

C Introduction

CS 2130: Computer Systems and Organization 1

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Announcements

• Homework 6 due Tonight at 11:59pm

C is a thin wrapper around assembly

- This is by design!
- Invented to write an operating system
 - Can write inline assembly in C
- Many other languages decided to look like C

C Helpful Resources

- Wikipedia
- Our Reference and Summary

sizeof() - returns size in bytes

• sizeof(int) returns 4



Integer data types

Data type	Size
char	
short	
int	
long	
long long	

Each has 2 versions: signed and unsigned



Floating point

- float
- double





Pointers - how C uses addresses!



Pointers - how C uses addresses!

- Hold the address of a position in memory
- Need to know the kind of information stored at that location

Example

```
int main() {
    int x = 3;
    long y = 4;
    int *a = &x;
    long *b = &y;
    long z = *a;
    int w = *b;
    return 0;
}
```

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```

```
000000000000000 <main>:
        55
                                          %rbp
   0:
                                  push
        48 89 e5
                                          %rsp,%rbp
                                  mov
        31 c0
                                          %eax,%eax
                                  xor
   6:
        c7 45 fc 00 00 00 00
                                          $0x0,-0x4(%rbp)
                                  movl
   d:
        c7 45 f8 03 00 00 00
                                          $0x3,-0x8(%rbp)
                                  movl
        48 c7 45 f0 04 00 00
                                          0x4,-0x10(%rbp)
  14:
                                  movq
  1b:
        00
        48 8d 4d f8
                                          -0x8(\%rbp),\%rcx
  1c:
                                   lea
        48 89 4d e8
  20:
                                          %rcx,-0x18(%rbp)
                                  mov
  24:
        48 8d 4d f0
                                          -0x10(%rbp), %rcx
                                  lea
  28:
        48 89 4d e0
                                          %rcx,-0x20(%rbp)
                                  mov
  2c:
        48 8b 4d e8
                                          -0x18(%rbp), %rcx
                                  mov
  30:
        48 63 09
                                  movslq (%rcx), %rcx
  33:
        48 89 4d d8
                                          \frac{\text{rcx}}{-0x28}
                                  mov
  37:
        48 8b 4d e0
                                          -0x20(%rbp), %rcx
                                  mov
  3b:
        48 8b 09
                                          (%rcx),%rcx
                                  mov
        89 4d d4
                                          %ecx,-0x2c(%rbp)
  3e:
                                  mov
  41:
        5d
                                          %rbp
                                  pop
  42:
        c3
                                  retq
```