C most popular! ⇒ TIOBE programming has been tracking programming language popularity for the past decade, and C (in blue) is now on top!

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Enrollment update…

Course: COMPUTER SCIENCE 61C P 001 LEC
Course Title: Machine Structures (catalog description)
Location: MWF 3-4P, WHEELER AUD
Instructor: GARCIA, D D

Status/Last Changed:
Course Control Number: 26007 View Books
Units/Credit: 4
Final Exam Group: 8: TUESDAY, DECEMBER 16, 2014 7-10P
Restrictions: BY CATEGORY
Note: Also: LUSTIG, S M

Remember, all labs will use pair programming!
(both partners must know stuff, tho!)
Review

• All declarations go at the beginning of each function except if you use C99.

• All data is in memory. Each memory location has an address to use to refer to it and a value stored in it.

• A **pointer** is a C version of the address.
  
    * “follows” a pointer to its value
    
    & gets the address of a value

• Only 0 (i.e., NULL) evaluate to FALSE.
More C Pointer Dangers

• Declaring a pointer just allocates space to hold the pointer – it does not allocate something to be pointed to!

• Local variables in C are not initialized, they may contain anything.

• What does the following code do?

```c
void f()
{
    int *ptr;
    *ptr = 5;
}
```
Arrays (1/5)

• Declaration:

```c
int ar[2];
```

declares a 2-element integer array. An array is really just a block of memory.

```c
int ar[] = {795, 635};
```

declares and fills a 2-elt integer array.

• Accessing elements:

```c
ar[num]
```

returns the num\textsuperscript{th} element.
Arrays (2/5)

• Arrays are (almost) identical to pointers
  • char *string and char string[] are nearly identical declarations
  • They differ in very subtle ways: incrementing, declaration of filled arrays

• Key Concept: An array variable is a “pointer” to the first element.
Arrays (3/5)

• Consequences:
  • `ar` is an array variable but looks like a pointer in many respects (though not all)
  • `ar[0]` is the same as `*ar`
  • `ar[2]` is the same as `*(ar+2)`
  • We can use pointer arithmetic to access arrays more conveniently.

• Declared arrays are only allocated while the scope is valid

```
char *foo() {
    char string[32]; ...;
    return string;
}
```

is incorrect
Arrays (4/5)

- Array size n; want to access from 0 to n-1, so you should use counter AND utilize a variable for declaration & incr

  - Wrong
    
    ```c
    int i, ar[10];
    for(i = 0; i < 10; i++){
      ...
    }
    ```

  - Right
    
    ```c
    int ARRAY_SIZE = 10;
    int i, a[ARRAY_SIZE];
    for(i = 0; i < ARRAY_SIZE; i++){
      ...
    }
    ```

- Why? SINGLE SOURCE OF TRUTH

  - You’re utilizing indirection and avoiding maintaining two copies of the number 10
Arrays (5/5)

- **Pitfall:** An array in C does **not** know its own length, & bounds not **checked**!
  - Consequence: We can accidentally access off the end of an array.
  - Consequence: We must pass the array **and its size** to a procedure which is going to traverse it.

- **Segmentation faults and bus errors:**
  - These are **VERY** difficult to find; be careful! (You’ll learn how to debug these in lab...)
• Sometimes you want to have a procedure increment a variable?
• What gets printed?

```c
void AddOne(int x)  
{   x = x + 1;   }

int y = 5;
AddOne( y);
printf("y = %d\n", y);
```
Pointers (2/4) 

• Solved by passing in a \texttt{pointer} to our subroutine.

• Now what gets printed?

\begin{verbatim}
void AddOne(int *p) {
    *p = *p + 1;
}

int y = 5;
AddOne(&y);
printf("y = %d\n", y);
\end{verbatim}

\textbf{y = 6}
Pointers (3/4)

• But what if what you want changed is a pointer?

• What gets printed?

```c
void IncrementPtr(int *p)
{
    p = p + 1;
}

int A[3] = {50, 60, 70};
int *q = A;
IncrementPtr(q);
printf("*q = %d\n", *q);
```
Pointers (4/4)

• Solution! Pass a pointer to a pointer, declared as **h

• Now what gets printed?

```c
void IncrementPtr(int **h)
{
    *h = *h + 1;
}

int A[3] = {50, 60, 70};
int *q = A;
IncrementPtr(&q);
printf("*q = %d\n", *q);
```
Dynamic Memory Allocation (1/4)

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

• Assume size of objects can be misleading and is bad style, so use `sizeof(type)`
  • Many years ago an int was 16 bits, and programs were written with this assumption.
  • What is the size of integers now?

• “`sizeof`” knows the size of arrays:
  ```c
  int ar[3];  // Or:   int ar[] = {54, 47, 99}
  sizeof(ar) ⇒ 12
  ```
  • ...as well for arrays whose size is determined at run-time:
  ```c
  int n = 3;
  int ar[n];  // Or: int ar[fun_that_returns_3()];
  sizeof(ar) ⇒ 12
  ```
Dynamic Memory Allocation (2/4)

• To allocate room for something new to point to, use `malloc()` (with the help of a typecast and `sizeof`):

```c
ptr = (int *) malloc (sizeof(int));
```

  • Now, `ptr` points to a space somewhere in memory of size `sizeof(int)` in bytes.

  • `(int *)` simply tells the compiler what will go into that space (called a typecast).

• `malloc` is almost never used for 1 var

```c
ptr = (int *) malloc (n*sizeof(int));
```

  • This allocates an array of `n` integers.
Dynamic Memory Allocation (3/4)

- Once `malloc()` is called, the memory location contains garbage, so don’t use it until you’ve set its value.

- After dynamically allocating space, we must dynamically free it:
  
  ```c
  free(ptr);
  ```

- Use this command to clean up.

  - Even though the program frees all memory on exit (or when `main` returns), don’t be lazy!

  - You never know when your `main` will get transformed into a subroutine!
Dynamic Memory Allocation (4/4)

• The following two things will cause your program to crash or behave strangely later on, and cause VERY VERY hard to figure out bugs:
  • `free()`ing the same piece of memory twice
  • calling `free()` on something you didn’t get back from `malloc()`

• The runtime **does not** check for these mistakes
  • Memory allocation is so performance-critical that there just isn’t time to do this
  • The usual result is that you corrupt the memory allocator’s internal structure
  • You won’t find out until much later on, in a totally unrelated part of your code!
Pointers in C

• Why use pointers?
  • If we want to pass a huge struct or array, it’s easier / faster / etc to pass a pointer than the whole thing.
  • In general, pointers allow cleaner, more compact code.

• So what are the drawbacks?
  • Pointers are probably the single largest source of bugs in software, so be careful anytime you deal with them.
  • Dangling reference (use ptr before malloc)
  • Memory leaks (tardy free, lose the ptr)
void foo() {
    int *p, *q, x;
    int a[4];
    p = (int *) malloc (sizeof(int));
    q = &x;

    *p = 1;  // p[0] would also work here
    printf("*p:%u, p:%u, &p:%u\n", *p, p, &p);

    *q = 2;  // q[0] would also work here
    printf("*q:%u, q:%u, &q:%u\n", *q, q, &q);

    *a = 3;  // a[0] would also work here
    printf("*a:%u, a:%u, &a:%u\n", *a, a, &a);
}

K&R: “An array name is not a variable”
Peer Instruction

Which are guaranteed to print out 5?

I: main() {
    int *a-ptr = (int *)malloc(int);
    *a-ptr = 5;
    printf("%d", *a-ptr);
}

II:main() {
    int *p, a = 5;
    p = &a; ...
    /* code; a,p NEVER on LEFT of = */
    printf("%d", a);
}

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<tr>
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Binky Pointer Video (thanks to NP @ SU)

Pointer Fun with **Binky**

by Nick Parlante
This is document 104 in the Stanford CS Education Library — please see cslibrary.stanford.edu for this video, its associated documents, and other free educational materials.

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Carpe Post Meridiem!
“And in Conclusion…”

- Pointers and arrays are virtually same
- C knows how to increment pointers
- C is an efficient language, with little protection
  - Array bounds not checked
  - Variables not automatically initialized
- Use handles to change pointers
- Dynamically allocated heap memory must be manually deallocated in C.
  - Use malloc() and free() to allocate and deallocate memory from heap.
- (Beware) The cost of efficiency is more overhead for the programmer.
  - “C gives you a lot of extra rope but be careful not to hang yourself with it!”