine 47
telephone number program 428
telephone-number word problem 574
temporary copy 104
temporary `double` representation 142
terabytes (TB) **7**, 40
teraflop 42
terminate 24
terminating null character 255, 389, 401, 456
termination phase **102**, 105
termination request 709
ternary operator **92**, 217
terrorist attack prevention 47
Test Item File xlvi
testing 749
text analysis 430
text files xxvi
text processing 388
text summarization **577**
`tgmath.h` 725
The CERT Division of Carnegie Mellon's Software Engineering Institute 734
the cloud xx, xxxvii, 37, 589
The Twelve Days of Christmas 147
theft prevention 47
Thinking Like a Developer xxxi
Thompson, Ken 16
`thrd_create function` **744**
`thrd_error` **745**
`thrd_join` function **745**
`thrd_nomem` **745**
`thrd_success` **745**
`thrd_t type` **744**, 744
thread
  of execution **736**
thread ID 744
thread local storage 745
`_Thread_local` storage class specifier 206

threads xxxviii
<threads.h> header **738**
time 196
time function of header time.h 201
__STDC__, predefined symbolic constant 691
__TIME__, predefined symbolic constant 691
time series **588**
Climate at a Glance 588
observations **588**
<time.h> 196
timing operations xxxii
Tiobe Index 2
toggling bits 495
token 409, 644, 690
tokenization **578**
tokenize a string 413
tokenizing a string 413
tokenizing strings **403**
tokens **413**, **578**
tokens (Simple compiler) **644**
tokens in reverse 428
tolower function **393**
top **100**
top-down, stepwise refinement xxv, **100**, 102, 105, 106, 107, 339, 340
top of a stack **596**
Tortoise and the Hare Race 240
multimedia with raylib 531
total **99**
totient **442**
toupper function 320, **393**
Towers of Hanoi 219, 236
trailing zeros 454
transaction file 572
transaction-processing program **552**, 560
transaction-processing system xxvi, xxxvi
transfer of control **88**, 363, 367
translate speech 49
translation **11**
translator program **12**
Transmission Control Protocol (TCP) **36**
trap **709**
trap a SIGINT 711
traversing a binary tree 622
Treating character arrays as strings 256
tree 67, 310, 482, **621**
Trend spotting 47
trigonometric cosine 183
trigonometric sine 183
trigonometric tangent 183
true 725
true boolean value **69**
truncated **104**
truth **154**
truth table **154**
turtle graphics 302
tvOS **15**
two-dimensional array **278**, 282, 338
type 64, 65
type checking 189
typedef **488**
typedef keyword xxvi
type-generic expressions 724
type-generic macro 732
types of programming languages xxiv

U

u or U for an unsigned int **708**
Ubuntu Linux 29
in the Windows Subsystem for Linux 29
unary operator **104**, 113, 312
sizeof 328
unbiased shuffling algorithm 492
unconditional branch 652, 713
#undef preprocessor directive **686**, 691
undefined behavior 734
undefined behaviors 472
underscore (_) 61
Unicode 408
Unicode character set **8**, 146, 408
Unicode support 724
union **492**, 493, 494, 517
unions xxvi
univariate time series **588**
UNIX 147
UNIX operating system 16
UnloadGame function in a raylib game 525
unnamed bit field **507**
unnamed bit field with a zero width **507**
unresolved forward reference (Simple compiler) 645
unresolved references 704
unsafe macro 692
unsigned decimal integer 452
unsigned hexadecimal integer 452
unsigned int 190
unsigned integer 495
unsigned long int 398
unsigned long long int 213, 214, 215
unsigned octal integer 452
unsigned short 190
UpdateGame function in a raylib game 525
uppercase letter 83, 196
URL (Uniform Resource Locator) **590**
use cases 46
using the # flag with 463

usual arithmetic conversion rules **189**
Utilities area (Xcode) 30
utility function 196

V

V's of big data 45
`va_arg` **701**
`__VA_ARGS__` **730**
`va_copy` macro **733**
`va_end` **701**
`va_list` **701**
`va_start` **701**
validate data **164**
value **245**
value of a variable 64, 65
variable **61**
variable arguments header `stdarg.h` **700**
variable initialization 337
variable-length argument list xxvii
variable-length array (VLA) xxv
variable name 641, 644
variable-length argument list **700**, 701
  macro 730
variable-length array (VLA) **286**
variance 583
variety (in big data) 45
`Vector2` type in raylib **523**
velocity (in big data) 45
veracity (in big data) 45
version control tools xxxii
vertical tab (`'\v'`) 391
`vi` editor 21
Vigenère cipher 438, 439
  Vigenère square **435**, **438**
Vigenère secret-key cipher xxxv, **434**
Vignère secret-key cipher 435
virtual machine xxv, xxx, xxxv, **362**, 636
virtual reality **369**
Virtual Reality Modeling Language (VRML) **374**
virtual time **381**
Visual C++ compiler xxxiii, lii, 25
Visual C++ programming language 20
visual product search 47
Visual Studio 21
  add an existing file to a project 26
  Command Prompt window 27
  Community Edition xliv
  Community edition li, 3, 25
  compile and run a program 27
  display the **Solution Explorer** 26
  Empty Project template 25
  filter project templates 26
  main window 26
  project **25**
  Search for templates 26
  solution **25**
  Solution Explorer 26
visualization xxxi, xli, 48, 585
  animated xxxvi
Visualization with raylib Law of Large Numbers Animation 529
visualizing recursion 219, 237
voice recognition 47
`void *` (pointer to `void`) **332**, 415, 598
volatile information **6**
volume (in big data) 45

W

`w` file open mode 546
`w+` file open mode 546
W3C (World Wide Web Consortium) **37**
"warehouse" section of the computer 7
watchOS **15**
Waze GPS navigation app 47
`wb` file open mode 546
`wb+` file open mode 546
Weather Forecasting 47
web 589
web service xxxvii, xxxviii, 37, 590
  invoke with libcurl 592
  request **589**
  response **589**
web service host **589**
web services 589
  web service host **589**
Webot robotics simulator xxxiv
Webots xxxiv, **369**
  `.wbt` file **374**
  avoid obstacles 385
  basic time step **381**
  controller **379**, **381**, **383**, **384**
  Create a Webots project directory wizard 374
  differential wheels **373**
  e-puck robot **373**
  `e-puck_avoid_obstacles` **379**
  fields **376**
  gravity **374**
  guided tour 371
  lighting effects 384
  node **376**
  physics 385
  physics engine **379**
  physics options 384
  PROTO nodes **377**

`RectangleArena` **372**, 376
scene tree **376**, 377
textures 384
`WoodenBox` **372**, 377
world 374
Webots Guided Tour 371
Welcome to Xcode window 29
`while` iteration statement **96**
whitespace character **57**, **91**
string literals separated 267
width of a bit field **504**, 507
William Gates xxxi
Windows operating system **13**, 700, 709
Windows Subsystem for Linux (WSL) xxiv, xlv, **liii**, 29
`WindowShouldClose` function (raylib) **525**
`WoodenBox` (Webots) **372**, 377
word boundary 485
word frequency counting **578**
words **363**
workspace window in Xcode **30**
world in Webots 374
World Population Growth 178
World Population Growth exercise 131
World Wide Web **37**, 37
worst-case run time for an algorithm 659
worst-case runtime for an algorithm 658
Wozniak, Steve 14
write 645
writing to a file 544

X

Xcode xliv, li, 3, 21, 25
Command Line Tool project 29
Xcode (cont.)
compile and run a program 30
Debug area 30
Editor area 30
Issue navigator **30**
Navigator area 30
project **29**
Project navigator **30**
Utilities area 30
Welcome to Xcode window 29
workspace window **30**
Xerox PARC (Palo Alto Research Center) 14

Y

y-intercept **585**, 586

Z

`0` (zero) flag **463**
zettabytes (ZB) 41

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"This **ninth edition** includes an intriguing new intro chapter that lists 21st century computing challenges and software-industry trends. Clear presentations of **algorithms, structured programming** and **pseudocode**. Excellent coverage of the function-call mechanism and stack frames, enum types, storage class specifiers, scoping rules and recursion. The **code listings** and the **self-check questions and exercises** are incredibly useful. A very good introduction to some of the trickiest features of C, i.e., **arrays**, **pointers** and **pointers to functions**. Code examples, including the **card-shuffling-and-dealing simulation**, exemplify **efficient and safe programming** with **reuse** and **modularity**. **Building Your Own Computer** is an excellent exercise to demonstrate the power of C programming and along the way, become acquainted with the concepts of **machine code**. Covers the essential techniques and the standard string- and memory-manipulation functions. Few textbooks dedicate a complete code listing for every standard library string function—this is a key feature of this book. The string exercises are very good, particularly the **advanced string manipulation exercises** for random sentence generation and style and textual analysis. There are plenty of **formatted I/O** examples with every format flag and a detailed explanation. Explains C's derived types: **structs**, **unions** and **enumerations**. Presents **bit-fields** and their related **bitwise operators**. Straightforward tutorial of **file processing**. Very good (and rare among C textbooks) presentation of **data structures design and implementation**—one of the strongest features of this book. Introduces **Big O** notation, exemplifying it with real-world examples of sorting algorithms. A detailed guide for the **C preprocessor**." **—Danny Kalev, A Certified System Analyst, C Expert and Former Member of the C++ Standards Committee**

"Having reviewed programming books for nearly 20 years, I recognize quality right from page 1. The first sign is the use of standard terminology. And yet, **C How to Program** offers much more: an emphasis on **secure C programming** including Annex K (the so-called **secure standard library functions), self-testing exercises**, a summary of the topics discussed in each chapter and most importantly complete code listings that have been thoroughly tested and distilled. It's no secret that C intimidates novices. Its raw pointers, zero-based array indexes, unchecked arrays and funky strings are a fertile source of bugs and security loopholes. C How To Program addresses these issues without fear, presenting effective techniques for avoiding them. The main strength of this book is a clear, professional and reader-friendly style. Up-to-date, accurate and covers just about everything a C novice would need to know." **—Danny Kalev, Certified System Analyst, C Expert and Former Member of the C++ Standards Committee**

"A great book for the beginning programmer. Covers material that will be useful in later programming classes and the job market."
—Fred J. Tydeman, Tydeman Consulting, Vice-Chair of J11 (ANSI C)

"Clear explanation of **arrays**—and especially good exercises. A really good **pointers** chapter; the exercises are particularly good, **especially the Simpletron machine simulator**. String exercises are innovative and challenging. **Formatted input/output** examples are good. Provides the information required for a beginner to perform **file I/O**, which opens the gateway to building realistic apps. Good **data structures** chapter that guides the reader carefully thru using **pointers** and **linked lists**; the exercises are, again, excellent; **I love the very last one on building your own compiler; by working through this example, the reader gets a good feel for the essence of how a compiler works—an exciting topic in computer science**. Great examples that show the evolution of each sort. Useful overview of what features arrived with C99 and C11—**multithreading** will impact readers most." **—Jim Hogg, Program Manager, C/C++ Compiler Team, Microsoft Corporation**

"Nice selection of exercises in **Structured Program Development**—good job." **—Alan Bunning of Purdue University**

"I like the **structured programming summary** with instructions on f**orming structured programs** by using the **flowchart building blocks**; I also like the questions at the end of the chapter and the **Secure C Programming** section." **—Susan Mengel, Texas Tech University**

"The descriptions of **function calls and the call stack** will be helpful to **beginning programmers** learning how functions work—plenty of function exercises."
—Michael Geiger, University of Massachusetts, Lowell

"The examples and end-of-chapter programming projects are valuable. This is the only C book that offers so many detailed C examples—I am pleased to be able to have such a resource to share with my students. I feel confident that this book prepares my students for industry. A great book. I always enjoy lecturing the **Arrays chapter**; examples are perfect for my **CE**, **EE** and **CSE students**. **Chapters 8 and above are used for my Data Structures class**. This is the only textbook that covers bitwise operations in such detail."
—Sebnem Onsay, Special Instructor, Oakland University School of Engineering and Computer Science

"Excellent introductory C text. Just the right coverage of **arrays**. **Pointers** chapter is well-written and the exercises are rigorous. Excellent discussion of **string functions**. Fine chapters on **formatted input/output** and **files**. I was pleased to see a hint at **Big O** running time in the **binary search** example."
—Dr. John F. Doyle, Indiana U. Southeast

"I have been teaching introductory programming courses since 1975, and programming in the C language since 1986. When Deitel, C How to Program, 1/e, came out, we jumped on it—it was clearly the best text on C. The new edition continues a tradition—it's by far the best student-oriented textbook on programming in the C language! A thorough, careful treatment of the language and the ideas, concepts and techniques of programming! '**Live code**' i**s also a big plus, encouraging active participation by the student. A great text!**" **—Richard Albright, Goldey-Beacom College**

"I like the writing quality. Outlines common beginner mistakes. Nice **visualization** of **binary search**. The **card shuffling** example illustrates an **end-to-end** solution to the problem with nice **pseudocode**, great coding and explanation. **Card and maze exercises** are very involving." **—Vytautus Leonavicius, Microsoft Corporation**

"**Gets you ready for the job market**, with **best practices** and **development tips**. Nice **multi-platform** explanation [running **Visual C++ on Windows**, **GNU C on Linux** and **Xcode on macOS**]." **—Hemanth H.M., Software Engineer at SonicWALL**

"**Control statements** chapters are excellent; the number of exercises is amazing. Great coverage of **functions**. The **Data Structures** chapter is well written, and the examples and exercises are great; I especially like the section about **building a compiler**. Sorting algorithms are explained clearly, especially the harder ones like merge sort and quicksort, which become trivial after reading this. Great job!" **—José Antonio González Seco, Parliament of Andalusia**

"The **live-code approach** makes it easy to understand C programming basics. I highly recommend this textbook as both a teaching text and a reference."
—Xiaolong Li, Indiana State University

"An exceptional textbook and reference for the C programmer." **—Roy Seyfarth, University of Southern Mississippi**

"An invaluable resource for beginning and seasoned programmers. The explanations of the concepts, techniques and practices are comprehensive, engaging and easy to understand. A must-have book." **—Bin Wang, Department of CS and Engineering, Wright State University**

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