

# **ccONS**

**Interactive Console for the C  
Programming Language**

**by Alexei Svitkine**

**Supervised by: Dr. Peter Grogono**

**COMP 490 - Computer Science Project I  
Concordia University - Winter 2009**

# Project Goals

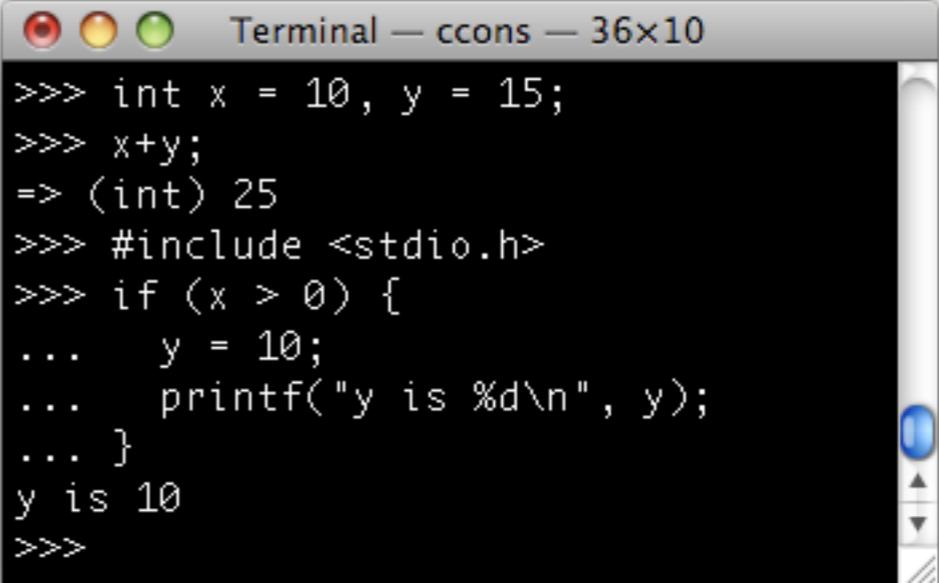
- Goal is to create an interactive console for C
- Let user enter C code interactively, line by line, and execute each line as it is entered
- Similar to interactive consoles that already exist for interpreted languages such as Python and Ruby
- Would allow C programmers to quickly try out code snippets and can serve as a useful tool for learning C

# Libraries

- Built on top of existing Open Source libraries:
  - LLVM - Low Level Virtual Machine
    - <http://llvm.org/>
  - clang - C Language Frontend for LLVM
    - <http://clang.llvm.org/>
  - Editline - Command Line Editor Library
    - <http://www.thrysoee.dk/editline/>

# Features - Basics

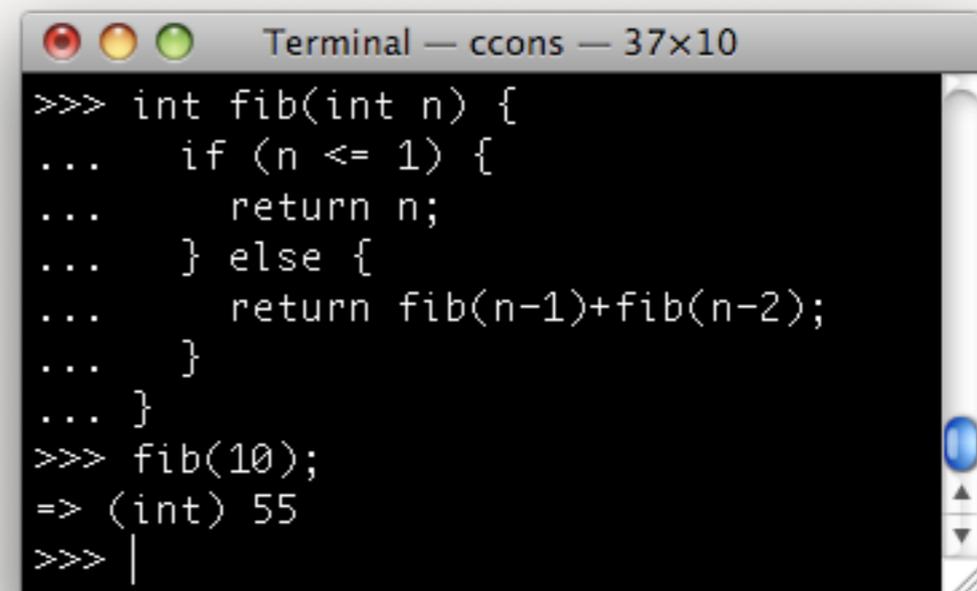
- Input C code, which is compiled and executed line by line
- Expressions are evaluated and the results displayed
- Can `#include` header files and call functions
- Blocks (if statements, loops, etc) are detected and the console goes into multi-line input mode

A terminal window titled "Terminal — ccons — 36x10" with a black background and white text. It shows the following C code being entered line by line: `>>> int x = 10, y = 15;`, `>>> x+y;`, `=> (int) 25`, `>>> #include <stdio.h>`, `>>> if (x > 0) {`, `... y = 10;`, `... printf("y is %d\n", y);`, `... }`. The output `y is 10` is displayed. The prompt `>>>` is shown at the end of the line.

```
>>> int x = 10, y = 15;
>>> x+y;
=> (int) 25
>>> #include <stdio.h>
>>> if (x > 0) {
...   y = 10;
...   printf("y is %d\n", y);
... }
y is 10
>>>
```

# Features - Functions

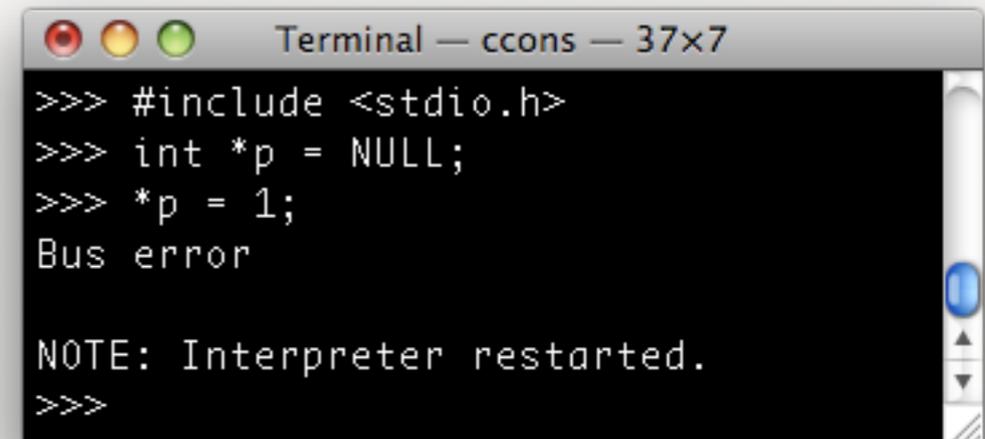
- Support for defining and executing functions
- ccons detects if the input is a function and treats it as a “top-level” element
- Functions can then be called - either directly, or from other functions or blocks



```
Terminal — ccons — 37x10
>>> int fib(int n) {
...   if (n <= 1) {
...     return n;
...   } else {
...     return fib(n-1)+fib(n-2);
...   }
... }
>>> fib(10);
=> (int) 55
>>> |
```

# Features - Multi-Process

- In multi-process mode:
  - “front-end” process reads input from the user
  - sends user input over IPC to “back-end”
  - “back-end” process compiles input and executes it
- If the “back-end” process crashes due to executing bad code, the “front-end” process will restart it

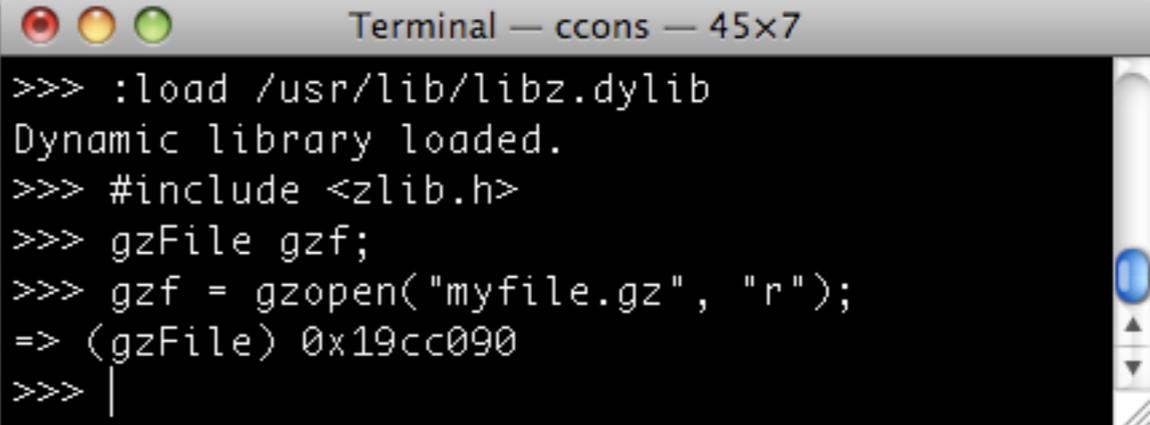


```
Terminal — ccons — 37x7
>>> #include <stdio.h>
>>> int *p = NULL;
>>> *p = 1;
Bus error

NOTE: Interpreter restarted.
>>>
```

# Features - Libraries, Auto-complete, History

- Lets you dynamically load external libraries using `:load` command



```
Terminal — ccons — 45x7
>>> :load /usr/lib/libz.dylib
Dynamic library loaded.
>>> #include <zlib.h>
>>> gzFile gzf;
>>> gzf = gzopen("myfile.gz", "r");
=> (gzFile) 0x19cc090
>>> |
```

- Once loaded, the library's functions can be called
- Provides auto-completion for filesystem paths
- Command history allows you to use UP and DOWN arrows to navigate through your previous input

# Automated Tests

- Automated tests provide assurance that the system is working correctly
- Created with the **expect** UNIX command-line utility
- Tests specify input to ccons and the expected output
- Simulate a user who is entering input into the system

# Open Source

- ccons is Free Software
- Source code is licensed under the MIT License
- Hosted in a Subversion repository on Google Code
  - <http://code.google.com/p/ccons>
- Anyone may download the code, compile it and use the software for any purpose
- Supports Mac OS X and Linux

# Conclusion

- Interactive console that runs C code that is entered
- Uses open source libraries: clang, LLVM, Editline
- Supports line input, block input, defining functions
- Multi-process mode for robust handling of bad code
- Automated tests using UNIX expect utility
- Open source project - supports Mac OS X and Linux