COMsW 1003-1

Introduction to Computer Programming in C

Lecture 8

Spring 2011

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http://www1.cs.columbia.edu/~mmerler/comsw1003-1.html

Announcements

Homework 1 correction out this afternoon

Homework 2 is out

- Due Monday, February 28th
- Start early (especially Exercise 2)!

Today

- Functions
- Recursion
- Debugging (if time)

Infinite Loops

- Loops where the condition is always TRUE

- Will stop only with:
  - `break`
  - modification of the condition variables

```
while ( 1 ){

  /* body modifies x */

  if( x!= 0 ) {
       break;
  }

}
```

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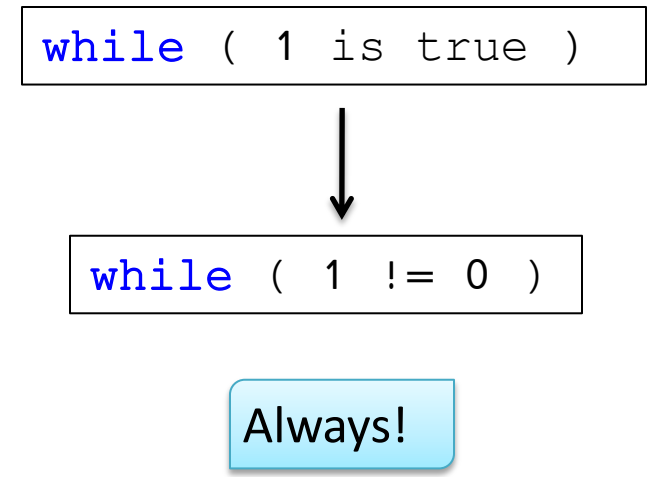

Operators - Logical

- A variable with value 0 is false, a variable with value !=0 is true

```
int x = 3, y = 0, z, k, t, q = -3;

z = x && y;     // z = 0;       x is true but y is false

k = x || y;     // k = 1;       x is true

t = !q;         // t = 0;       q is true
```

Infinite Loops

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- Will stop only with:
  - `break`
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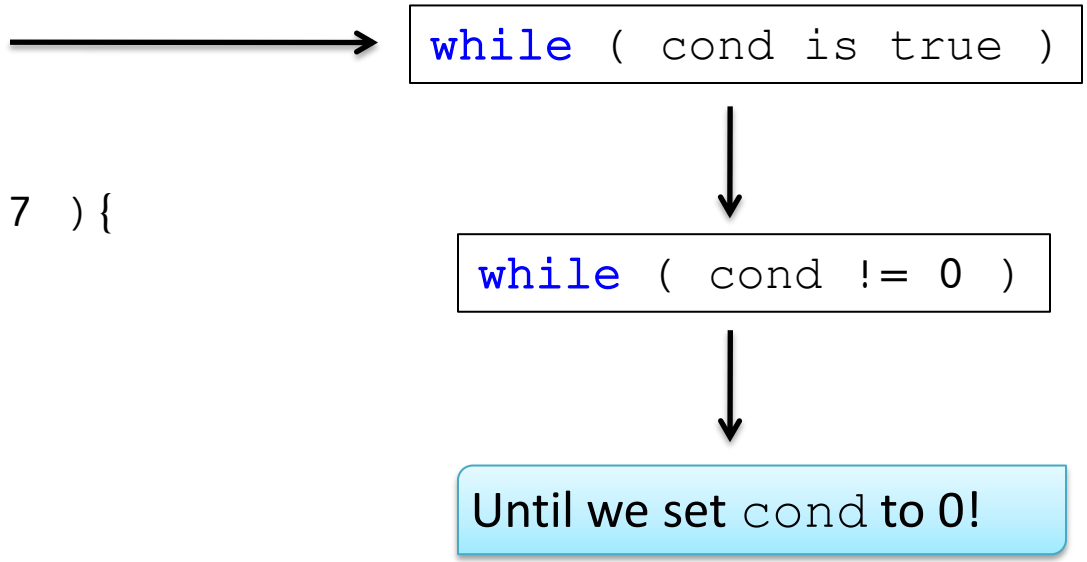
```
int cond = 7;

while ( cond ){

   /* body */
   if( x[3][5] != 7 ){
      cond = 0;
   }

}
```



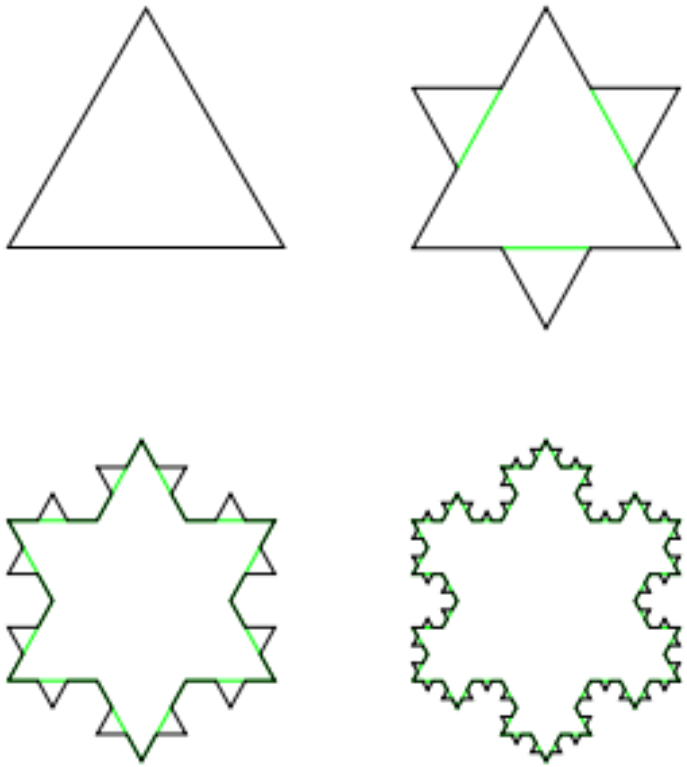
calculator.c

Functions Example

- Simple calculator
- Program that computes one basic arithmetic operation between 2 numbers

Functions - Recursion

- What if a function calls itself? Recursion



Functions - Recursion

- A recursive function must have two properties:
  - **Ending point** (i.e. a terminating condition)
  - **Simplify the problem** (every call is to a simpler input)

Example: Fibonacci sequence

In mathematics, famous numbers following the sequence

0 1 1 2 3 5 8 13 21 34 55 89 …

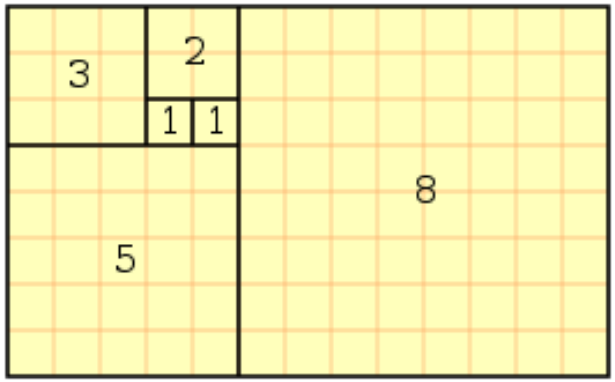
Given $F_0 = 0$, $F_1 = 1$ can be computed with recurrence $F_n = F_{n-1} + F_{n-2}$

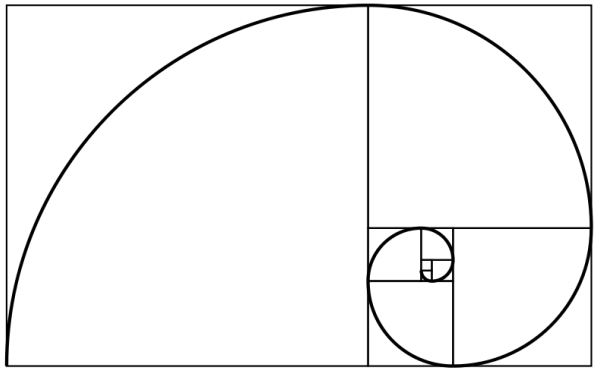
Code to compute the first 100 Fibonacci numbers:

```
int i = 0;
int fib[100];

fib[0] = 0;
fib[1] = 1;

for( i = 2; i < 100 ; i++ ) {
    fib[i] = fib[i-1] + fib[i-2];
}
```





Functions - Recursion

recursiveFib.c

- What if a function calls itself? Recursion
- What is the value of the number at position num in the Fibonacci sequence?

```
/* Fibonacci value of a given position in the sequence */
int fib ( int num ) {

   switch(num) {
     case 0:
         return(0);

     case 1:
         return(1);

     default: /* Including recursive calls */
        return(fib(num - 1) + fib(num - 2));

   }
}
```

Why are there no `break`s ?

Functions - Recursion

recursiveFib.c

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   }
}
```

Ending Points

Simplify problem

Debugging

Debugging

- Debugging consists basically in finding and correcting **run-time errors** in your program

- Multiple ways of doing it
  - Manual runs (for small programs)
  - Insert `printf()` in key lines

- There also exist INTERACTIVE debugging tools

- We will now see a basic one for UNIX: **gdb**

gdb

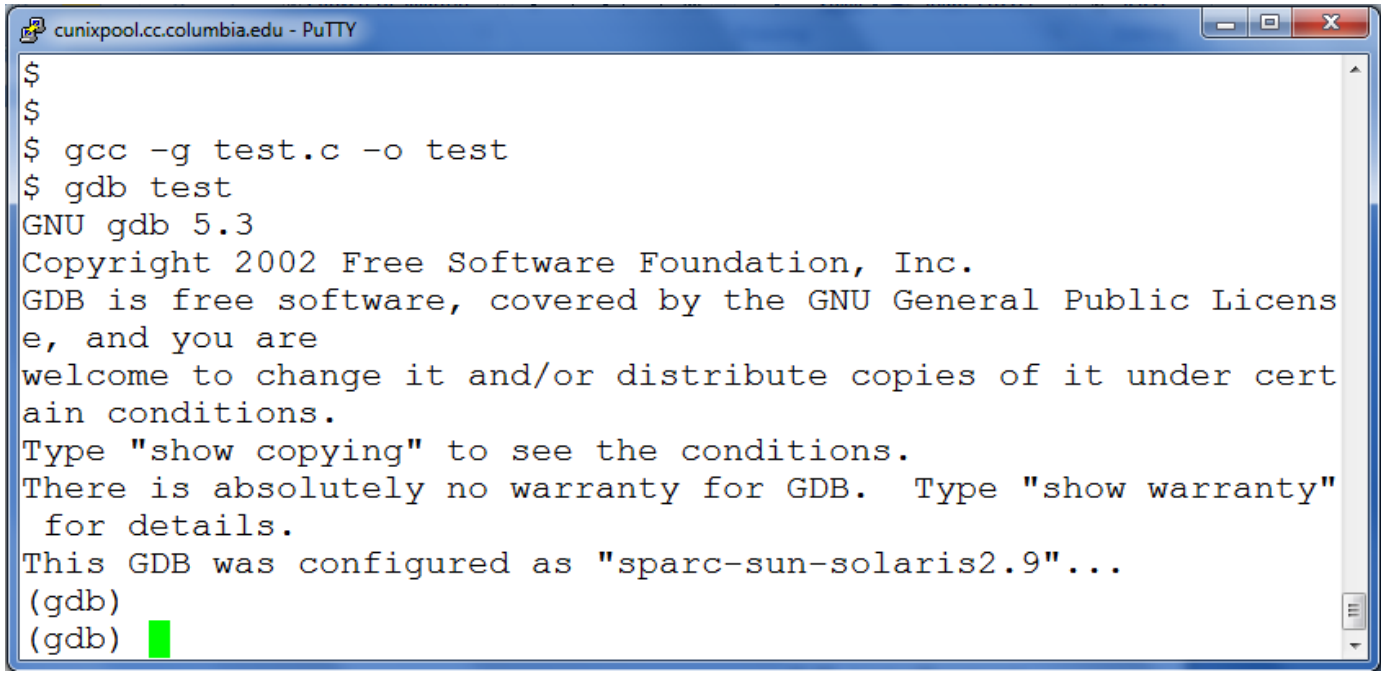
1. In order to use gdb on a program, we must use the **–g** option when compiling it

```
gcc  -g program.c     -Wall -o nameOfExecutable
```

2. Then, we can use the gdb command to start the interactive debugging environment

```
gdb nameOfExecutable
```

1.
2.



gdb commands

- **run** : run executable (program)currently watched.

```
(gdb) run
```

- **kill** : kill current execution of program

```
(gdb) kill
```

- **list** : show program source code

```
(gdb) list 2,8
```
: shows lines 2 to 8 from source program

- **print** : print value of a variable or expression at the current point

```
(gdb) print buf
```

gdb commands

- **break** : insert breakpoint in program. Debugging run will stop at the breakpoint

```
(gdb) break  nameSource.c : lineNumber
(gdb) break  test.c: 12
```

- **next** : step to the next line (execute current line)

```
(gdb) next
```

- **continue** : continue with execution until next breakpoint or end of program

```
(gdb) continue
```

- **Quit** : exit gdb

```
(gdb) quit
```

Graphical GDB

- gdb can be run from Emacs

- Press `M-x` (in Windows `Esc-x`)
- Insert `gdb`
- Insert `executableName`
- Visual debugger

Can enable breakpoints with a click