

# Hello World

CS 113: Introduction to C

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# Administrivia

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# Environment

- ▶ OS: GNU/Linux
- ▶ Editor: vim
- ▶ Compiler: gcc
- ▶ Debugger: gdb

# Intro to VIM

- ▶ `$ vim hello.c`
- ▶ `i` – Enter **editing mode**
- ▶ `<esc>` – Enter **normal mode**

## Normal Mode Commands

- ▶ `:w` – **W**rite/Save
- ▶ `:q` – **Q**uit

You'll hate vim for the first month. Then you'll realize you can't live without it.

# Intro to VIM

## More Normal Mode Commands

- ▶ **A** – **a**ppend to line (enters editing mode)
- ▶ **yy** – **Y**ank (copy) line
- ▶ **p** – **p**aste
- ▶ **o** – **o**pen new line
- ▶ **u** – **u**ndo
- ▶ **:redo** – **redo**

VIM cheatsheet: <http://tinyurl.com/dd7x4>

# Structure of a C Program

## Overall Program

```
<some pre-processor directives>
```

```
<global declarations>
```

```
<global variables>
```

```
<functions>
```

# Structure of a C Program

## Functions

```
<function header>  
<local declarations>  
  
<statements>
```

# hello.c: Hello World

```
#include <stdio.h>

int main() {
    printf("Hello World\n");
    return 0;
}
```



# Compiling and Running

- ▶ `<ctrl>-z` – Suspend editor
- ▶ `$ gcc -g -o hello hello.c`
- ▶ `$ ./hello`  
`Hello World`
- ▶ `fg` – Resume editor

# vars.c: Variables

```
#include <stdio.h>

int main() {
    int a, b, c;

    a = 10;
    b = 20;
    c = a * b;

    printf("a=%d b=%d c=%d\n", a, b, c);
    return 0;
}
```

a=10 b=20 c=200

# func.c: Functions

```
#include <stdio.h>

int add(int a, int b) {
    printf("a=%d b=%d\n", a, b);
    return a+b;
}

int main() {
    printf("ret=%d\n", add(10, 20));
    return 0;
}
```

a=10 b=20

ret=30

# cond.c: Conditionals

```
#include <stdio.h>

int main() {
    int i = 10;
    if (10 == i) {
        printf("equal to ten\n");
    } else {
        printf("not equal to ten\n");
    }
    return 0;
}
```

equal to ten

# loop.c: Loops

```
#include <stdio.h>

int main() {
    int i;
    for (i = 0; i < 10; i++) {
        printf("%d ", i);
    }
    printf("done.\n");
    return 0;
}
```

0 1 2 3 4 5 6 7 8 9 done.

# rec.c: Recursion

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

```
void rec(int a) {  
    printf("in %d\n", a);  
    if (a > 0) rec(a-1);  
    printf("out %d\n", a);  
}
```

```
int main() {  
    rec(2);  
    return 0;  
}
```

in 2

in 1

in 0

out 0

out 1

out 2

# cmdarg.c: Command Line Args

```
#include <stdio.h>

int main(int argc, char **argv) {
    int n, m;

    n = atoi(argv[1]);
    m = atoi(argv[2]);

    printf("Argument 1: %d\nArgument 2: %d\n", n, m);

    return 0;
}
```

```
Argument 1: 10
Argument 2: 20
```