

# CSE 333

## Lecture 5 - data structures & modules

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# Administrivia

HW1 out now, due in 2 weeks minus  $\epsilon$ . Start early and make steady progress

- Yes, you can use up to 2 late days on it
- No, you don't want to

New exercise (#4) posted, due before class Friday

Office hour schedule posted. Starts today.

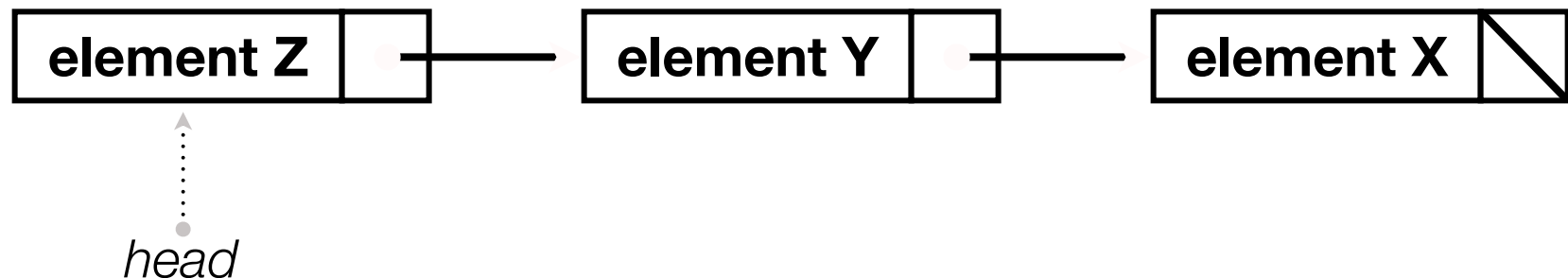
## Today's topics:

- implementing data structures in C
- multi-file C programs
- brief intro to the C preprocessor

# Let's build a simple linked list

You've seen a linked list in CSE143

- each node in a linked list contains:
  - ▶ some element as its payload
  - ▶ a pointer to the next node in the linked list
- the last node in the list contains a NULL pointer (or some other indication that it is the last node)



# Linked list node

Let's represent a linked list node with a struct

- and, for now, assume each element is an int

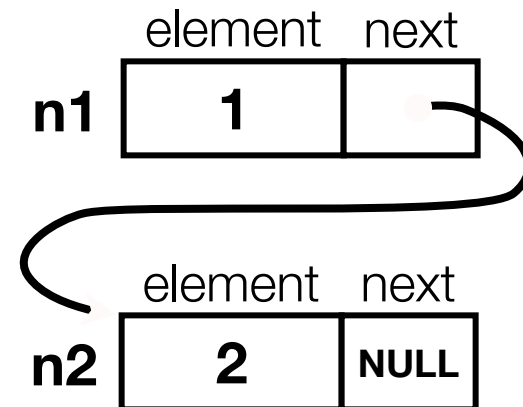
```
#include <stdio.h>

typedef struct node_st {
    int element;
    struct node_st *next;
} Node;

int main(int argc, char **argv) {
    Node n1, n2;

    n2.element = 2;
    n2.next = NULL;
    n1.element = 1;
    n1.next = &n2;
    return 0;
}
```

manual\_list.c



# Push onto list

push\_list.c

```
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>

typedef struct node_st {
    int element;
    struct node_st *next;
} Node;

Node *Push(Node *head, int e) {
    Node *n = (Node *) malloc(sizeof(Node));

    assert(n != NULL); // crashes if false
    n->element = e;
    n->next = head;

    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
```

(main) list

NULL



# Push onto list

push\_list.c

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#include <stdio.h>
#include <stdlib.h>
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typedef struct node_st {
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    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
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NULL



# Push onto list

push\_list.c

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#include <stdlib.h>
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Node *Push(Node *head, int e) {
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    assert(n != NULL); // crashes if false
    n->element = e;
    n->next = head;

    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
```

(main) list

NULL

(Push) head

NULL

(Push) e

1

(Push) n

???



# Push onto list

push\_list.c

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#include <stdio.h>
#include <stdlib.h>
#include <assert.h>

typedef struct node_st {
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    Node *n = (Node *) malloc(sizeof(Node));

    assert(n != NULL); // crashes if false
    n->element = e;
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    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
```

(main) list

NULL

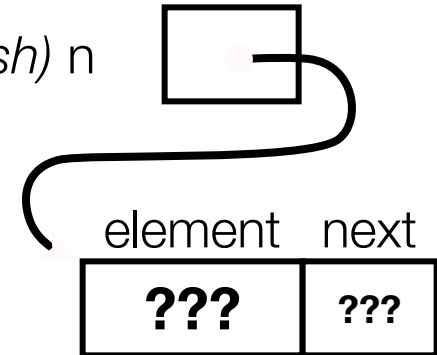
(Push) head

NULL

(Push) e

1

(Push) n



# Push onto list

push\_list.c

```
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#include <assert.h>

typedef struct node_st {
    int element;
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Node *Push(Node *head, int e) {
    Node *n = (Node *) malloc(sizeof(Node));

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}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
```

(main) list

NULL

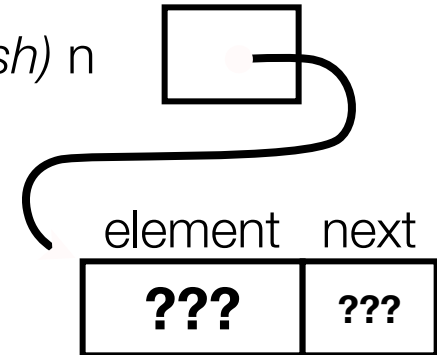
(Push) head

NULL

(Push) e

1

(Push) n



# Push onto list

push\_list.c

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#include <stdlib.h>
#include <assert.h>

typedef struct node_st {
    int element;
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Node *Push(Node *head, int e) {
    Node *n = (Node *) malloc(sizeof(Node));

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    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
```

(main) list

NULL

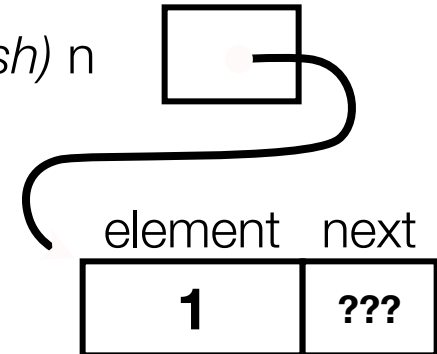
(Push) head

NULL

(Push) e

1

(Push) n



# Push onto list

push\_list.c

```
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>

typedef struct node_st {
    int element;
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    Node *n = (Node *) malloc(sizeof(Node));

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    n->element = e;
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}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
```

(main) list

NULL

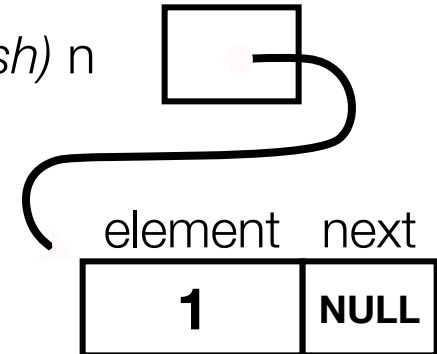
(Push) head

NULL

(Push) e

1

(Push) n



# Push onto list

push\_list.c

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#include <stdlib.h>
#include <assert.h>

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} Node;

Node *Push(Node *head, int e) {
    Node *n = (Node *) malloc(sizeof(Node));

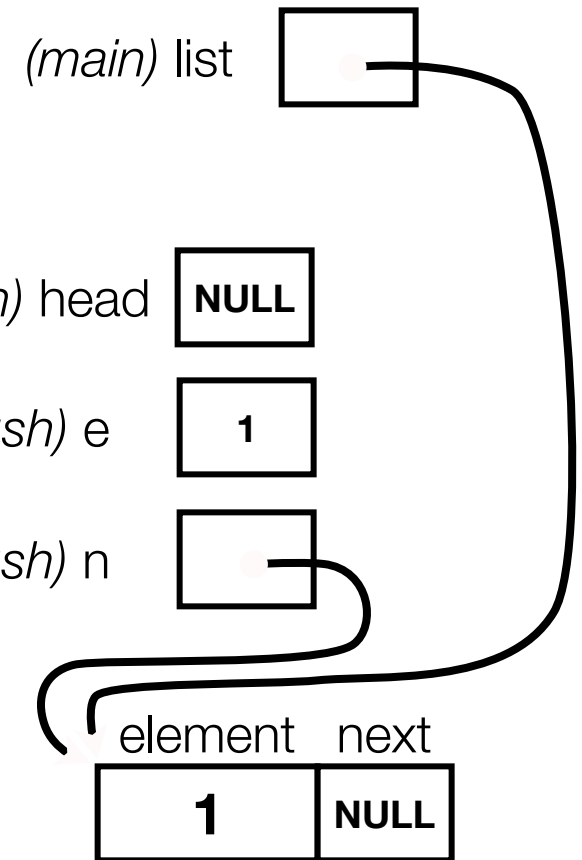
    assert(n != NULL); // crashes if false
    n->element = e;
    n->next = head;

    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
```



# Push onto list

push\_list.c

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#include <stdlib.h>
#include <assert.h>

typedef struct node_st {
    int element;
    struct node_st *next;
} Node;

Node *Push(Node *head, int e) {
    Node *n = (Node *) malloc(sizeof(Node));

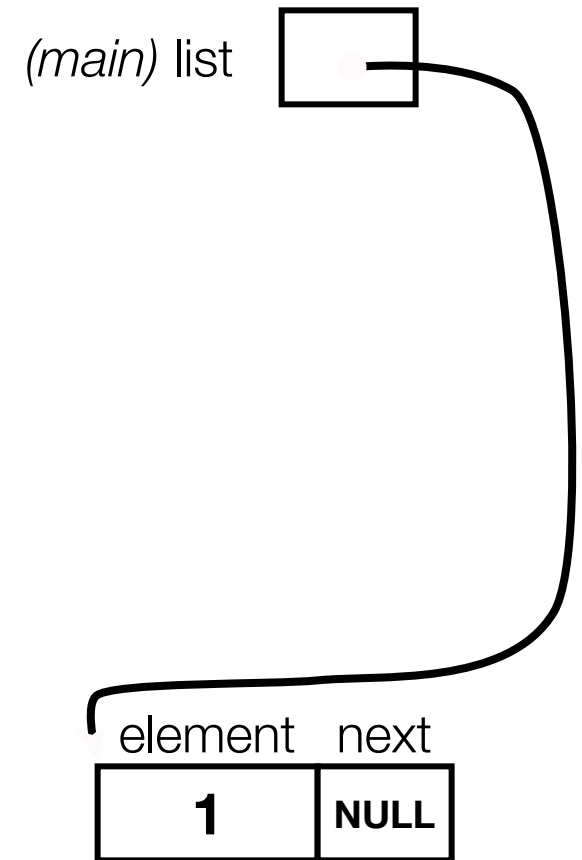
    assert(n != NULL); // crashes if false
    n->element = e;
    n->next = head;

    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
    list = Push(list, 2);

    return 0;
}
```



# Push onto list

push\_list.c

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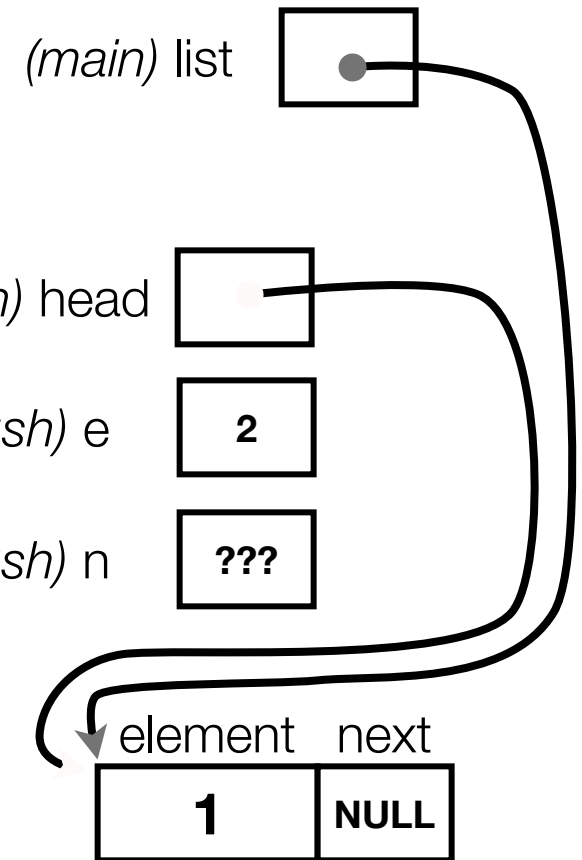
    assert(n != NULL); // crashes if false
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    return n;
}

int main(int argc, char **argv) {
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    list = Push(list, 1);
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push\_list.c

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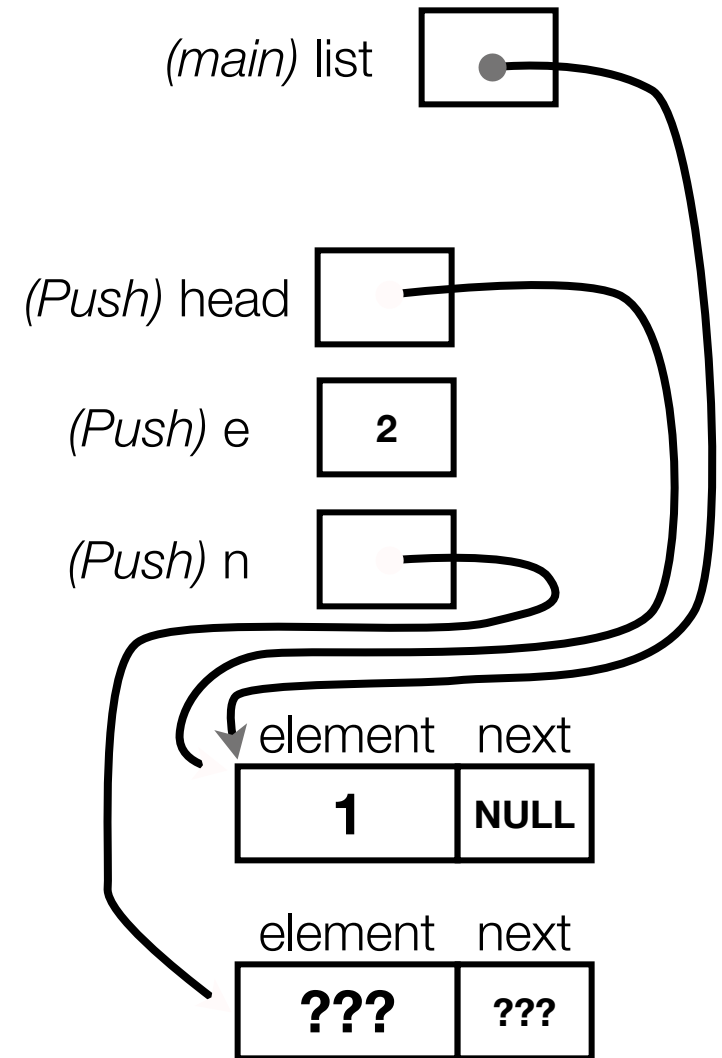
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    n->element = e;
    n->next = head;

    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
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    return 0;
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```





# Push onto list

push\_list.c

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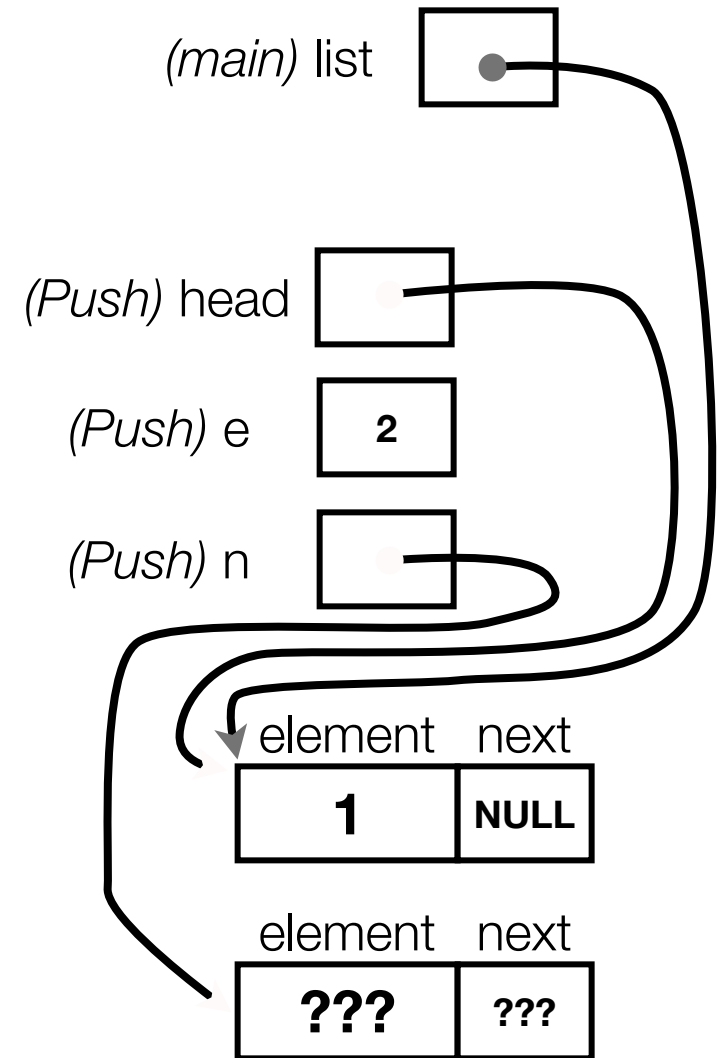
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push\_list.c

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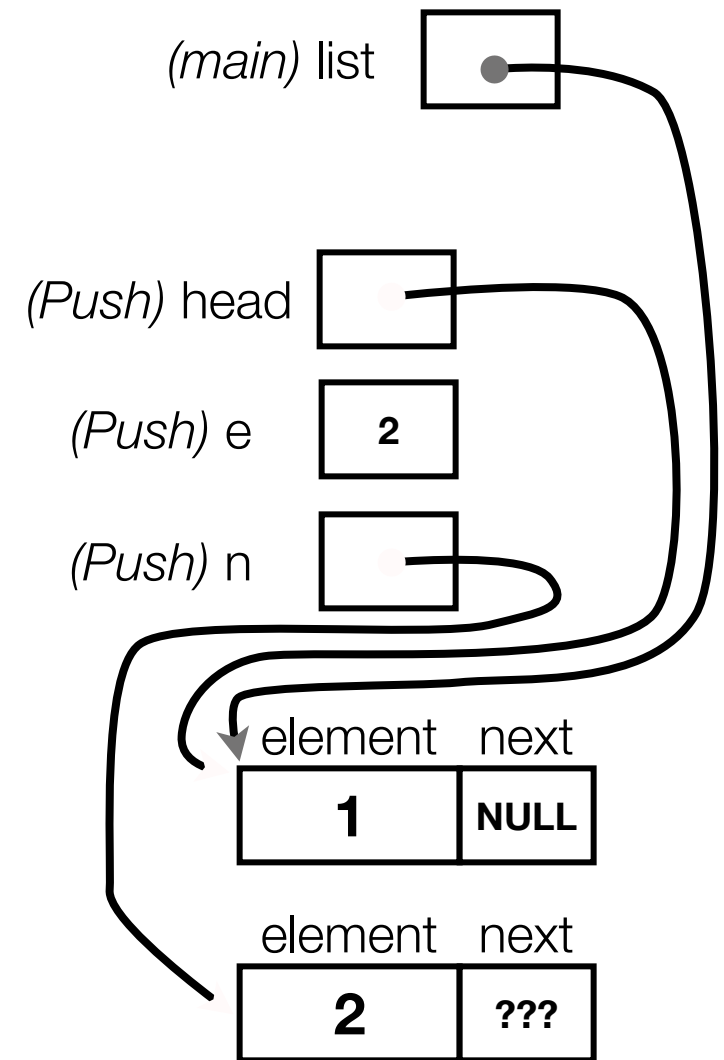
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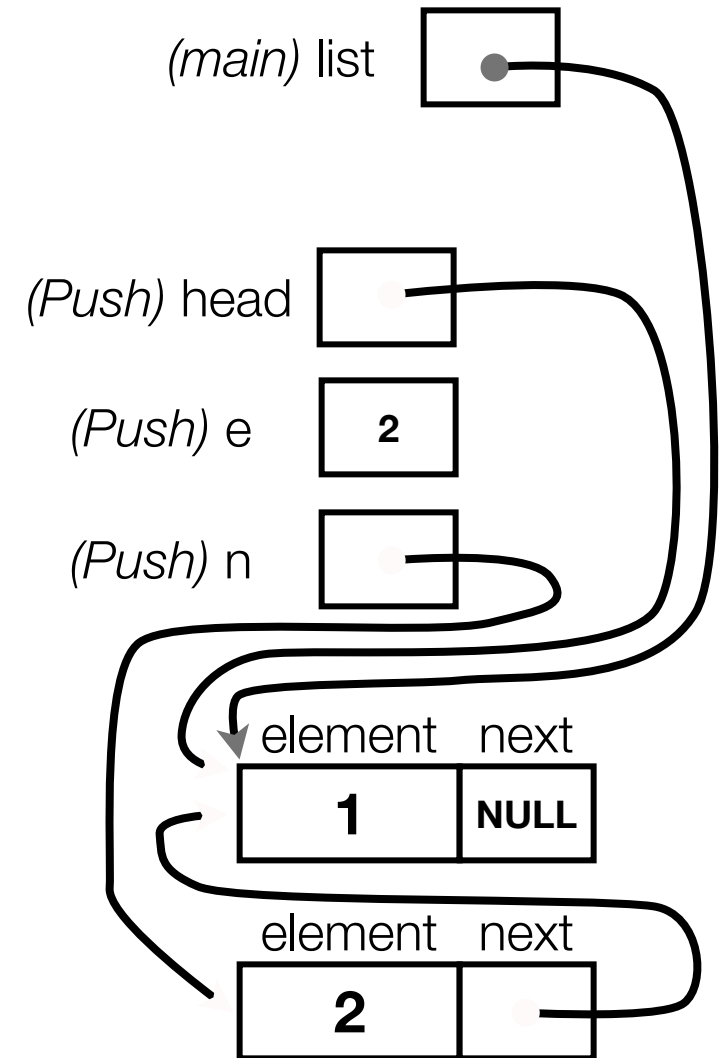
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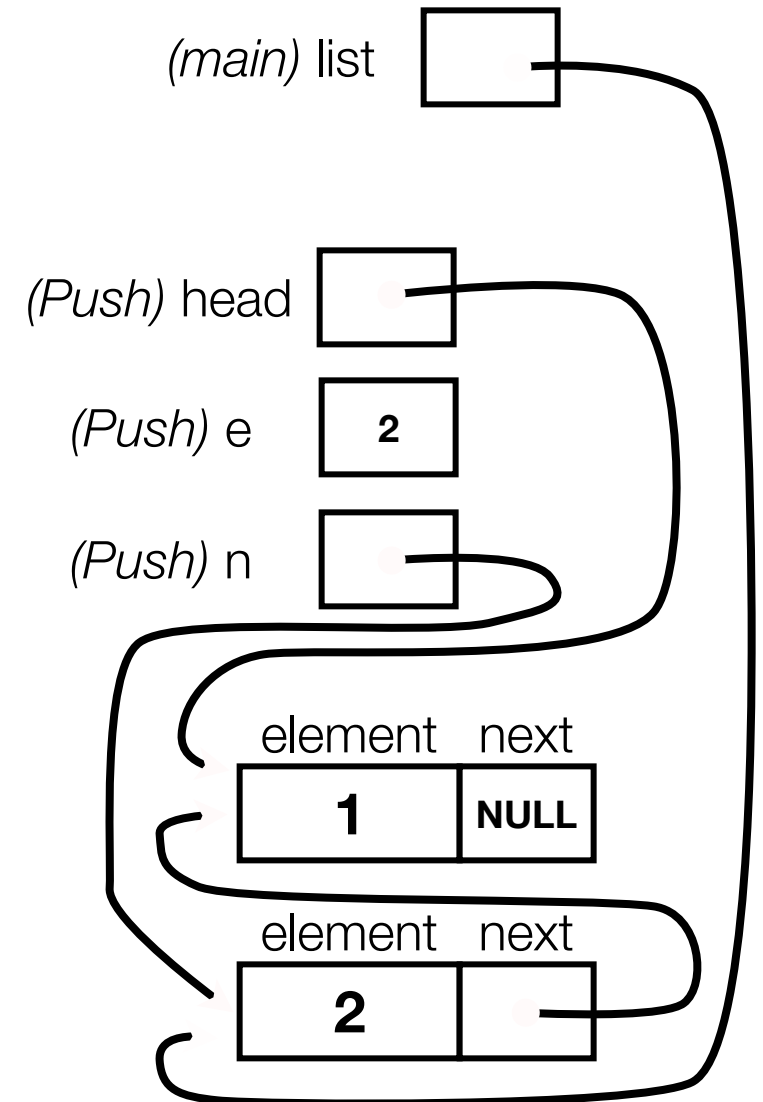
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    return n;
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# Push onto list

push\_list.c

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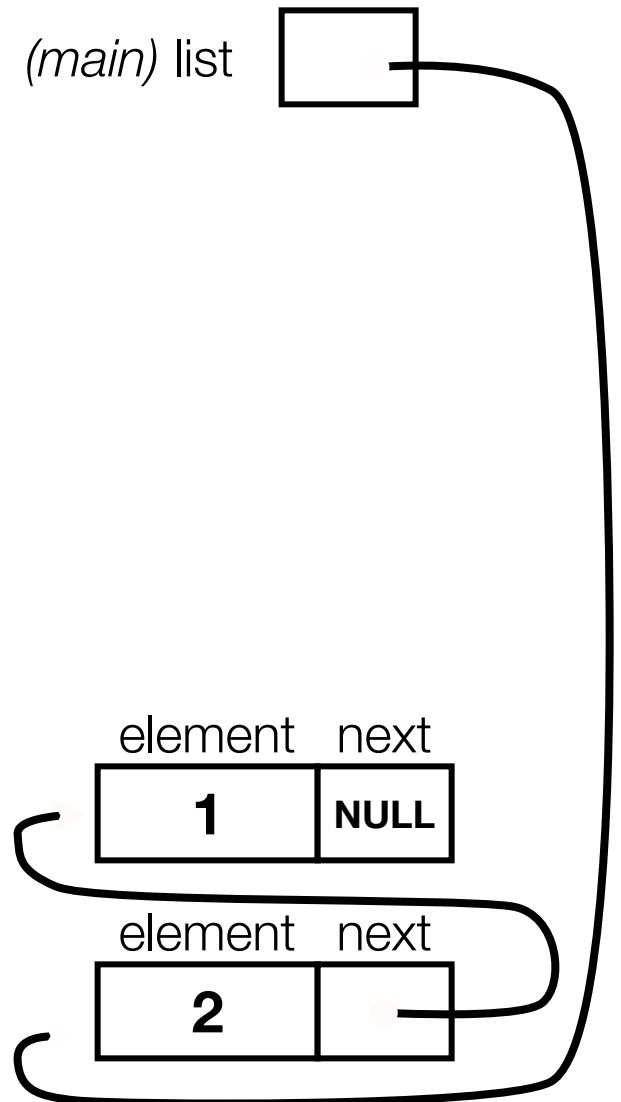
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    n->element = e;
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    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
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    return 0;
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# Push onto list

push\_list.c

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    return n;
}

int main(int argc, char **argv) {
    Node *list = NULL;

    list = Push(list, 1);
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    return 0;
}
```

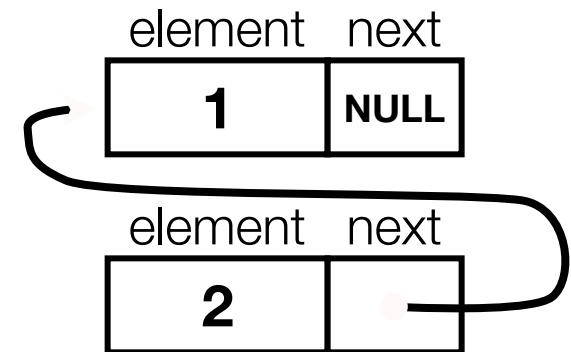
*a (benign) leak!!*

try running with valgrind:

```
bash$ gcc -o push_list -g -Wall
push_list.c
```

```
bash$ valgrind --leak-check=full
./push_list
```

why is this leak not a serious problem?



# A generic linked list

Previously, our linked list elements were of type **int**

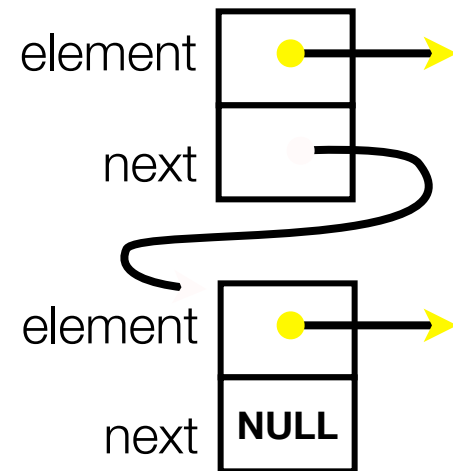
- what if we want to let our customer decide the element type?
- idea: let them push a generic pointer -- i.e., a **(void \*)**

```
typedef struct node_st {
    void *element;
    struct node_st *next;
} Node;

Node *Push(Node *head, void *e) {
    Node *n = (Node *) malloc(sizeof(Node));

    assert(n != NULL); // crashes if false
    n->element = e;
    n->next = head;

    return n;
}
```



# Using a generic linked list

To use it, customers will need to use type casting

- convert their data type to a (void \*) before pushing
- convert from a (void \*) back to their data type when accessing

```
typedef struct node_st {                                     manual_list_void.c
    void *element;
    struct node_st *next;
} Node;

Node *Push(Node *head, void *e); // assume last slide's code

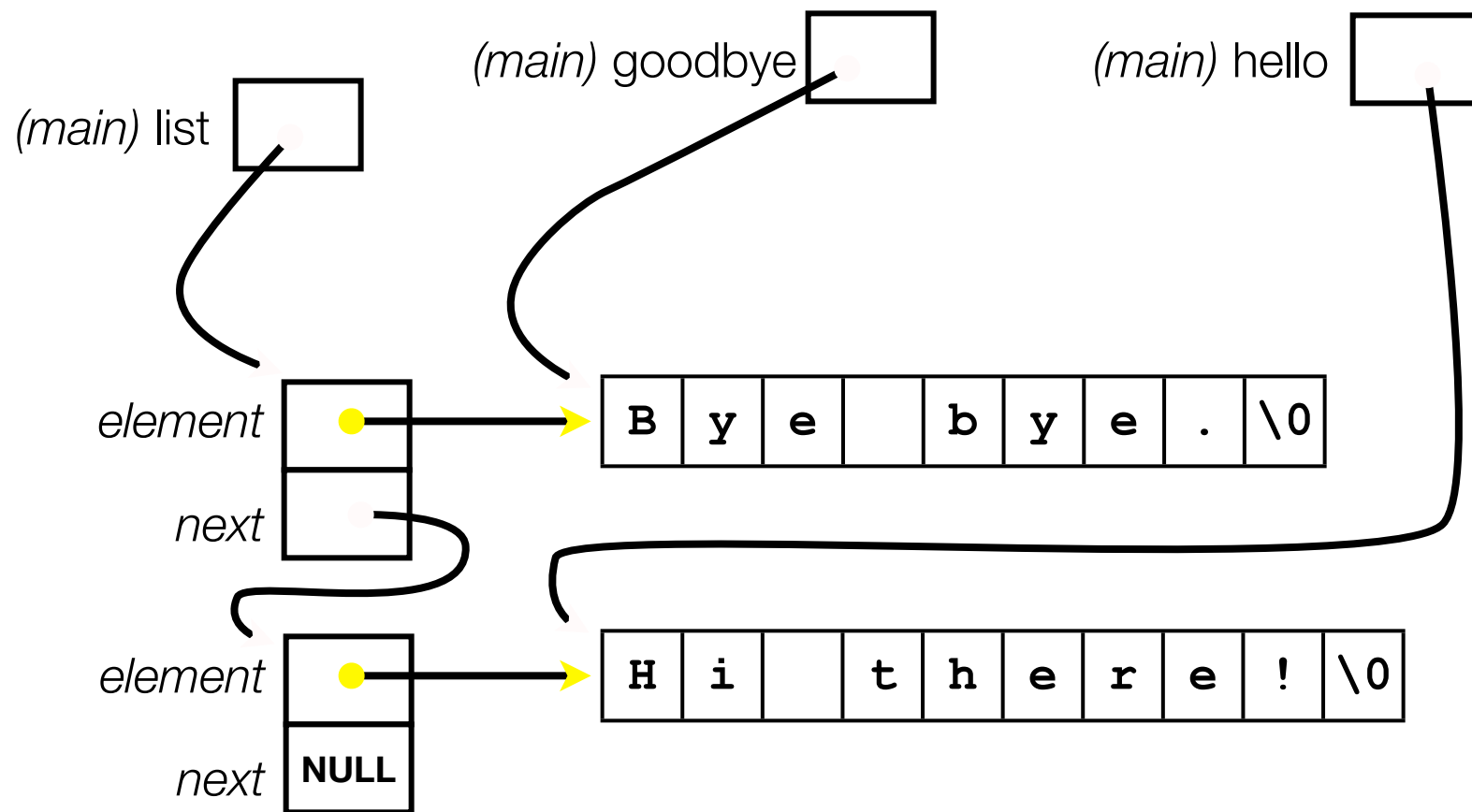
int main(int argc, char **argv) {
    char *hello = "Hi there!";
    char *goodbye = "Bye bye.";
    Node *list = NULL;

    list = Push(list, (void *) hello);
    list = Push(list, (void *) goodbye);
    printf("payload: '%s'\n", (char *) ((list->next)->element) );
    return 0;
}
```



# Using a generic linked list

Results in:

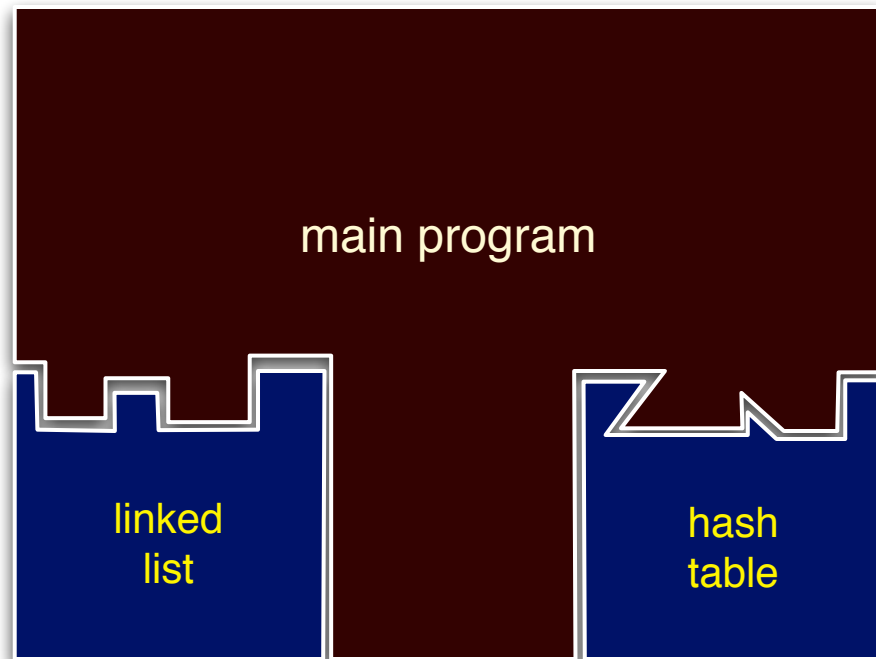


# Multi-file C programs

Let's create a linked list *module*

- a module is a self-contained piece of an overall program
  - ▶ has externally visible functions that customers can invoke
  - ▶ has externally visible typedefs, and perhaps global variables, that customers can use
  - ▶ may have internal functions, typedefs, global variables that customers should not look at
- the module's **interface** is its set of public functions, typedefs, and global variables

# Modularity



The degree to which components of a system can be separated and recombined

- “loose coupling” and “separation of concerns”
- modules can be developed independently
- modules can be re-used in different projects

# C header files

header: a C file whose only purpose is to be *#include*'d

- generally a filename with the .h extension
- holds the variables, types, and function prototype declarations that make up the interface to a module

the main idea

- every **name.c** intended to be a module has a **name.h**
- **name.h** declares the interface to that module
- other modules that want to use **name** will **#include name.h**
  - ▶ and they should assume as little as possible about the implementation in name.c

# C module conventions

Most C projects adhere to the following rules:

- .h files never contain definitions, only declarations
- .c files never contain prototype declarations for functions that are intended to be exported through the module interface
  - those function prototype declarations belong in the .h file
- **never** #include a .c file -- only #include .h files
- #include all of the headers you reference, even if another header (accidentally) includes some of them
- any .c file with an associated .h file should be able to be compiled into a .o file

# #include and the C preprocessor

The C preprocessor (cpp) transforms your source code before the compiler runs

- transforms your original C source code into transformed C source code
- processes the directives it finds in your code (*#something*)
  - ▶ `#include "ll.h"` -- replaces with post-processed content of **ll.h**
  - ▶ `#define PI 3.1415` -- defines a symbol, replaces later occurrences
  - ▶ and there are several others we'll see soon...
- run on your behalf by gcc during compilation

# Example

```
#define BAR 2 + FOO

typedef long long int verylong;
```

cpp\_example.h

```
#define FOO 1

#include "cpp_example.h"

int main(int argc, char **argv) {
    int x = FOO;    // a comment
    int y = BAR;
    verylong z = FOO + BAR;
    return 0;
}
```

cpp\_example.c

Let's manually run the pre-processor on `cpp_example.c`:

- ▶ `cpp` is the preprocessor
- ▶ “`-P`” *suppresses some extra debugging annotations*
- ▶ (can also use `gcc -E`)

```
bash$ cpp -P cpp_example.c out.c
bash$ cat out.c
```

```
typedef long long int verylong;

int main(int argc, char **argv) {
    int x = 1;
    int y = 2 + 1;
    verylong z = 1 + 2 + 1;
    return 0;
}
```

# Program that uses a linked list

```
#include <stdlib.h>
#include <assert.h>

#include "ll.h"

Node *Push(Node *head,
           void *element) {
    ... implementation here ...
}
```

ll.c

```
typedef struct node_st {
    void *element;
    struct node_st *next;
} Node;

Node *Push(Node *head,
           void *element);
```

ll.h

```
#include "ll.h"

int main(int argc,
         char **argv) {
    Node *list = NULL;
    char *hi = "hello";
    char *bye = "goodbye";

    list = Push(list, hi);
    list = Push(list, bye);

    return 0;
}
```

example\_ll\_customer.c



# Compiling the program

Four steps:

- compile *example\_ll\_customer.c* into an object file
- compile *ll.c* into an object file
- link *ll.o*, *example\_ll\_customer.o* into an executable
- test, debug, rinse, repeat

```
bash$ gcc -Wall -g -o example_ll_customer.o -c example_ll_customer.c
bash$ gcc -Wall -g -o ll.o -c ll.c
bash$ gcc -o example_ll_customer -g ll.o example_ll_customer.o
bash$
bash$ ./example_ll_customer

Payload: 'yo!'
Payload: 'goodbye'
Payload: 'hello'

bash$ valgrind --leak-check=full ./example_customer
...etc.
```

# Where do the comments go?

If a function is declared in a header file (.h) and defined in a C file (.c)

- The header needs full documentation. It is the public specification.
- No need to cut/paste the comment in the C file
  - Don't want two copies that can get out of sync
  - But help the reader with a "specified in foo.h" comment on the code

If a function has a prototype and implementation in the same C file

- One school: full comment on the prototype at the top of the file, no comment (or "declared above") on code (e.g., project code is like this)
- Another: prototype is for the compiler, doesn't need a comment; put the comments with the code to keep them together (my preference)

# Exercise 1

Extend the linked list program we covered in class:

- add a function that returns the number of elements in a list
- implement a program that builds a list of lists
  - ▶ i.e., it builds a linked list
    - but each element in the list is a (different) linked list
- **bonus:** design and implement a “Pop” function
  - ▶ removes an element from the head of the list
  - ▶ make sure your linked list code, and customers’ code that uses it, contains no memory leaks

# Exercise 2

Implement and test a binary search tree

- [http://en.wikipedia.org/wiki/Binary\\_search\\_tree](http://en.wikipedia.org/wiki/Binary_search_tree)
  - ▶ don't worry about making it balanced
- implement key insert( ) and lookup( ) functions
  - ▶ bonus: implement a key delete( ) function
- implement it as a C module
  - ▶ bst.c, bst.h
- implement test\_bst.c
  - ▶ contains main( ), tests out your BST

# Exercise 3

Implement a Complex number module

- `complex.c`, `complex.h`
- includes a typedef to define a complex number
  - ▶  $a + bi$ , where  $a$  and  $b$  are doubles
- includes functions to:
  - ▶ add, subtract, multiply, and divide complex numbers
- implement a test driver in `test_complex.c`
  - ▶ contains `main( )`

See you on Friday!