C Compiling and More!

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Compilers vs Interpreters

Interpreters

- Bash, Python, Ruby
- Interpreter runs and follows the instructions
- The interpreter is generally compiled
- Advantages: advanced languages, lot of features, easy development

Compilers

- ► C/C++, Fortran, Haskell, Rust, (GCC / LLVM)
- Translates one language to another
- Often self compiling (needs bootstrapping)
- > Advantages: fast, deterministic, more static analysis

C compiling steps

cpp C Pre-Processor

- Text based macros (#include, #define)
- cc C Compiler
 - Translates C to Assembly
 - Register allocation
 - Memory layout (structs/unions)
 - Function calling conventions
- as Assembler
 - Translates Assembly to object code
 - Handles labels, addresses, and mnemonics
- ld Linker
 - Combines object files
 - Resolves symbols and relocations

ELF Executable and linking formats (Linux)

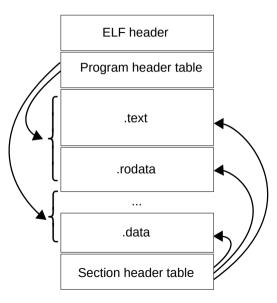
COFF Common Object File Format (Unix)

PE Portable Executable (Windows, EFI)

Mach-O Mach Object (Mac OSX)

There are also DWARFs... "Debugging With Attributed Record Formats"

Executable formats



Dynamic vs static

- Static linking
- Dynamic linking
- Modules
- System calls

C is for CC

Running CC manually

- Compiling manually...
- Works for very small program.
- cc hello.c
- gcc -Wall -o hello hello.c

Scripting

- Why not just write a script for this?
- Dependency tracking, parallel execution.

Make

- Generic dependency tracker.
- Except GNU Make, which has tons of dumb rules.
- Configured with -DOPTION or config.mk

autotools

Overview

- Designed to be "portable".
- Good support for configuration.
- ► Handles all the weird corner cases.
- Nobody likes it but everybody uses it.

Usage

- [./autogen.sh]
- ./configure –help
- make
- make install

kconfig

- Started out in the Linux kernel.
- Even better support for configuration.
- Provides nice menu interfaces.

others

- cmake
- scons
- bazel
- ant
- maven
- ► gradle