

CS 61C Fall 2014 Discussion 1 – C

Uncommented Code? Yuck!

The following functions work correctly (note, this does not mean intelligently), but have no comments. Document the code to prevent it from causing further confusion

Function 1: **Returns the sum of the first N elements in ARR.**

```
int foo(int *arr, size_t n) {
    return n ? arr[0] + foo(arr + 1, n - 1) : 0;
}
```

Function 2: **Returns -1 times the number of zeros in the first N elements of ARR.**

```
int bar(int *arr, size_t n) {
    int sum = 0, i;
    for (i = n; i > 0; i--) {
        sum += !arr[i - 1];
    }
    return ~sum + 1;
}
```

Function 3: **Does nothing.**

```
void baz(int x, int y) {
    x = x ^ y;
    y = x ^ y;
    x = x ^ y;
}
```

Programming With Pointers

Complete the implementation of the following functions based on the comments.

1. Swaps the value of two ints outside this function.

```
void swap(int *x, int *y) {
    int temp = *x;
    *x = *y;
    *y = temp;
}
```

2. Increments the value of an int outside this function by one.

```
void increment( int *x ) {
    (*x)++; //or x[0]++;
}
```

3. Returns the number of bytes within a string. Do not use strlen().

```
int mystrlen( char* str ) {
    int count = 0;
    while (*str++) {
        count++;
    }
    return count;
}
```

Got a Problem?

Examine the following snippet of code and circle any errors you see. Then for each error, state how you would fix the problem in the space below each set of statements. The function `strlen()` returns the length of a null-terminated string, and the function `sprintf()` writes a null-terminated formatted string into a given character buffer.

```
/* #include statements are located above */
int random_num(int n); // generates a random number in range [0, n-1]
void alloc_failed(); // called when memory allocation fails
```

```
typedef struct song {
    char identifier; // format of string is "<title> by <artist>"
    int duration; // duration in seconds
} song_t;
```

Error: char identifier should be char* identifier

```
void set_identifier(song_t* song, char* title, char* artist) {
    int len = strlen(title) + strlen(artist) + 4; // strlen(" by ") = 4
    song->identifier = (char *) malloc(len);
    if (!song->identifier) alloc_failed();
    sprintf(song->identifier, "%s by %s", title, artist);
}
```

Error: Need to check if song->identifier already exists, and free it if needed
Error: len should be strlen(title) + strlen(artist) + 5 for null terminator

```
song_t* create_song(char* title, char* artist, int duration) {
    song_t my_song;
    set_identifier(&my_song, title, artist);
    my_song.duration = duration;
    return &my_song;
}
```

Error: need to use dynamic memory allocation. Note that malloc() returns a pointer, so the type of my_song needs to be changed to song_t*, and thus &my_song should be changed to my_song, and my_song.duration should be my_song->duration

```
void edit_identifier(song_t* song, char* new_title, char* new_artist) {
    set_identifier(song, new_title, new_artist);
}
```

```
song_t* pick_random_long_song(song_t songs[], int min_duration) {
    int i, len, count;
    bool has_long_song = false;
    len = sizeof(songs);
    song_t* long_songs[len];
    for (i = 0; i < len; i++) {
        if (songs[i]->duration >= min_duration) {
            has_long_song = true;
            long_songs[count++] = songs[i];
        }
    }
    int index = random_num(count);
    return has_long_song ? long_songs[index] : NULL;
}
```

Error: sizeof() returns size of pointer. Need to pass in size of array.
Error: count is uninitialized. Need to initialize count to 0
Error: songs[i]->duration should be songs[i].duration, and long_songs[count++] = songs[i]; should read long_songs[count++] = &songs[i];