C and C++

2. Functions — Preprocessor

Alan Mycroft

University of Cambridge
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Functions

- C does not have objects with methods, but does have functions
- A function definition has a return type, parameter specification, and a body or statement; for example:
  `int power(int base, int n) { stmt }`
- A function declaration has a return type and parameter specification followed by a semicolon; for example:
  `int power(int base, int n);`
  - Functions can be declared or defined `extern` or `static`.
- All arguments to a function are copied, i.e. passed-by-value; modification of the local value does not affect the original
- Just as for variables, a function must have exactly one definition and can have multiple declarations
- A function which is used but only has a declaration, and no definition, results in a link error (more on this later)
- Functions cannot be nested

Function type-system nasties

- A function declaration with no values (e.g. `power()`) is not an empty parameter specification, rather it means that its arguments should not be type-checked! (this is not the case in C++)
- Instead, a function with no arguments is declared using `void`
- An ellipsis (`...`) can be used for optional (or varying) parameter specification, for example:

  ```
  int printf(char* fmt,...) { stmt }
  ```

- The ellipsis is useful for defining functions with variable length arguments, but leaves a hole in the type system (`stdarg.h`)
- In comparison, C++ uses operator overloading to provide better I/O type safety (more on this later)

Recursion

- Functions can call themselves recursively
- On each call, a new set of local variables is created
- Therefore, a function recursion of depth n has n sets of variables
- Recursion can be useful when dealing with recursively defined data structures, like trees (more on such data structures later)
- Recursion can also be used as you would in ML:

```
1
2 unsigned int fact(unsigned int n) {
3  return n ? n*fact(n-1) : 1;
4 }
```

Compilation

- A compiler transforms a C source file or execution unit into an object file
- An object file consists of machine code, and a list of:
  - defined or exported symbols representing defined function names and global variables
  - undefined or imported symbols for functions and global variables which are declared but not defined
- A linker combines several object files into an executable by:
  - combining all object code into a single file
  - adjusting the absolute addresses from each object file
  - resolving all undefined symbols

The Part 1B Compiler Course describes how to build a compiler and linker in more detail

Handling code in multiple files in C

- C separates declaration from definition for both variables and functions
- This allows portions of code to be split across multiple files
- Code in different files can then be compiled at different times
  - This allows libraries to be compiled once, but used many times
  - It also allows companies to sell binary-only libraries
- In order to use code written in another file we still need a declaration
- A header file can be used to:
  - supply the declarations of function and variable definitions in another file
  - provide preprocessor macros (more on this later)
  - avoid duplication (and ∴ errors) that would otherwise occur
- You might find the Unix tool `nm` useful for inspecting symbol tables

Multi-source file example

Header File — example4.h

```
1 /*reverse a string in place */
2 void reverse(char str[]);
```

Source File — example4a.c

```
1  #include <string.h>
2  #include "example4.h"
3
4  /*reverse a string in place */
5  void reverse(char s[]) {
6    int c, i, j;
7    for (i=0,j=strlen(s)-1;
8                        i<j;i++,j--)
9      c=s[i], s[i]=s[j], s[j]=c;
10 }
```

Source File — example4b.c

```
1  #include <stdio.h>
2  #include "example4.h"
3
4
5  int main(void) {
6    char s[] = "Reverse me";
7    reverse(s);
8    printf("%s\n",s);
9    return 0;
10 }
```

Variable and function scope with static

- The `static` keyword limits the scope of a variable or function
- In the global scope, `static` does not export the function or variable symbol
  - This prevents the variable or function from being called externally
  - BEWARE: `extern` is the default, not `static`
    This is also the case for global variables.
- In the local scope, a `static` variable retains its value between function calls
  - A single static variable exists even if a function call is recursive
  - Note: `auto` is the default, not `static`

C Preprocessor

- The preprocessor is executed before any compilation takes place
- It manipulates the textual content of the source file in a single pass
- Amongst other things, the preprocessor:
  - deletes each occurrence of a backslash followed by a newline;
  - replaces comments by a single space;
  - replaces definitions, obeys conditional preprocessing directives and expands macros; and
  - it replaces escaped sequences in character constants and string literals and concatenates adjacent string literals

Controlling the preprocessor programmatically

- The preprocessor can be used by the programmer to rewrite source code
- This is a powerful (and, at times, useful) feature, but can be hard to debug (more on this later)
- The preprocessor interprets lines starting with `#` with a special meaning
- Two text substitution directives: `#include` and `#define`
- Conditional directives: `#if`, `#elif`, `#else` and `#endif`

The #include directive

- The `#include` directive performs text substitution
- It is written in one of two forms:

`#include "filename"` `#include <filename>`

- Both forms replace the `#include ...` line in the source file with the contents of filename
- The quote (") form searches for the file in the same location as the source file, then searches a predefined set of directories
- The angle (<) form searches a predefined set of directories
- When a `#include`d file is changed, all source files which depend on it should be recompiled (easily managed via a 'Makefile')

The #define directive

- The `#define` directive has the form:
  `#define` name replacement text
- The directive performs a direct text substitution of all future examples of name with the replacement text for the remainder of the source file
- The name has the same constraints as a standard C variable name
- Replacement does not take place if name is found inside a quoted string
- By convention, name tends to be written in upper case to distinguish it from a normal variable name

Defining macros

- The `#define` directive can be used to define macros as well; for example: `#define MAX(A,B) ((A)>(B)?(A):(B))`
- In the body of the macro:
  - prefixing a parameter in the replacement text with '`#`' places the parameter value inside string quotes (")
  - placing '`##`' between two parameters in the replacement text removes any whitespace between the variables in generated output
- Remember: the preprocessor only performs text substitution
  - This means that syntax analysis and type checking doesn't occur until the compilation stage
  - This can result in confusing compiler warnings on line numbers where the macro is used, rather than when it is defined; e.g.
    ```
    #define JOIN(A,B) (A ## B))
    ```
  - Beware:
    ```
    #define TWO 1+1
    #define WHAT TWO*TWO
    ```

Example

```c
#include <stdio.h>

#define PI 3.141592654
#define MAX(A,B) ((A)>(B)?(A):(B))
#define PERCENT(D) (100*D)                    /* Wrong? */
#define DPRINT(D) printf(#D " = %g\n",D)
#define JOIN(A,B) (A ## B)

int main(void) {
  const unsigned int a1=3;
  const unsigned int i = JOIN(a,1);
  printf("%u %g\n",i, MAX(PI,3.14));
  DPRINT(MAX(PERCENT(0.32+0.16),PERCENT(0.15+0.48)));

  return 0;
}
```

Conditional preprocessor directives

Conditional directives: `#if`, `#ifdef`, `#ifndef`, `#elif` and `#endif`

- The preprocessor can use conditional statements to include or exclude code in later phases of compilation
- `#if` accepts a (somewhat limited) integer expression as an argument and only retains the code between `#if` and `#endif` (or `#elif`) if the expression evaluates to a non-zero value; for example:

  ```
  #if SOME_DEF > 8 && OTHER_DEF != THIRD_DEF
  ```

- The built-in preprocessor function `defined` accepts a name as its sole argument and returns `1L` if the name has been `#define`d; `0L` otherwise
- `#ifdef N` and `#ifndef N` are equivalent to `#if defined(N)` and `#if !defined(N)` respectively
- `#undef` can be used to remove a `#define`d name from the preprocessor macro and variable namespace.

Example

Conditional directives have several uses, including preventing double definitions in header files and enabling code to function on several different architectures; for example:

```
#if SYSTEM_SYSV
#define HDR "sysv.h"
#elif SYSTEM_BSD
#define HDR "bsd.h"
#else
#define HDR "default.h"
#endif
#include HDR
```

```
#ifndef MYHEADER_H
#define MYHEADER_H 1
...
/* declarations & defns */
...
#endif /* !MYHEADER_H */
```

Error control

- To help other compilers which generate C code (rather than machine code) as output, compiler line and filename warnings can be overridden with:
  `#line` constant `"`filename`"`
- The compiler then adjusts its internal value for the next line in the source file as constant and the current name of the file being processed as filename (`"`filename`"` may be omitted)
- The statement "`#error` some text" causes the preprocessor to write a diagnostic message containing some text
- There are several predefined identifiers that produce special information: `__LINE__`, `__FILE__`, `__DATE__`, and `__TIME__`.

Exercises

1. Write a function definition which matches the declaration `int cntlower(char str[]);`. The implementation should return the number of lower-case letters in a string
2. Use function recursion to write an implementation of merge sort for a fixed array of integers; how much memory does your program use for a list of length n?
3. Define a macro `SWAP(t,x,y)` that exchanges two arguments of type `t`

   (K&R, Exercise 4-14)
4. Does your macro work as expected for `SWAP(int, v[i++], w[f(x)])`?
5. Define a macro `SWAP(x,y)` that exchanges two arguments of the same type (e.g. `int` or `char`) without using a temporary