CSCI 2132 Software Development

Lecture 26:

Writing Large Programs

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Previous Lecture

- A common mistake with VLA declarations
- More string reading examples
- Buffer overflow risks
- String library functions

Command-Line Arguments

 To access the command-line arguments, we use another way to define the main function:

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

- argc is the number of command-line arguments
- argv is the array of command-line arguments; it is an array of pointers to char
- argv[0] is the program name as executed

Example: sortwords program

- Example: sortwords program, which sorts words given in the command line
- Usage example:
 - ./sortwords orange apple banana
- It should produce:

apple banana orange

Example with argc and argv

• In the example:

```
./sortwords orange apple banana
```

argc would be 4, and argv could be represented as follows

```
argv
argv[0] -----> ./sortwords\0
argv[1] -----> orange\0
argv[2] -----> apple\0
argv[3] ----> banana\0
argv[4] stores a NULL pointer
```

• Code (insertion sort):

~prof2132/public/sortwords.c

Writing Large Programs

- A large program consists of many modules
- Different programmers may work on different modules
- Logical to use one or more files for each module
 - Facilitates collaboration and reusing code
- Reading: C textbook: Chapter 15

Header Files

- Files that allow different source files (* . c) to share
 - Function prototypes
 - Type definitions
 - Macro definitions
 - etc.
- Naming convention: * . h

The #include Directive

- Tells the preprocessor to open a specified file and inserts its content into the current file
- Form 1: #include <file_name>
 - Search the directories in which system header files reside
 - On bluenose: /usr/include, ...
- Form 2: #include "file_name"
 - First search the current directory, if not found then
 - directories in which system header files reside
- Question: Which form for your own header files?