CONTENTS IN DETAIL

FOREWORD BY PASCAL CUOQ **XVII**

FOREWORD BY OLLIE WHITEHOUSE **XIX**

ACKNOWLEDGMENTS **XXI**

INTRODUCTION **XXIII**

A Brief History of C xxiv
The C Standard xxv
The CERT C Coding Standard xxvi
Who This Book Is For xxvi
What's in This Book xxvi

1
GETTING STARTED WITH C **1**

Developing Your First C Program 1
Compiling and Running Your Program 2
Preprocessor Directives 3
The main Function 3
Checking Function Return Values 5
Formatted Output 5
Editors and Integrated Development Environments 6
Compilers 8
GNU Compiler Collection 8
Clang 8
Microsoft Visual Studio 9
Portability 9
Implementation-Defined Behavior 10
Unspecified Behavior 10
Undefined Behavior 10
Locale-Specific Behavior and Common Extensions 11
Summary 11

2
OBJECTS, FUNCTIONS, AND TYPES **13**

Objects, Functions, Types, and Pointers 13
Declaring Variables 14
Swapping Values (First Attempt) 15
Swapping Values (Second Attempt) 16
Scope 18
Storage Duration 19
Alignment 20

Object Types 21
Boolean Types 21
Character Types 22
Numerical Types 22
void Types 24
Function Types 24
Derived Types 25
Pointer Types 25
Arrays 26
Structures 28
Unions 29
Tags 30
Type Qualifiers 32
const 32
volatile 33
restrict 33
Exercises 34
Summary 34

3
ARITHMETIC TYPES **35**

Integers 36
Padding and Precision 36
The <limits.h> Header File 36
Declaring Integers 37
Unsigned Integers 37
Signed Integers 40
Integer Constants 44
Floating-Point 45
Floating-Point Types 46
Floating-Point Arithmetic 47
Floating-Point Values 47
Floating-Point Constants 49
Arithmetic Conversion 49
Integer Conversion Rank 50
Integer Promotions 51
Usual Arithmetic Conversions 52
An Example of Implicit Conversion 53
Safe Conversions 54
Summary 55

4
EXPRESSIONS AND OPERATORS **57**

Simple Assignment 58
Evaluations 59
Function Invocation 60
Increment and Decrement Operators 61
Operator Precedence and Associativity 62

Order of Evaluation 64
Unsequenced and Indeterminately Sequenced Evaluations 65
Sequence Points 66
sizeof Operator 66
Arithmetic Operators 67
Unary + and – Operators 67
Logical Negation Operator 68
Multiplicative Operators 68
Additive Operators 69
Bitwise Operators 69
Complement Operator 70
Shift Operators 70
Bitwise AND Operator 72
Bitwise Exclusive OR Operator 72
Bitwise Inclusive OR Operator 73
Logical Operators 73
Cast Operators 75
Conditional Operator 76
_Alignof Operator 76
Relational Operators 77
Compound Assignment Operators 78
Comma Operator 78
Pointer Arithmetic 79
Summary 80

5
CONTROL FLOW **81**

Expression Statements 81
Compound Statements 82
Selection Statements 83
The if Statement 83
The switch Statement 86
Iteration Statements 89
The while Statement 89
The do...while Statement 90
The for Statement 91
Jump Statements 93
The goto Statement 93
The continue Statement 94
The break Statement 95
The return Statement 96
Exercises 97
Summary 97

6
DYNAMICALLY ALLOCATED MEMORY **99**

Storage Duration 100
The Heap and Memory Managers 100
When to Use Dynamically Allocated Memory 101

Memory Management Functions 101
The malloc Function 102
The aligned_alloc Function 104
The calloc Function 105
The realloc Function 105
The reallocarray Function 107
The free Function 108
Memory States 109
Flexible Array Members 110
Other Dynamically Allocated Storage 111
The alloca Function 111
Variable-Length Arrays 112
Debugging Allocated Storage Problems 115
Dmalloc 116
Safety-Critical Systems 118
Exercises 118
Summary 118

7
CHARACTERS AND STRINGS **119**

Characters 120
ASCII 120
Unicode 120
Source and Execution Character Sets 122
Data Types 122
Character Constants 124
Escape Sequences 125
Linux 126
Windows 126
Character Conversion 128
Strings 131
String Literals 132
String-Handling Functions 134
<string.h> and <wchar.h> 135
Annex K Bounds-Checking Interfaces 141
POSIX 144
Microsoft 145
Summary 145

8
INPUT/OUTPUT **147**

Standard I/O Streams 148
Stream Buffering 148
Predefined Streams 149
Stream Orientation 150
Text and Binary Streams 150
Opening and Creating Files 151
The fopen Function 151
The POSIX open Function 153

Closing Files 154
The fclose Function 154
The POSIX close Function 155
Reading and Writing Characters and Lines 155
Stream Flushing 157
Setting the Position in a File 158
Removing and Renaming Files 161
Using Temporary Files 161
Reading Formatted Text Streams 162
Reading to and Writing from Binary Streams 165
Summary 168

9
PREPROCESSOR **169**

The Compilation Process 170
File Inclusion 171
Quoted and Angle Bracket Include Strings 172
Conditional Inclusion 172
Generating Errors 173
Using Header Guards 174
Macro Definitions 175
Macro Replacement 178
Type-Generic Macros 180
Predefined Macros 181
Summary 183

10
PROGRAM STRUCTURE **185**

Principles of Componentization 186
Coupling and Cohesion 186
Code Reuse 187
Data Abstractions 187
Opaque Types 188
Executables 189
Linkage 191
Structuring a Simple Program 192
Building the Code 196
Summary 198

11
DEBUGGING, TESTING, AND ANALYSIS **199**

Assertions 199
Static Assertions 200
Runtime Assertions 202
Compiler Settings and Flags 203
GCC and Clang 204
Visual C++ 206
Debugging 208
Unit Testing 211

Static Analysis 214
Dynamic Analysis 216
AddressSanitizer 217
Exercises 221
Summary 221

REFERENCES **223**

INDEX **227**