Reference slides

You ARE responsible for the material on these slides (they’re just taken from the reading anyway). These were the slides that generated the fewest questions in years past (i.e., those you could just read and fully understand.)

C Strings

• A string in C is just an array of characters.
  ```c
  char string[] = "abc";
  ```

• How do you tell how long a string is?
  • Last character is followed by a 0 byte (null terminator)
  ```c
  int strlen(char s[])
  {
    int n = 0;
    while (s[n] != 0) n++;
    return n;
  }
  ```

C String Standard Functions

• int strlen(char *string);
  • compute the length of string

• int strcmp(char *str1, char *str2);
  • return 0 if str1 and str2 are identical (how is this different from str1 == str2?)

• char *strcpy(char *dst, char *src);
  • copy the contents of string src to the memory at dst. The caller must ensure that dst has enough memory to hold the data to be copied.

Administrivia

• Read K&R 6 by the next lecture

• There is a language called D!
  - www.digitalmars.com/d/

• Homework expectations
  - Readers don’t have time to fix your programs which have to run on lab machines.
  - Code that doesn’t compile or fails all of the autograder tests ⇒ 0

Pointers & Allocation (1/2)

• After declaring a pointer:
  ```c
  int *ptr;
  ```

  ptr doesn’t actually point to anything yet (it actually points somewhere - but don’t know where!). We can either:
  • make it point to something that already exists, or
  • allocate room in memory for something new that it will point to... (next time)

Pointers & Allocation (2/2)

• Pointing to something that already exists:
  ```c
  int *ptr, var1, var2;
  var1 = 5;
  ptr = &var1;
  var2 = *ptr;
  ```

  var1 and var2 have room implicitly allocated for them.
Arrays (one elt past array must be valid)

- Array size n; want to access from 0 to n-1, but test for exit by comparing to address one element past the array

```c
int ar[10], *p, *q, sum = 0;
...
p = &ar[0]; q = &ar[10];
while (p != q)
    /* sum = sum + *p; p = p + 1; */
    sum += *p++;
```

- C defines that one element past end of array must be a valid address, i.e., not cause an bus error or address error

Pointer Arithmetic

- So what’s valid pointer arithmetic?
  - Add an integer to a pointer.
  - Subtract 2 pointers (in the same array).
  - Compare pointers (<, <=, ==, !=, >, >=)
  - Compare pointer to NULL (indicates that the pointer points to nothing).

- Everything else is illegal since it makes no sense:
  - adding two pointers
  - multiplying pointers
  - subtract pointer from integer

Pointer Arithmetic to Copy memory

- We can use pointer arithmetic to “walk” through memory:

```c
void copy(int *from, int *to, int n) {
    int i;
    for (i=0; i<n; i++) {
        *to++ = *from++;
    }
}
```

- Note we had to pass size (n) to copy

Pointer Arithmetic (1/2)

- Since a pointer is just a mem address, we can add to it to traverse an array.

```c
*p++ vs (*p)++
```

```c
x = *p++    ⇒ x = *p ; p = p + 1;
x = (*p)++    ⇒ x = *p ; *p = *p + 1;
```

- What if we have an array of large structs (objects)?
  - C takes care of it: In reality, p+1 doesn’t add 1 to the memory address, it adds the size of the array element.

Pointer Arithmetic (2/2)

- C knows the size of the thing a pointer points to – every addition or subtraction moves that many bytes.
  - 1 byte for a char, 4 bytes for an int, etc.

- So the following are equivalent:

```c
int get(int array[], int n) {
    return (array[n]);
    // OR...
    return *(array + n);
}
```

- Lesson?
  - Using anything but the standard *p++, (*p)++ causes more problems than it solves!
Arrays vs. Pointers

• An array name is a read-only pointer to the 0th element of the array.

• An array parameter can be declared as an array or a pointer; an array argument can be passed as a pointer.

```c
int strlen(char s[]) int strlen(char *s) {
    int n = 0;
    while (s[n] != 0) n++;
    return n;
}
```

Could be written:
```
while (s[n])
```

Segmentation Fault vs Bus Error?

• http://www.hyperdictionary.com/

• Bus Error
  - A fatal failure in the execution of a machine language instruction resulting from the processor detecting an anomalous condition on its bus. Such conditions include invalid address alignment (accessing a multi-byte number at an odd address), accessing a physical address that does not correspond to any device, or some other device-specific hardware error. A bus error triggers a processor-level exception which Unix translates into a “SIGBUS” signal which, if not caught, will terminate the current process.

• Segmentation Fault
  - An error in which a running Unix program attempts to access memory not allocated to it and terminates with a segmentation violation error and usually a core dump.

C Pointer Dangers

• Unlike Java, C lets you cast a value of any type to any other type without performing any checking.

```c
int x = 1000;
int *p = x; /* invalid */
int *q = (int *) x; /* valid */
```

• The first pointer declaration is invalid since the types do not match.

• The second declaration is valid C but is almost certainly wrong

- Is it ever correct?

C Strings Headaches

• One common mistake is to forget to allocate an extra byte for the null terminator.

• More generally, C requires the programmer to manage memory manually (unlike Java or C++).
  - When creating a long string by concatenating several smaller strings, the programmer must insure there is enough space to store the full string!
  - What if you don’t know ahead of time how big your string will be?
  - Buffer overrun security holes!

Common C Error

• There is a difference between assignment and equality
  ```c
  a = b  // assignment
  a == b  // an equality test
  ```

• This is one of the most common errors for beginning C programmers!

- One solution (when comparing with constant) is to put the var on the right!
  ```c
  if (3 == a) {
  ```

Kilo, Mega, Giga, Tera, Peta, Exa, Zetta, Yotta

1. Kid meets giant Texas people exercising zen-like yoga. – Rolf O
2. Kind men give ten percent extra, zestfully, youthfully. – Hava E
3. Kissinger Mentors Gives Testy Persistent Extremists Zealous Youthfulness. – Gary M
4. Kindness means giving, teaching, permeating excess zeal yourself. – Hava E
5. Killing messengers gives terrible people exactly zero, yo
6. Kindergarten means giving teachers perfect examples (of) zeal (&) youth
7. Kissing mediocre girls/guys teaches people (to) expect zero (from) you
8. Kinky Mean Girls Teach Penis-Extending Zen Yoga
10. Kissing me gives ten percent extra zeal & youth! – Dan G (borrowing parts)
C structures: Overview

• A struct is a data structure composed from simpler data types.
  • Like a class in Java/C++ but without methods or inheritance.

```c
struct point {
    int x;
    int y;
};
void PrintPoint(struct point p)
{
    printf("(%d,%d)\n", p.x, p.y);
}
```

```c
struct point p1 = {0,10}; /* x=0, y=10 */
PrintPoint(p1);
```

As always in C, the argument is passed by "value" – a copy is made.

C structures: Pointers to them

• Usually, more efficient to pass a pointer to the struct.

• The C arrow operator (->) dereferences and extracts a structure field with a single operator.

```c
struct point *p;
/* code to assign to pointer */
printf("x is %d\n", (*p).x);
printf("x is %d\n", p->x);
```

How big are structs?

• Recall C operator sizeof() which gives size in bytes (of type or variable)

• How big is sizeof(p)?

```c
struct p {
char x;
int y;
};
• 5 bytes? 8 bytes?
• Compiler may word align integer y
```

typedef simplifies the code

```c
typedef struct Node {
    char *value;
    struct Node *next;
} NodeStruct;
```

```c
/* Note similarity! */
typedef NodeStruct *List;
typedef char *String;
```

Linked List Example

• Let’s look at an example of using structures, pointers, malloc(), and free() to implement a linked list of strings.

```c
/* node structure for linked list */
struct Node {
    char *value;
    struct Node *next;
};
```

```c
typedef struct Node NodeStruct;
```

```c
/* Add a string to an existing list */
List cons(String s, List list)
{
    List node = (List) malloc(sizeof(NodeStruct));
    node->value = (String) malloc(strlen(s) + 1);
    strcpy(node->value, s);
    node->next = list;
    return node;
}
```

```c
String s1 = "abc", s2 = "cde";
List theList = cons(s2, theList);
theList = cons(s1, theList);
```
/** Add a string to an existing list, 2nd call */
List cons(String s, List list) {
    List node = (List) malloc(sizeof(NodeStruct));
    node->value = (String) malloc(strlen(s) + 1);
    strcpy(node->value, s);
    node->next = list;
    return node;
}
Peer Instruction

```c
int main(void)
{ 
    int A[] = {5, 10}; 
    int *p = A;
    printf("%u %d %d %d
", p, *p, A[0], A[1]);
    p = p + 1; 
    printf("%u %d %d %d
", p, *p, A[0], A[1]);
    *p = *p + 1;
    printf("%u %d %d %d
", p, *p, A[0], A[1]);
}
```

If the first `printf` outputs 100 5 5 10, what will the other two `printf` output?

- a) 101 10 5 10       then 101 11 5 11
- b) 104 10 5 10       then 104 11 5 11
- c) 101 <other> 5 10  then 101 <3-others>
- d) 104 <other> 5 10  then 104 <3-others>
- e) One of the two printfs causes an ERROR

Peer Instruction Answer

```c
int main(void)
{ 
    int A[] = {5, 10}; 
    int *p = A;
    printf("%u %d %d %d
", p, *p, A[0], A[1]);
    p = p + 1; 
    printf("%u %d %d %d
", p, *p, A[0], A[1]);
    *p = *p + 1;
    printf("%u %d %d %d
", p, *p, A[0], A[1]);
}
```

If the first `printf` outputs 100 5 5 10, what will the other two `printf` output?

- a) 101 10 5 10       then 101 11 5 11
- b) 104 10 5 10       then 104 11 5 11
- c) 101 <other> 5 10  then 101 <3-others>
- d) 104 <other> 5 10  then 104 <3-others>
- e) One of the two printfs causes an ERROR

Peer Instruction Q

How many of the following are invalid?

I. pointer + integer
II. integer + pointer
III. pointer + pointer
IV. pointer – integer
V. integer – pointer
VI. pointer – pointer
VII. compare pointer to pointer
VIII. compare pointer to integer
IX. compare pointer to 0
X. compare pointer to NULL

#invalid
- a) 1
- b) 2
- c) 3
- d) 4
- e) 5

Peer Instruction Ans

- How many of the following are invalid?
  - I. pointer + integer
  - II. integer + pointer
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  - IV. pointer – integer
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  - VI. pointer – pointer
  - VII. compare pointer to pointer
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  - IX. compare pointer to 0
  - X. compare pointer to NULL

#invalid
- a) 1
- b) 2
- c) 3
- d) 4
- e) 5

“And in Conclusion…”

- Pointers and arrays are virtually same
- C knows how to increment pointers
- Create abstraction with structures