

Modular Programming in C

Course: Introduction to Programming and Data Structures

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Modular Programming

What is Modular Programming?

- Technique of dividing a program into smaller, manageable parts called modules.
- Each module performs a specific task and can be developed, tested, and debugged independently.
- Enhances readability, maintainability, and reusability of code.

Advantages of Modular Programming

- **Separation of Concerns:** Each module handles a specific part of the functionality.
- **Code Reusability:** Modules can be reused in different programs.
- **Improved Maintainability:** Changes to one module can be made independently.
- **Parallel Development:** Multiple developers can work on different modules simultaneously.

Structure of a C Program in Modular Approach

- **Header Files:** Contain function declarations and macros (e.g., '.h' files).
- **Source Files:** Contain function definitions (e.g., '.c' files).
- **Main File:** Orchestrates the program by calling various modules.
- **Compilation:** Each module can be compiled separately and linked later.

Example of a Modular C Program

- Example of a header file: 'mathutils.h'

```
1  #ifndef MATHUTILS_H
2  #define MATHUTILS_H
3
4  int add(int, int);
5  int subtract(int, int);
6
7  #endif
```

Example of Implementation File: mathutils.c

```
1  #include "mathutils.h"
2
3  int add(int a, int b) {
4      return a + b;
5  }
6
7  int subtract(int a, int b) {
8      return a - b;
9  }
```


Main Program Using Modular Components

```
1  #include <stdio.h>
2  #include "mathutils.h"
3
4  int main() {
5      int result = add(10, 5);
6      printf("Result: %d\n", result);
7      return 0;
8  }
```

What is Project Management?

- Organizing and managing resources (code, documentation, tools) to develop software efficiently.
- Involves managing timelines, code versions, testing, and debugging.
- Use of tools like Makefiles, version control (Git), and continuous integration systems.

Using Makefiles

- Automate the build process.
- Define rules for compiling and linking different modules.

```
1      # Example Makefile
2
3      all: main
4
5      main: main.o mathutils.o
6      gcc -o main main.o mathutils.o
7
8      main.o: main.c mathutils.h
9      gcc -c main.c
10
11     mathutils.o: mathutils.c mathutils.h
12     gcc -c mathutils.c
13
14     clean:
15     rm -f *.o main
```

What are Header Guards?

- Header guards prevent multiple inclusion of the same header file.
- This avoids issues like redefinition errors.
- Uses preprocessor directives `#ifndef`, `#define`, and `#endif`.

Example of Header Guards

■ Modified Header Guard Example:

```
1 #ifndef MY\_LIBRARY\_H
2 #define MY\_LIBRARY\_H
3
4 // Declarations or definitions go here.
5
6 #endif /* MY\_LIBRARY\_H */
```

- `#ifndef`: Checks if `MY_LIBRARY_H` is not defined.
- `#define`: Defines the macro if it's not already defined.
- `#endif`: Ends the conditional inclusion.

Why Use Header Guards?

- Prevents multiple definition errors.
- Ensures each header file is included only once in a compilation unit.
- Improves compilation efficiency and avoids subtle bugs.

Version Control with Git

- Git helps in tracking changes and collaborating on code with multiple developers.
- Features:
 - **Commit:** Save changes with a description.
 - **Branching:** Work on multiple features simultaneously.
 - **Merging:** Combine changes from different branches.



THANK YOU

FOR YOUR ATTENTION

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