Variables

- Variables are used to store a value.
- The value a variable holds may change over its lifetime.
- At any point in time a variable stores one value (except quantum computers!)
- C variables have a type

We'll only use 2 types of variable for the next few weeks:

- **int** for integer values, e.g.: 42, -1
- **double** for decimal numbers 3.14159, 2.71828

Integer Representation

- typically 4 bytes used to store an **int** variable
- 4 bytes $\rightarrow$ 32 bits $\rightarrow$ 2^{32} possible values (bit patterns)
- only 2^{32} integers can be represented - which ones?
- -2^{31} to $2^{31} - 1$
  i.e. -2,147,483,648 to +2,147,483,647
- Why are limits assymetric?
- zero needs a pattern (all zeros)
- can print bit values see:
  `https://cgi.cse.unsw.edu.au/~cs1511cgi/lec/C_basics/code/print_bits_of_int.c`
- More later and in COMP1521

Integer Overflow/Underflow

- storing a value in an int outside the range that can be represented is illegal
- unexpected behaviour from most C implementations
  e.g the sum of 2 large positive integers is negative
- may cause programs to halt, or not to terminate
- can creates security holes
- bits used for **int** can be different on other platforms
- C on tiny embedded CPU in washing machine may use 16 bits
  -2^{15} to $2^{15} - 1$ i.e. -32,768 to +32767
- we'll show later how to handle this, for now assume 32 bit **int**s
- also arbitrary precision libraries available for C
  manipulate integers of any size (memory permitting)

Real Representation

- commonly 8 bytes used to store a **double** variable
- 8 bytes $\rightarrow$ 64 bits $\rightarrow 2^{64}$ possible values (bit patterns)
- 64-bits gives huge number of patterns but infinite number of reals
- use of bit patterns more complex, if you want to know now `https://en.wikipedia.org/wiki/Double-precision_floating-point_format`
- reals in (absolute) range 10^{-308} to 10^{308} can be approximated
- approximation errors can accumulate
- More later and in COMP1521

Variables

- **Declare** The first time a variable is mentioned, we need to specify its type.
- **Initialise** Before using a variable we need to assign it a value.

```
// Declare
int answer;
// Initialise
answer = 42;
// Use
printf("%d", num);
```

Variable Names (and other Identifiers)

- Variable names can made up of letters, digits and underscores
- Use a lower case letter to start your variable names
- Beware variable names are case sensitive,
  e.g. **hello** and **hEllo** are different names)
- Beware certain words can't be used as variable names:
  e.g.: **if**, **while**, **return**, **int**, **double**
- These **keywords** have special meanings in C programs.
- You'll learn what many of them are as we go on.

Output using printf()

- No variables:

```
printf("Hello World\n");
```

- A single variable:

```
int num = 5;
printf("num is %d\n", num);
```

- More than one variable:

```
int j = 5;
int k = 17;
printf("j is %d and k is %d\n", j, k);
```

Using values in printf()

- Use **%d** to print an **int** (integer) value

```
int answer;
answer = 42;
printf("The answer is %d\n", answer);
```

- Use **%lf** or **%g** to print a **double** (floating point) value

```
double pi;
pi = 3.14159265359;
printf("pi is %lf\n", pi);
```

Input using scanf()

scanf uses a format string like printf.

- Use **%d** to read an **int** (integer) value

```
int answer;
printf("Enter the answer: ");
scanf("%d", &answer);
```

- Use **%lf** to read a **double** (floating point) value

```
double e;
printf("Enter e: ");
scanf("%lf", &e);
```

- use only **"%d"** and **"%lf"** format strings with scanf
- read only 1 value at a time with scanf
- scanf can be used in other ways - don't do it
- we'll show you better ways to do other input

Numbers and Types

- Numbers in programs have types.
- Numbers with a decimal point are type **double**, e.g.
  3.14159 -34.56 42.0
- C also lets write numbers in scientific notation:
  $2.4e5 \implies 2.4 \times 10^5 \implies 240000.0$
  Numbers in scientific notation are also type **double**
- Numbers without decimal point or exponent are type **int**, e.g.
  42 0 -24
- Numbers in programs are often called constants
  (unlike variables they don't change)

Giving Constants Names

- It can be useful to give constants (numbers) a name.
- It often makes your program more readable.
- It can make your program easier to update
  particularly if the constant appears in many places
- One method is **#define** statement e.g.
  #define SPEED_OF_LIGHT 299792458.0
- **#define** statements go at the top of your program
  after **#include** statements
- #define names should be all capital letters + underscore

Arithmetic Operators

- C supports the usual maths operations: $+ \; - \; * \; /$
- Precedence is as you would expect from high school, e.g.:
  $a + b * c + d/e \implies a + (b * c) + (d/e)$
- Associativity (grouping) is as you would expect from high school, e.g.:
  $a - b - c - d \implies ((a - b) - c) - d$
- Use brackets if in doubt about order arithemtic will be evaluated.
- Beware division may not do what you expect.

Division in C

- C division does what you expect if either operand is a **double**
  If either operand is a **double** the result is a **double** .
  $2.6/2 \implies 1.3$ (not 2!)
- C division may not do what you expect if both arguments are integers.
- The result of dividing 2 integers in C is an integer.
- The fractional part is discarded (not rounded!).
  $5/3 \implies 1$ (not 2!)
- C also has the **%** operator (integers only).
  computes the modulo (remainder after division)
  $14 \% 3 \implies 2$

Mathematical functions

- Mathematical functions not part of standard library
  Essentially because tiny CPUs may not support them
- A library of mathematical functions is available including:
  sqrt(), sin(), cos(), log(), exp()
  Above functions take a **double** as argument and return a **double**
- Functions covered fully later in course
- Extra include line needed at top of program:
  #include <math.h>
  (explained later in course)
- dcc includes maths library by default
  most compilers need extra option:
  gcc needs **-lm** e.g.:

```
gcc -o heron heron.c -lm
```

Other functions - printf & scanf

- printf & scanf are functions
- scanf returns a value returns number of items read
- Use this value to determine if scanf successfully read number.
- scanf could fail e.g. if the user enters letters
- OK for now to assume scanf succeeds
- Good programmers always check

Linux Command: cp

- Linux Command **cp**: copies files and directories.
- `cp` *sourceFile destination*
- If the destination is an existing file, the file is overwritten
- if the destination is an existing directory
  the file is copied into the directory
- To copy a directory use `cp -r` *sourceDir destination*

Linux Command: mv

- Linux Command **mv** moves or renames a file.
- `mv` *source destination*
- If the destination is an existing file, the file is overwritten
- if the destination is an existing directory
  the file is moved into the directory.

Linux Command: rm

- Linux Command **rm** removes a file.
- Usually no undo or recycle bin - be careful & have backups
- `rm` *filename*
- `rm -r` *directoryName*
  - This will delete a whole directory.
  - Be extra careful with this command