Outline

• Previously:
  • Computer is a machine that does what we tell it to do

• Next:
  • How do we tell computers what to do?
    • First a quick intro to C programming
    • Goal: to learn C, not teach you to be an expert in C
  • How do we represent data?
  • What is memory?
What is C?

• The language of UNIX
• Procedural language (no classes)
• Low-level access to memory
• Easy to map to machine language
• Not much run-time stuff needed
• Surprisingly cross-platform

**Why teach it now?**
To expand from basic programming to operating systems and embedded development.

Also, as a case study to understand computer architecture in general.
The Origin of C

Hey, do you want to build a system that will become the gold standard of OS design for this century? We can call it UNIX.

Okay, but only if we also invent a language to write it in, and only if that language becomes the default for all systems programming basically forever. We’ll call it C!

Ken Thompson
Dennis Ritchie

AT&T Bell Labs, 1969-1972
Cool, it worked!

Told ya.
What were they thinking?

- **Main design considerations:**
  - Compiler size: needed to run on PDP-11 with 24KB of memory (Algol60 was too big to fit)
  - Code size: needed to implement the whole OS and applications with little memory
  - Performance
  - Portability

- **Little (if any consideration):**
  - Security, robustness, maintainability
  - Legacy Code
# C vs. other languages

<table>
<thead>
<tr>
<th>Most modern languages</th>
<th>C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Develop applications</td>
<td>Develop system code (and applications) (the two used to be the same thing)</td>
</tr>
<tr>
<td>Computer is an abstract logic engine</td>
<td>Near-direct control of the hardware</td>
</tr>
<tr>
<td>Prevent unintended behavior, reduce impact of simple mistakes</td>
<td>Never doubts the programmer, subtle bugs can have crazy effects</td>
</tr>
<tr>
<td>Runs on magic! (e.g. garbage collection)</td>
<td>Nothing happens without developer intent</td>
</tr>
<tr>
<td>May run via VM or interpreter</td>
<td>Compiles to native machine code</td>
</tr>
</tbody>
</table>

- **Smart, integrated toolchain**
  (press button, receive EXE)

  ```bash
  $ make
  g++ -o thing.o thing.c
  g++ -o thing thing.o
  ```

- **Discrete, UNIX-style toolchain**
  make → g++ (compilation) → g++ (linking)
  (even more discrete steps behind this)
Why C?

- Why C for humanity?
  - It’s a “portable assembly language”
  - Useful in OS and embedded systems and for highly optimized code

- Why C for this class?
  - Need to understand how computers work
  - Need a high-level language that can be traced all the way down to machine code
  - Need a language with system-level concepts like pointers and memory management
  - Java hides too much to do this
Example C superpowers

Task: Export a list of coordinates in memory to disk

Most languages

- Develop file format
- Build routine to serialize data out to disk
- Build routine to read & parse data in
- Benchmark if performance is a concern

C

- Read/write memory to disk directly
**Example C superpowers**

**Task: Blink an LED**

Atmel ATTINY4 microcontroller:
Entire computer (CPU, RAM, & storage)!
1024 bytes storage, 32 bytes RAM.

```
led = 0
while (true):
    led = NOT led
    set_led(led)
    delay for 1 sec
```

<table>
<thead>
<tr>
<th>Language</th>
<th>Size of executable</th>
<th>Size of runtime (ignoring libraries)</th>
<th>Total size</th>
<th>RAM used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Java</td>
<td>410 B</td>
<td>13 MB</td>
<td>13 MB</td>
<td>14 MB</td>
</tr>
<tr>
<td>Python</td>
<td>60 B (source code)</td>
<td>2.9 MB</td>
<td>2.9 MB</td>
<td>5.4 MB</td>
</tr>
<tr>
<td>Desktop C</td>
<td>8376 B</td>
<td>None</td>
<td>8376 B</td>
<td>352kB</td>
</tr>
<tr>
<td>Embedded C (Arduino)</td>
<td>838 B</td>
<td>None</td>
<td>838 B</td>
<td>~16 B</td>
</tr>
</tbody>
</table>

Max: 1024 B
Max: 32 B
What about C++?

• Originally called “C with Classes” (because that’s all it is)
• All C programs are C++ programs, as C++ is an extension to C
• Adds stuff you might recognize from Java (only uglier):
  • Classes (incl. abstract classes & virtual functions)
  • Operator overloading
  • Inheritance (incl. multiple inheritance)
  • Exceptions

Bjarne Stroustrup developed C++ in 1979 at Bell Labs
C and Java: A comparison

### C

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

int main(int argc, const char* argv[]) {
    int i;
    printf("Hello, world.\n");
    for (i=0; i<3; i++) {
        printf("%d\n", i);
    }
    return EXIT_SUCCESS;
}
```

```
$ g++ -o thing thing.c && ./thing
Hello, world.
0
1
2
```

### Java

```java
class Thing {
    static public void main (String[] args) {
        int i;
        System.out.printf("Hello, world.\n");
        for (i=0; i<3; i++) {
            System.out.printf("%d\n", i);
        }
    }
}
```

```
$ javac Thing.java && java Thing
Hello, world.
0
1
2
```
Common Platform for This Course

- Different platforms have different conventions for end of line, end of file, tabs, compiler output, ...
- Solution (for this class): *compile and run* all programs consistently on one platform
- Our common platform:

  Duke Linux Machines!

Don’t you gimme no “it worked on my box” nonsense!
See homework 0 or recitation #1 for the exciting answer!
• Every computer architecture has its own assembly language
• Assembly languages tend to be pretty low-level, yet some actual humans still write code in assembly
• But most code is written in HLLs and compiled
  • Compiler is a program that automatically converts HLL to assembly
High Level Language Program $\xrightarrow{\text{Compiler}}$ Assembly Language Program $\xrightarrow{\text{Assembler}}$ Machine Language Program

```
temp = v[k];
v[k] = v[k+1];
v[k+1] = temp;
```

```
lw $15, 0($2)
lw $16, 4($2)
sw $16, 0($2)
sw $15, 4($2)
```

- **Assembler** program automatically converts assembly code into the binary *machine language* (zeros and ones) that the computer actually executes.
High Level Language Program

Compiler

Assembly Language Program

Assembler

Machine Language Program

Machine Interpretation

Control Signals for Finite State Machine

**temp = v[k];**

**v[k] = v[k+1];**

**v[k+1] = temp;**

```
lw $15, 0($2)
lw $16, 4($2)
sw $16, 0($2)
sw $15, 4($2)
```

```
0000 1001 1100 0110 1010 1111 0101 1000 
1010 1111 0101 1000 0000 1001 1100 0110 
1100 0110 1010 1111 0101 1000 0000 1001 
0101 1000 0000 1001 1100 0110 1010 1111
```
How does a Java program execute?

- Compile Java Source to Java Byte codes
- Java Virtual Machine (JVM) interprets/converts Byte codes
- JVM is a program executing on the hardware

- Java has lots of features that make it easier to program without making mistakes → training wheels are nice

- JVM handles memory for you
  - What do you do when you remove an entry from a hash table, binary tree, etc.?
The C Programming Language

• No virtual machine
  • No dynamic type checking, array bounds, garbage collection, etc.
  • Compile source file directly to machine

• Closer to hardware
  • Easier to make mistakes
  • Can often result in faster code → training wheels slow you down

• Generally used for ‘systems programming’
  • Operating systems, embedded systems, database implementation
  • C++ is object-oriented version of C (C is a strict subset of C++)
Learning How to Program in C

• You need to learn some C

• I’ll present some slides next, but nobody has ever learned programming by looking at slides or a book
  • You learn programming by programming!

• Goals of these slides:
  • Give you big picture of how C differs from Java
    • Recall: you already know how to program
  • Give you some important pointers (forgive the pun!) to get you started
Skills You’ll Need to Code in C

- You’ll need to learn some skills
  - Using a Unix machine (you’ll connect remotely to one)
  - Using a text editor to write C programs
  - Compiling and executing C programs

- You’ll learn these skills in Recitation #1

- Some other useful resources
  - Kernighan & Richie book *The C Programming Language*
  - My C course slides from NCSU (linked on course site)
  - MIT open course *Practical Programming in C* (linked on course site)
  - Prof. Drew Hilton’s video tutorials (linked on course site)
Creating a C source file

- We are not using a development environment (IDE)
- You will create programs starting with an empty file!
- Files should use .c file extension (e.g., hello.c)
- On a linux machine, edit files with nedit (or emacs or ...)
The nedit window

- nedit is a simple point & click editor
  - with ctrl-c, ctrl-x, ctrl-v, etc. short cuts
- Feel free to use any text editor (gvim, emacs, etc.)
Hello World

- Canonical beginner program
  - Prints out "Hello ..."
- nedit provides syntax highlighting
Compiling and Running the Program

- Use the g++ (or gcc) compiler to turn .c file into executable file
  - g++ -g -o <outputname> <source file name>
  - g++ -g -o hello hello.c (you must be in same directory as hello.c)
  - If no -o option, then default output name is a.out (e.g., g++ hello.c)
  - The -g option turns on debug info, so tools can tell you what’s up when it breaks

- To run, type the program name on the command line
  - ./ before “hello” means look in current directory for hello program
Key Language Issues (for C)

- Variable types: int, float, char, etc.
- Operators: +, -, *, ==, >, etc.
- Expressions
- Control flow: if/else, while, for, etc.
- Functions
- Arrays
  - Java: Strings → C: character arrays
  - Java: Objects → C: structures
  - Java: References → C: pointers
  - Java: Automatic memory mgmt → C: DIY mem mgmt

Legend:
- Black: C same as Java
- Blue: C very similar to Java
- Red: C different from Java
Variables, operators, expressions – just like Java

• Variables types
  • Data types: int, float, double, char, void
  • signed and unsigned int
  • char, short, int, long, long long can all be integer types
    • These specify how many bits to represent an integer

• Operators
  • Mathematical: + - * / %
  • Logical: ! && || == != < > <= >=
  • Bitwise: & | ~ ^ << >>
    (we’ll get to what these do later)

• Expressions: var1 = var2 + var3;
C Allows Type Conversion with Casts

• Use type casting to convert between types
  • `variable1 = (new type) variable2;`

• Be careful with order of operations – cast often takes precedence

• Example

```c
main() {
    float x;
    int i;
    x = 3.6;
    i = (int) x;  // i is the integer cast of x
    printf("x=%f, i=%d", x, i)
}
```

result: `x=3.600000, i=3`
Control Flow – just like Java

• Conditionals
  
  if (a < b) { ... } else {...}
  
  switch (a) {
    case 0: s0; break;
    case 1: s1; break;
    case 2: s2; break;
    default: break;
  }

• Loops
  
  for (i = 0; i < max; i++) { ... }
  while (i < max) {...}
Variable Scope: Global Variables

- Global variables are accessible from any function
  - Declared outside `main()`

```c
#include <stdio.h>
int X = 0;
float Y = 0.0;
void setX() { X = 78; }
int main()
{
    X = 23;
    Y = 0.31234;
    setX();
    // what is the value of X here?
}
```

- What if we had “`int X = 23;`” in `main()`?
Functions – mostly like Java

• C has functions, just like Java
  • But these are not methods! (not attached to objects)
• Must be defined _or at least declared_ before use

```c
int div2(int x, int y); /* declaration here */
int main() {
    int a;
    a = div2(10, 2);
}
int div2(int x, int y) { /* implementation here */
    return (x/y);
}
```

• _Or you can just put functions at top of file (before use)_
Arrays – same as Java

Same as Java (for now...)

```c
char buf[256];
int grid[256][512]; /* two dimensional array */
float scores[4096];
double speed[100];

for (i = 0; i< 25; i++)
    buf[i] = ‘A’+i; /* what does this do? */
```
Memory Layout and Bounds Checking

• There is **NO bounds checking** in C
  • i.e., it’s legal (but not advisable) to refer to `days_in_month[216]` or `days_in_month[-35]`
  • who knows what is stored there?
Strings – not quite like Java

- **Strings**
  - `char str1[256] = “hi”;
  - 0 is value of NULL character ‘\0’, identifies end of string

- **What is C code to compute string length?**
  ```c
  int len=0;
  while (str1[len] != 0){
      len++;
  }
  ```

- **Length does not include the NULL character**
- **C has built-in string operations**
  - `#include <string.h>  // includes string operations`
  - `strlen(str1);`
 STRUCTURES

- Structures are sort of like Java objects
  - They have member variables
  - But they do NOT have methods!

- Structure definition with `struct` keyword
  ```c
  struct student_record {
    int id;
    float grade;
  } rec1, rec2;
  ```

- Declare a variable of the structure type with `struct` keyword
  ```c
  struct student_record onerec;
  ```

- Access the structure member fields with dot (`.`), e.g. `structvar.member`
  ```c
  onerec.id = 12;
  onerec.grade = 79.3;
  ```
#include <stdio.h>

struct student_record {
    int id;
    float grade;
};

struct student_record myroster[100]; /* declare array of structs */

int main()
{
    myroster[23].id = 99;
    myroster[23].grade = 88.5;
}
Console I/O in C

• I/O is provided by standard library functions
  • available on all platforms
• To use, your program must have
  ```c
  #include <stdio.h>
  #include <stdlib.h>
  ```
• ...and it doesn’t hurt to also have
  ```c
  #include <stdlib.h>
  ```
• These are preprocessor statements; the .h files define function types, parameters, and constants from the standard library
Back to our first program

- `#include <stdio.h>` defines input/output functions in C standard library (just like you have libraries in Java)
- `printf(args)` writes to terminal
Input/Output (I/O)

- Read/Write to/from the terminal
  - Standard input, standard output (defaults are terminal)

- Character I/O
  - `putchar()`, `getchar()`

- Formatted I/O
  - `printf()`, `scanf()`
Character I/O

```c
#include <stdio.h>  /* include the standard I/O function defs */
int main() {
    char c;
    /* read chars until end of file */
    while ((c = getchar()) != EOF) {
        if (c == 'e')
            c = '-';
        putchar(c);
    }
    return 0;
}

• EOF is End Of File (type Ctrl+D)
```
#include <stdio.h>
int main() {
    int a = 23;
    float f = 0.31234;
    char str1[] = "satisfied?";
    /* some code here... */
    printf("The variable values are %d, %f, %s\n", a, f, str1);
    scanf("%d %f", &a, &f); /* we’ll come back to the & later */
    scanf("%s", str1);
    printf("The variable values are now %d, %f, %s\n", a, f, str1);
}

- printf("format string", v1, v2,...);
  - \n  is newline character
- scanf("format string",...);
  - Returns number of matching items or EOF if at end-of-file
Example: Reading Input in a Loop

```c
#include <stdio.h>
int main()
{
    int an_int = 0;
    while(scanf("%d", &an_int) != EOF) {
        printf("The value is %d\n", an_int);
    }
}

• This reads integers from the terminal until the user types ^d (ctrl-d)
  • Can use a.out < file.in

• WARNING THIS IS NOT CLEAN CODE!!!
  • If the user makes a typo and enters a non-integer it can loop indefinitely!!!

• How to stop a program that is in an infinite loop on Linux?

• Type ^c (ctrl-c). It kills the currently executing program.
```
Example: Reading Input in a Loop (better)

```c
#include <stdio.h>
int main()
{
    int an_int = 0;
    while(scanf("%d",&an_int) == 1) {
        printf("The value is %d\n",an_int);
    }
}
```

- Now it reads integers from the terminal until there’s an EOF or a non-integer is given.
- Type “man scanf” on a linux machine and you can read a lot about scanf.
  - You can also find these “manual pages” on the web, such as at die.net.
sscanf vs. atoi

• The atoi function converts a string to an integer. (atof does float)
  ```c
  char mystring[] = "29";
  int r = atoi(mystring);
  ```

• More generally, you can parse in-memory strings with sscanf (string scanf):
  ```c
  char mystring[] = "29";
  int r;
  int n = sscanf(mystring,"%d",&r);
  // returns number of successful conversions (0 or 1)
  ```

• Why choose sscanf? It can indicate if the string isn’t valid!
• The atoi function just returns 0 for non-integers, so
  `atoi("0") == atoi("hurfdurf")` 😞
• C pre-processor provides useful features
  • `#include filename` just inserts that file (like `#include <stdio.h>`)  
  • `#define MYFOO 8`, replaces MYFOO with 8 in entire program  
    • Good for constants  
    • `#define MAX_STUDENTS 100` (functionally equivalent to `const int`)  

• Separate Compilation  
  • Many source files (e.g., main.c, students.c, instructors.c, deans.c)  
  • `g++ -o prog main.c students.c instructors.c deans.c`  
  • Produces one executable program from multiple source files  

• Libraries: Collection of common functions (some provided, you can build your own)  
  • We’ve already seen stdio.h for I/O  
  • `libc` has I/O, strings, etc.  
  • `libm` has math functions (pow, exp, etc.)  
  • `g++ -o prog file.c -lm` (says use math library)
Command Line Arguments

- Parameters to main (**int argc, char *argv[]**)
  - argc = number of arguments (0 to argc-1)
  - argv is array of strings
  - argv[0] = program name
- Example: myProgram dan 250
  - argc=3

```c
int main(int argc, char *argv[]) {  
    int i;
    printf("%d arguments\n", argc);
    for (i=0; i< argc; i++) {  
        printf("argument %d: %s\n", i, argv[i]);  
    }
}
```
1) Java is object-oriented, while C is not

2) Memory management
   • Java: the virtual machine worries about where the variables “live” and how to allocate memory for them
   • C: the programmer does all of this
Memory is a real thing!

- Most languages – protected variables

- C – flat memory space

Figure from Rudra Dutta, NCSU, 2007
Let’s look at memory addresses!

• You can find the address of ANY variable with:

```
#include <stdio.h>

int v = 5;
printf("%d\n", v);
printf("%p\n", &v);
```

```bash
$ g++ x4.c && ./a.out
5
0x7fffd232228c
```
int x=5;
char msg[] = "Hello";

int main(int argc, const char* argv[]) {
    int v;
    float pi = 3.14159;

    printf("&x:  %p\n",&x);
    printf("&msg:  %p\n",&msg);
    printf("&argc: %p\n",&argc);
    printf("&argv: %p\n",&argv);
    printf("&v:    %p\n",&v);
    printf("&pi:   %p\n",&pi);
}

$ g++ x.c && ./a.out
&x:  0x601020
&msg: 0x601024
&argc: 0x7fff85b78c2c
&argv: 0x7fff85b78c20
&v:  0x7fff85b78c38
&pi: 0x7fff85b78c3c
What’s a pointer?

- It’s a memory address you treat as a variable
- You declare pointers with:

```c
int v = 5;
int* p = &v;
printf("%d\n",v);
printf("%p\n",p);
```

The dereference operator

```
$ g++ x4.c && ./a.out
5
0x7fffe0e60b7c
```
What’s a pointer?

- You can **look up** what’s stored *at* a pointer!
- You **dereference** pointers with:

  ![The dereference operator](image)

```c
int v = 5;
int* p = &v;
printf("%d\n", v);
printf("%p\n", p);
printf("%d\n", *p);
```

Prepend to any pointer variable or expression

```bash
$ g++ x4.c && ./a.out
5
0x7fffe0e60b7c
5
```
What is an array?

- The shocking truth: You’ve been using pointers all along!
- Every array is a pointer to a block of memory
- **Pointer arithmetic**: If you add an integer N to a pointer P, you get the address of N things later from pointer P
  - “Thing” depends on the datatype of the P
- Can dereference such pointers to get what’s there
  - Interpreted according to the datatype of P
  - E.g. *(nums-1) is a number related to how we represent the letter ‘o’.

```
int x = 9;
char msg[] = “hello”;
short nums[] = {6,7,8};
```
Array lookups ARE pointer references!

int x[] = {15,16,17,18,19,20};

<table>
<thead>
<tr>
<th>Array lookup</th>
<th>Pointer reference</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>x</td>
<td>int*</td>
</tr>
<tr>
<td>x[0]</td>
<td>*x</td>
<td>int</td>
</tr>
<tr>
<td>x[5]</td>
<td>*(x+5)</td>
<td>int</td>
</tr>
<tr>
<td>x[n]</td>
<td>*(x+n)</td>
<td>int</td>
</tr>
<tr>
<td>&amp;x[0]</td>
<td>x</td>
<td>int*</td>
</tr>
<tr>
<td>&amp;x[5]</td>
<td>x+5</td>
<td>int*</td>
</tr>
<tr>
<td>&amp;x[n]</td>
<td>x+n</td>
<td>int*</td>
</tr>
</tbody>
</table>

(In case you don’t believe me)

```c
int n=2;
printf("%p %p\n", x , x );
printf("%d %d\n", x[0] , *x );
printf("%d %d\n", x[5] , *(x+5));
printf("%d %d\n", x[n] , *(x+n));
printf("%p %p\n",&x[0], x );
printf("%p %p\n",&x[5], x+5 );
printf("%p %p\n",&x[n], x+n );
```

```
$ g++ x5.c && ./a.out
0x7fffa2d0b9d0 0x7fffa2d0b9d0
15 15
20 20
17 17
0x7fffa2d0b9d0 0x7fffa2d0b9d0
0x7fffa2d0b9e4 0x7fffa2d0b9e4
0x7fffa2d0b9d8 0x7fffa2d0b9d8
```

**• This is why arrays don’t know their own length: they’re just blocks of memory with a pointer!**

Definition of array brackets: \( A[i] \leftrightarrow *(A+i) \)

Creepy-side effect: \( A[5] \Rightarrow *(A+5) \Rightarrow *(5+A) \Rightarrow 5[A] \), so 5[A] is legal & equivalent! (Don’t do this, it’s gross.)
Using pointers

- Start with an address of something that exists
- Manipulate according to known rules
- Don’t go out of bounds (don’t screw up)

```c
#include <stdio.h>

void underscorify(char* s) {
    char* p = s;
    while (*p != 0) {
        if (*p == ' ') {
            *p = '_';
        }
        p++;
    }
}

int main() {
    char msg[] = "Here are words";
    puts(msg);
    underscorify(msg);
    puts(msg);
}
```

```
$ g++ x3.c && ./a.out
Here are words
Here_are_words
```
void underscorify(char* s) {
    char* p = s;
    while (*p != 0) {
        if (*p == ' ') {
            *p = '_';
        }
        p++;
    }
}

// how a developer might code it
void underscorify2(char* s) {
    char* p;
    for (p = s; *p; p++) {
        if (*p == ' ') {
            *p = '_';
        }
    }
}

// how a kernel hacker might code it
void underscorify3(char* s) {
    for ( ; *s; s++) {
        if (*s == ' ') *s = '_';
    }
}
Pointers: powerful, but deadly

• What happens if we run this?

```c
#include <stdio.h>

int main(int argc, const char* argv[]) {
    int* p;

    printf(" p: %p\n",p);
    printf("*p: %d\n",*p);
}
```

$ g++ x2.c && ./a.out
p: (nil)
Segmentation fault (core dumped)
Pointers: powerful, but deadly

• Okay, I can fix this! I’ll initialize `p`!

```c
#include <stdio.h>

int main(int argc, const char* argv[]) {
    int* p = 100000;

    printf(" p:  %p
", p);
    printf("*p:  %d
", *p);
}
```

```
$ g++ x2.c
x2.c: In function ‘main’:
x2.c:4:9: warning: initialization makes pointer from integer without a cast [enabled by default]
$ ./a.out
  p:  0x186a0
Segmentation fault (core dumped)
```
void underscorify_bad(char* s) {
    char* p = s;
    while (*p != '0') {
        if (*p == 0) {
            *p = '_';
        }
        p++;
    }
}

int main() {
    char msg[] = "Here are words";
    puts(msg);
    underscorify_bad(msg);
    puts(msg);
}
void underscorify_bad2(char* s) {
    char* p = s;
    while (*p != '0') {
        if (*p == ' ') {
            *p = '_';
        }
        p++;
    }
}

int main() {
    char msg[] = "Here are words";
    puts(msg);
    underscorify_bad2(msg);
    puts(msg);
}
Effects of pointer mistakes

- Access an array out of bounds or some other invalid pointer location?
  - No visible effect
  - Totally weird behavior
  - Silent corruption & bad results
  - Program crash with OS error

No visible effect

Totally weird behavior

Silent corruption & bad results

Program crash with OS error
Pointer summary

- **Memory is linear**, all the variables live at an address
  - Variable declarations reserve a range of memory space
- You can get the address of any variable with the **address-of operator &**
  
  ```
  int x;   printf(“%p\n”,&x);
  ```

- You can **declare a pointer** with the **dereference operator *** appended to a type:
  
  ```
  int* p = &x;
  ```

- You can find the data at a memory address with the **dereference operator * ** prepended to a pointer expression:
  
  ```
  printf(“%d\n”,*p);
  ```

- Arrays in C are just pointers to a chunk of memory
- Don’t screw up
Pass by Value vs. Pass by Reference

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

int main()
{
    int a = 3;
    int b = 4;
    swap(a, b);
    printf("a = %d, b = %d\n", a, b);
}
```

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

int main()
{
    int a = 3;
    int b = 4;
    swap(&a, &b);
    printf("a = %d, b = %d\n", a, b);
}
```
C Memory Allocation

• How do you allocate an object in Java?
• What do you do when you are finished with object?

• JVM provides garbage collection
  • Counts references to objects, when refs== 0 can reuse

• C does not have garbage collection
  • Must explicitly manage memory
C Memory Allocation

- **void* malloc(nbytes)**
  - Obtain storage for your data (like `new` in Java)
  - Often use `sizeof(type)` built-in returns bytes needed for `type`
    - `int* my_ptr = (int*) malloc(64);` // 64 bytes = 16 ints
    - `int* my_ptr = (int*) malloc(64*sizeof(int));` // 64 ints

- **free(ptr)**
  - Return the storage when you are finished (no Java equivalent)
  - `ptr` must be a value previously returned from `malloc`
C Memory Allocation

- **void* calloc(num, sz)**
  - Like malloc, but reserves num*sz bytes, and initializes the memory to zeroes

- **void* realloc(ptr, sz)**
  - Grows or shrinks allocated memory
    - **ptr** must be dynamically allocated
    - Growing memory doesn’t initialize new bytes
    - Memory shrinks in place
    - Memory may NOT grow in place
      - If not enough space, will move to new location and copy contents
      - Old memory is freed
      - Update all pointers!!!
  - **Usage:** stall = realloc(stall, new_size);
Memory management examples

#include <stdio.h>
#include <stdlib.h>
int main() {

    // kind of silly, but let's malloc a single int
    int* one_integer = (int*) malloc(sizeof(int));
    *one_integer = 5;

    // allocating 10 integers worth of space.
    int* many_integers = (int*) malloc(10 * sizeof(int));
    many_integers[2] = 99;

    // using calloc over malloc will pre-initialize all values to 0
    float* many_floats = (float*) calloc(10, sizeof(float));
    many_floats[4] = 1.21;

    // double the allocation of this array
    many_floats = (float*) realloc(many_floats, 20*sizeof(float));
    many_floats[15] = 6.626070040e-34;

    free(one_integer);
    free(many_integers);
    free(many_floats);
}
Pointers to Structs

```c
struct student_rec { // struct student_rec
    int id;
    float grade;
};

struct student_rec* my_ptr = malloc(sizeof(struct student_rec)); // ptr to a student_rec struct

To access members of this struct via the pointer:

(*my_ptr).id = 3;  // not my_ptr.id
my_ptr->id = 3;    // not my_ptr.id
my_ptr->grade = 2.3;  // not my_ptr.grade
```
Example: Linked List

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

struct entry {
    int id;
    struct entry* next;
};

int main() {
    struct entry *head, *ptr;
    head=(struct entry*)malloc(sizeof(struct entry));
    head->id = 66;
    //head->next = NULL;

    ptr = (struct entry*)malloc(sizeof(struct entry));
    ptr->id = 23;
    ptr->next = NULL;

    head->next = ptr;

    printf("head id: %d, next id: %d\n", head->id, head->next->id);

    ptr = head;
    head = ptr->next;

    printf("head id: %d, next id: %d\n", head->id, ptr->id);

    free(head);
    free(ptr);
```
Source Level Debugging

• Symbolic debugging lets you single step through program, and modify/examine variables while program executes

• On the Linux platform: *gdb*

• Source-level debuggers built into most IDEs
Gdb

- To start:
  $ gdb ./myprog

- To run:
  (gdb) run arguments
## gdb commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>list &lt;line&gt;</code></td>
<td>list (show) 10 lines of code at specified location in program</td>
</tr>
<tr>
<td><code>list &lt;function&gt;</code></td>
<td>List from first line to last line</td>
</tr>
<tr>
<td><code>list &lt;line&gt;,&lt;line&gt;</code></td>
<td>continue execution</td>
</tr>
<tr>
<td><code>run</code></td>
<td>start running the program</td>
</tr>
<tr>
<td><code>continue</code></td>
<td>single step execution, including into functions that are called</td>
</tr>
<tr>
<td><code>step</code></td>
<td>single step over function calls</td>
</tr>
<tr>
<td><code>next</code></td>
<td>show variable value</td>
</tr>
<tr>
<td><code>print &lt;var&gt;</code></td>
<td>show variable each time execution stops</td>
</tr>
<tr>
<td><code>printf &quot;fmt&quot;, &lt;var&gt;</code></td>
<td>show variable value</td>
</tr>
<tr>
<td><code>display &lt;var&gt;</code></td>
<td>show variable each time execution stops</td>
</tr>
<tr>
<td><code>undisplay &lt;var&gt;</code></td>
<td>show variable each time execution stops</td>
</tr>
<tr>
<td>GDB Commands</td>
<td>Description</td>
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<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
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<tr>
<td>break &lt;line&gt;</td>
<td>set breakpoints (including conditional breakpoints)</td>
</tr>
<tr>
<td>break &lt;function&gt;</td>
<td></td>
</tr>
<tr>
<td>break &lt;line&gt; if &lt;cond&gt;</td>
<td></td>
</tr>
<tr>
<td>info breakpoints</td>
<td>list, and delete, breakpoints</td>
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<tr>
<td>delete breakpoint &lt;n&gt;</td>
<td></td>
</tr>
<tr>
<td>set &lt;var&gt; &lt;expr&gt;</td>
<td>set variable to a value</td>
</tr>
<tr>
<td>backtrace full bt</td>
<td>show the call stack &amp; args arguments and local variables</td>
</tr>
</tbody>
</table>
gdb quick reference card

• GDB Quick Reference.pdf – print it!
• Also available annotated by me with most important commands for a beginner:
  GDB Quick Reference - annotated.pdf
Valgrind: detect memory errors

- Can run apps with a **process monitor** to *try to* detect illegal memory activity and memory leaks.
C Resources

- MIT Open Course
- Courseware from Dr. Bletsch’s NCSU course on C (linked from course page)
- Video snippets by Prof. Drew Hilton (Duke ECE/CS)
  - Doesn’t work with Firefox (use Safari or Chrome)
• Previously:
  • Computer is machine that does what we tell it to do

• Next:
  • How do we tell computers what to do?
    • First a quick intro to C programming
  • How do we represent data?
  • What is memory, and what are these so-called addresses?