

Tutorial & Laboratory

Programming & Data Structure: CS11001/19001

Section - 4/D

DO NOT POWER ON THE MACHINE

Department of Computer Science and Engineering

I.I.T. Kharagpur

Spring Semester: 2013 - 2014 (09.01.2014)

Instructors

Name	Tel. No. & email
Debashis Mukherjee	9433664720 & debashis_mukherjee@yahoo...
Jimmy Jose	78724 17861 & jimmy@cse...
Sandipan Sikdar	9143247344 & sikdarsandipan99@...
Saurav Kumar Ghosh	9674410464 & saurav.kumar.ghosh@...
Shreyasi Das	9433638807 & shreyasidas.kolkata@...
Shyantani Maiti	9433774182 & shyantani.maiti@...
Mj. Vikram Singh	9126143871 & vikramsingh.eme@...

cse.iitkgp.ernet.in, gmail.com

Tutorial

1. Carry a C programming book and a notebook (tutorial) for the tutorial and laboratory classes.
2. Solve tutorial problems in the notebook with proper dates. Almost everyday the notebook will be asked for evaluation.

Feedback

The number of students

- who have done computer programming:
- who have done programming in C, C++, Java or Pascal:
- who have worked on Unix or Linux OS:

Laboratory Classes

9th Jan., 16th Jan., 23rd Jan., 30th Jan, 6th
Feb., 13th Feb., 27th Feb., 6th Mar., 13th Mar.,
20th Mar., 27th Mar., 3rd Apr., 10th Apr., 17th
Apr. 2013

Dates of Laboratory Test:

I: 13th February,

II: 10th April.

Laboratory Marks Distribution

1. First class - **Introduction** (will not be evaluated).
2. *Assignment Evaluation (a): 40*
3. *Laboratory Test I (l_1): 25*
(13th February)
4. *Laboratory Test II (l_2): 35*
(10th April)
5. *Marks Obtained (t): $a + l_1 + l_2$.*

Normalization

Marks will be normalized over seven sections of Programming and Data Structure Laboratory.

The Computing Environment

Thin-Client and Server

The Server

- Sun Fire X4170 Server
 - Intel Xeon 5570, 4-Core, 8-Thread,
 - 64-bit AMD64 (x86-64) architecture,
 - Clock 2.93 GHz,
 - *Cache:*
 - L1: 32 KB (I) + 32 KB (D) per core,
 - L2: 256 KB per core,
 - L3: 8 MB per processor,

- *Main Memory* : **144 GB** (Max),
- *Hard Disk* : 2 × **146 GB**.

OS, Editor and Compiler

- *OS* : **SunOS**
- *Programming Language* : **C**
- *Compiler* : **gcc** (**cc**)
- *Editor* : **gedit**
- *Command-interpreter*: **bash**

Thin Client

A **thin client** is a computer (and necessary software) that runs most its computational job on a more powerful **server**. Large number of clients share the same server.

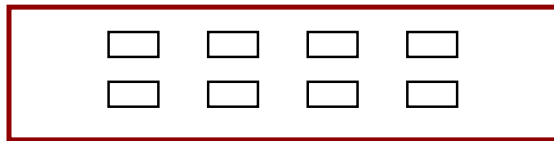
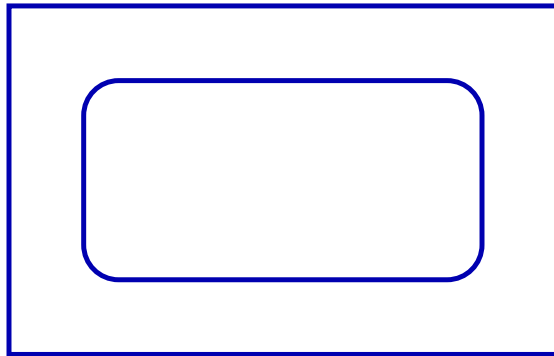
A modern **thin client** is a computer terminal that provides graphical interface to the user. But for other functionality it uses the server.

Thin Client

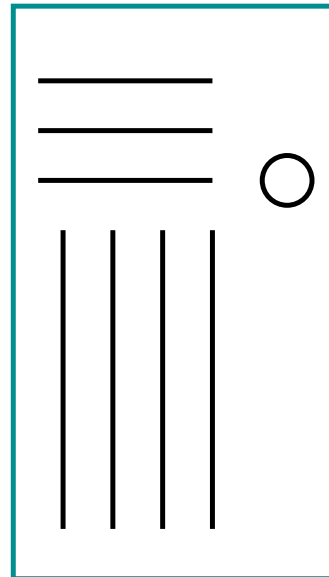
- **Sun Ray Display Client** -
- *Display*: 17-inch, LCD, flat-panel,
- *Graphics*: Integrated 24bit, 2D graphics,
- *I/O*: USB mouse, keyboard, smart-card reader (ISO-7816-1), audio (CD-quality audio in/out), microphone,
- *Network*: 10/100 BASE-T connection to LAN,
- *Ports*: USB, serial, audio, video.

A Computer

VDU



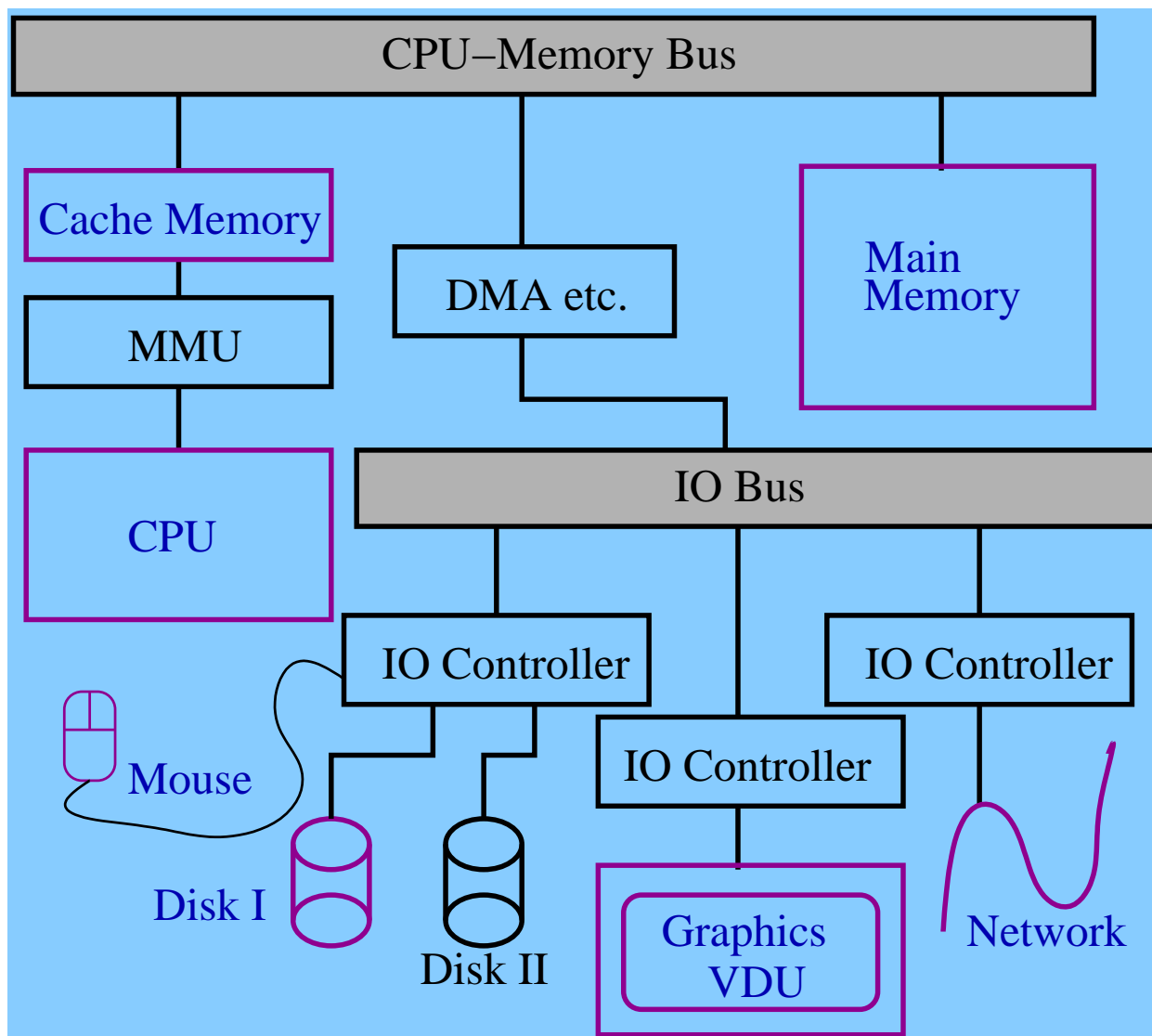
Keyboard

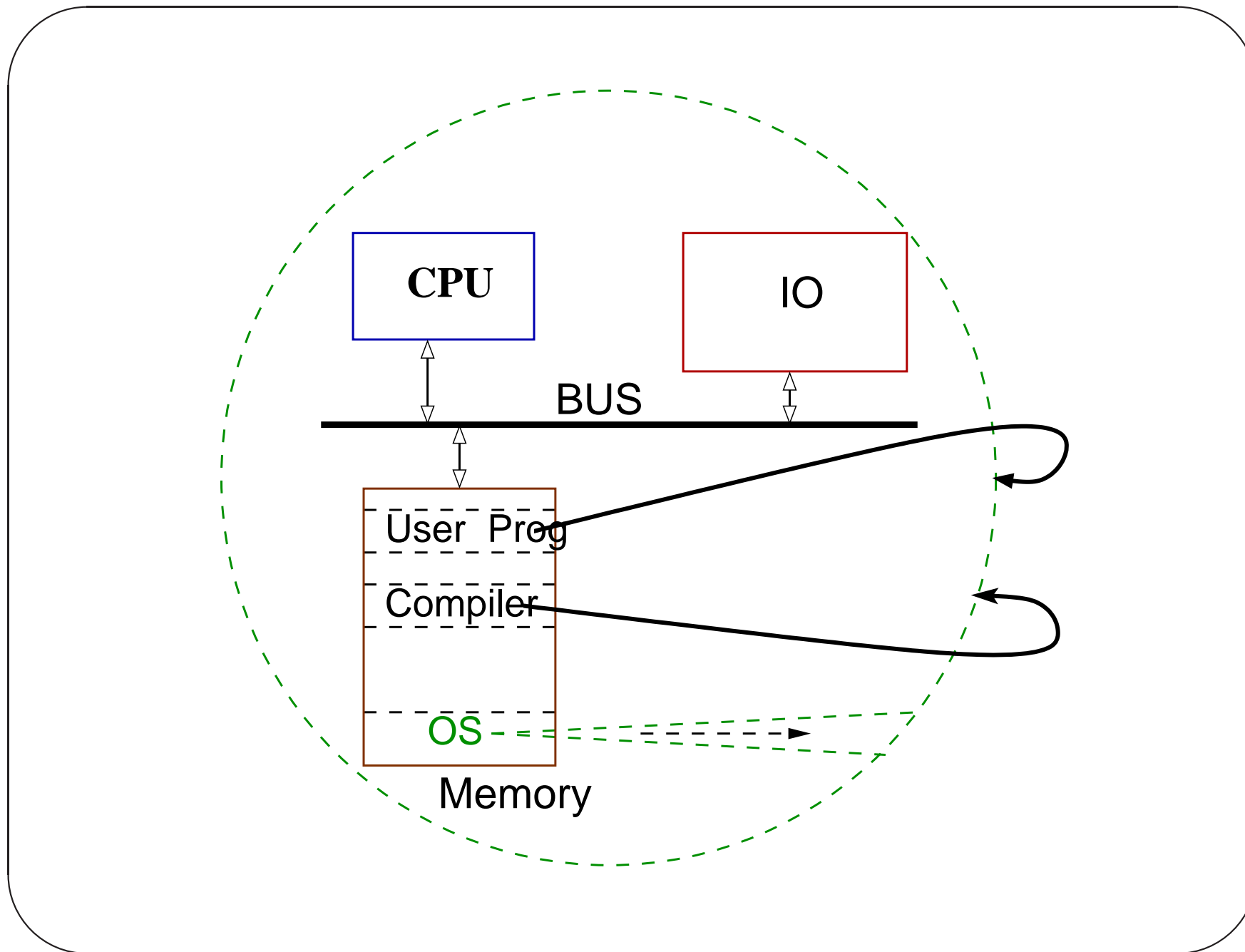


**Processor
Memory
Disk etc.**



Mouse





Central Processing Unit (*CPU*)

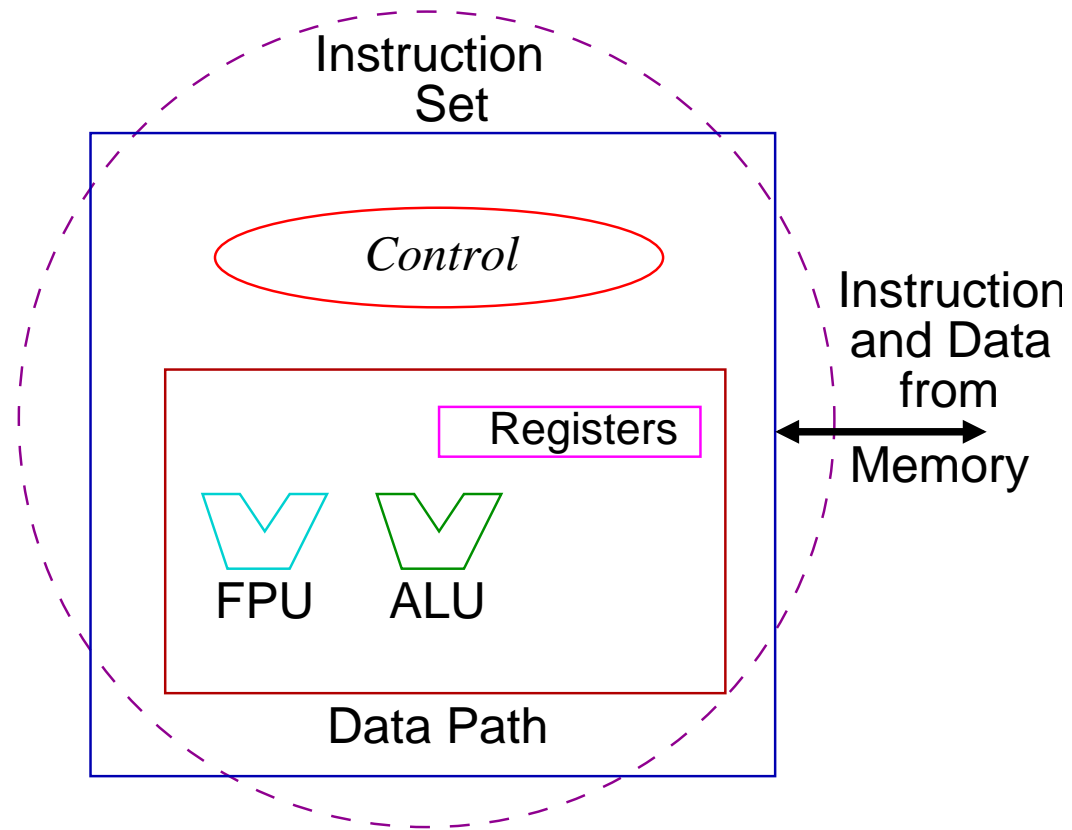


Figure 1: A CPU

Memory Subsystem

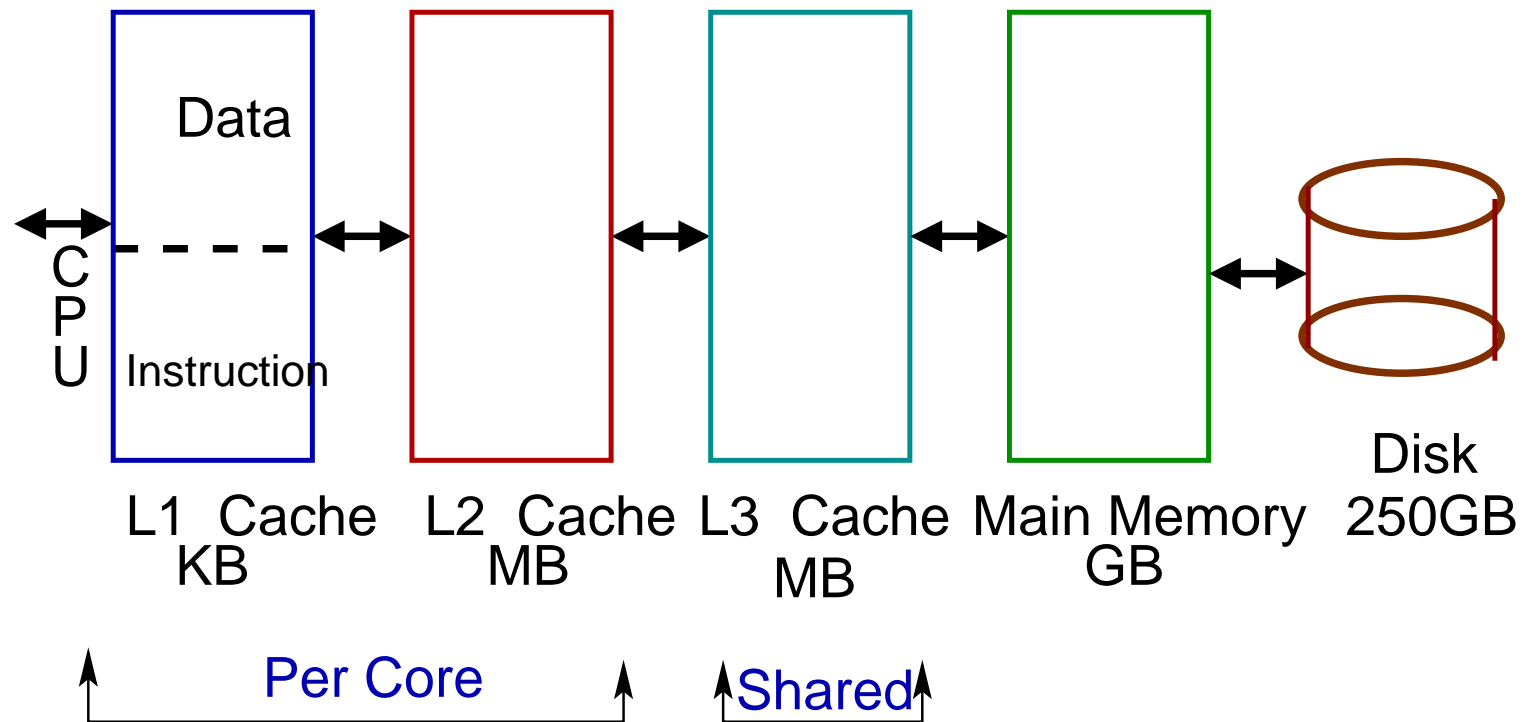
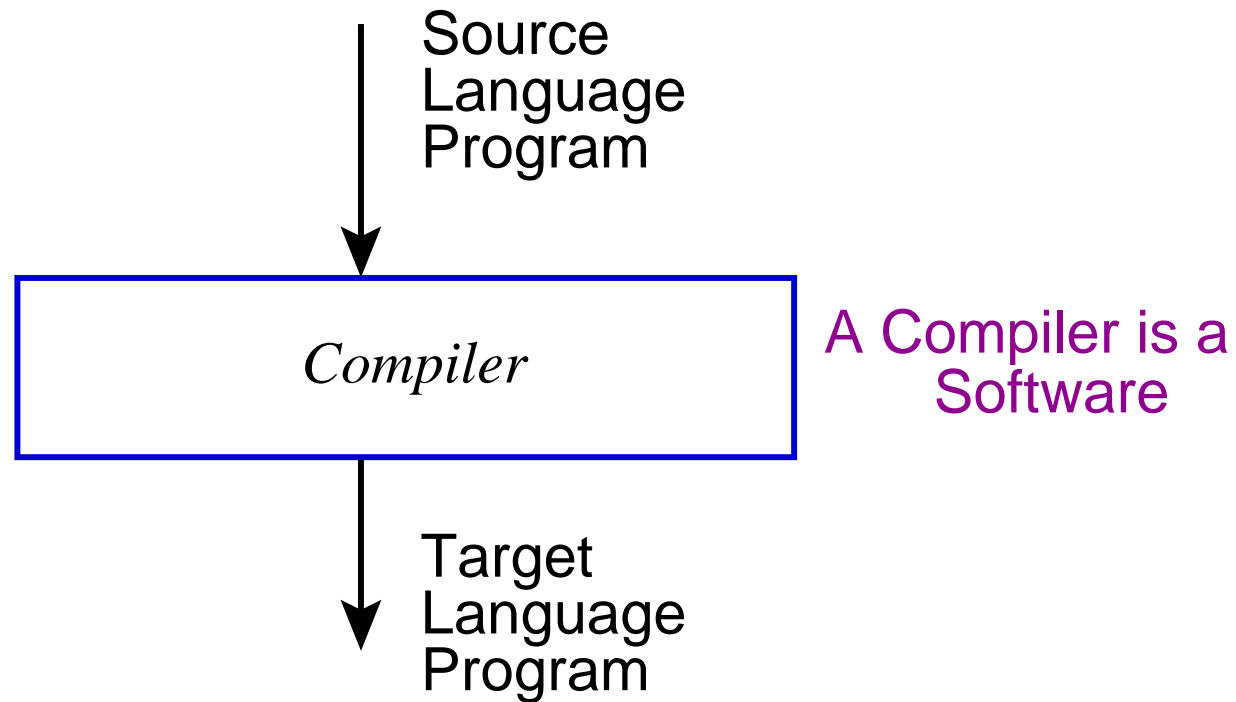


Figure 2: Computer Memory

A Compiler



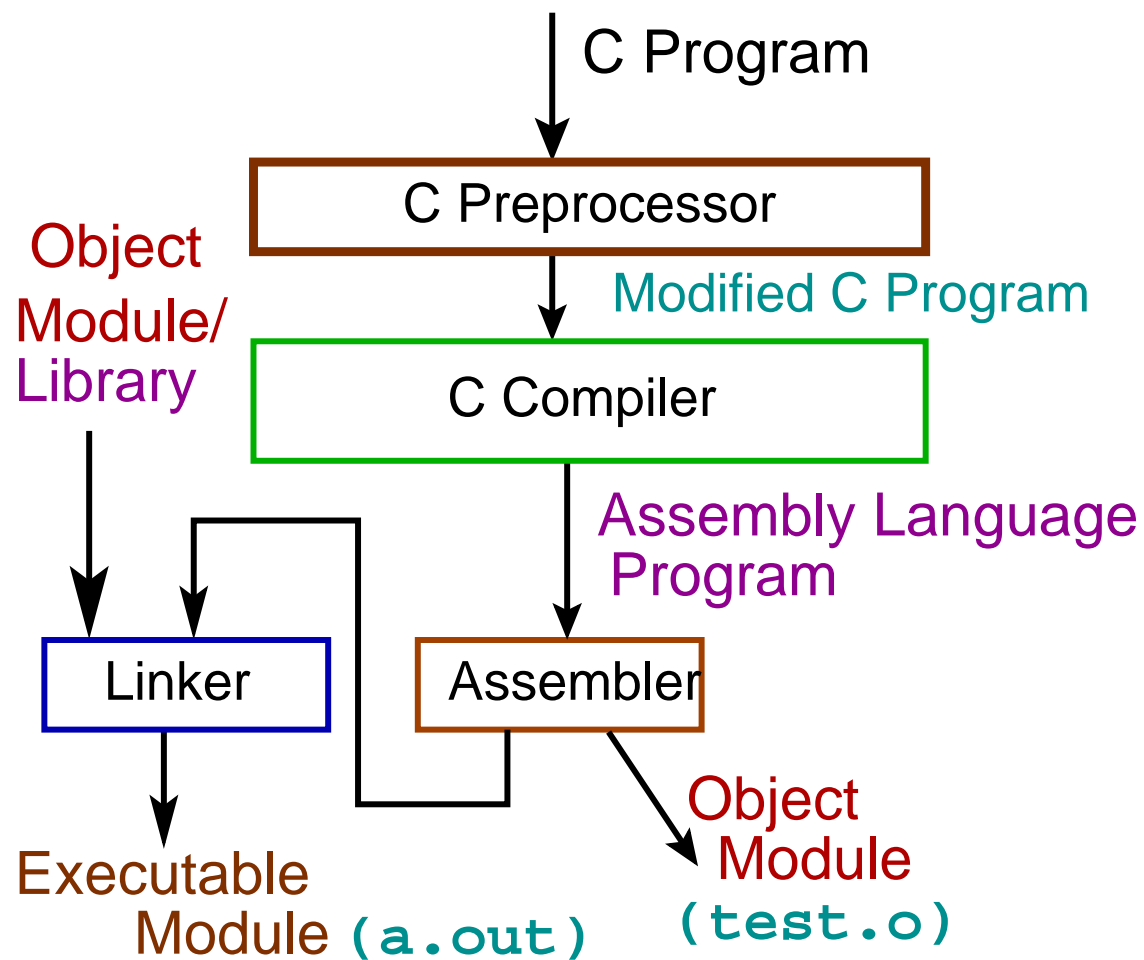


Figure 3: Preprocessor + Compiler + Assembler + Linker

C Program: aCprog.c

```
/*  
 * C Program: aCprog.c  
 */  
#include <stdio.h>  
int main()  
{  
    printf("This is a C Program\n");  
    return 0 ;  
}
```

How to Compile a C Program?

```
$ gcc -Wall aCprog.c
```

This command^a produces an **executable file (module) a.out**. A compiler can also produce other types of output.

^aThe command may be **cc** in place of **gcc** in your machine.

Compile & Execute

```
$ gcc -Wall aCprog.c
```

```
$ ./a.out
```

```
This is a C Program
```

```
$ ls -l aCprog.c a.out
```

```
-rw-rw-r-- 1 goutam goutam 118 Dec 31
```

```
10:43 aCprog.c
```

```
-rwxrwxr-x 1 goutam goutam 4752 Dec 31
```

```
10:43 a.out
```

Basic Steps

- How to Start a Computer?
- How to write a C Program?
- How to Compile a C Program to an Executable Module?
- How to Run (Create a Process with) an executable Module?

How to Start your Session and how to Finish it?

1. Enter the **user name**, dnn , (n or nn is the machine number e.g. $d7$ or $d17$); then enter the **password**, $pds123$.
2. Open one or two **terminals** on the VDU using the **right-button** of the mouse.

1. One terminal is active at a time - use the mouse to activate a terminal.
2. `bash` can be terminated and a terminal may be `closed` by pressing `Ctrl-D`.

Log Out the Session

1. Close all windows.
2. logout: use Launch menu to Log Out.

How to Start the `gedit` Editor

- Select an window and enter the following command
`bash-3.00$ gedit &`
- A `gedit` window is created. This is the place where you write your program.
- Use the `Save` manue to save the file. It will ask for `file name` for a new file.
- For an existing file us `Open` menue.

How to Start the `gedit` Editor

- Close the `gedit` window selecting the **File** → **Quit** menu.
- You may select the **font** size using **Edit** → **Preferences**.
- We shall discuss about other features of `gedit` in due course.

Write, Compile and Execute a C Program

1. Start the gedit editor: `gedit &`
2. Select **File** → **New**. You get the `scratchpad/buffer` to write your program.
3. Save the program with a file name e.g. `first.c`
4. Write and save the program using **Save** menu.

```
/*  
 * This is the first Program: first.c  
 */  
#include <stdio.h>  
int main()  
{  
    printf("Tamaso Ma Jyotir Gamaya\n") ;  
    return 0 ;  
}
```

1. Run the compiler with your program as data:

```
$ gcc -Wall first.c
```

2. If the compilation process ends without any message, the file 'first.c' contains a well-formed C Program and it has been translated to the executable module 'a.out'

1. Run the executable module:

```
$ ./a.out
```

2. It will flash the message

Tamaso Ma Jyotir Gamaya

on the VDU screen.

If There is an Error

```
/*  
 * This is the first Program: first.c  
 */  
#include <stdio.h>  
int main(  
{  
    printf("Tamaso Ma Jyotir Gamaya\n") ;  
    return 0 ;  
}
```


Compiler Message

```
$ gcc -Wall first.c
```

```
first.c:6: error: syntax error before  
'{' token
```

What to DO?

1. Open the existing file `first.c` in `gedit`.
2. Identify and fix the errors.
3. **Save** the modified file (same name).
4. Compile it again.

Any time you make a change in the file, you have to **save** it and **compile** it to get the new executable module, `a.out`.

1. If there is no more message from the compiler, the C program is **syntactically correct** (well-formed).
2. An well-formed C program may have **logical error**. Error-free compilation **does not guarantee** the **logical correctness** of a program.

Getting the Slides

- Run **Mozilla** and access
`http://cse.iitkgp.ac.in/~goutam`
- Follow the link
**Programming & Data Structures ... of
Spring: 2013 - 2014.**
- Download the correct `.ps/.pdf` file.

A Few Linux Shell (*bash*) Commands

- `ls` - Lists the directory contents.
- `rm` - Removes files from a directory.
- `pwd` - Prints name of the current/working directory.
- `mkdir` - Makes Directories.
- `rmdir` - Removes `empty` directories.

A Few Linux Shell (*bash*) Commands

- **cd** - Changes working directory.
- **cp** - Copy files and directories.
- **mv** - Moves/Renames files.
- **man** - Format and display the online manual pages.

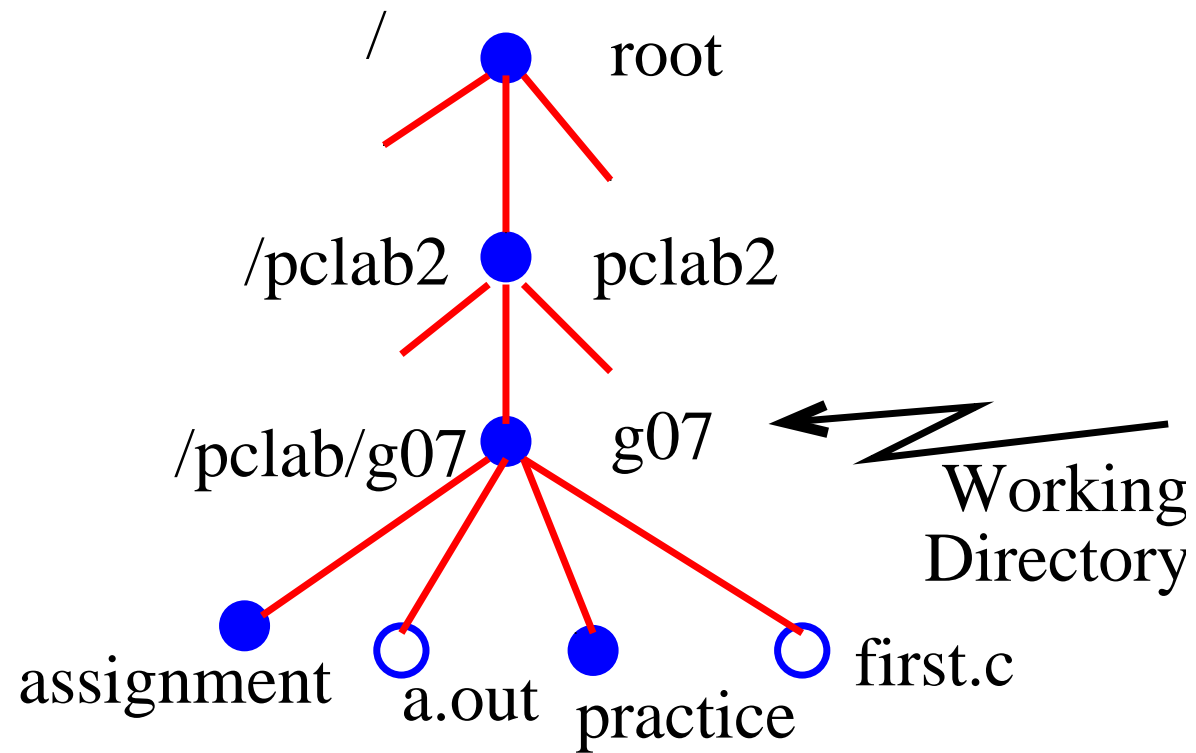
File System

- program and data are stored in a **non-volatile media** as **named objects** called **files**.
- A file may contain - **C program**, object file, **executable file**, **data**, etc.
- Files are **organised** in a systematic way.

File System

- There are **special files** (in Unix/Linux) called **directories** containing **names of files** and **subdirectories**.

Directory Structure on a Machine



Creating Directories

1. **Create** a subdirectory `practice01` under your working directory.
2. **Move** the `first.c` under `practice01`.
3. **Change** current directory to `practice01`.

Write, Compile and Execute

Example - II

```
/* second.c */  
#include <stdio.h>  
int main() {  
    int n ;  
  
    printf("Enter a non Negative integer: ") ;  
    scanf("%d", &n) ; /* Reads an integer */  
    printf("\nSum of (0 + ... + %d) = %d\n",  
           n, n*(n + 1)/2 ) ;  
  
    return 0 ;  
}
```

Example - III

```
/* Area of a Circle: third.c */  
#include <stdio.h>  
#include <math.h>  
int main() {  
    float radius, area ;  
  
    printf("Enter the radius :") ; scanf("%f", &radius) ;  
    area = 4.0 * atan(1.0) * radius * radius ;  
    printf("\n Circle-Area = %f for Radius = %f\n",  
           area, radius) ; return 0 ;  
}
```

Compile with Mathematical Library

It may be necessary to compile with **mathematical library**.

```
$ cc -Wall -lm third.c
```

Where is the mathematical library?

```
$ cd /lib
```

```
$ ls -l libm*.*
```

```
-rwxr-xr-x 1 root root 177315 Dec 20  
2004 libm-2.3.4.so
```

```
lrwxrwxrwx 1 root root 13 Jul 12 2006  
libm.so.6 -> libm-2.3.4.so
```

Example - IV

```
// Convert Fahrenheit to Celsius: fourth.c
#include <stdio.h>
int main(){
    float cel, fah ;
    printf("Enter temp. in F: ") ;
    scanf("%f", &fah) ;
    cel = 5.0*(fah-32.0)/9.0 ;
    printf("%6.2f F = %6.2f C\n", fah, cel) ;
    return 0 ;
}
```


Example - V

```
#include <stdio.h>
int main() { // **** fifth.c
    int first, second, max ;

    printf("Enter two integers :") ;
    scanf("%d%d", &first, &second) ;
    if(first > second) max = first ;
    else max = second ;
    printf("\nMax(%d,%d) = %d\n",
           first, second, max) ; return 0 ;
}
```

Example - VI

```
#include <stdio.h>
int main() {          // **** sixth.c
    int n, i, sum = 0 ;

    printf("Enter a non-negative integer:") ;
    scanf("%d", &n) ;
    for(i = 0; i <= n; ++i) sum += i ;
    printf("\nSum of (0 + ... + %d) = %d\n",
           n, sum ) ;

    return 0 ;
}
```

Example - VII

```
int sum(int n) { // *** seventh.c
    if(n==0) return 0;
    else return n+sum(n-1);
}

#include <stdio.h>
int main() {
    int n ;
    printf("Enter a non-negative integer:") ;
    scanf("%d", &n) ;
    printf("\nSum of (0+...+%d)=%d\n",n,sum(n));
    return 0 ;
}
```

Try to Modify the Given Programs

1. Modify **example-II** to print the **sum of an AP series**, where the **first term (a)** and the **common difference (b)** and **number of terms (n)** are three inputs.
2. Modify **example-III** to calculate the **volume of a sphere** where the **radius** is the input.
3. Modify **example-V** to read three integers and find the **smallest**.

What Does it Do?

```
#include <stdio.h>

int what(int n, int m) {
    if(m==0) return n;
    else return what(m,n%m);
}

int main() {
    int m, n ;
    printf("Enter two non-negative integers:") ;
    scanf("%d%d", &n, &m) ;
    printf("\nwhat(%d, %d) = %d\n",m,n,what(m,n));
    return 0 ;
}
```