C Programming Lecture 3 : C Introduction

C Programming Language

- Designed by Dennis Ritchie (1972)
 - used for developing UNIX OS



Dennis Ritchie

- C features
 - Structured programming, modular programming
 - Highly portable
 - Efficient (fast)
 - C has the features of high level language and low level language

simple C program (hello.c)

```
7 #include <stdio.h>
8
9 int main()
10 {
11  puts("Hello, World !");
12  return 0;
13 }
```

output:

Hello, World!

C compiler

compiler?

- Programmer can use high level language such as C
- CPU knows machine language (assembly language)

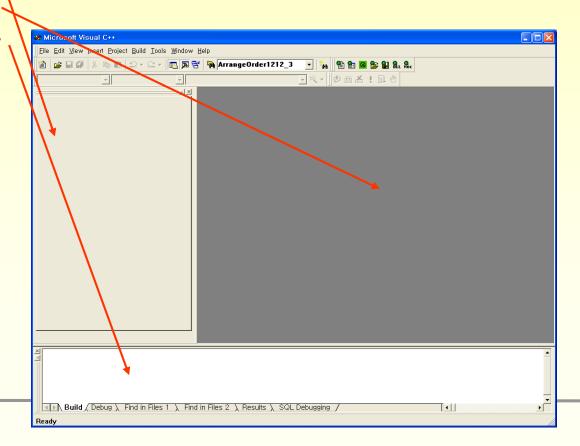


C compiler

- Commercial compiler: Microsoft Visual C/C++ (ver. 6.0)
- Free compiler: gcc

Visual Studio 6.0

- Microsoft Visual C++ 6.0
 - Project window
 - Editing window
 - Message window



Program Development

- Creating Project
- 2. Adding Files
- 3. Editing Program
- 4. Compile&Build
- 5. Execution&Debugging

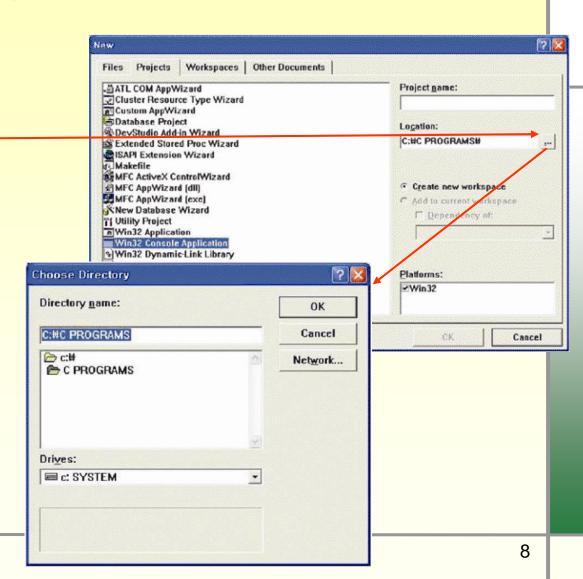
Creating a Project (1/5)

- File → New
 Projects tab
 Win32 Console Application
- 2. Location
- 3. Project Name
- 4. OK
- 5. Finish & OK



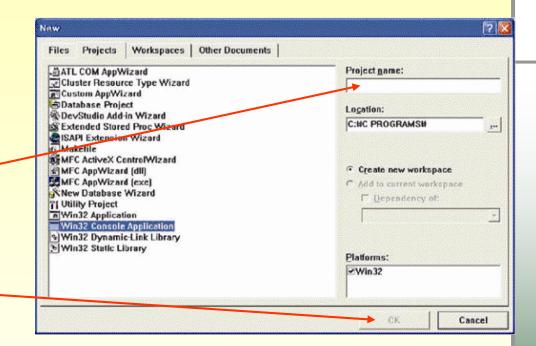
Creating a Project (2/5)

- 1. File → New
- Location ——Folder selection
- 3. Project Name
- 4. OK
- 5. Finish & OK



Creating a Project (3/5)

- 1. File → New
- 2. Location
- Project Name
 Hello
- 4. OK
- 5. Finish & OK



Creating a Project (4/5)

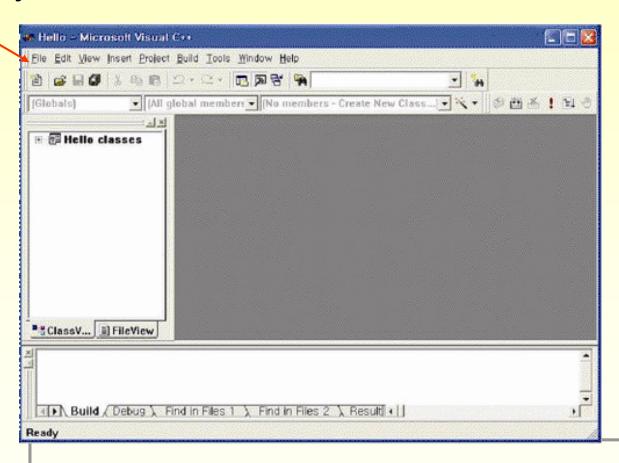
Win32 Console Application - Step 1 of 1 1. File → New What kind of Console Application do you want to create? · An empty project. Win32 Console Application C A simple application. A "Hello, World!" application. An application that supports MFC. 2. Location **Project Name** New Project Information Win32 Console Application will create a new skeleton project with the following specifications: + Empty console application. + No files will be created or added to the project. Einish Cancel Finish & OK Project Directory: C:#C PROGRAMS#Hello

Cancel

10

Creating a Project (5/5)

Hello project is created



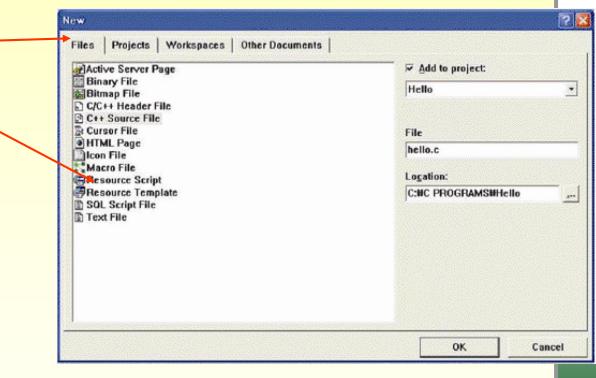
Adding Files (1/3)

1. File → New

Files tab

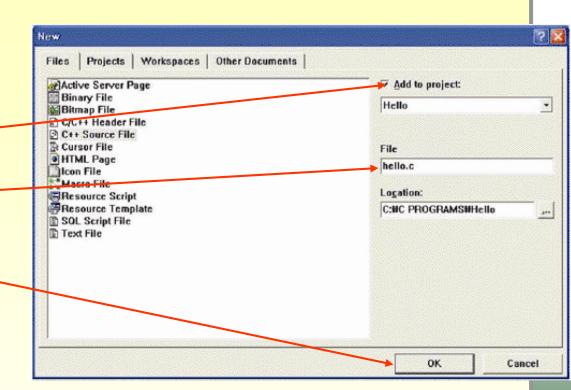
C++ Source File

- 2. filename
- 3. OK



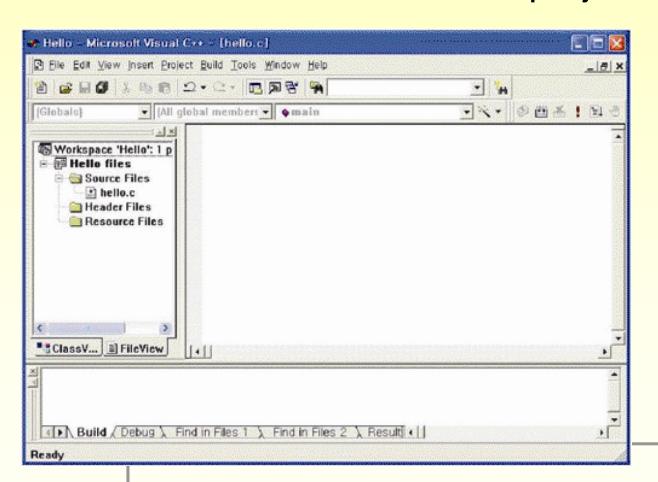
Adding Files (2/3)

- 1. File → New
- filename —
 Add to project hello.c
- 3. OK

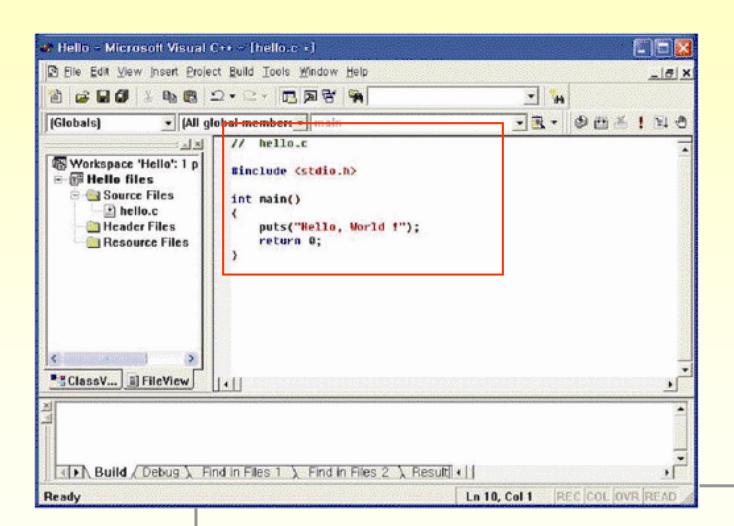


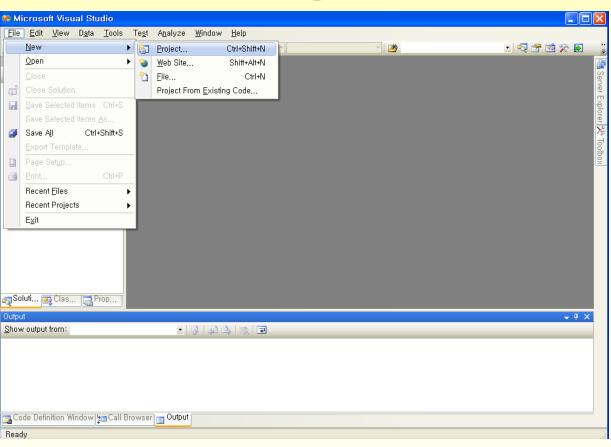
Adding Files (3/3)

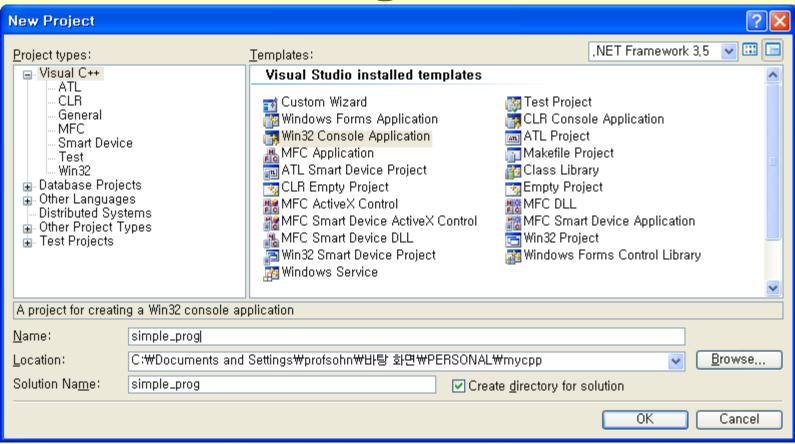
Source file hello.c is added to Hello project

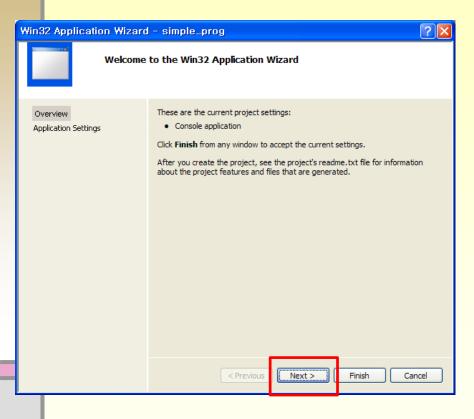


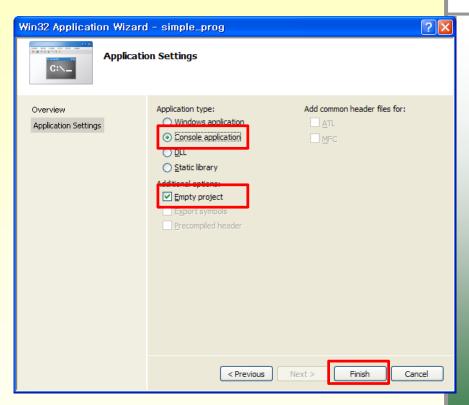
File Edit

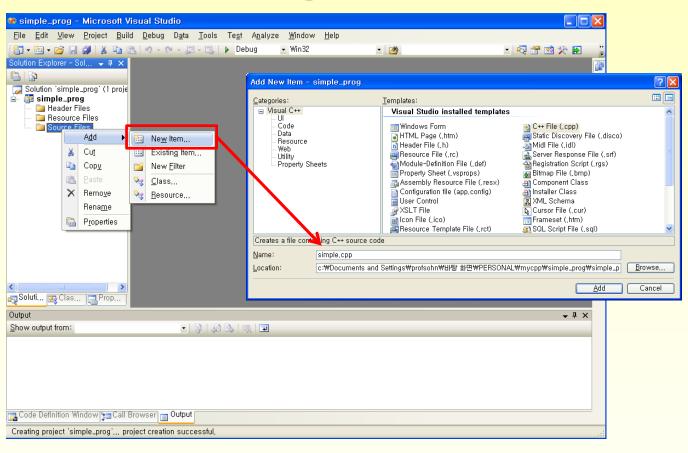


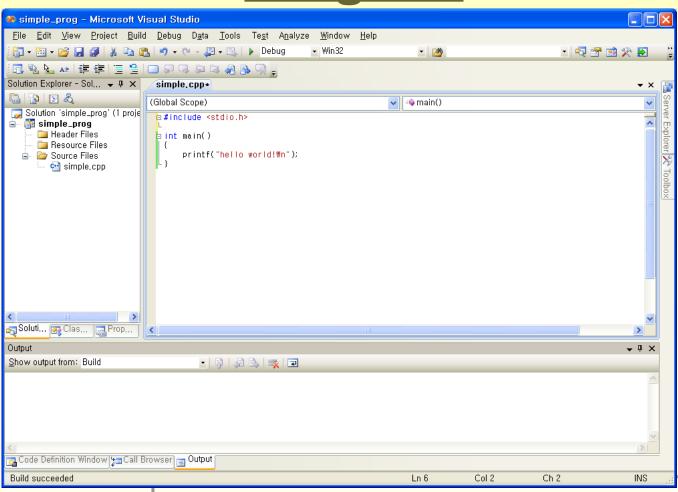












Compile & Build

compile → Compile hello.c

```
-----Configuration: Hello - Win32 Debug-----
Compiling...
hello.c
hello.obj - 0 error(s), 0 warning(s)
```

- Object file (.obj) is created
- Build → Build Hello.exe

```
-----Configuration: Hello - Win32 Debug-----
Linking...

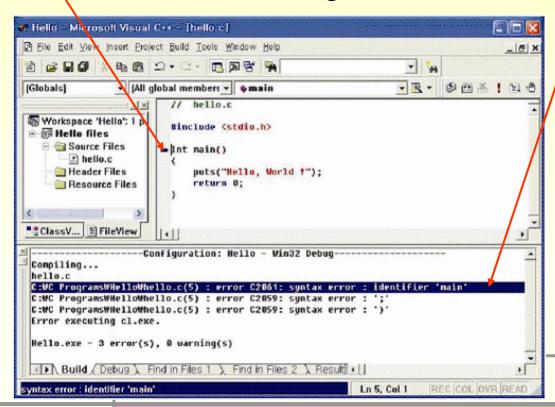
Hello.exe - 0 error(s), 0 warning(s)
```

Link: link object files and create a executable file (.exe)

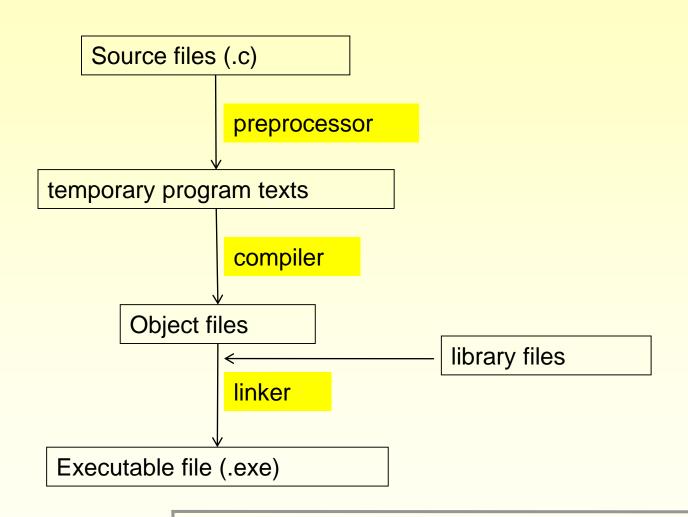
Compile-time error

Grammar error. Object file can not be created

Double click error message line



Programming Process



gcc / g++

Free C/C++ compiler developed by GNU