

Intro to Linux and C

CSCI 2400/ ECE 3217: Computer Architecture

Instructors:

David Ferry

Overview

- **Linux**
- **C**
- **Hello program in C**
- **Compiling**

History of Linux

■ Way back in the day: Bell Labs Unix

- Widely available to students and instructors
- Very machine-independent

■ Some direct Unix branches (e.g. Berkeley Unix or BSD)

■ Others were inspired by Unix

- Minix- by Andrew S. Tannenbaum, an educational micro kernel
- Could re-implement the high-level design of Unix (e.g. Minix was originally system-call compatible with Unix)

■ Linus Torvalds saw Minix and wanted to do his own version

- Wrote basic kernel from scratch
- Borrowed good ideas from Minix
- Included early support for GNU project software
- Completely free OS and system software

Linux Today

- **Very small usage in desktop/laptop market (~3% in US)**
- **Android is the biggest OS in mobile computing (~53% of US)**
 - Up to 85% of devices worldwide
- **Linux drives internet servers (~97% of public servers)**
- **Linux drives supercomputing (~99% of TOP500 computers)**

Getting Started with Linux at SLU

- Linux classroom and Linux lab on 1st floor Ritter
- Department Linux server: hopper.slu.edu
- Should use same username as SLU, but different password
- Talk to Dennis about password issues (office adjacent to lab)

- Recommended: Login to hopper.slu.edu via ssh
- Suggested: Work on local machine in lab
- Suggested: Login to hopper.slu.edu via NoMachine
- You may work however you like, **but I can't support other methods** (e.g. Linux in a virtual machine on your laptop)

Logging in via SSH

- **From OSX – can use terminal directly**
 - Can transfer files with 'scp' command
- **From Windows – can use an ssh client**
 - My favorite: Secure Shell extension for Chrome browser
 - Plenty of others, just search for them
 - Transfer files via WinSCP
- **Username: your SLU username**
- **Hostname: hopper.slu.edu**

- **Via terminal:**

```
ssh dferry@hopper.slu.edu
```

Using the command line

- Enter one command per line
- Lots of programs to accomplish what you want to do
 - Just search “How do I accomplish XYZ in Linux terminal?”

- Useful

- commands:

Command	Description
ls	Lists contents of current directory
ls -l	Lists contents in list format
cd	Change current directory
mkdir	Make a new directory
rm	Remove a file
rm -r	Remove a directory
cp <i>file1 file2</i>	Copies <i>file1</i> to <i>file2</i>
cat <i>file</i>	Prints <i>file</i> to the terminal
wget <i>url</i>	Downloads <i>url</i> to the current directory

Editing Text Files

■ Text files- very important!

- C programs for this class
- Very efficient storage for data and configuration

■ Classic editors: vi and emacs

- Hard to get started initially
- Way faster once you get the hang of it
- Designed for low-bandwidth, spotty connections (think phone modems)
- Definitely worth it

■ Other editors:

- Text editors- search them!
- GUI editors- search them!

For next time:

- Find a good Linux environment you'd like to use
- Try logging into `hopper.slu.edu`
- Next homework involves writing C code

Overview

- Linux
- C
- Hello program in C
- Compiling

The C Language

■ Developed at Bell Labs to write Unix

- Practical language for practical projects
- Most OSes are written mostly in C (some assembly code)
- Most system libraries and tools are written entirely in C

■ Small, simple language

- Easy to learn (especially at the time)
- Easy to port to different platforms

■ Designed to replace Assembly Language

- Provides low-level access to memory
- Most operations map closely to assembly language operations

■ Strongly typed, static type checking

- int, unsigned, float, double, char, etc.
- No runtime protection

Type Checking in C

- **Several primitive types:**

- int, unsigned, float, double, char, etc.

- **The compiler *will not* warn about possibly unsafe operations:**

```
int a;
```

```
unsigned b;
```

```
b = a;
```

- **Correctness is up to the programmer!**

- This kind of stuff is usually a bad idea though...

Command Line Input in C

- **The main() function has two arguments:**
 - argc is the number of arguments
 - argv is a vector of strings that hold those arguments

E.g.: printing all values as strings

```
int main ( int argc, char* argv[] ){  
  
    for( i = 0; i < argc; i++ ){  
        printf(“%s\n”, argv[i]);  
    }  
  
}
```

Converting Strings to Numbers

- How to convert “42” into the numeric value 42?

- **atoi()**

- Fast, easy, but dirty
- No safety or type checking
- Undefined behavior on overflow

- **scanf()**

- Works with floats and other data types
- Undefined behavior on overflow

- **strtol()**

- Robust error checking, industrial grade

Manual Pages! (A.K.A. man pages)

- All of C (and much more beside) is documented in the *manual pages*, use them!

- At the command prompt:

man man – manual for the manual pages()

man atoi – manual for the function atoi()

man scanf – manual page for the function scanf()

- Sometimes there are collisions:

man printf – manual page for the bash command printf

man 3 printf – manual page for the C function printf()

man man – shows man page sections

C Operators

■ Usual arithmetic operators:

- +, -, *, %, /, =

■ Bitwise operators:

- & - AND
- | - OR
- ^ - XOR
- ~ - complement
- << - left shift
- >> - right shift

■ Ternary operator:

- (cond) ? (exec if true) : (exec if false)

■ Logical Operators:

- && - logical AND
- || - logical OR
- ! - logical NOT

■ Relational Operators

- == - True if equal
- != - True if not equal
- < - True if less than
- > - True if greater than
- <= - True if less or equal
- >= - True if greater or equal

Hello, world! in C

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

```
int main( int argc, char* argv[] ){
```

```
    int var = 42;
```

```
    printf("Hello, world!\n");
```

```
    printf("Value of var: %d\n", var);
```

```
    return 0;
```

```
}
```

Compiling C programs

- We will use the gcc compiler
- If you have a program named prog.c:

```
gcc -Wall -o prog prog.c
```

- -Wall turns on all warnings
- -o <name> output file name (default is a.out)
- Program files are listed by themselves
- Order isn't important