

Compiling C modules

Table of Contents

modules in C	1
macOS	1
Windows	1
helloWorld C source to test a compilation	2
project C source template example	3
gcc compilation of Final Project source files	4
Microsoft cl compilation of Final Project source files.....	5
Windows Security	6

modules in C

C programming projects in industry have more than one source file because it usually takes more than one programmer to complete the job. However, only one of those C source files in an application contains `int main() { }`. Other C source files are known conceptually as modules. A module's source code contains `functions()` which work independently or together with other modules. A "main" program calls those functions.

Source files making up an application are grouped together in a Visual Studio IDE Project or in the same folder/workspace when using Visual Studio Code or other development tools including command line compilation.

A typical C application has `.h` header files, `.c` module files, and a single `main.c` source file which calls functions in the modules.

macOS

- Visual Studio Code or Xcode are good choices for C development.
- The gcc command line compiler is available.

Windows

- Visual Studio IDE is the professional's choice for C development on Windows.
- Visual Studio Code will also work.

Compiling C modules

- Minimalist GNU for Windows project ([MinGW-w64](#)) has a port of the GNU Compiler Collection (gcc) providing "A complete runtime environment for GCC & LLVM for 32 and 64 bit Windows" MinGW-W64 is an up-to-date project that is in active development. The original MinGW.org Project website is defunct as of April 2021.
 - o **To install and use, see <https://winlibs.com/>**
- The gcc compiler is native to the Unix / Linux world. If you are going all hardcore, you can do it in the [Windows Subsystem for Linux](#) (WSL) where gcc is very happy.
 1. Open PowerShell terminal window to install WSL
 - > wsl --install *[installs the recommended Ubuntu distro]*
 2. Start WSL Bash shell in default directory
 - > wsl ~
 3. Update and upgrade WSL (to be safe):
 - # sudo apt-get update && sudo apt-get upgrade -y
 4. Clean unrequired packages:
 - # sudo apt autoremove -y
 5. Install GCC:
 - # sudo apt-get install gcc -y
 6. Check and confirmed installed gcc version:
 - # gcc -version
 - gcc (Ubuntu 9.4.0-1ubuntu1~20.04.2) 9.4.0

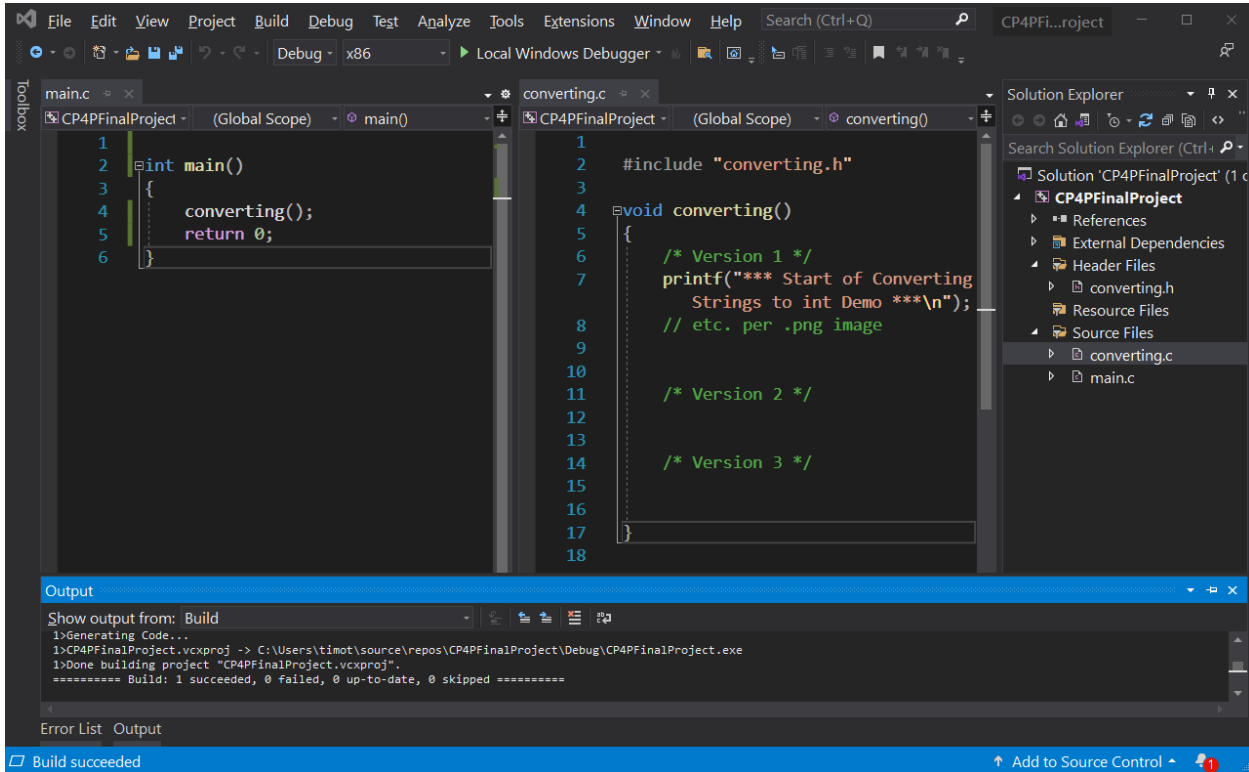
helloWorld C source to test a compilation

```
#define _CRT_SECURE_NO_WARNINGS // add to top before any #include re use of strcpy()
/*
helloWorld : the canonical test of any programming language thanks to K&R.
*/
#include <stdio.h> // Standard Input/Output
int main(void) // mainline – only one in an application
{
    // console output as proof of compiler installation and operation

    // call a function in the standard input/output library.
    printf("Hello, World!\nThis is a compiler test.\n");

    return 0;
}
```

project C source template example

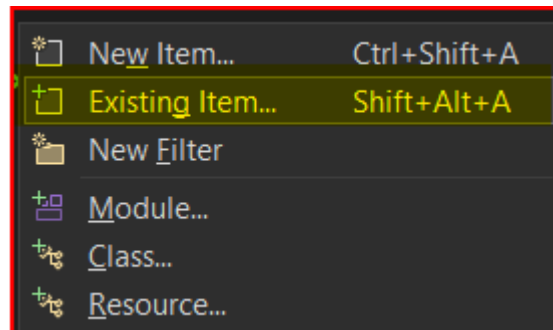
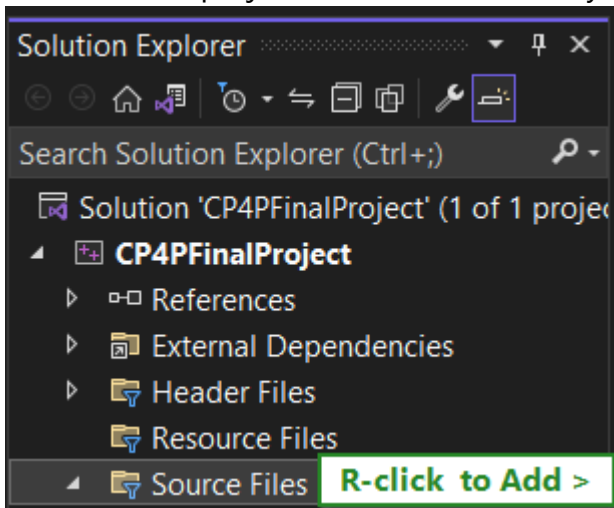


Your project or workspace/folder/directory contains three files:

- `moduleName.h` header file
- `moduleName.c` function file
- `main.c` with `int main() {` which calls the function inside `moduleName.c` }

N.B. Project Leader:

When incorporating modules created by others, those "Existing Item" source files **must be added** to the project with `main.c` else they will not be included in the Build (compile) process.



gcc compilation of Final Project source files

macOS or Linux or WSL

To compile only a module for [unit testing](#) and make it runnable:

```
> gcc -nostartfiles      module.c  -o module
```

e.g. `gcc -nostartfiles converting.c -o converting`

To compile a module for [unit testing](#) with a main() caller:

```
> gcc  moduleName.c  main.c  -o main
```

e.g.

```
> gcc  converting.c  main.c  -o main
```

To compile all modules into a program for [Integration testing](#), specify all the module names:

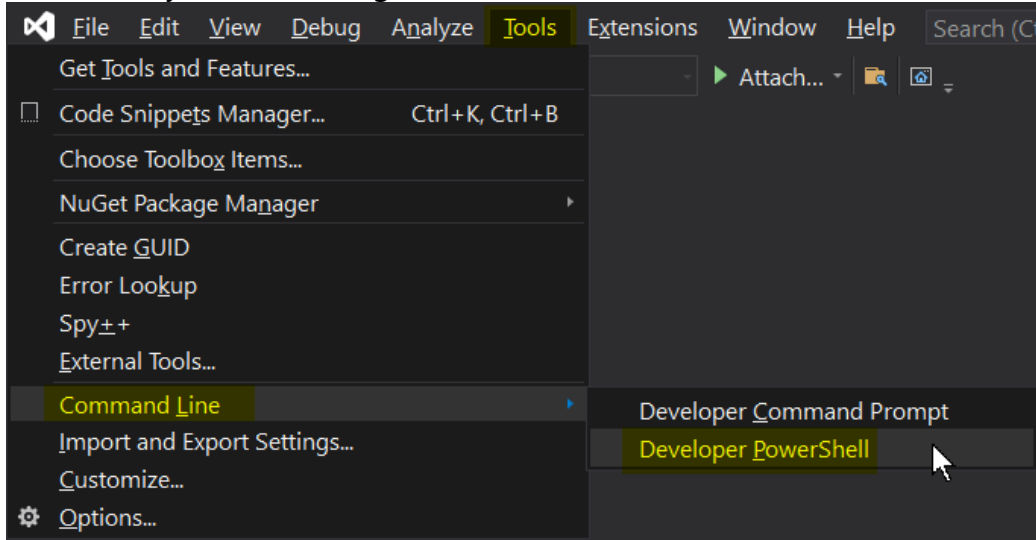
```
gcc moduleA.c moduleB.c moduleC.c moduleD.c main.c -o main
```

e.g.

```
gcc fundamentals.c manipulating.c converting.c tokenizing.c  main.c -o main
```

Microsoft cl compilation of Final Project source files

The **cl** compiler runs only from a Visual Studio developer command prompt. VS-IDE or VS Code > menu > View > Terminal [Ctrl + `] shows the terminal. Alternatively, access through Visual Studio IDE:



```
*****
** Visual Studio 2022 Developer PowerShell v17.3.5
*****
PS C:\Users\me\source\repos\CP4PFinalProject>
```

```
cd "C:\Users\me\Documents\Seneca\CPR101\Final" —> as required
```

```
PS C:\Users\me\ Documents\Seneca\CPR101\Final>
```

```
cl .\moduleName.c .\main.c /link /out:main.exe
```

```
cl .\converting.c .\main.c /link /out:main.exe
```

```
cl .\converting.c ### source requires main() to call function()
```

```
Microsoft (R) C/C++ Optimizing Compiler Version 19.29.30136 for x86
Copyright (C) Microsoft Corporation. All rights reserved.
```

```
converting.c
```

```
main.c
```

```
Generating Code...
```

```
Microsoft (R) Incremental Linker Version 14.29.30136.0
```

```
Copyright (C) Microsoft Corporation. All rights reserved.
```

Compiling C modules

```
/out:converting.exe
/out:main.exe
converting.obj
main.obj
PS C:\Users\timot\source\repos\CP4PFinalProject> .\main.exe
*** Start of Converting Strings to int Demo ***
...
```

Windows Security

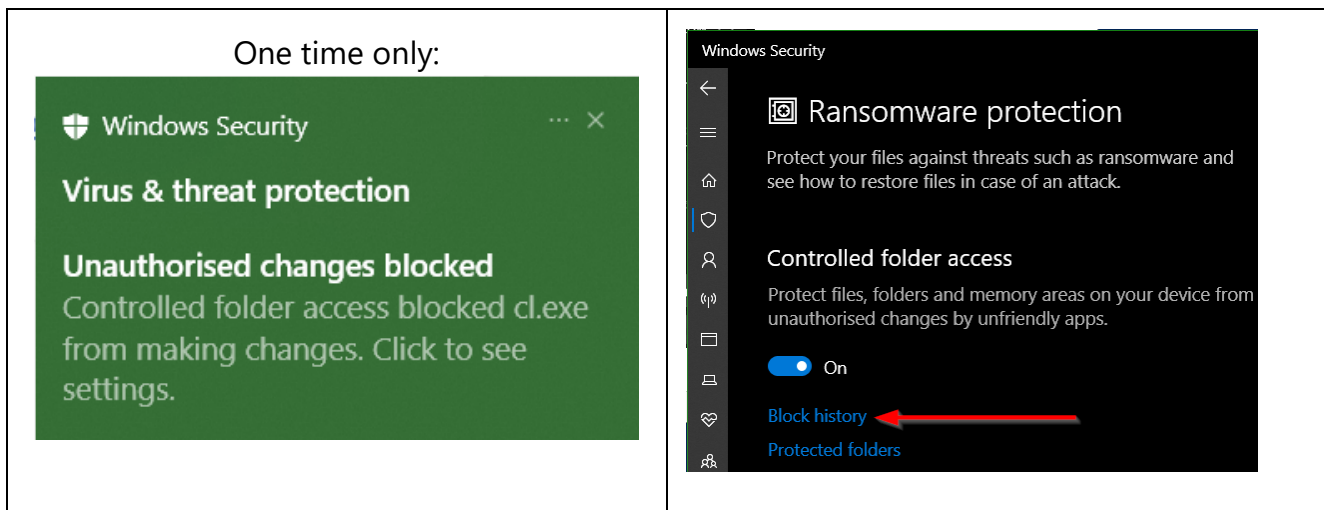
You will likely have to allow the compiler permission to write an .exe to your working folder, especially if you see this message:

```
.../bin/ld.exe: final link failed: No space left on device
```

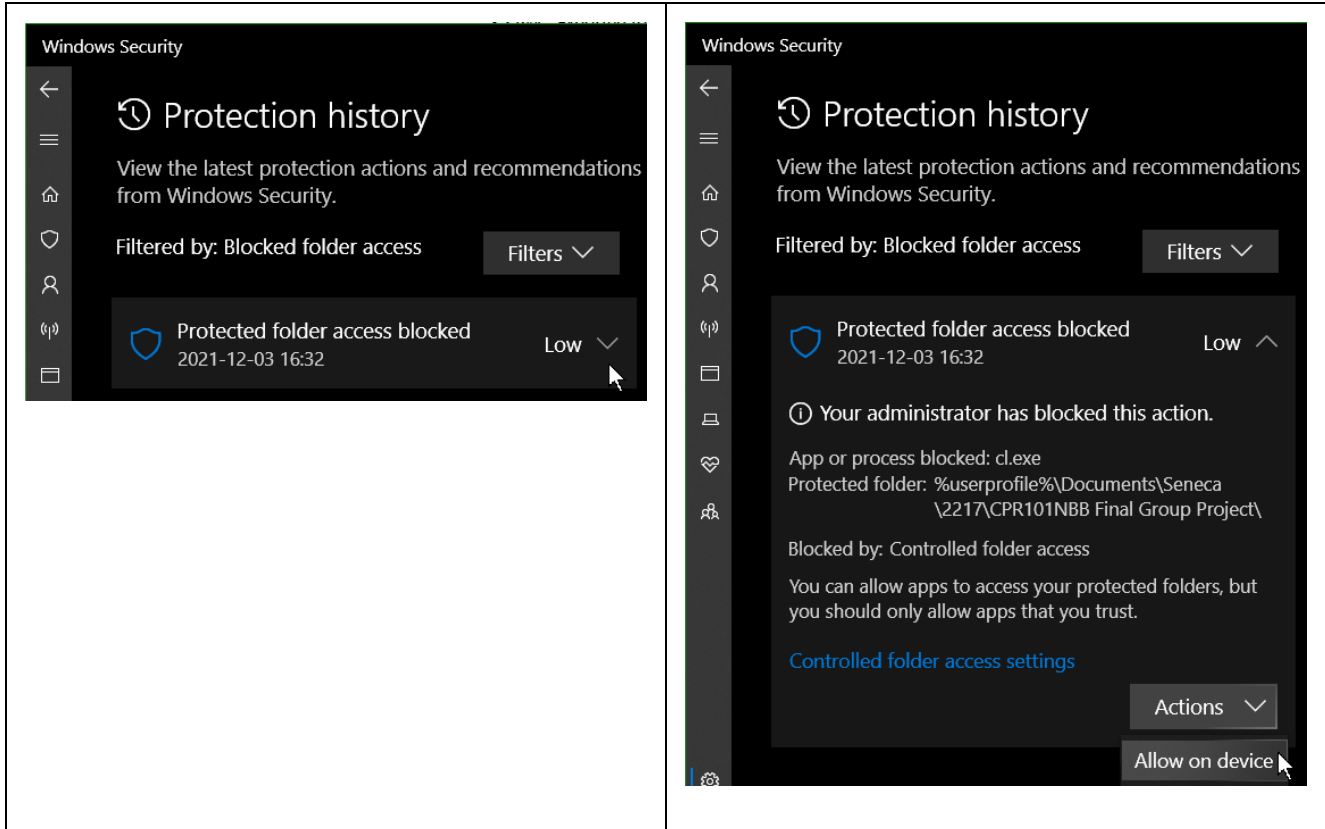
There is "no space" because Windows Defender denied it access. The fix is to...

Windows-key > "Ransomware protection" > Block history > click the latest item > Actions > Allow on device (see screen shots below)

<https://geekthis.net/post/mingw-fix-permission-denied-ld-and-error/>



Compiling C modules



Compiling C modules

PowerShell compilation script

To run a PowerShell script [below] which will make compilation easier, right click the compile.ps1 file and "Run with PowerShell".

The script will prompt to enter the C source path & filename.

Alternatively, open a PowerShell terminal/console in your C files folder, type c and press [TAB] until "compile.ps1" appears, space bar, then the first letter of the source filename and press [TAB] until the desired .c file appears. Press Enter.

Start Notepad and save the following as compile.ps1

```
#PS script to compile and run a C program or module.
    Param (
        [Parameter(Position = 0, Mandatory=$True)]
        [ValidateNotNull()]
        $source_file)

Function EndOfJob()
{
    # restore environment PATH
    Set-Item -Path Env:Path -Value $originalPath
    Read-Host -Prompt "`n> End of program. Press ENTER to continue."
    exit
}

# temporarily add MinGW folder to environment PATH
$originalPath = $Env:Path
Set-Item -Path Env:Path -Value ("C:\Program Files (x86)\mingw-
w64\mingw32\bin;" + $Env:Path )
# the above path may require tweaking for your local PC

if ($source_file -eq "")
{
    Write-Host "*** no source file input ***"
    EndOfJob
}
elseif (-not (Test-Path -Path $source_file))
{
    Write-Host "source file not found: " $source_file
    EndOfJob
}

Write-Host "`nCompile C source file" $source_file
```


Compiling C modules

```
$source_file_name = (Get-Item $source_file ).Basename # file name without
extension

# compile source file as source filename(.exe)

if (Select-String -Path $source_file -Pattern "main(" -SimpleMatch -Quiet)
{
    # source.c contains main()
    gcc $source_file -o $source_file_name
}
else
{
    # -nostartfiles switch allows compilation without main()
    gcc -nostartfiles $source_file -o $source_file_name
}

if ($LastExitCode -ne 0)
{
    echo "See above compilation related error."
}

if (-not (Test-Path -Path ($source_file_name + ".exe")))
{
    Write-Host "Executable not found for " $source_file_name "`nCheck
Security / Protected folder access blocked for 'ld.exe' or 'as.exe`nor a
source code compile error."
    EndOfJob
}

Write-Host "> Running" $source_file_name "`n"
& .\$source_file_name

EndOfJob
```