

gcc Essentials

- Based in the Tutorial of
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Contents

- Intro
- Options
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How a Program Works (cont'd.)

- Program must be copied from secondary (e.g. HDD) memory to main memory (RAM) each time CPU executes it
- CPU executes program in cycle:
 - Fetch: read the next instruction from memory into CPU
 - Decode: CPU decodes fetched instruction to determine which operation to perform
 - Execute: perform the operation

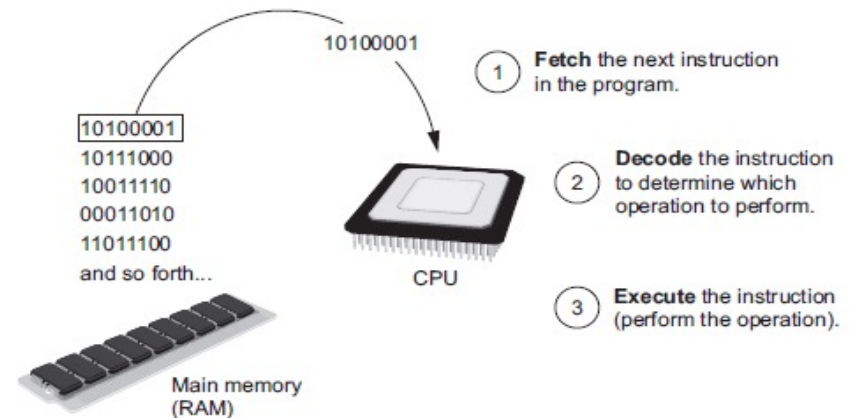


Figure 1-17 The fetch-decode-execute cycle

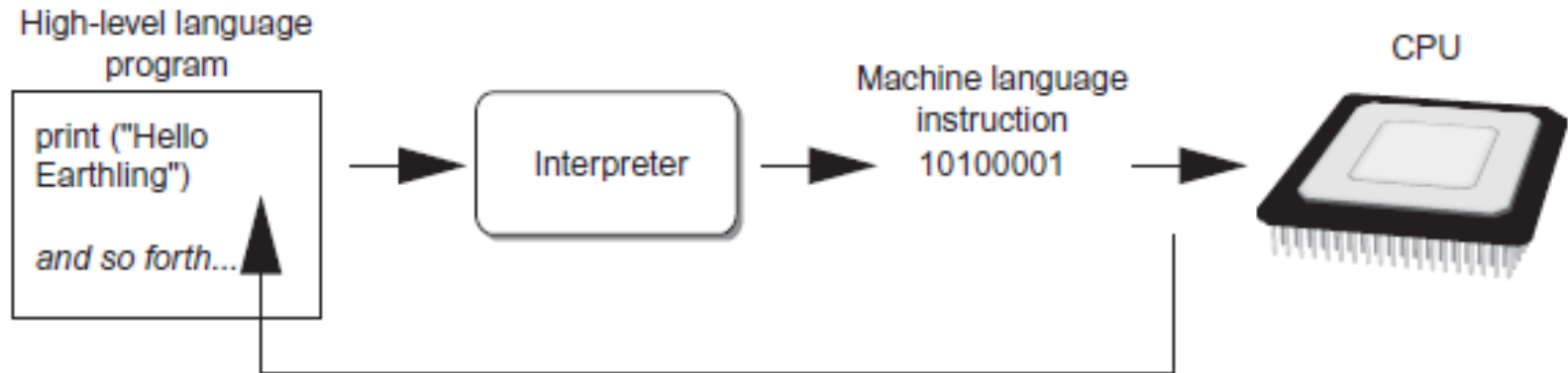
Computer Languages

- Impractical for people to write in machine language
- Assembly language: uses short words (mnemonics) for instructions instead of binary numbers
 - Easier for programmers to work with
 - Assembler: translates assembly language to machine language for execution by CPU
- **Low-level language: close in nature to machine language**
 - Example: assembly language
- **High-Level language: allows simple creation of powerful and complex programs**
 - No need to know how CPU works or write large number of instructions
 - More intuitive to understand

Compilers and Interpreters

- Source code: statements written by programmer
 - Syntax error: prevents code from being translated
- Programs written in high-level languages must be **translated** into machine language to be executed
 - Compiler: translates high-level language program into separate machine language program
 - Machine language program can be executed at any time
 - Interpreter: translates and executes instructions in high-level language program
 - Used by Python language, Interprets one instruction at a time, No separate machine language program

Executing a high-level program with an interpreter

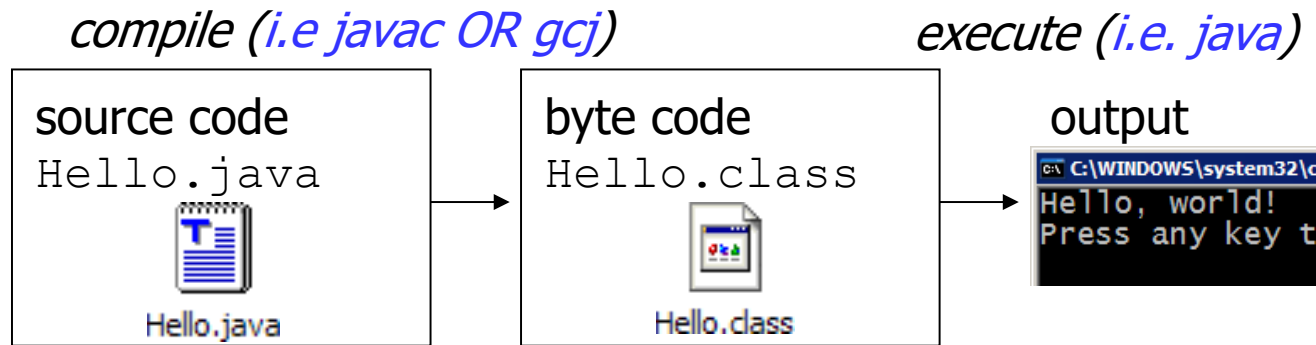


The interpreter translates each high-level instruction to its equivalent machine language instructions and immediately executes them.

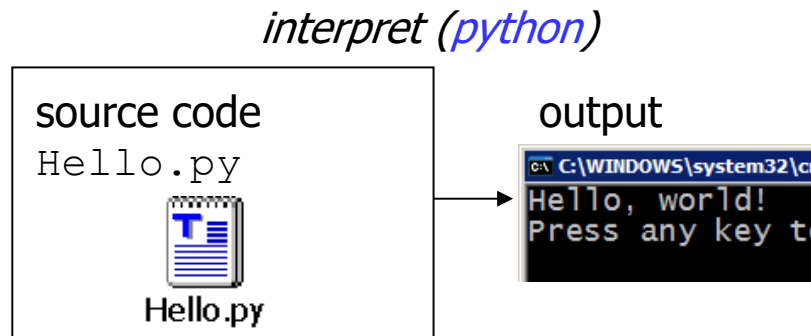
This process is repeated for each high-level instruction.

Compiling and interpreting

- Many languages require you to *compile* (translate) your program into a form that the machine understands.



- Python is instead directly *interpreted* into machine instructions.

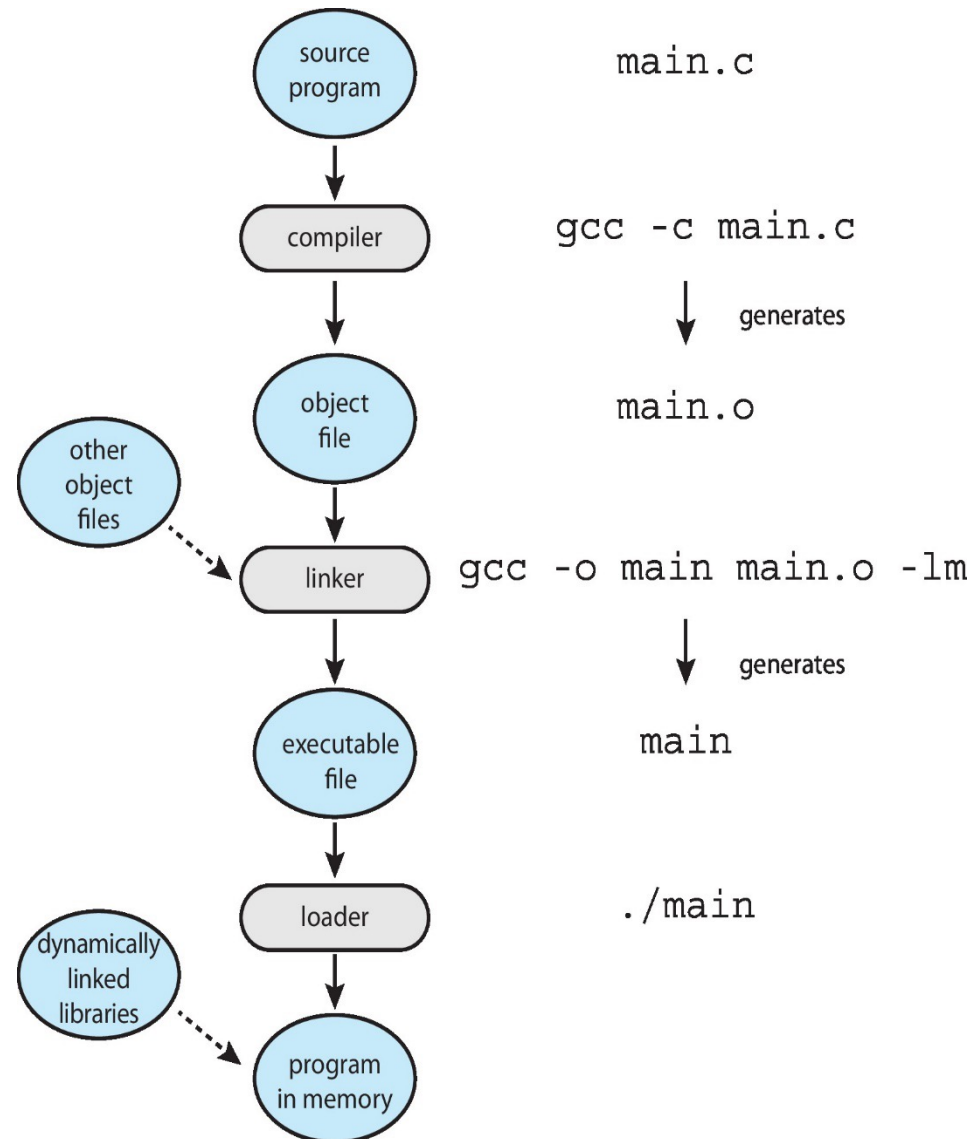


What is gcc?

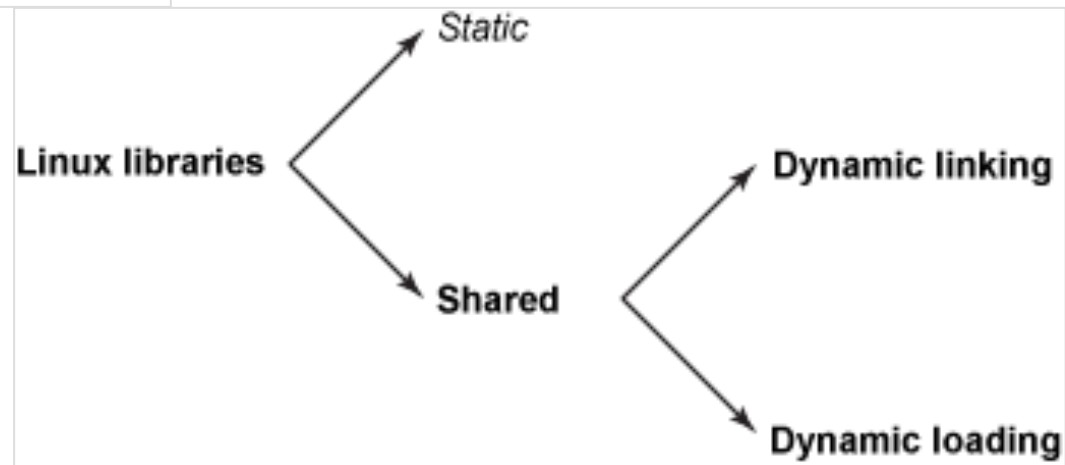
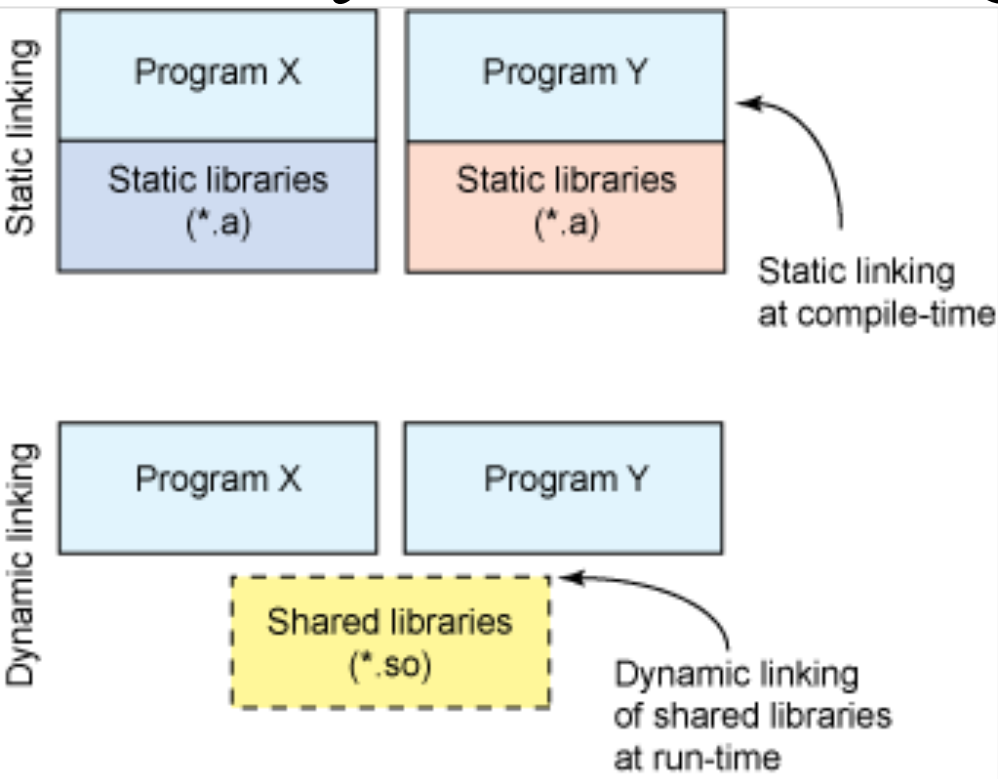
- **gcc**

- GNU C/C++ Compiler
- Console-based compiler for Unix/Linux based platforms and others; can cross-compile code for various architectures
- **gcc** for **C**; **g++** for **C++**
- **gcc** performs all of these:
 - preprocessing
 - compilation
 - assembly and
 - linking

- As always: there is \$ **man gcc**



Dynamic linking within Linux



*Web: Anatomy of
Linux dynamic
libraries*

gcc Options

- There are zillions of them, but there are some the most often used ones:
 - To compile: **-c**
 - Specify output filename: **-o <filename>**
 - Include debugging symbols: **-g**
 - GDB friendly output: **-ggdb**
 - Show all (most) warnings: **-Wall**
 - Be stubborn about standards: **-ansi** and **-pedantic**
 - Optimizations: **-O**, **-O***

Options: -c

- **gcc -c :**
 - performs compilation and assembly of the source file *without* linking.
- The output are usually object code files, *.o;
 - they can *later* be linked and form the desired executables.
- Generates one object file per source file keeping the same prefix (*before* .) of the filename.

Options: `-o <filename>`

- **gcc -o :**
 - Places resulting file into the filename specified instead of the default one; *what is the name of this default ? ☺*
- Can be used with any generated files
 - object, executables, assembly, etc.
- If you have the file called **source.c**; the defaults are:
 - **source.o** if `-c` was specified
 - **a.out** if executable
- These can be overridden with the `-o` option.

Options: **-g**

- **gcc -g** :
 - Includes debugging info in the generated object code. This info can later be used in **gdb**.
- **gcc** allows to use **-g** with the optimization turned on (**-O**) in case there is a need to debug or trace the optimized code.

Options: `-ggdb`

- `gcc -ggdb` :
 - In addition to `-g` produces the most GDB-friendly output if enabled.

Options: **-Wall**

- **gcc -Wall** :
 - Shows most of the warnings related to possibly incorrect code.
- **-Wall** is a combination of a large common set of the **-W** options together. These typically include:
 - unused variables
 - possibly uninitialized variables when in use for the first time
 - defaulting return types
 - missing braces and parentheses in certain context that make it ambiguous
- Always a recommended option to save you from some “hidden” bugs.
- Try always using it and avoid having those warnings 😊

Options: **-ansi** and **-pedantic**

- For those who are picky about standard compliance.
- **-ansi** ensures that the code **complies** with ANSI C standard;
- **-pedantic** makes it even more strict.
- These options can be quite annoying for those who don't know C well since **gcc** will refuse to compile any code that does not follow the ANSI C standard, which otherwise it has no problems with.

Options:

-O, -O1, -O2, -O3, -OO, -Os

- Various levels of optimization of the code
- **-O1** to **-O3** are various degrees of optimization targeted for speed (*performance*)
- If **-O** is added, then the code size is considered
- **-OO** means “*no optimization*”
- **-Os** targets generated code size
 - forces not to use optimizations resulting in bigger code.

Options: -I

- Tells **gcc** where to look for include files (**.h**).
- Can be any number of these.
- Usually needed when including headers from various-depth directories in non-standard places without necessity specifying these directories within the **.c** files themselves,

- e.g.:

```
#include "myheader.h" vs.
```

```
#include "../foo/bar/myheader.h"
```

For Your Assignments

- For your assignments, I'd strongly suggest to always include **-Wall** and **-g**.
- Optionally, you can try to use **-ansi** and **-pedantic**, which is a bonus thing towards your grade.
- Do not use any optimization options.
- You won't need probably the rest as well.

Quiz Time

- Observe the assigned quiz in the site.

