



# C Introduction

CS 2130: Computer Systems and Organization 1  
March 20, 2026

# Announcements

- Homework 6 **due Monday at 11:59pm**
- Midterm 2 is 2 weeks away (April 3)
  - Similar format to midterm 1
  - Schedule with SDAC early if needed

# C

C is a thin wrapper around assembly

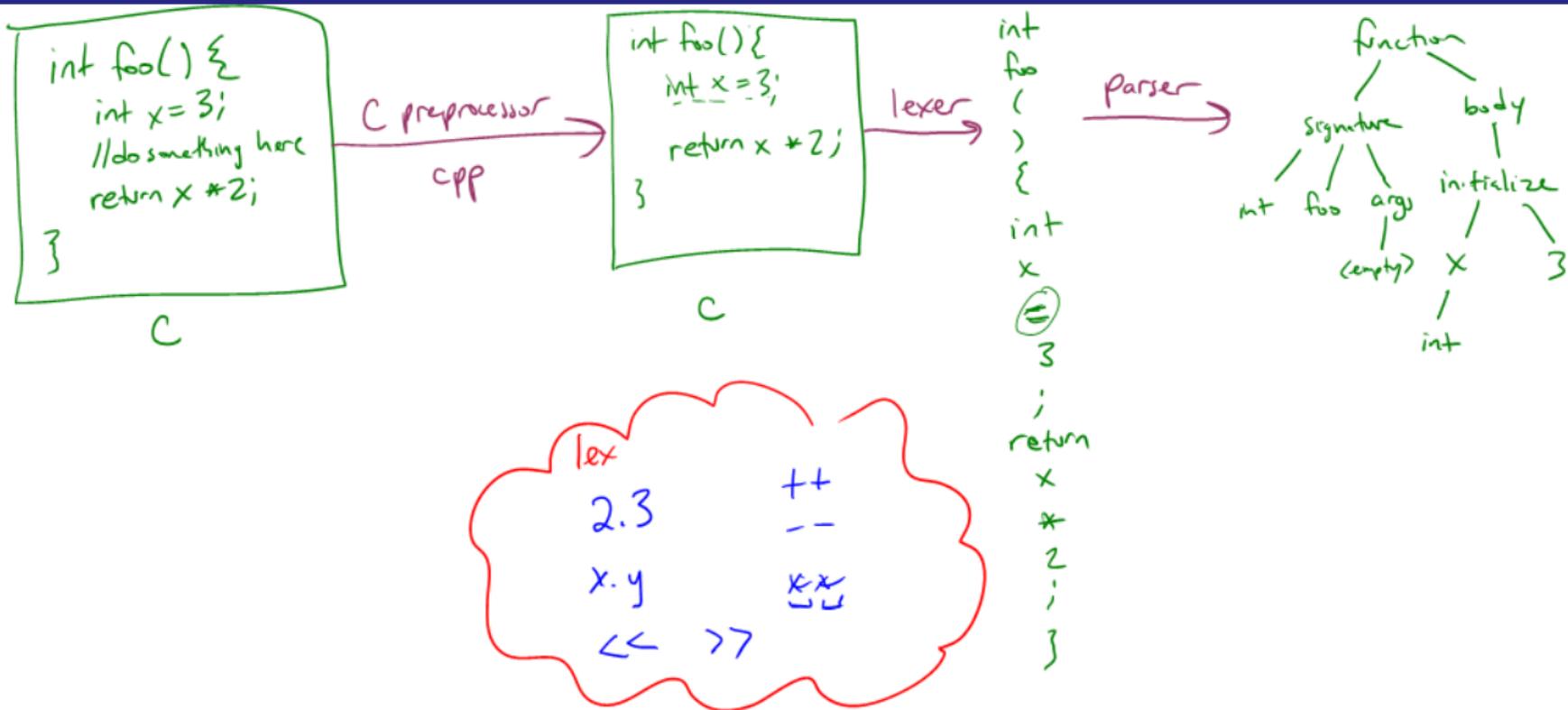
- This is by design!
- Invented to write an operating system
  - Can write inline assembly in C
- Many other languages decided to look like C

# Compiling C to Assembly

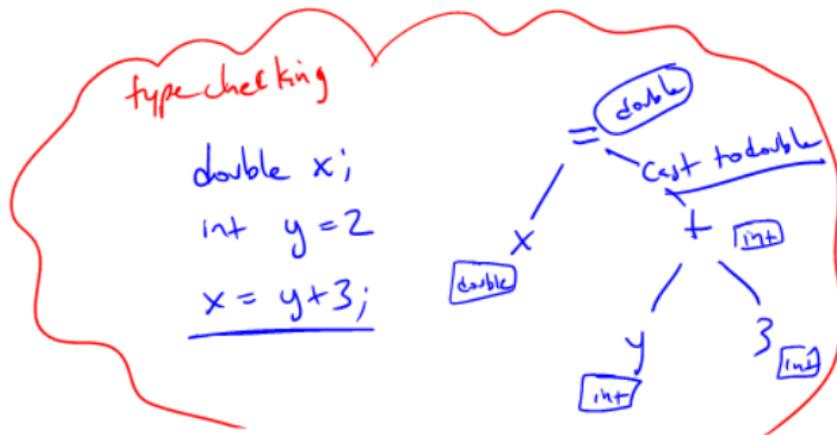
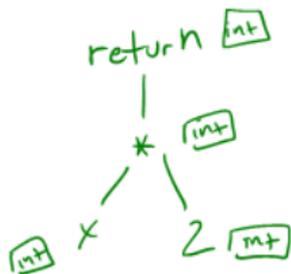
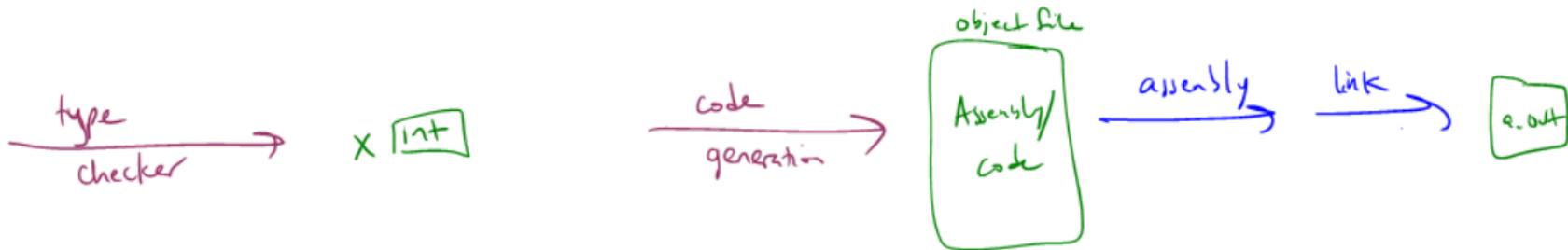
Multiple stages to compile C to assembly

- Preprocess - produces C
  - C is actually implemented as 2 languages:  
C preprocessor language, C language
  - Removes comments, handles preprocessor directives (#)
  - `#include`, `#define`, `#if`, `#else`, ...
- Lex - breaks input into individual tokens
- Parse - assembles tokens into intended meaning (parse tree)
- Type check - ensures types match, adds casting as needed
- Code generation - creates assembly from parse tree

# Compiling C to Assembly



# Compiling C to Assembly



# Errors

## Compile-time errors

- Errors we can catch during compilation (this process)
- **Before** running our program

## Runtime errors

- Errors that occur when running our programs

# Simple C Example

```
int main() {  
    return 0;  
}
```

The `main` function

- Start running the `main()` function
- `main` must return an integer - **exit code**
  - 0 = everything went okay
  - Anything else = something went wrong
- There *should* be arguments to `main`