

# Programming with C I

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# C Source Files

- 🛡️ A C program may be divided among any number of ***source files***.
- 🛡️ By convention, source files have the extension **.c**.
- 🛡️ Each source file contains part of the program, primarily definitions of functions and variables.
- 🛡️ One source file must contain a function named **main**, which serves as the starting point for the program.

# Advantage of Splitting



Splitting a program into multiple source files has significant advantages:

- Grouping related functions and variables into a single file helps clarify the structure of the program.
- Each source file can be compiled separately, which saves time.
- Functions are more easily reused in other programs when grouped in separate source files.

# Header



Problems that arise when a program is divided into several source files:

- How can a function in one file call a function that's defined in another file?
- How can a function access an external variable in another file?
- How can two files share the same macro definition or type definition?





The answer lies with the **#include** directive, which makes it possible to share information among any number of source files.

# Header

- 🛡️ The **#include** directive tells the preprocessor to insert the contents of a specified file.
- 🛡️ Information to be shared among several source files can be put into such a file.
- 🛡️ **#include** can then be used to bring the file's contents into each of the source files.
- 🛡️ Files that are included in this fashion are called **header files** (or sometimes **include files**).
- 🛡️ By convention, header files have the extension **.h**.

# MACRO

-  Most large programs contain macro definitions and type definitions that need to be shared by several source files.
-  These definitions should go into header files.

# Example MACRO

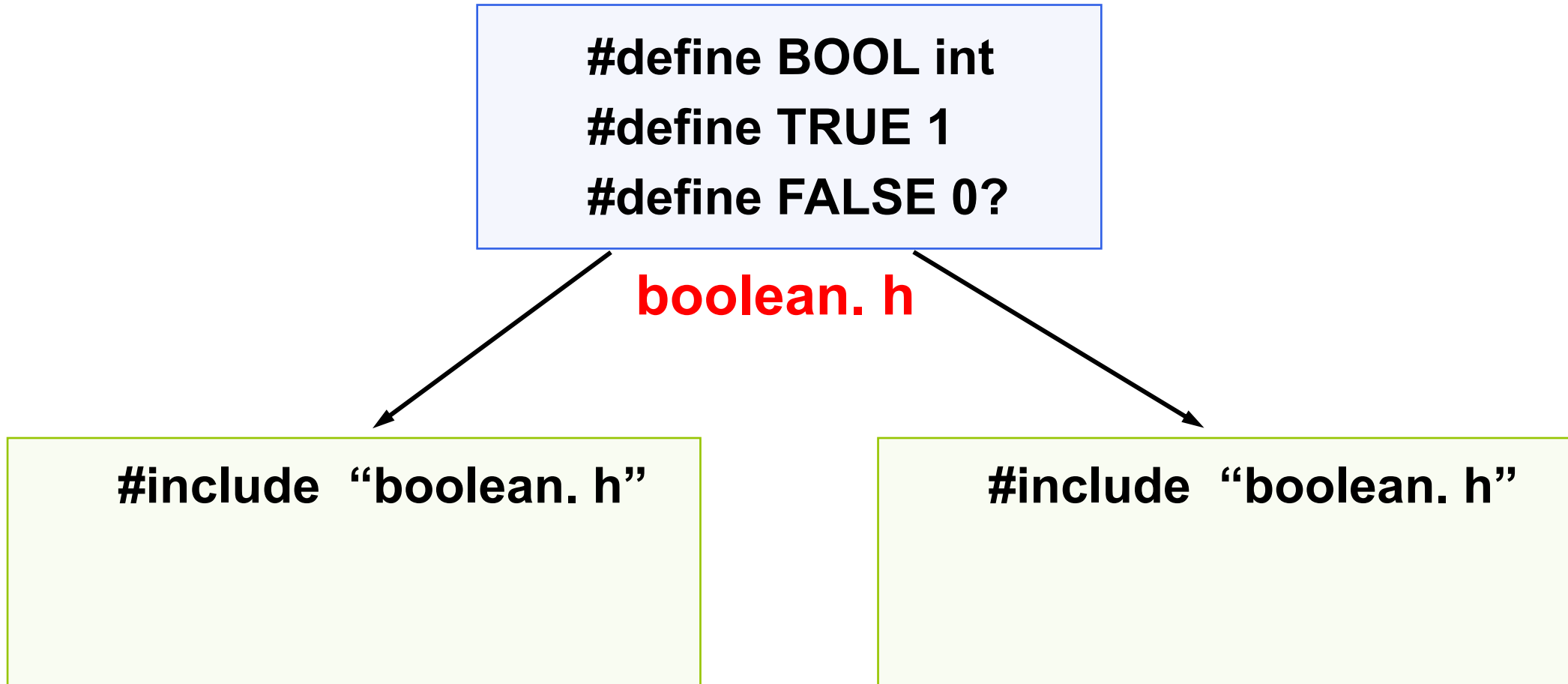
- Suppose that a program uses macros named **BOOL**, **TRUE**, and **FALSE**.
- Their definitions can be put in a header file with a name like **boolean.h**:

```
#define BOOL int  
#define TRUE 1  
#define FALSE 0?
```
- Any source file that requires these macros will simply contain the line

```
#include "boolean.h"
```

# Example Sharing MACRO

🛡️ A program in which two files include **boolean.h**:





# MACRO Sharing – Why?



Advantages of putting definitions of macros and types in header files:

- Saves time. We don't have to copy the definitions into the source files where they're needed.
- Makes the program easier to modify. Changing the definition of a macro or type requires editing a single header file.
- Avoids inconsistencies caused by source files containing different definitions of the same macro or type.

# Sharing Function Prototype

- 🛡️ Suppose that a source file contains a call of a function **f** that's defined in another file, **foo.c**.
- 🛡️ Calling **f** without declaring it first is risky.
  - The compiler assumes that **f**'s return type is **int**.
  - It also assumes that the number of parameters matches the number of arguments in the call of **f**.
- 🛡️ So, we put **f**'s prototype in a header file (**foo.h**), then include the header file in all the places where **f** is called.
- 🛡️ We'll also need to include **foo.h** in **foo.c**, enabling the compiler to check that **f**'s prototype in **foo.h** matches its definition in **foo.c**.

# Sharing Variable

- 🛡️ To share a variable among files, we put its *definition* in one source file, then keyword **extern** is used to declare a variable without defining it.
- 🛡️ For example,
  - `int i; // in file1.c`
  - `extern int i; // in file2.c`
- 🛡️ **extern** informs the compiler that **i** is defined elsewhere in the program, so there's no need to allocate space for it.

# Compiling Multiple Source Files

**hello.h**

```
void hello (const char * name);
```

**helloExample.c**

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

```
#include "hello.h"
```

```
extern int shared_variable;
```

```
int main (void)
```

```
{
```

```
    hello ("ICEN 200");
```

```
    printf("Value of shared_variable in  
helloFn.c: %d\n", shared_variable);
```

```
    return 0;}
```

**helloFn.c**

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

```
#include "hello.h"
```

```
int shared_variable = 10;
```

```
void hello (const char * name)
```

```
{
```

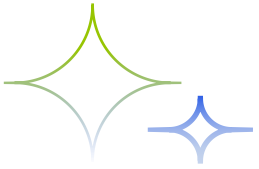
```
    printf ("Hello %s!\n", name);
```

```
}
```

```
$gcc helloExample.c helloFn.c -o hello
```

```
$/hello
```

```
Hello ICEN 200!
```



# THE END

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