



- Basically a recap from Lab 4
- Function prototypes
- Conditional statements
 - if
 - switch
- Loops
 - while
 - do while
 - for

4

Recap from Lab 6

- Code blocks
- Global variable scoping
- Two dimensional arrays – arrays of strings
- Debugging

Readme

- Write a README file
- Write a good README file
- It doesn't have to be overly verbose

6

Comments

7

8

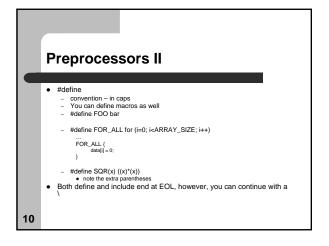
- Writing comments
- Writing good comments
- Often, naming variables well is a form of selfcommenting code

Function prototypes

- Who does not understand them?
- Three types of submissions in HW2
 - everything in main() {...}
 - function before main, so you did not have to use function prototypes
 - function after main, but lucky this time

Preprocessors

- I already went over these two but here is a recap, and some more detail
- #include
 - /usr/include stdio.h, stdlib.h, math.h, string.h, ctype.h, limits.h
 - If you use include math.h, then you need a –Im at the end of your compile command





• #ifdef (pg. 146) + #ifndef, #undef, #endif, #else

- Conditional compilation

#ifdef DEBUG

printf ("The code reaches this point\n"); #endif

• Now you can use #define DEBUG or #undef DEBUG

11

Bit operators

- ~ (unary operator) Not
- | Or
- & And
- ^ Xor (exclusive or)

Shift operators

- << Left shift
 - Shifting left by 1 multiplies by 2
 - Shifting left by 2 multiplies by 4, or 2^2
 - Therefore, shifting left by n, multiplies by 2ⁿ
- >> Right shift (see Part II, Question 2, midterm)
 - Right shift divides by 2

13

Debugging

- "gcc –Wall <filename.c> will generate warnings
- gdb
 - gcc –Wall –g <filename.c>
- ddd
 - You run these two on a.out
 - run, bt, breakpoint, skip, step, lots of commandsstep is good for loops
- 14

HW3 and Midterm questions...

• If we have time.

Assignment

- Read Ch. 10, 11 from the Practical C Programming book
- Read Ch. 12 for next class
- HW3
 - Don't wait too long