



# C/C++ Linux Development with Eclipse

FSOSS 2011

Andrew Overholt  
Red Hat



# Development

- Editing
- Building
- Debugging
- Issue tracking
- Profiling



C/C++ - vigenere\_cipher/src/alphabet.cpp - Eclipse Platform

File Edit Source Refactor Navigate Search Project Run Window Help

Project Explorer

- exponent
- factorial
- massif
- mathexe\_solution
- mathlib\_solution
- memcheck
- mylib
- myproj
- org.eclipse.linuxtools.cdt.a
- rpm
- simpleMassifTest
- simpleMemcheckTest
- test
- test\_systemtap
- threads
- vigenere\_cipher
  - Binaries
  - Includes
  - src
    - alphabet.cpp
    - alphabet.h
    - vigenere\_cipher.cpp

```
alphabet.cpp
letters = (char*) malloc(26* sizeof(char)); //malloc an array c
for (int i = shift; i < shift + 26; i++) {
    int pos = i % 26;
    letters[i - shift] = toCopy[pos];
}

char alphabet::getChar(int loc) {
    if (loc < 26)
        return letters[loc];
    return -1;
}

char alphabet::getCol(int target) {
    int i = 0;
    for (i = 0; i < 26; i++) {
        if (letters[i] == target) {
            break;
        }
    }
    return i + 97;
}
```

Outline

- iostream
- stdlib.h
- std
- alphabet.h
- alphabet::alphabet()
- alphabet::getChar(i)
- alphabet::getCol(in)
- alphabet::clear() : v

Problems Tasks Console Properties

C-Build [vigenere\_cipher]

```
**** Build of configuration Debug for project vigenere_cipher ****
make all
make: Nothing to be done for `all'.
```

# Edit :: Code Completion

```
int main(void) {  
    int i = str  
    return 0;  
}
```

- **strcasemp** (const char \*s1, const char \*s2) int
- strcasestr (const char \*haystack, const char \*needle) ch
- strcat (char \*restrict to, const char \*restrict from) char \*
- strchr (const char \*string, int c) char \*
- strchmul (const char \*string, int c) char \*
- strcmp (const char \*s1, const char \*s2) int
- strcoll (const char \*s1, const char \*s2) int

This function is like strcmp, except that differences are ignored. How uppercase and lowercase characters related is determined by the currently selected locale. In the standard "C" locale the characters "A" and "a" do not match, but in a locale which regards these characters as part of the alphabet they do match.

strcasemp is derived from BSD.

**Ctrl-  
<Spacebar>**

# Edit :: Code Completion :: Libraries

```
int main(void) {
```

```
    int i = 0;
```

```
    for (i = 0; i < 4; ++i) {
```

```
        mall
```

```
    }
```

```
    return 0;
```

```
}
```

- mallinfo (void) struct mallinfo
- malloc (size\_t size) void \*
- mallopt (int param, int value) int
- malloc(size\_t \_\_size) : void \*

This function returns a pointer to a newly allocated block size bytes long, or a null pointer if the block could not be allocated.

# Edit :: Function documentation

```
#include <stdio.h>
```

```
int main(void) {
```

```
    int i = 0;
```

```
    for (i = 0; i < 4; ++i) {
```

```
        printf("i = %d\n", i);
```

```
    }
```

```
    return 0;
```

```
}
```

**Name:** printf

**Prototype:** int printf (const char \*template, ...)

**Description:**

The printf function prints the optional arguments under the control of the template string template to the stream stdout. It returns the number of characters printed, or a negative value if there was an output error.

**Header files:**

stdio.h

Press 'F2' for focus

# Edit :: Add #include

<pre>#include &lt;stdio.h&gt; int main(void) {     int i = strlen("abc");     return 0; }</pre>	<ul style="list-style-type: none"><li>Copy Ctrl+C</li><li>Paste Ctrl+V</li><li>Quick Fix Ctrl+I</li><li>Source Shift+Alt+S &gt;</li><li>Surround With Shift+Alt+Z &gt;</li><li>Refactor &gt;</li><li>Declarations &gt;</li><li>References &gt;</li><li>Search Text &gt;</li><li>Run As &gt;</li><li>Debug As &gt;</li></ul>	<ul style="list-style-type: none"><li>Toggle Comment Ctrl+/ Add Block Comment Shift+Ctrl+/ Remove Block Comment Shift+Ctrl+\</li><li>Shift Right Shift Left Shift+Tab Correct Indentation Ctrl+I Format Shift+Ctrl+F</li><li>Add Include Shift+Ctrl+N</li></ul>
---	---	---

```
#include <stdio.h>
#include <string.h>

int main(void) {
    int i = strlen("abc");
    return 0;
}
```



# Edit :: Refactoring :: Extract Function

```
int main(void) {  
    int i = 2;  
    int square = i*i;  
    printf("square(%d) :  
    return EXIT_SUCCESS  
}
```

Source	Shift+Alt+S >	
Surround With	Shift+Alt+Z >	
<b>Refactor</b>	>	Rename... Shift+Alt+R
Declarations	>	Extract Constant... Alt+C
References	>	Extract Local Variable... Shift+Alt+L
Search Text	>	<b>Extract Function... Shift+Alt+M</b>
Run As	>	Hide Method...

**Function Name**

Function name:

virtual

Return value:

Type	Name	Call by Refere	const	Return
int	i	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="radio"/>

No return-value (void)

Replace all occurrences of statements with method.



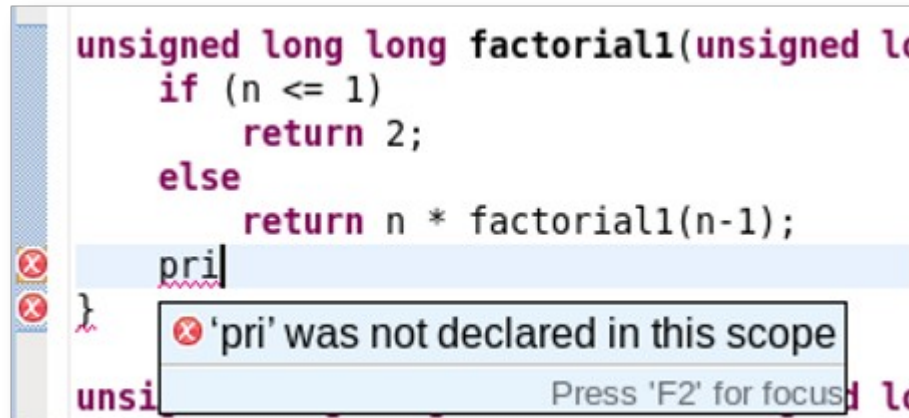


# Edit :: Refactoring :: Extract Function

```
int main(void) {  
    int i = 2;  
    int square = i*i;  
    printf("square(%d) = %d\n", i, square);  
    return EXIT_SUCCESS;  
}
```

```
int square(int *i)  
{  
    int square = i * i;  
    return square;  
}  
  
int main(void) {  
    int i = 2;  
    int square = square(i);  
    printf("square(%d) = %d\n", i, square);  
    return EXIT_SUCCESS;  
}
```

# Edit :: Error Highlighting



```
unsigned long long factorial1(unsigned long long n)
{
    if (n <= 1)
        return 2;
    else
        return n * factorial1(n-1);
}
pri
}
unsi
```

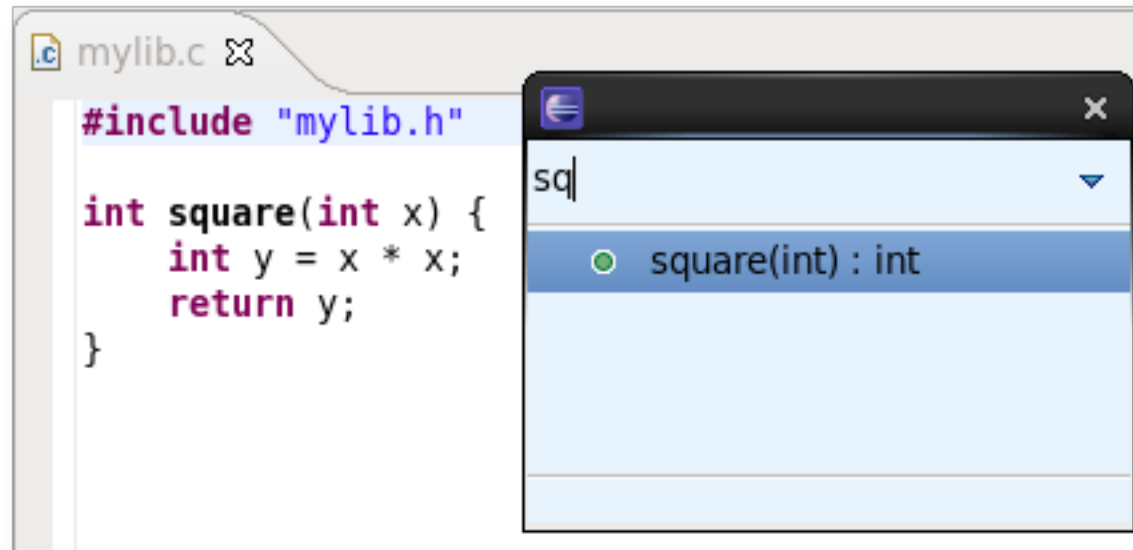
The screenshot shows a code editor window with a C++ function `factorial1`. The variable `pri` is used in the code but has not been declared. A red squiggly line under `pri` indicates an error. A tooltip box is open over the error, displaying the message: `'pri' was not declared in this scope`. The tooltip also includes a small red 'x' icon and the text "Press 'F2' for focus".

# Edit :: Static Analysis :: C/C++

```
int main(void) {
    int a = 3;
    if (a = 2) {
        if (a || a + 2 && a + 3)
            return;
    }
    puts("!!!Hello World!!!");
    return EXIT_SUCCESS;
}
```

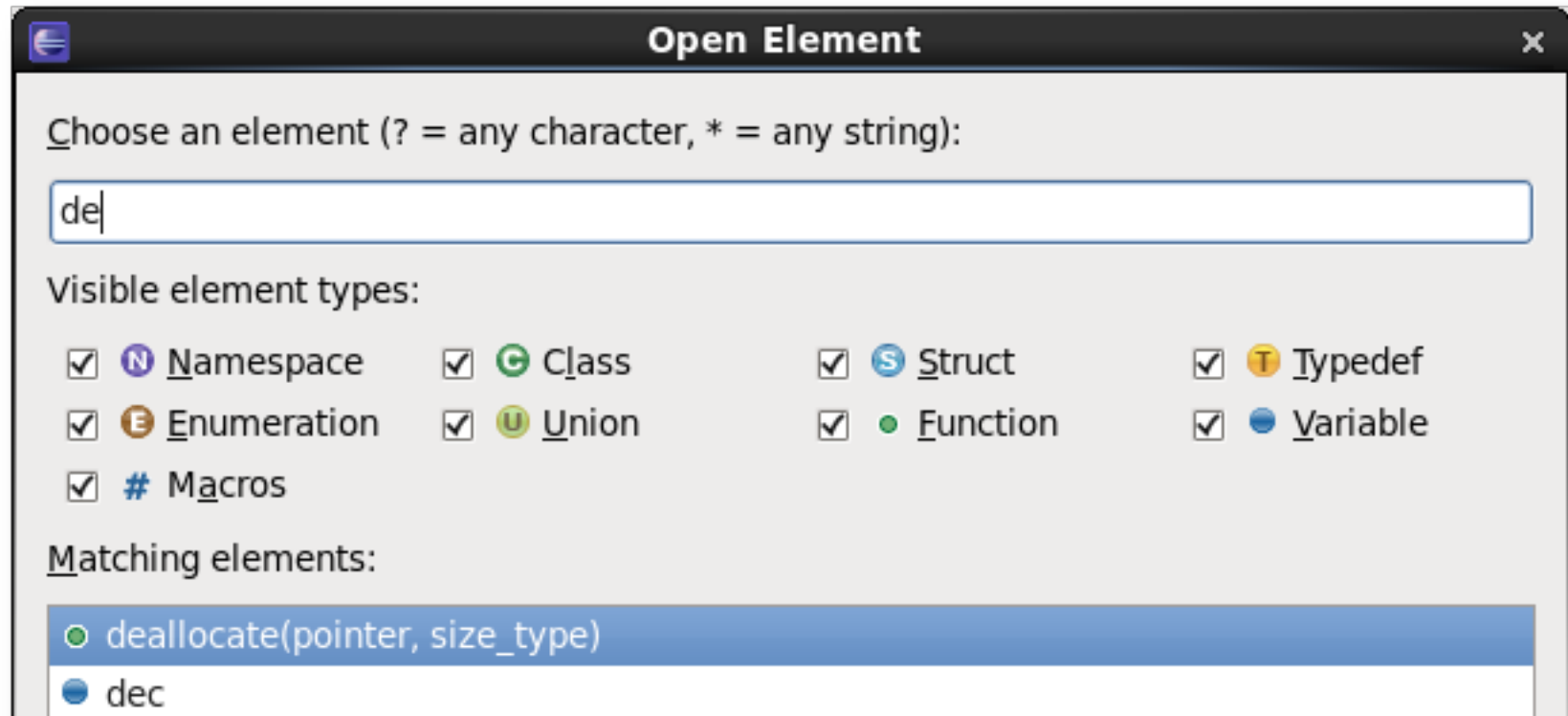
⚠ Suggested parenthesis around expression 'a + 2 && a + 3'

# Edit :: Outline



**Ctrl-o – Quick Outline  
(C/C++)**

# Edit :: Navigation



## Ctrl-Shift-t – Open Element



# Compile :: Building

- gcc
- C/C++: GNU Autotools, make



# Compile :: Build System :: GNU Autotools

The screenshot shows an IDE window titled `*configure.ac`. The main editor contains the following code:

```
dn! Process this file with autoconf to produce a configure scrip

AC_PREREQ(2.59)
AC_INIT(AutotoolsProject, 1.0)

AC_CANONICAL_SYSTEM
AM_INIT_AUTOMAKE()

PKG_CHECK_MODULES("gtk+-2.0", "glib-2.0", )

AC
```

An outline pane on the right lists various macros with expandable/collapsible icons:

- AC\_PREREQ
- AC\_INIT
- AC\_CANONICAL\_SYSTEM
- AM\_INIT\_AUTOMAKE
- PKG\_CHECK\_MODULES
- AC\_ARG\_VAR
- AC\_ARG\_ENABLE
- AC\_ARG\_PROGRAM
- AC\_ARG\_WITH

A dropdown menu is open below the `AC` cursor, listing the following macros:

- AC\_AIX
- AC\_ALLOCA
- AC\_ARG\_ARRAY
- AC\_ARG\_ENABLE
- AC\_ARG\_PROGRAM
- AC\_ARG\_VAR (highlighted)
- AC\_ARG\_WITH

The `AC_ARG_VAR` macro details are shown in a tooltip:

**Macro:** AC\_ARG\_VAR (variable, ...)

**Synopsis:** Declare variable is a ... include its description in the var ... help.

Being precious means that

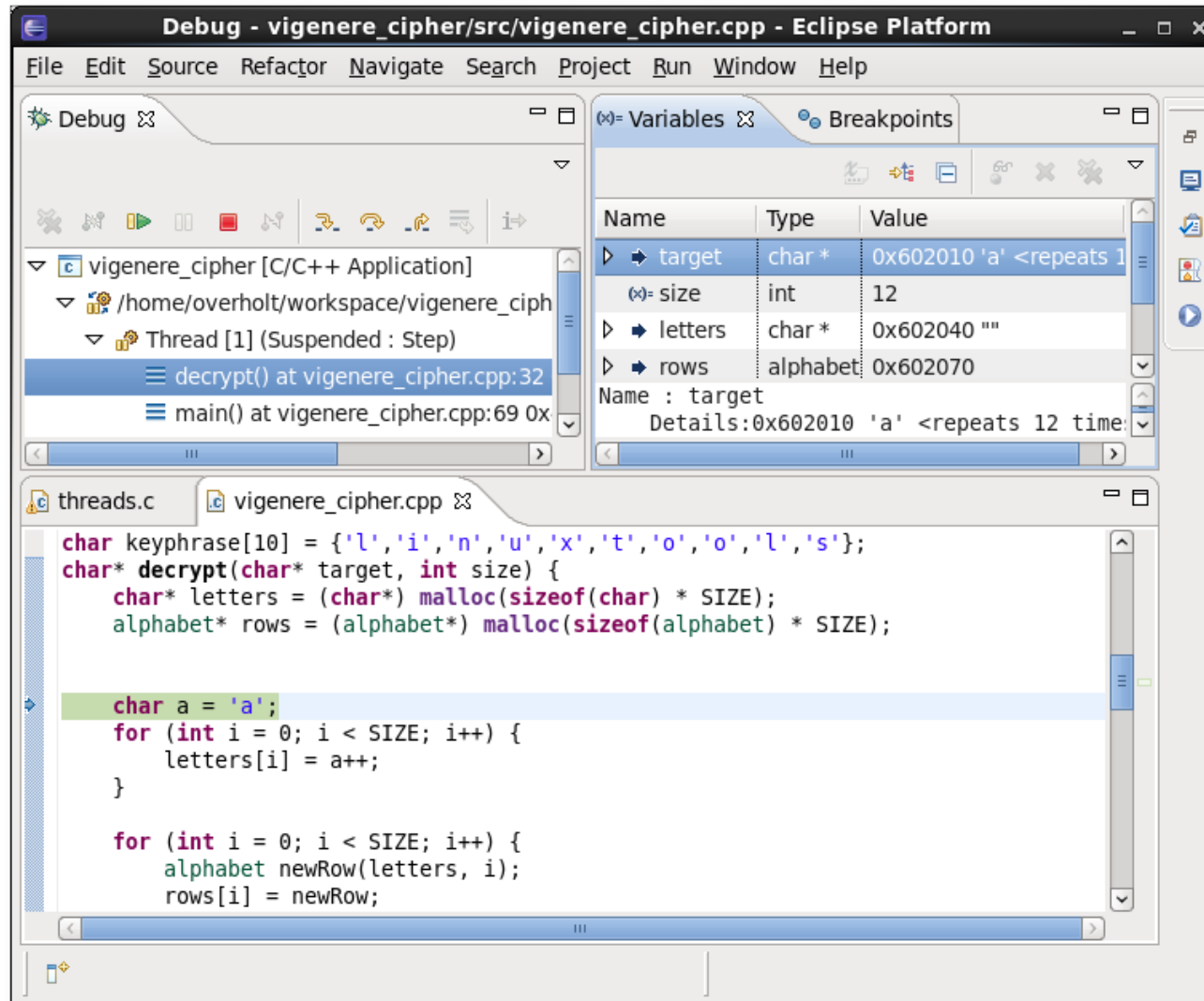
- variable is substituted via AC
- The value of variable when c

# Compile :: Build System :: Future

- Potential future features:
  - install dependencies listed in pkg-config information (configure.ac) and build logs
  - management of changes required in multiple files (ex. configure.ac and Makefile.am)



# Debug :: C/C++



Debug - vigenere\_cipher/src/vigenere\_cipher.cpp - Eclipse Platform

File Edit Source Refactor Navigate Search Project Run Window Help

Debug

vigenere\_cipher [C/C++ Application]

/home/overholt/workspace/vigenere\_cipher

Thread [1] (Suspended : Step)

decrypt() at vigenere\_cipher.cpp:32

main() at vigenere\_cipher.cpp:69 0x

Variables

Name	Type	Value
target	char *	0x602010 'a' <repeats 1
size	int	12
letters	char *	0x602040 ""
rows	alphabet	0x602070

Name : target  
Details:0x602010 'a' <repeats 12 time

threads.c vigenere\_cipher.cpp

```
char keyphrase[10] = {'l','i','n','u','x','t','o','o','l','s'};
char* decrypt(char* target, int size) {
    char* letters = (char*) malloc(sizeof(char) * SIZE);
    alphabet* rows = (alphabet*) malloc(sizeof(alphabet) * SIZE);

    char a = 'a';
    for (int i = 0; i < SIZE; i++) {
        letters[i] = a++;
    }

    for (int i = 0; i < SIZE; i++) {
        alphabet newRow(letters, i);
        rows[i] = newRow;
    }
}
```

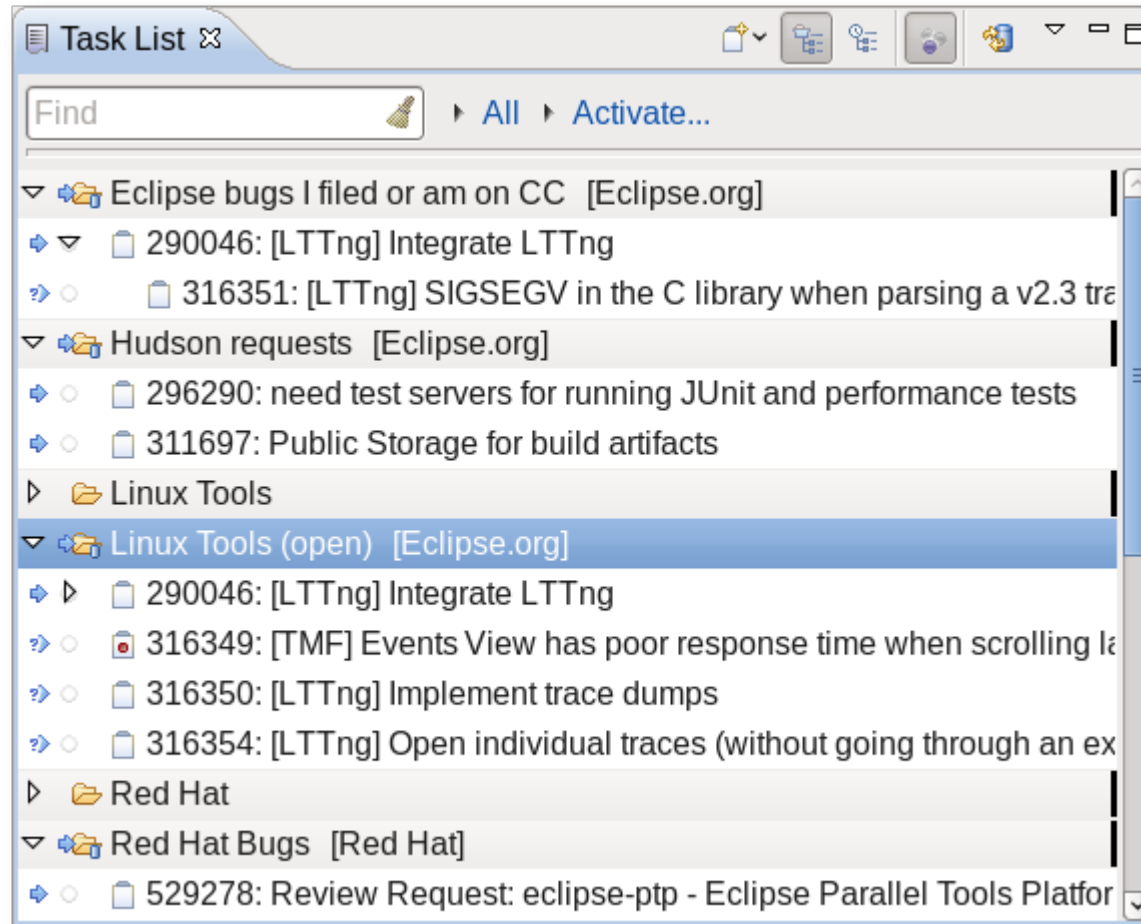


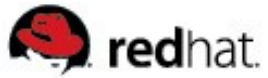
# Debug :: Multi-threaded C/C++ Debugging

The screenshot displays a debugger interface with three main panels:

- Thread List:** Shows three threads. Thread [2] 12825 is suspended at a breakpoint in the `thread2()` function at `threads.c:23`. Other threads are also suspended at breakpoints.
- Source Code:** The `threads.c` file is open, showing the `thread2` function. A breakpoint is set at the `printf` statement: `printf("Thread 2: %d\n", count2);`
- Variables:** The `Variables` window shows the current state of variables: `count2` (type `int`) and `d` (type `void *`).

# Issue Tracking :: Mylyn





# Issue Tracking :: Mylyn

315976: NPE pressing Ctrl-Alt-p on an RPM project

**Bug 315976** Eclipse.org Submit

NPE pressing Ctrl-Alt-p on an RPM project

Status: RESOLVED FIXED Opened: 7-Jun-2010 Modified: 9-Jun-2010 10:22 AM

Attributes Linux Tools / ChangeLog

Private

Attachments (1)

Name	Description	Size	Creator	Created
Patch	Patch to fix RPM Pre	13 bytes	liohnstn@red	7-Jun-2010 6:17 PM

Attach... Attach Screenshot...

Description

If I press Ctrl-Alt-p on an RPM project that's checked out, I get the following stack trace in my console log:

```
java.lang.NullPointerException
    at org.eclipse.linuxtools.rpm.ui.editor.action.PrepareChangeLogAction.prepareChangeLog(PrepareChangeLogAction.java:474)
    at org.eclipse.linuxtools.changelog.core.actions.PrepareChangeLogAction.prepareChangeLog(PrepareChangeLogAction.java:389)
    at org.eclipse.linuxtools.changelog.core.actions.PrepareChangeLogAction.access$0(PrepareChangeLogAction.java:269)
    at org.eclipse.linuxtools.changelog.core.actions.PrepareChangeLogAction$1.run(PrepareChangeLogAction.java:145)
    at org.eclipse.jface.operation.ModalContext.runInCurrentThread(ModalContext.java:464)
```

Context Bugzilla



# Issue Tracking

- Rich editor in Eclipse
- Auto-synchronization and local caching
- Works with Bugzilla, Trac and other issue tracking systems



# Issue Tracking :: Integration With Editors

```
PrepareChangeLogAction.java ✕  
  
extensionManager.getFormatterContributor(clw.getEntryFilePath(),  
    pref_Formatter);  
IConfigurationElement formatterConfigElement = extensionManager  
.getFormatterConfigElement();  
  
if (formatterConfigElement.getAttribute("inFile").toLowerCase().equals  
    "true")) { //$NON-NLS-1$  
    try {  
        // Fix for bug #315976  
        changelog = openEditor((IFile)pf.getResource());  
        clw.setFormatter(extensionManager.getFormatterContributor(  
            clw.getEntryFilePath(), pref_Formatter));  
    } catch (Exception e) {  
        // do nothing changelog will be null  
    }  
} else {  
    // external changelog
```

**Ctrl-click on “bug #315976”  
opens that bug**



# Profile :: CPU Usage

The screenshot displays a development environment with three main components:

- Code Editor (factorial.c):** Shows the implementation of two factorial functions. The `factorial1` function uses a recursive approach with a base case for `n <= 1`. The `factorial2` function uses an iterative loop. The line `if (n <= 1)` in `factorial1` is highlighted in blue.
- Outline:** A sidebar on the right showing the project structure with expandable nodes for `factorial1`, `factorial2`, and `main`.
- OProfile:** A window at the bottom showing the CPU usage profile. It indicates that 100.00% of the CPU time is spent in the `factorial` binary, with 69.52% of that time spent in the `factorial1` function. The most time-consuming lines are:
  - 21.00% on line 20
  - 19.65% on line 24
  - 17.60% on line 23
  - 11.24% on line 19



# Profile :: Memory Errors :: Valgrind

```
memcheck.c
#include <stdlib.h>
#include <stdio.h>

#define SIZE 10
int main() {
    // free is not called
    char *waste = (char *)malloc(sizeof(char) * SIZE);

    // uninitialized pointer
    int *a;
    printf("%d\n", *a);

    // write past end of array
    waste[SIZE] = 0;

    return 0;
}
```

Valgrind

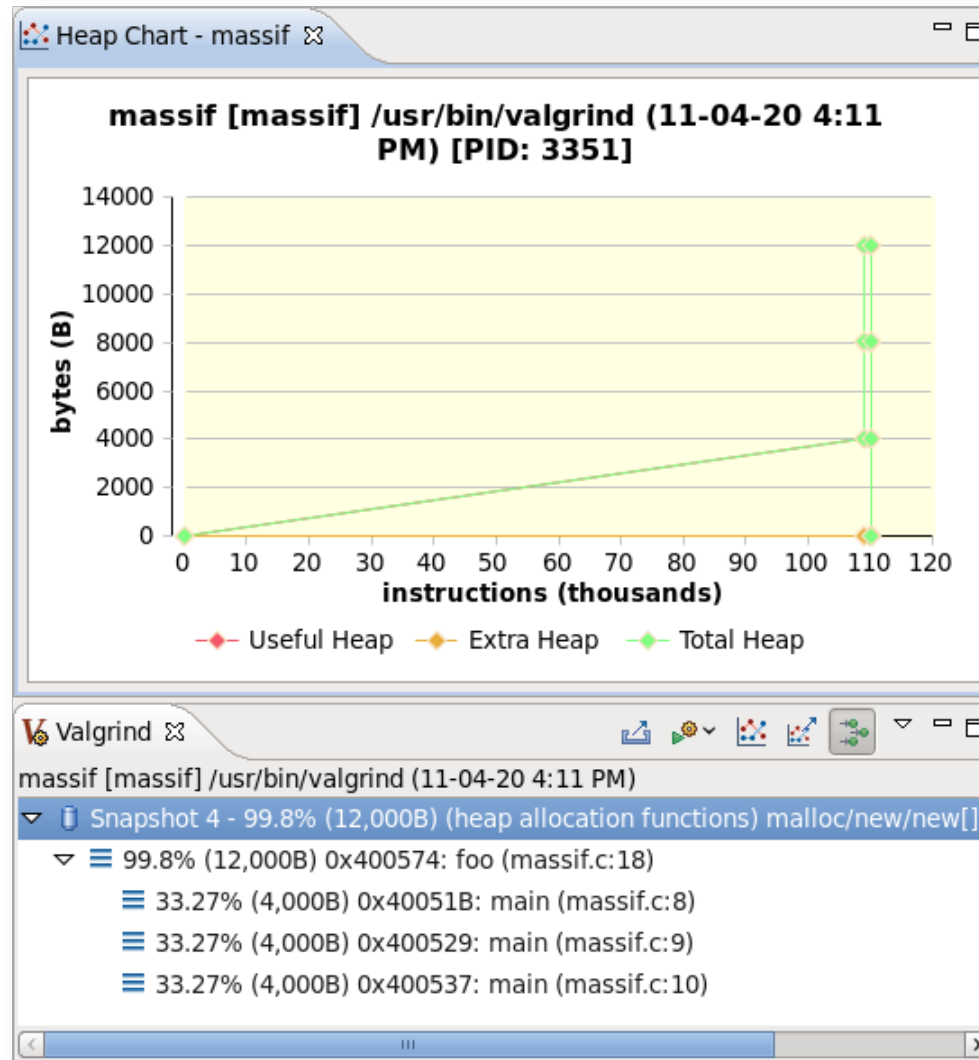
memcheck [memcheck] /usr/bin/valgrind (11-04-20 4:15 PM)

- Use of uninitialised value of size 8 [PID: 3422]
  - at 0x40051E: main (memcheck.c:11)
- Invalid read of size 4 [PID: 3422]
- Process terminating with default action of signal 11 (SIGSEGV) [PID: 3422]





# Profile :: Heap Memory :: Valgrind





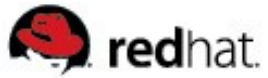
# Future

- perf contribution from IBM
- Plans: remote, VM integration somehow?,  
<your ideas here>



# Join us

- We welcome contributors of all forms!
  - Plug-in testers
  - Plug-in developers
  - Web designers
  - Documentation authors
  - Graphic designers
  - Commercial adopters



# Contact Information

- Eclipse
  - <http://www.eclipse.org>
- CDT
  - <http://www.eclipse.org/cdt>
- Mylyn
  - <http://www.eclipse.org/mylyn>
- Linux Tools Project
  - <http://www.eclipse.org/linuxtools>