

Code: analysis, bugs, and security
supported by Bitdefender

Linking and loading

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Identifiers in C: scope, lifetime, linkage

Scope of identifiers: where is identifier *visible* ?

block scope: from declaration to end of enclosing }

file scope: if declared outside any block

also: *function prototype* scope (ID in function header)

function scope (*goto* labels: can't jump out)

if redeclared, *outer* scope *hidden* while *inner* scope in effect

Linkage: how do same names in different scopes/files link ?

do they refer to the same object ?

external: same in all *translation units* (files) making up program
default for functions and file scope identifiers;
explicit with *extern* declaration

internal: same within one translation unit; if declared *static*

none: each declaration denotes distinct object (for block scope)

Linkage and static

Identifiers declared with `static` keyword have *internal linkage*
(are not linked to objects with same name in other files)

Storage duration if declared `static` is lifetime of program.

`static` in function: local scope but preserves value between calls
initialization done only once, at start of lifetime

```
#include <stdio.h>
int counter(void) {
    static int cnt = 0;
    return cnt++;
}
int main(void) {
    printf("counter is %d\n", counter()); // 0
    printf("counter is %d\n", counter()); // 1
    return 0;
}
```

Storage duration of objects (variables)

automatic, for variables declared with block scope
lifetime: from block entry to exit; re-initialized every time

static: lifetime is program execution; initialized once

allocated: with `malloc`

thread: for `_Thread_local` objects (since C11)

Declarations and definitions

An identifier can be *declared* multiple times, only *defined once*

A declaration with initializer is a definition.

A file scope declaration with no initializer and no storage class specifier or with **static** is a *tentative definition*

several tentative definitions for same object must match
become definition by end of translation unit

How to use in practice

functions: define in one file, declare in all others

variables: define in one file, declare **extern** in all others

Can put declarations in a *header file*, and include where needed