

FILE I/O, DEBUGGING, MAKEFILES

Sections:

Files: 7.5, 7.7

typedef: 6.7

Type Casting: 2.7

Eclipse: Importing an Existing Project

- File -> Import
- Open General -> Existing Projects into Workspace
- Next
- Select the root directory
- Check the box (copy projects into workspace)
- Finish

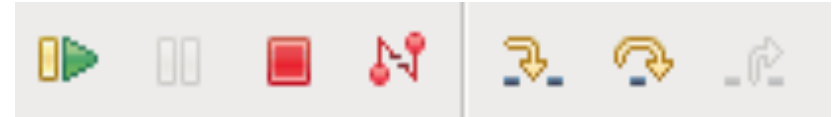
Debugger



- Eclipse integrates a debugger just like Visual Studio
 - uses gdb
- Open up CS300CodeExamples
 - In the Makefile, remove bin/defineVsConst from TARGETS
 - Build the project
 - Open the Binaries list on the left
 - Right-Click pointersWorksheet

Debug As | Local C/C++ Application | gdb/mi

Debugger



- The debugger stops on the first statement in `main()`
 - Resume (Run to breakpoint)
 - Suspend (Pause)
 - Terminate
 - Disconnect
 - Step Into
 - Step over
 - Step return (Step out of)

Step Over One Instruction

- Notice the Variables in the top right

i int 0

- Press Step Over 

- Notice the Variables in the top right

i int 1

Breakpoint

- Right click the blue gutter beside printf()

- Toggle Breakpoint


May need to
set Breakpoint
Type
to C/C++

- Run to Breakpoint



- What is the value of i?
 - Step Over
 - Check the console on the bottom

Conditional Breakpoint

- Right Click that same breakpoint, the pale blue dot
 - Breakpoint Properties
 - Common
 - Condition: `i == 4` Just C code!
 - Stop
- Restart Debugging
- Run to Breakpoint 

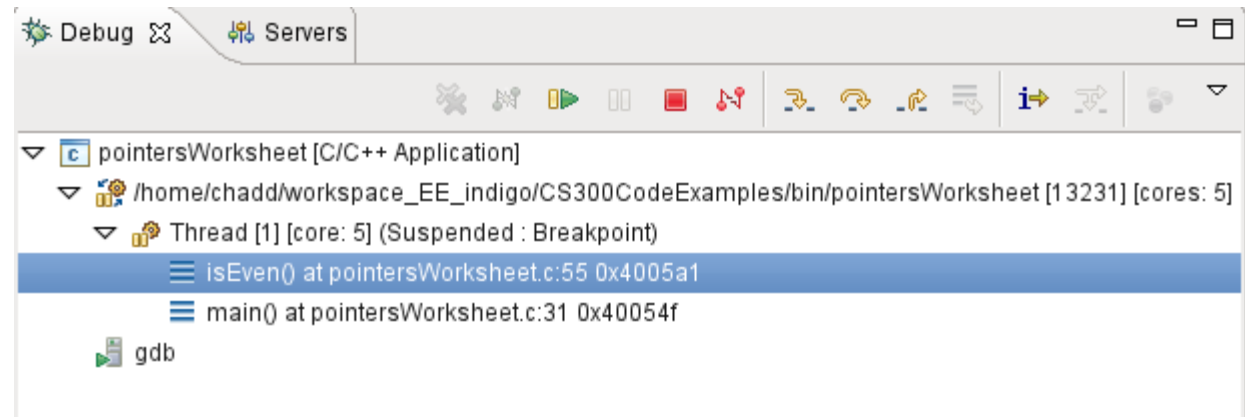
Conditional Breakpoint

- Be wary of function calls as conditions
- Be wary of anything that accesses dynamic memory
 - (a null pointer in your condition!)
 - Error in testing breakpoint condition:
Cannot access memory at address 0x0
- Ignore count: skip this break point X times
- Actions: Sound/Log/Resume/External Tool
- Filter: restrict to certain threads

Stack

- Put a breakpoint on line 55 printf()
- Disable breakpoint on line 33

- Run

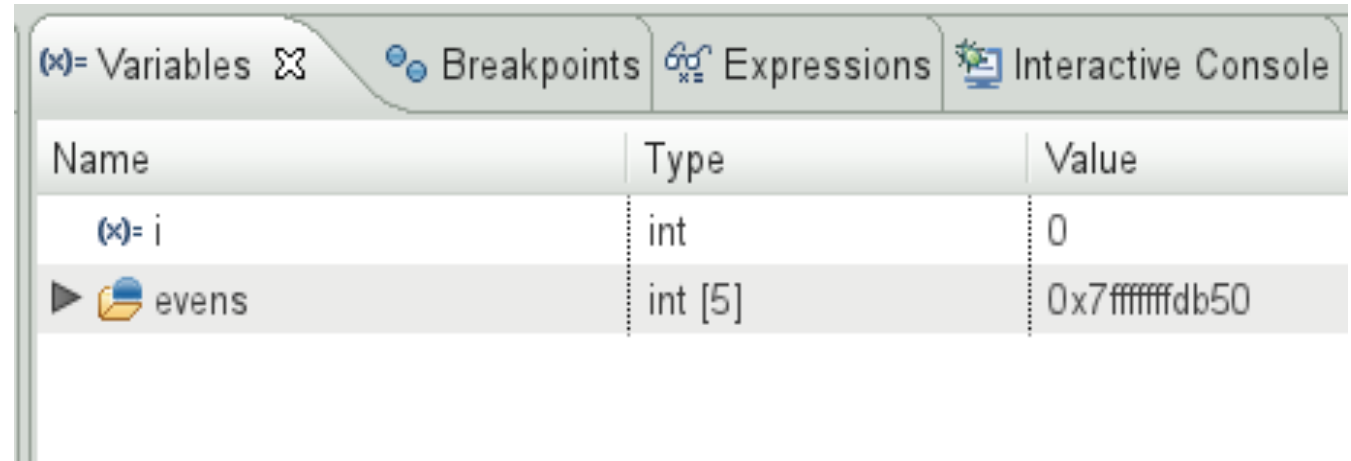


- Select a function to see variables in that function

Arrays

- Add `int evens [MAX_NUMS];` to `main()`.

- Run



The screenshot shows a debugger's Variables view with the following data:

Name	Type	Value
(x)= i	int	0
▶ evens	int [5]	0x7fffffffdb50

- Drop down `evens` in Variables view

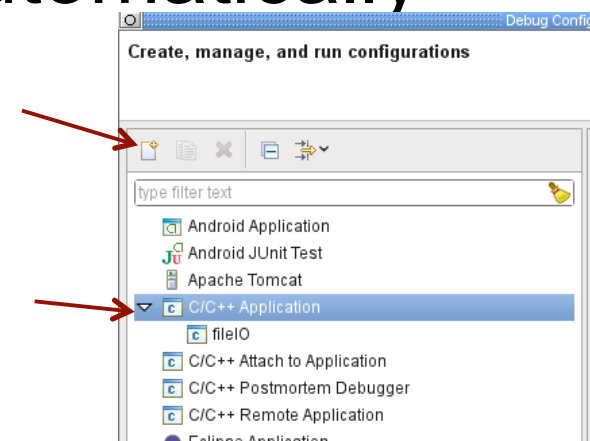
charArraysAndStrings

Flip back to
C/C++
Perspective

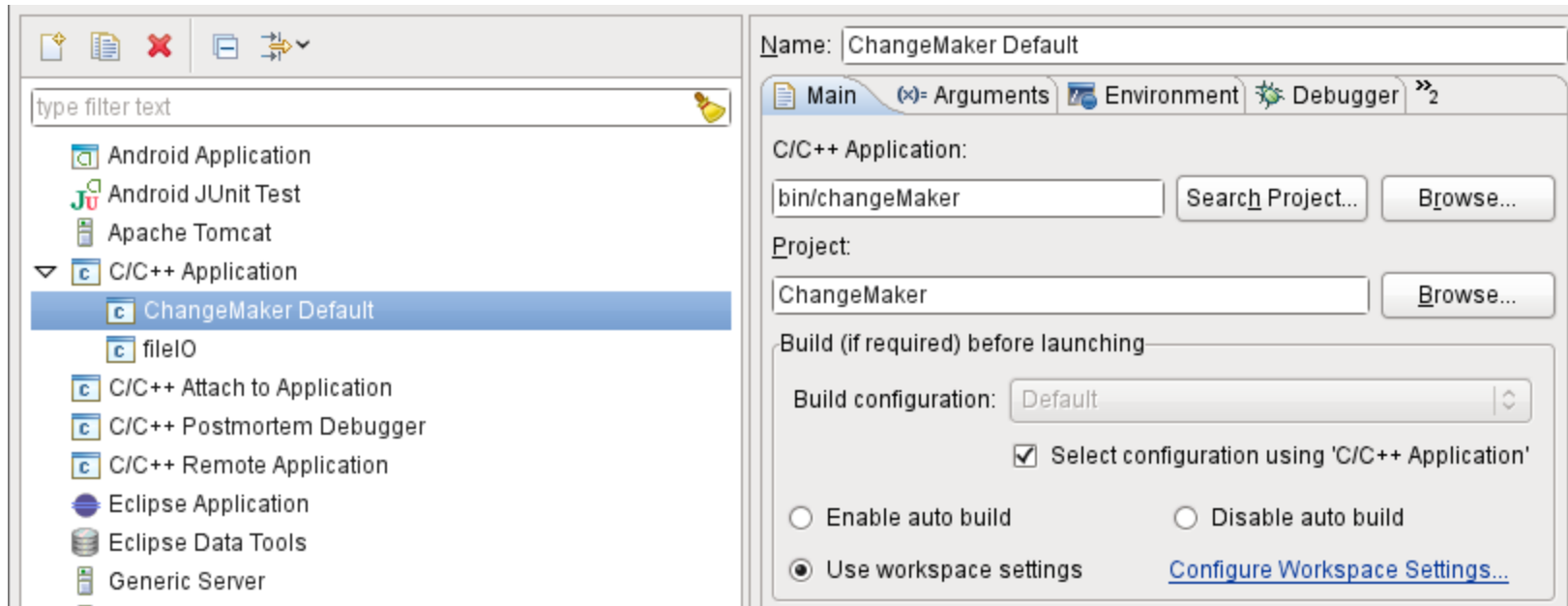
- charArraysAndStrings | Debug As
 - What is the first statement of main()
 - What is currently in charArray?
- Step to the first printString()
- Drop down pString & charArray
- Right click pString
 - Display As Array 0 12
 - What is in pString[11]?
- Right click pString | Restore Original Type

Debugger

- Run -> Debug Configurations
- Select C/C++ Application from the list
- Press the New button
- If there is only one executable in the project the fields will be automatically filled out



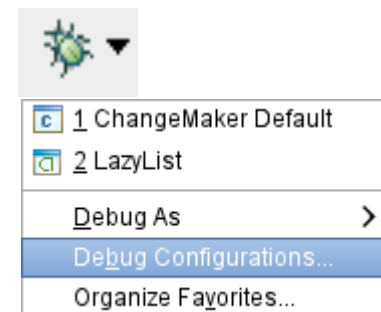
Debugger



- Press Debug at the bottom to run the debugger

Debugger

- OR
 - Right click Project
 - Debug As | Local C/C++ Application
- In the future, the configuration will show up in the bug drop down list



Eclipse: Open fileIO.c

- fopen
- fgetc
- fscanf
- fprintf
- close
- errno
- perror

Build Process

- Compiler takes source files (.c) and outputs object files (.o)
- Linker takes the object files and creates an executable
- If we have these files:
 - main.c, hello.c, factorial.c, functions.h
- The trivial way to compile these is to type in the command line:
 - `gcc main.c hello.c factorial.c -o hello`
- Makefiles are used to automatically build the executable

Makefiles

- Description of how to build your executable
- Useful if you have multiple source files
- If you run
 - `make`
- In your command line, then it will look for a file named `Makefile` in the current directory

Basic Makefile

```
target: dependency1 dependency 2
    command1
    command 2
```

↑
Tab

Given a set of dependencies, make will only run the necessary commands to build the project. Build a **dependency graph**.

If a target is older than any of its dependencies the commands are run to build the target.

```
CC=gcc
CFLAGS=-g -Wall

.PHONY: all clean tarball

all: sievedriver

sievedriver: bin/sievedriver.o bin/sieve.o
    ${CC} ${CFLAGS} -o sievedriver bin/sievedriver.o bin/sieve.o

bin/sievedriver.o: src/sievedriver.c include/sieve.h
    ${CC} ${CFLAGS} -o bin/sievedriver.o -c src/sievedriver.c

bin/sieve.o: include/sieve.h src/sieve.c
    ${CC} ${CFLAGS} -o bin/sieve.o -c src/sieve.c

clean:
    rm sievedriver bin/*.o

tarball: clean
    tar czf ../CS300_2_PUNetID.tar.gz ../CS300_2_PUNetID
```