

Introduction

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1 Administrivia

Announcements

Assignment

Read 1.1–4.

Outline

1. Syllabus.
2. Terminal I/O in C.
3. Accessing command-line arguments.

Coming Up

Structures, pointers, and memory allocation in C

2 Syllabus

3 Terminal I/O in C

1. "Blenix"

2. printf

```
#include <stdio.h>

int main()
{
    /* Variable declarations must occur at the _start_ of a block. */
    int sum = 12;
    double min = 0.1, max = 5.5;
    char name[] = "Tom Kelliher";

    printf("I am a constant string.\n");

    printf("The sum is: %d\n", sum);

    printf("Min is: %g. Max is: %g.\n", min, max);

    printf("Your name is %s.\n", name);

    return 0;
}
```

Refer to printf(3C) on phoenix. (`man -s 3C printf`)

3. scanf

```
#include <stdio.h>

int main()
{
    int i, age;
    double weight;
    char name[80];

    printf("Enter your age: ");
```

```

scanf("%d", &age);
printf("You entered %d.\n", age);

printf("Enter sample weight: ");
scanf("%lg", &weight);
printf("You entered %g.\n", weight);

printf("Enter your name: ");
scanf("%s", name);
printf("Your name is %s.\n", name);

/* Eliminate whitespace following previous name. */
while (getc(stdin) != '\n')
    ;

printf("Enter your name: ");
fgets(name, 80, stdin);

/* Eliminate the newline following name */
i = 0;
while (name[i] != '\n')
    i++;

name[i] = '\0';

printf("Your name is %s.\n", name);

return 0;
}

```

Refer to `scanf(3C)`.

4 Command-Line Arguments

1. Command-line arguments in Unix:

```
foo arg1 arg2 arg3
```

2. Command-line arguments in Visual C++: Open *Project* menu, choose *Settings*, choose *Debug* tab, enter arguments on *Program Arguments* line.

3. Example:

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

int main(int argc, char *argv[])
{
    int sum, current, i;

    if (argc <= 1)
    {
        printf("No arguments!\n");
        return 1;
    }

    sum = 0;
    for (i = 1; i < argc; i++)
    {
        current = atoi(argv[i]);
        sum += current;
        printf("Arg %d: %d\n", i, current);
    }

    printf("\nThe sum is %d.\n", sum);

    return 0;
}
```

5 Practice

1. Creating a console application in Visual C++:
 - (a) Open the *File* menu and select *New*.
 - (b) Select *Win 32 Console Application*, fill-in *Project Name* and *Location* (folder).
 - (c) Select *An empty project*.
2. Creating new source files: Open the *File* menu and select *New*. Choose either the *C/C++ Header File* or *C++ Source File*. Fill-in a file name (no extension).

3. Practice program: Write a C program which accepts exactly three integer command-line arguments and prints the largest of them.