

# CSE 333

## Lecture 2 - arrays, memory, pointers

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# Administrivia 1

ex0 was due 30 minutes ago! Solution posted after class

- let us know if you had any logistical issues with it

ex1 is out now, due before class Friday

hw0 out later today/tonight, due by Monday night, 11 pm

- Logistics and infrastructure - should be quick

hw1 out beginning of next week, due 2 weeks later

- First (large) part of (larger) project

Reference system (grading, etc.) is CSE lab/VM Linux

# Administrivia 2

## Communications

- Use discussion board when possible
  - ▶ Contribute & read - help each other out
  - ▶ **Everyone** should **must** post a followup to the “welcome” message - get gopost to track new messages for you
- Mail to cse333-staff@cs when needed (not individual staff)

## Office hours

- Where? 00x lab? Somewhere else?
- Schedule: keep doodling! Do we need something for the next couple of days?

# Today's agenda

## More C details

- functions
- arrays
- refresher on C's memory model
  - ▶ address spaces
  - ▶ the stack
  - ▶ brief reminder of pointers

# Defining a function

```
returnType name(type name, ..., type name) {  
    statements;  
}
```

sum\_fragment.c

```
// sum integers from 1 to max  
int sumTo(int max) {  
    int i, sum = 0;  
  
    for (i=1; i<=max; i++) {  
        sum += i;  
    }  
    return sum;  
}
```

# Problem: ordering

You shouldn't call a function that hasn't been declared yet

sum\_badorder.c

```
#include <stdio.h>

int main(int argc, char **argv) {
    printf("sumTo(5) is: %d\n", sumTo(5));
    return 0;
}

// sum integers from 1 to max
int sumTo(int max) {
    int i, sum = 0;

    for (i=1; i<=max; i++) {
        sum += i;
    }
    return sum;
}
```

# Problem: ordering

Solution 1: reverse order of definition

sum\_betterorder.c

```
#include <stdio.h>

// sum integers from 1 to max
int sumTo(int max) {
    int i, sum = 0;

    for (i=1; i<=max; i++) {
        sum += i;
    }
    return sum;
}

int main(int argc, char **argv) {
    printf("sumTo(5) is: %d\n", sumTo(5));
    return 0;
}
```

# Problem: ordering

Solution 2: provide a declaration of the function

- teaches the compiler the argument and return types of the function
- then definitions can be in a logical order, not who-calls-what

```
#include <stdio.h>

// this function prototype is
// a declaration of sumTo
int sumTo(int);

int main(int argc, char **argv) {
    printf("sumTo(5) is: %d\n", sumTo(5));
    return 0;
}

// sum integers from 1 to max
int sumTo(int max) {
    int i, sum = 0;

    for (i=1; i<=max; i++) {
        sum += i;
    }
    return sum;
}
```

sum\_declared.c



# Declaration vs Definition

C/C++ make a careful distinction between these

**Definition:** The thing itself

- ▶ Code for function; a global variable definition that creates storage
- ▶ Must be **exactly one** actual definition of each thing (no dups)

**Declaration:** Description of a thing in files that wish to use it

- ▶ Function prototype or external variable declaration
- ▶ Should be repeated in every source file that uses it
  - Often in header files and incorporated via `#include`
  - Should `#include` declaration in file with the definition to check consistency
- ▶ Should occur before first use

# Arrays

*type name[size];*

```
int scores[100];
```

example allocates 100 ints' worth of memory

- initially, each array element contains garbage data

an array does not know its own size

- sizeof(scores) is not reliable; only works in some situations
- recent versions of C allow the array size to be an expression
  - But not good practice to put large data in local stack frames (performance)

```
int n=100;  
int scores[n]; // OK in C99
```

# Initializing and using arrays

*type name[size] = {value, value, ..., value};*

- allocates an array and fills it with supplied values
- if fewer values are given than the array size, fills rest with 0
- only works for initialization - can't assign whole array values later

*name[index] = expression;*

- sets the value of an array element

```
int primes[6] = {2, 3, 5, 6, 11, 13};  
primes[3] = 7;  
primes[100] = 0;    // smash!
```

```
// 1000 zeroes  
int allZeros[1000] = {0};
```

# Multi-dimensional arrays

*type name[rows][columns] = {{values}, ..., {values}};*

- allocates a 2D array and fills it with predefined values

```
// a 2 row, 3 column array of doubles  
double grid[2][3];  
  
// a 3 row, 5 column array of ints  
int matrix[3][5] = {  
    {0, 1, 2, 3, 4},  
    {0, 2, 4, 6, 8},  
    {1, 3, 5, 7, 9}  
};
```

matrix.c

# Parameters: reference vs value

Two fundamental parameter-passing schemes

## Call-by-value

- Parameter is a local variable initialized when the function is called, but has no connection with the calling argument after that [C: almost everything, Java: everything (primitive types, references values)]

## Call-by-reference

- Parameter is an alias for the actual argument supplied in the call (which must be a variable); it is not a separate local variable in the function [C arrays, C++ references]

# Arrays as parameters

It's tricky to use arrays as parameters

- arrays are effectively passed by reference (not copied)
  - “array promotion” - array name treated as pointer to first element
- arrays do not know their own size

```
int sumAll(int a[]); // prototype declaration

int main(int argc, char **argv) {
    int numbers[5] = {3, 4, 1, 7, 4};
    int sum = sumAll(numbers);
    return 0;
}

int sumAll(int a[]) {
    int i, sum = 0;
    for (i = 0; i < ...???)
}
```

# Arrays as parameters

Solution 1: declare the array size in the function

- problem: code isn't very flexible

```
int sumAll(int a[5]);

int main(int argc, char **argv) {
    int numbers[5] = {3, 4, 1, 7, 4};
    int sum = sumAll(numbers);
    printf("sum is: %d\n", sum);
    return 0;
}

int sumAll(int a[5]) {
    int i, sum = 0;

    for (i = 0; i < 5; i++) {
        sum += a[i];
    }
    return sum;
}
```

# Arrays as parameters

Solution 2: pass the size as a parameter

```
int sumAll(int a[], int size);

int main(int argc, char **argv) {
    int numbers[5] = {3, 4, 1, 7, 4};
    int sum = sumAll(numbers, 5);
    printf("sum is: %d\n", sum);
    return 0;
}

int sumAll(int a[], int size) {
    int i, sum = 0;

    for (i = 0; i <= size; i++) { // CAN YOU SPOT THE BUG?
        sum += a[i];
    }
    return sum;
}
```



# Returning an array

Local variables, including arrays, are stack allocated

- they disappear when a function returns
- therefore, local arrays can't be safely returned from functions (can't assign/return whole arrays as values)

```
int *copyarray(int src[], int size) {  
    int i, dst[size]; // OK in C99  
  
    for (i = 0; i < size; i++) {  
        dst[i] = src[i];  
    }  
    return dst; // no -- buggy  
}
```

buggy\_copyarray.c

# Solution: an output parameter

Create the “returned” array in the caller

- pass it as an ***output parameter*** to copyarray
- works because arrays are effectively passed by reference

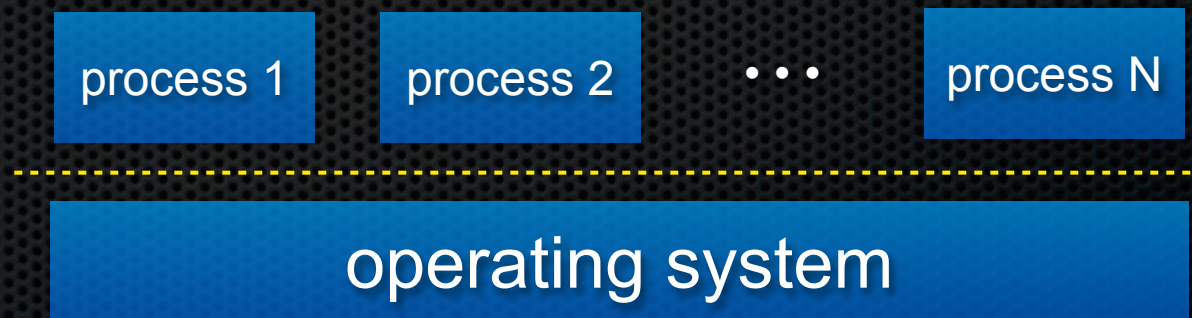
```
void copyarray(int src[], int dst[], int size) {  
    int i;  
  
    for (i = 0; i < size; i++) {  
        dst[i] = src[i];  
    }  
}
```

copyarray.c

# OS and processes

The OS lets you run multiple applications at once

- an application runs within an OS “process”
- the OS timeslices each CPU between runnable processes
  - ▶ happens very fast; ~100 times per second!



# Processes and virtual memory

OS gives each process the illusion of its own, private memory

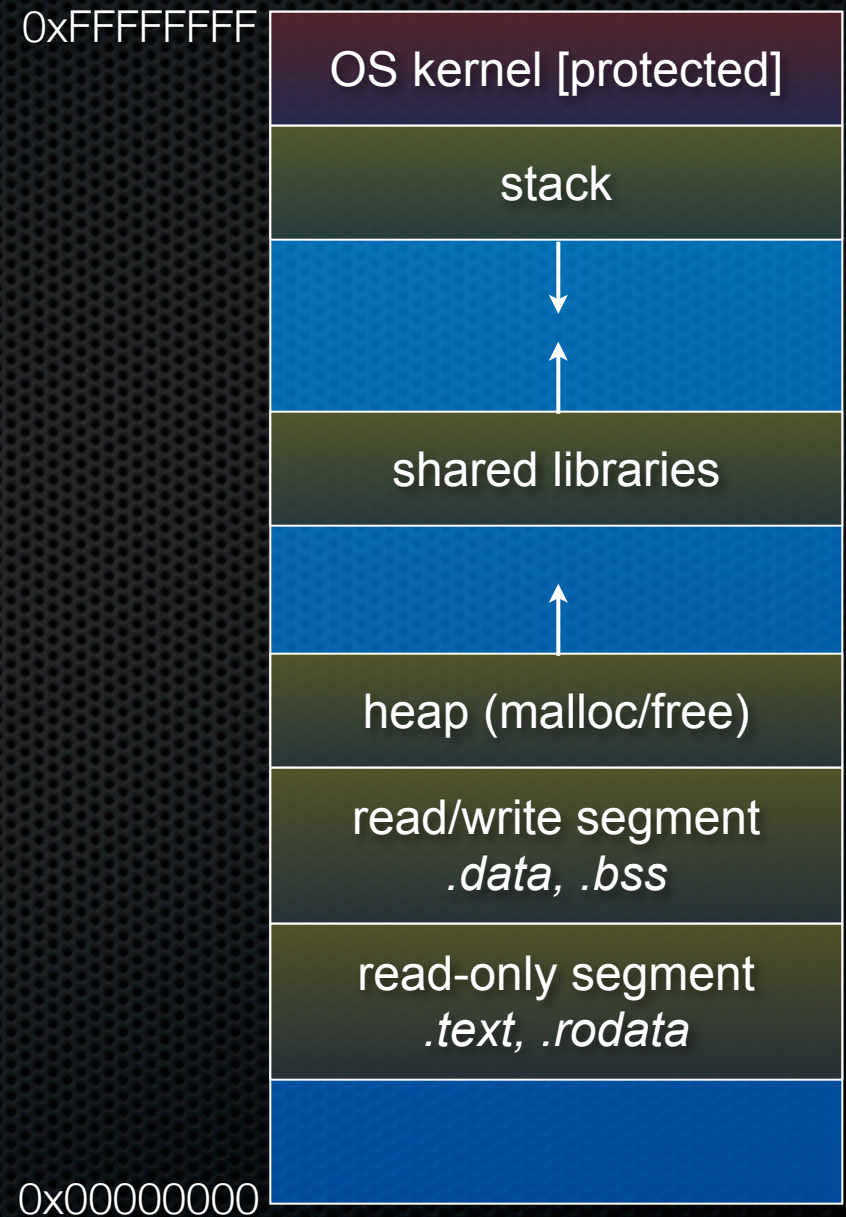
- this is called the process' **address space**
- contains the process' virtual memory, visible only to it
- $2^{32}$  bytes on 32 bit host
- $2^{64}$  bytes on 64 bit host



# Loading

When the OS loads a program, it:

- creates an address space
- inspects the executable file to see what's in it
- (lazily) copies regions of the file into the right place in the address space
- does any final linking, relocation, or other needed preparation



# The stack

Used to store data associated with function calls

- when you call a function, compiler-inserted code will allocate a stack frame to store:
  - ▶ the function call arguments
  - ▶ the address to return to
  - ▶ local variables used by the function
  - ▶ a few other pieces of bookkeeping

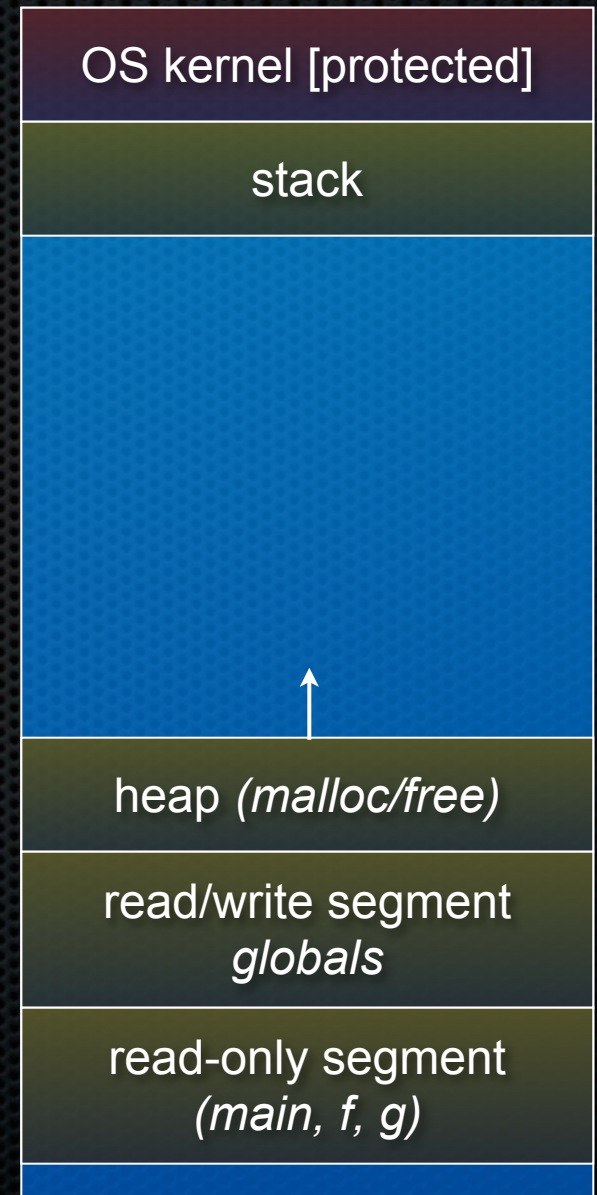
```
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    return x;  
}
```

offset	contents
24	p2
20	p1
16	return address
12	a[2]
8	a[1]
4	a[0]
0	x

a stack frame

# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



# The stack in action

```
→ int main(int argc,  
           char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```





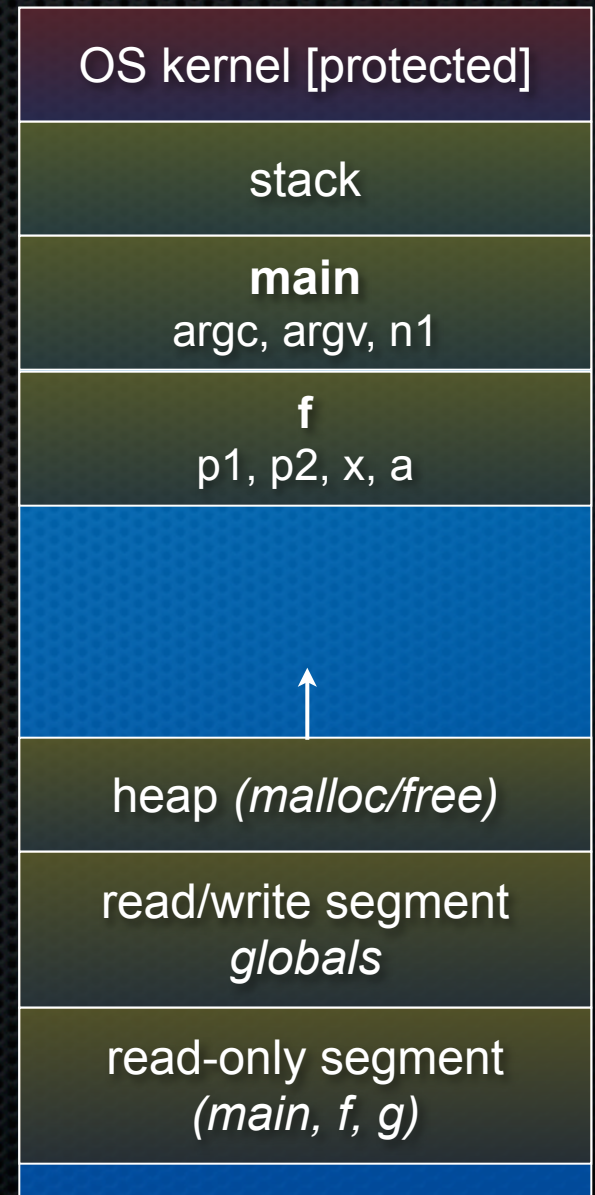
# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



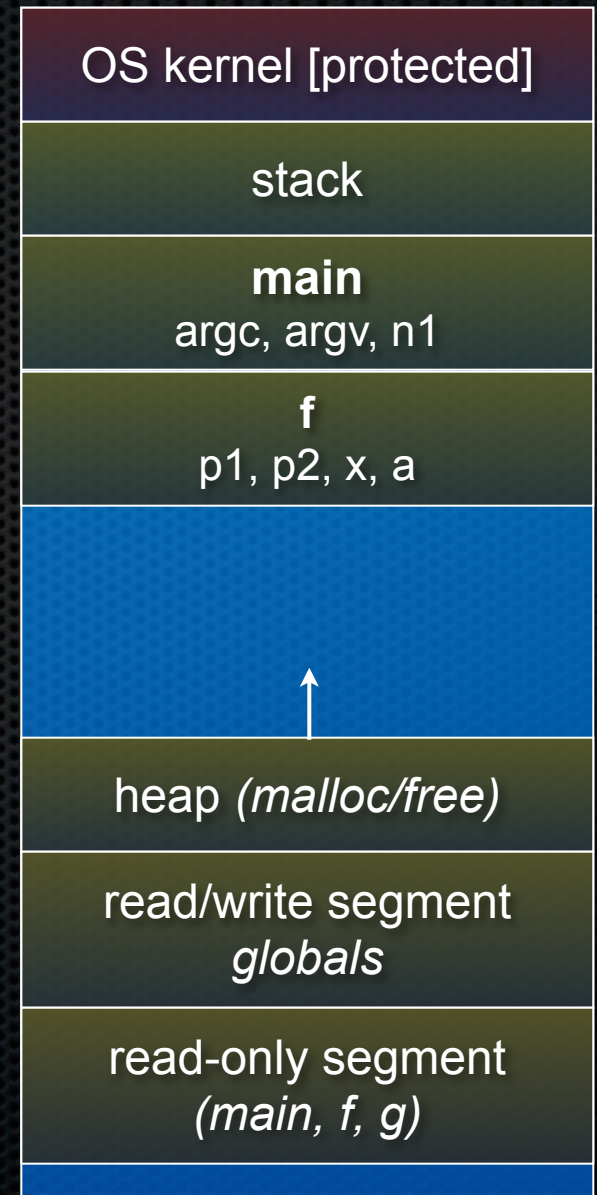
# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



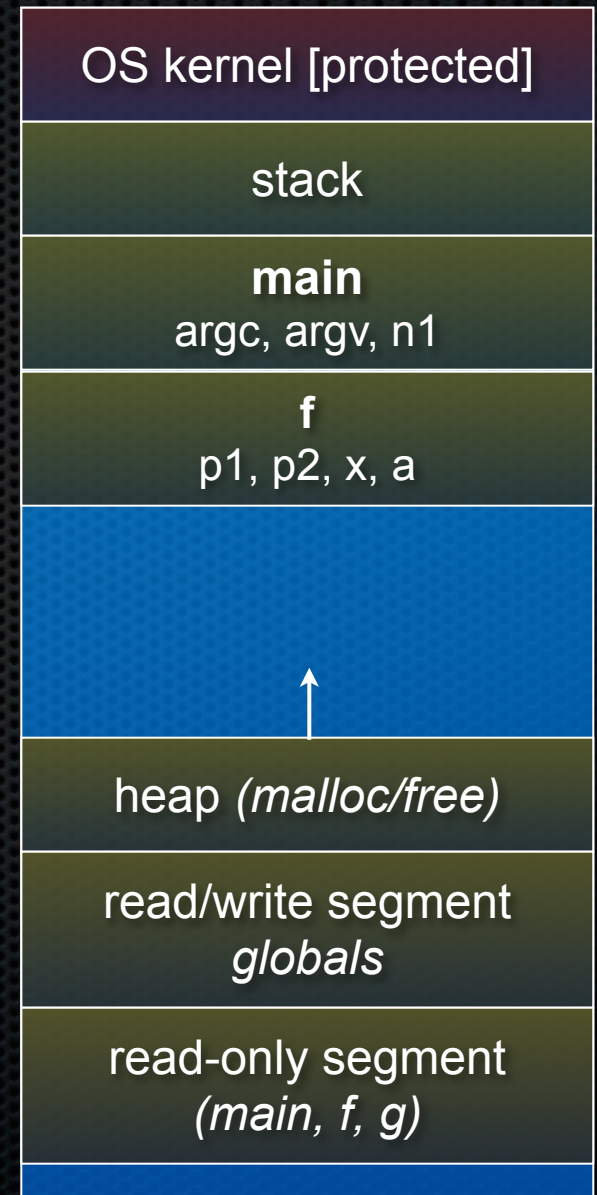
# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
→ int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



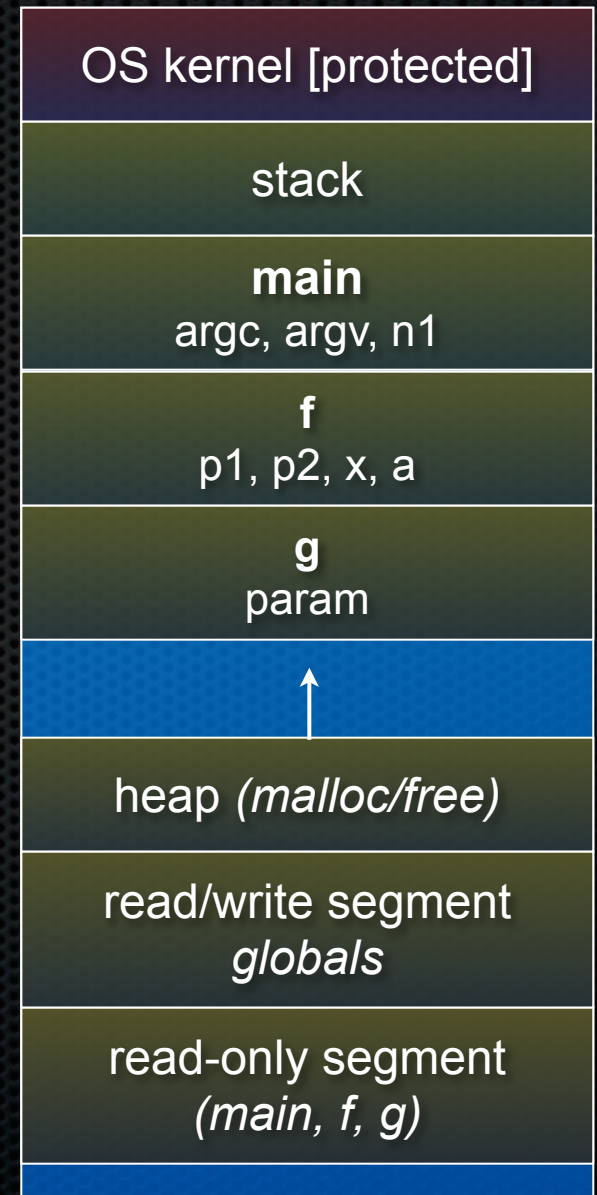
# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



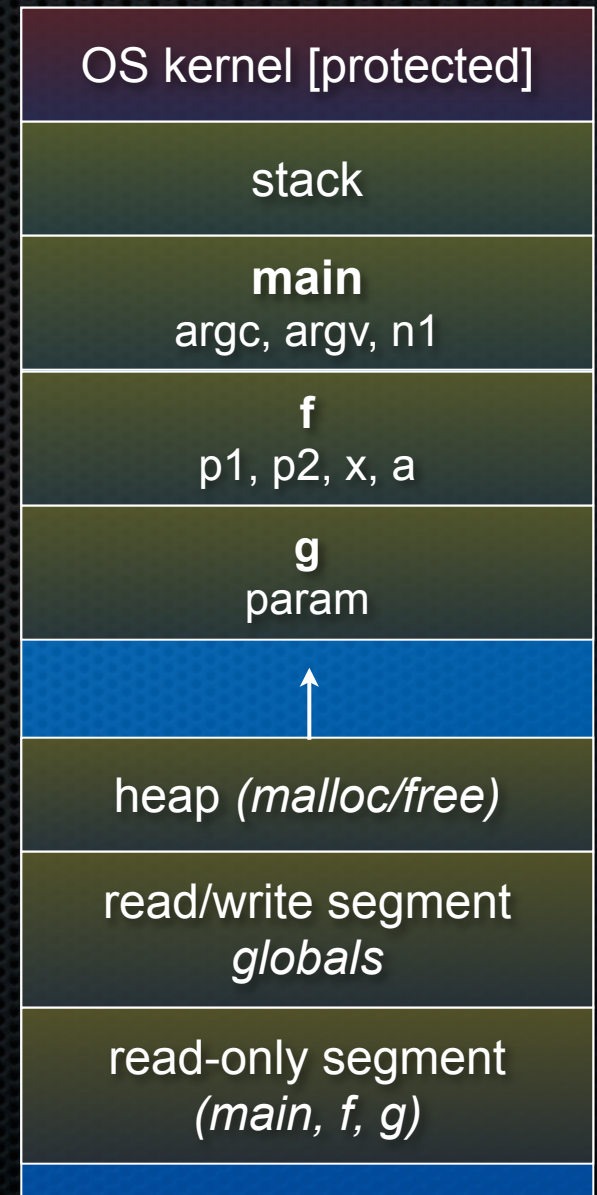
# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



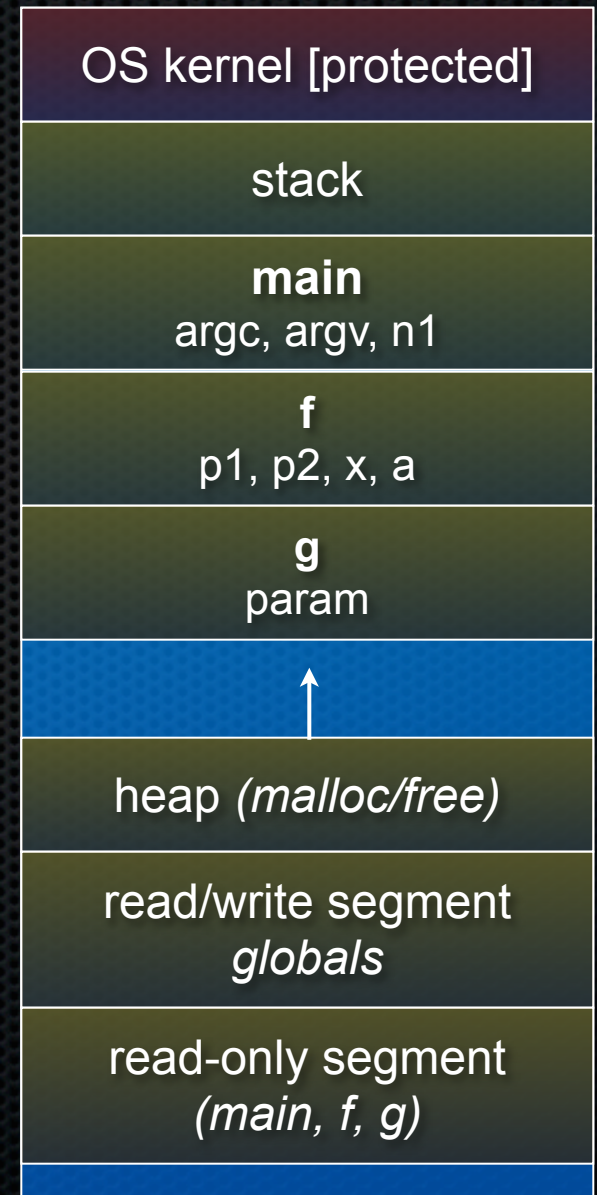
# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
→ int g(int param) {  
    return param * 2;  
}
```



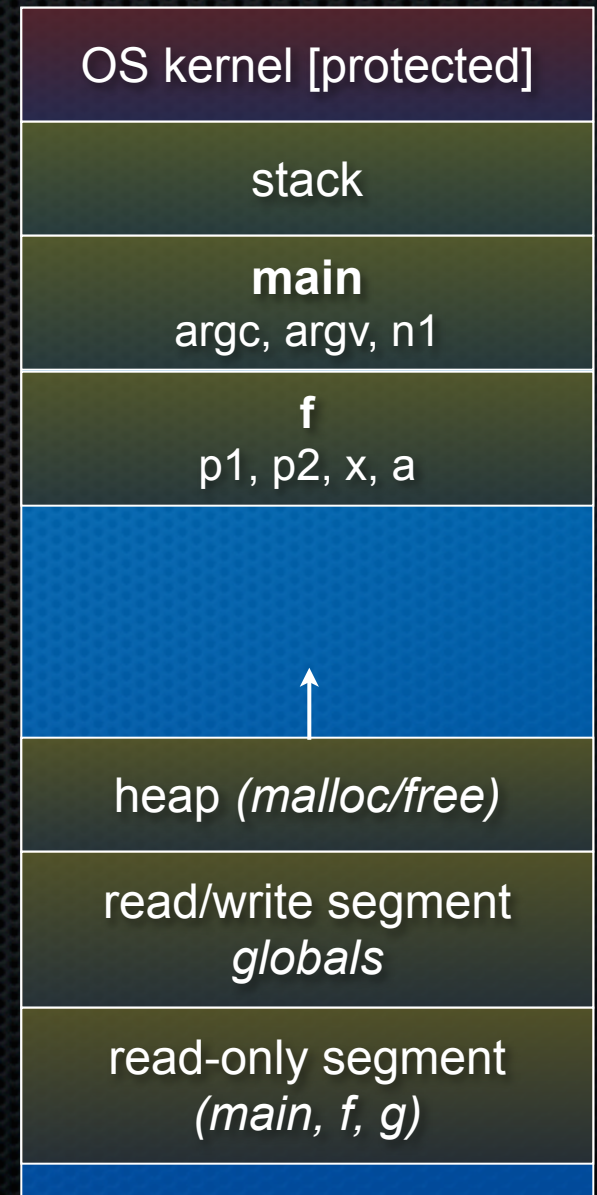
# The stack in action

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int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



# The stack in action

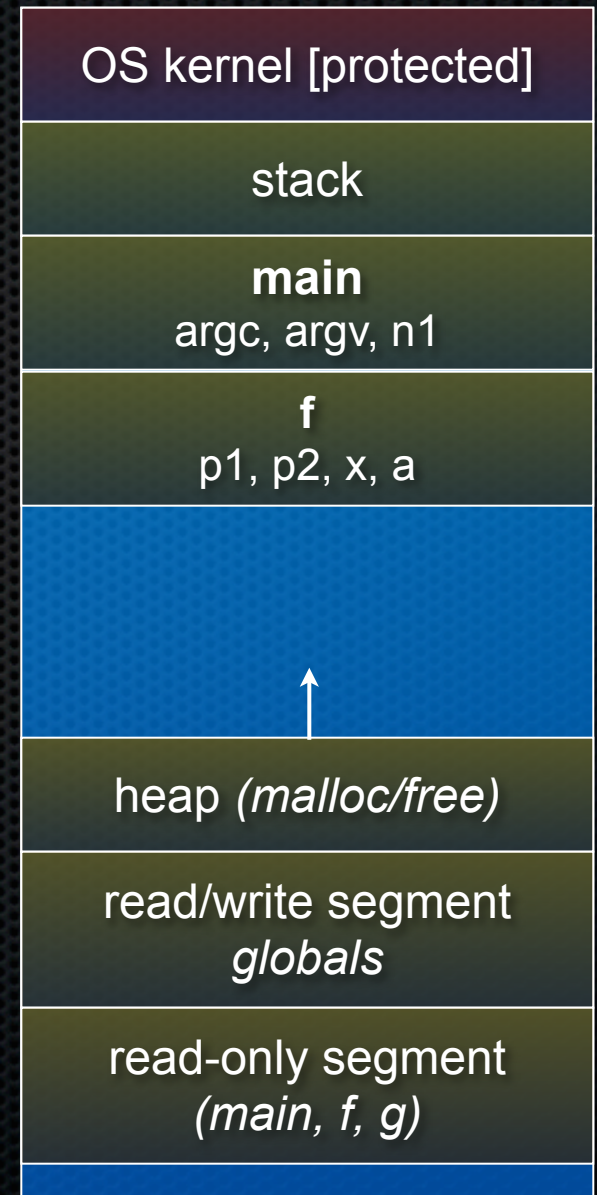

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```





# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



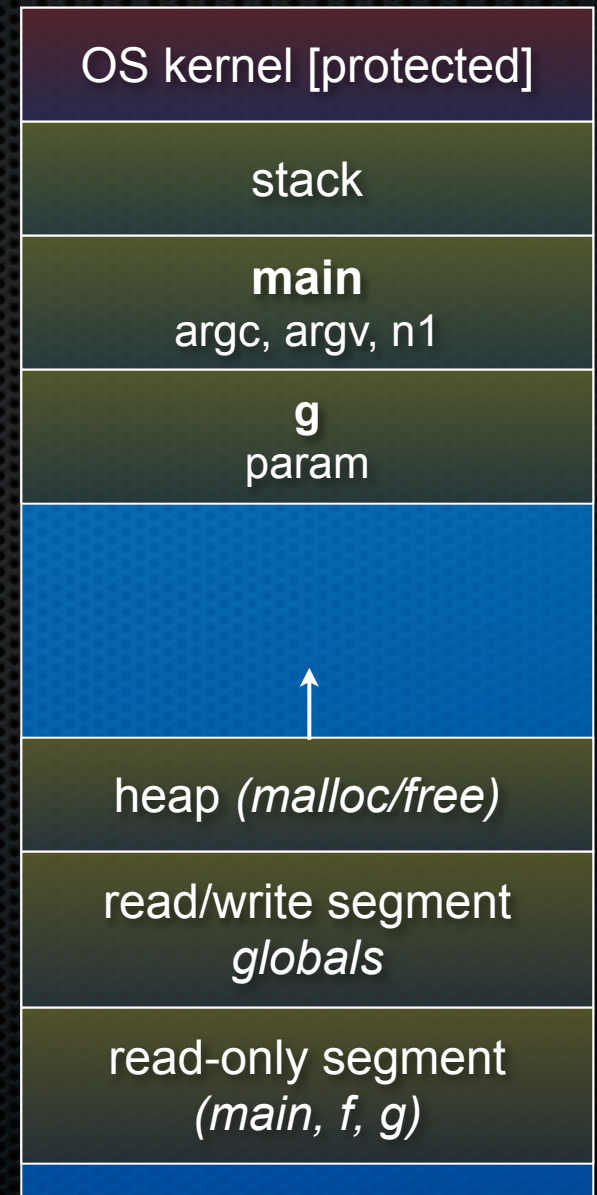
# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



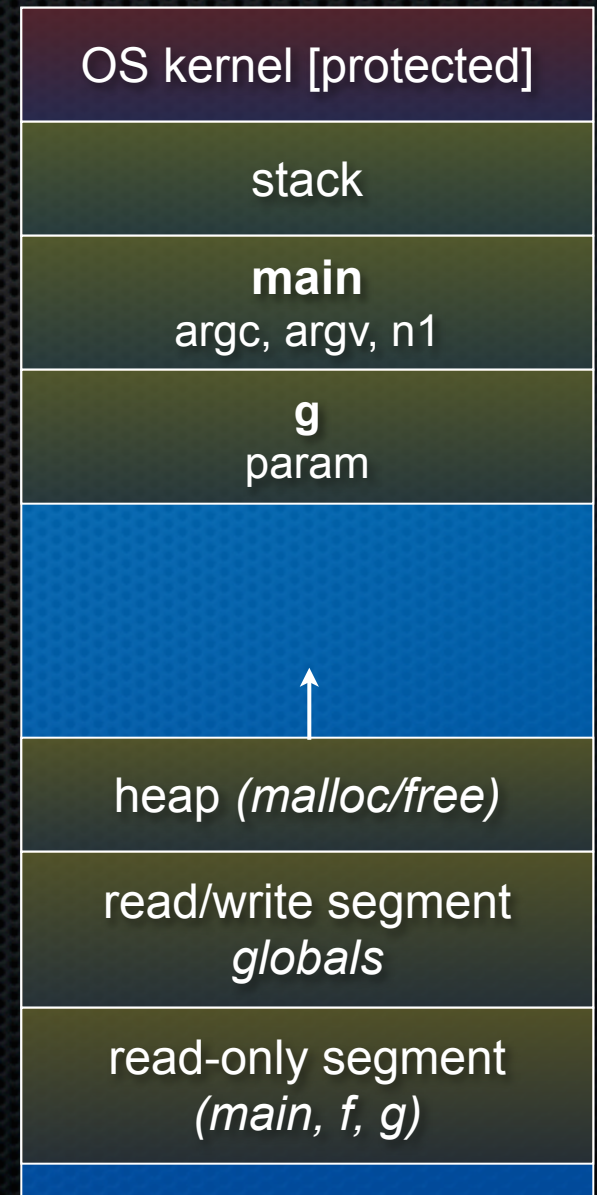
# The stack in action

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int main(int argc,  
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    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
→ }  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



# The stack in action

```
int main(int argc,  
         char **argv) {  
    int n1 = f(3, -5);  
    n1 = g(n1);  
}  
  
int f(int p1, int p2) {  
    int x;  
    int a[3];  
    ...  
    x = g(a[2]);  
    return x;  
}  
  
int g(int param) {  
    return param * 2;  
}
```



# Addresses and &

`&foo` produces the virtual address of `foo`

addresses.c

```
#include <stdio.h>

int foo(int x) {
    return x+1;
}

int main(int argc, char **argv) {
    int x, y;
    int a[2];

    printf("x      is at %p\n", &x);
    printf("y      is at %p\n", &y);
    printf("a[0]   is at %p\n", &a[0]);
    printf("a[1]   is at %p\n", &a[1]);
    printf("foo    is at %p\n", &foo);
    printf("main   is at %p\n", &main);

    return 0;
}
```

# Pointers

*type \*name; // declare a pointer*

*type \*name = address; // declare + initialize a pointer*

a pointer is a variable that contains a memory address

- it points to somewhere in the process' virtual address space

pointy.c

```
int main(int argc, char **argv) {
    int x = 42;
    int *p;           // p is a pointer to an integer

    p = &x;          // p now contains the address of x

    printf("x is %d\n", x);
    printf("&x is %p\n", &x);
    printf("p is %p\n", p);

    return 0;
}
```



# A stylistic choice

C gives you flexibility in how you declare pointers

- one way can lead to visual trouble when declaring multiple pointers on a single line
- the other way is what I prefer

```
int* p1;  
int *p2; // i prefer
```

```
int* p1, p2; // bug?; equivalent to int *p1; int p2;  
int* p1, * p2; // correct
```

or

```
int *p1; // correct - better  
int *p2; // (int *p1, *p2; is also ok, but less robust)
```

# Dereferencing pointers

*\*pointer* // dereference a pointer

*\*pointer = value;* // dereference / assign

dereference: access the memory referred to by a pointer

deref.c

```
#include <stdio.h>

int main(int argc, char **argv) {
    int x = 42;
    int *p;           // p is a pointer to an integer
    p = &x;          // p now contains the address of x

    printf("x is %d\n", x);
    *p = 99;
    printf("x is %d\n", x);

    return 0;
}
```

# Self exercise #1

Write a function that:

- accepts an array of 32-bit unsigned integers, and a length
- reverses the elements of the array in place
- returns void (nothing)

# Self exercise #2

Write a function that:

- accepts a function pointer and an integer as an argument
- invokes the pointed-to function
  - with the integer as its argument

# Self exercise #3

Write a function that:

- accepts a string as a parameter
- returns
  - ▶ the first whitespace-separated word in the string (as a newly allocated string)
  - ▶ and, the size of that word

See you on Friday!