

CS 33

Introduction to C Part 4

Lifetime

```
int count;

int main() {
    func();
    ...
    func(); // what's printed by func?
    return 0;
}

int func() {
    int a;
    if (count == 0) a = 1;
    count = count + 1;
    printf("%d\n", a);
    return 0;
}
```

```
% ./a.out
-38762173
```

Lifetime (continued)

```
int main() {  
    func(1); // what's printed by func?  
    return 0;  
}  
  
int a;  
  
int func(int x) {  
    if (x == 1) {  
        a = 1;  
        func(2);  
        printf("%d\n", a);  
    } else  
        a = 2;  
    return 0;  
}
```

```
% ./a.out  
2
```

Lifetime (still continued)

```
int main() {  
    func(1); // what's printed by func?  
    return 0;  
}
```

```
int func(int x) {  
    int a;  
    if (x == 1) {  
        a = 1;  
        func(2);  
        printf("a = %d\n", a);  
    } else  
        a = 2;  
    return 0;  
}
```

```
% ./a.out  
1
```

Lifetime (more ...)

```
int main() {  
    int *a;  
    a = func();  
    printf("%d\n", *a); // what's printed?  
    return 0;  
}  
  
int *func() {  
    int x;  
    x = 1;  
    return &x;  
}
```

```
% ./a.out  
23095689
```

Lifetime (and still more ...)

```
int main() {  
    int *a;  
    a = func(1);  
    printf("%d\n", *a); // what's printed?  
    return 0;  
}  
  
int *func(int x) {  
    return &x;  
}
```

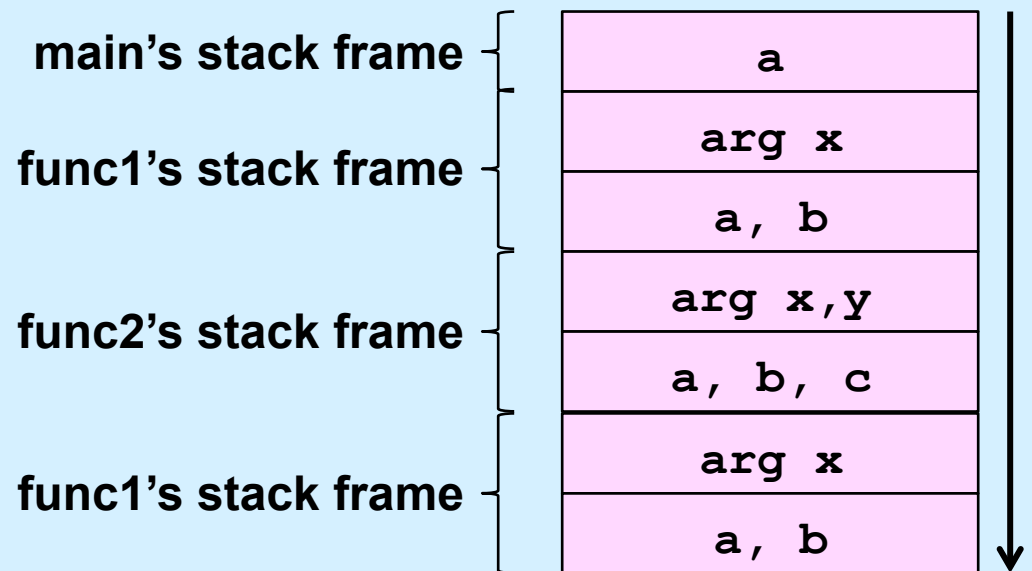
```
% ./a.out  
98378932
```

Rules

- **Global variables exist for the duration of program's lifetime**
- **Local variables and arguments exist for the duration of the execution of the procedure**
 - from call to return
 - each execution of a procedure results in a new instance of its arguments and local variables

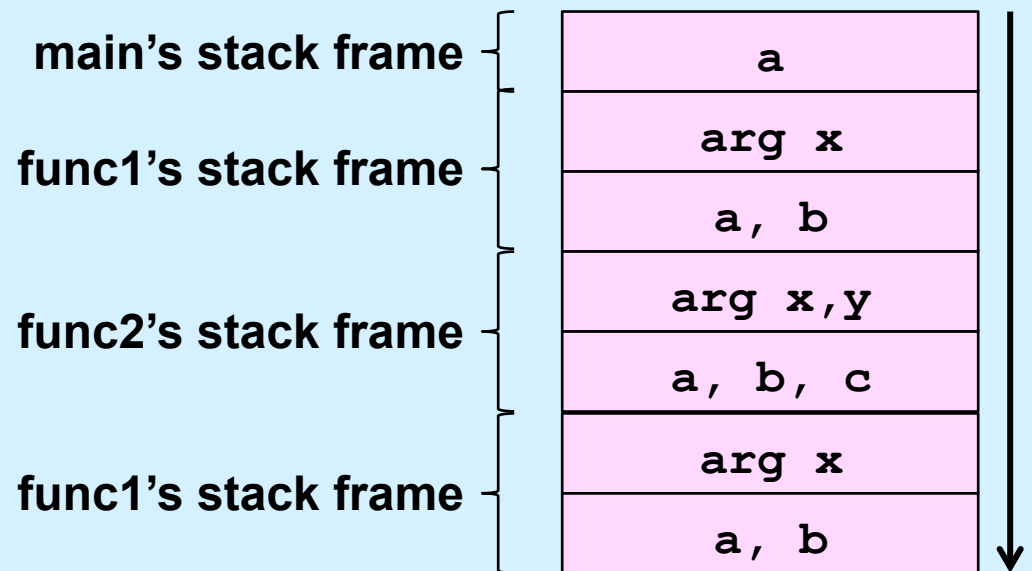
Implementation: Stacks

```
int main() {  
    int a;  
    func1(0);  
    ...  
}  
int func1(int x) {  
    int a,b;  
    if (x==0) func2(a,2);  
    ...  
}  
int func2(int x, int y) {  
    int a,b,c;  
    func1(1);  
    ...  
}
```



Implementation: Stacks

```
int main() {  
    int a;  
    func1(0);  
    ...  
}  
int func1(int x) {  
    int a,b;  
    if (x==0) func2(a,2);  
    ...  
}  
int func2(int x, int y) {  
    int a,b,c;  
    func1(1);  
    ...  
}
```



Quiz 1

```
void proc(int a) {
    int b=1;
    if (a == 1) {
        proc(2);
        printf("%d\n", b);
    } else {
        b = a*(b++)*b;
    }
}

int main() {
    proc(1);
    return 0;
}
```

• What's printed?

a) 0

b) 1

c) 2

d) 4

scanf: Reading Data

```
int main() {  
    int i, j;  
    scanf("%d %d", &i, &j);  
}
```

Two parts

- **formatting instructions**
 - whitespace in format string matches any amount of white space in input
 - » whitespace is space, tab, newline ('\n')
- **arguments: must be addresses**
 - why?

#define (again)

```
#define CtoF(cent) (9.0*cent)/5.0 + 32.0
```

Simple textual substitution:

```
float tempc = 20.0;
```

```
float tempf = CtoF(tempc);
```

```
// same as tempf = (9.0*tempc)/5.0 + 32.0;
```

Careful ...

```
#define CtoF(cent) (9.0*cent)/5.0 + 32.0
```

```
float tempc = 20.0;
```

```
float tempf = CtoF(tempc+10);
```

```
// same as tempf = (9.0*tempc+10)/5.0 + 32.0;
```

```
#define CtoF(cent) (9.0*(cent))/5.0 + 32.0
```

```
float tempc = 20.0;
```

```
float tempf = CtoF(tempc+10);
```

```
// same as tempf = (9.0*(tempc+10))/5.0 + 32.0;
```

Structures

```
struct ComplexNumber {  
    float real;  
    float imag;  
};
```

```
struct ComplexNumber x;  
x.real = 1.4;  
x.imag = 3.65e-10;
```

Pointers to Structures

```
struct ComplexNumber {  
    float real;  
    float imag;  
};
```

```
struct ComplexNumber x, *y;  
x.real = 1.4;  
x.imag = 3.65e-10;  
y = &x;  
y->real = 2.6523;  
y->imag = 1.428e20;
```

structs and Functions

```
struct ComplexNumber ComplexAdd(  
    struct ComplexNumber a1,  
    struct ComplexNumber a2) {  
    struct ComplexNumber result;  
    result.real = a1.real + a2.real;  
    result.imag = a1.imag + a2.imag;  
    return result;  
}
```


Would This Work?

```
struct ComplexNumber *ComplexAdd(  
    struct ComplexNumber *a1,  
    struct ComplexNumber *a2) {  
    struct ComplexNumber result;  
    result.real = a1->real + a2->real;  
    result.imag = a1->imag + a2->imag;  
    return &result;  
}
```

How About This?

```
void ComplexAdd(  
    struct ComplexNumber *a1,  
    struct ComplexNumber *a2,  
    struct ComplexNumber *result) {  
    result->real = a1->real + a2->real;  
    result->imag = a1->imag + a2->imag;  
    return;  
}
```

Using It ...

```
struct ComplexNumber j1 = {3.6, 2.125};  
struct ComplexNumber j2 = {4.32, 3.1416};  
struct ComplexNumber sum;  
  
ComplexAdd(&j1, &j2, &sum);
```

Arrays of *structs*

```
struct ComplexNumber j[10];  
j[0].real = 8.127649;  
j[0].imag = 1.76e18;
```

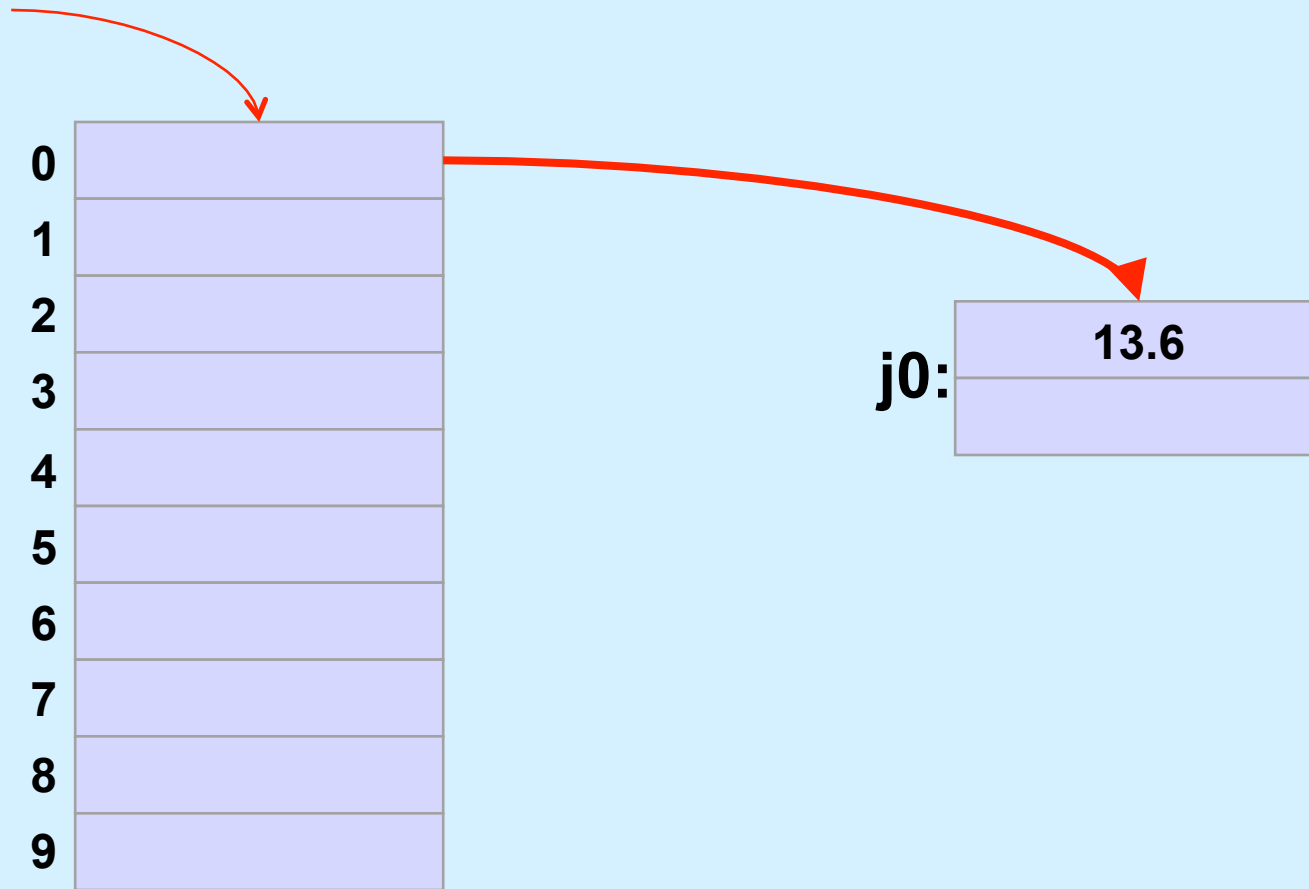
Arrays, Pointers, and *structs*

```
/* What's this? */  
struct ComplexNumber *jp[10];
```

```
struct ComplexNumber j0;  
jp[0] = &j0;  
jp[0]->real = 13.6;
```

Memory View

jp



Quiz 2

```
struct list_elem {
    int val;
    struct list_elem *next;
} a, b;

int main() {
    a->val = 1;
    a->next = &b;
    b->val = 2;
    printf("%d\n", a->next->val);
    return 0;
}
```

- **What happens?**
 - a) syntax error**
 - b) seg fault**
 - c) prints something and terminates**

Quiz 3

```
struct list_elem {  
    int val;  
    struct list_elem *next;  
} a, b;  
  
int main() {  
    a.val = 1;  
    a.next = &b;  
    b.val = 2;  
    printf("%d\n", a.next.val);  
    return 0;  
}
```

- **What happens?**
 - a) syntax error
 - b) seg fault
 - c) prints something and terminates

Quiz 4

```
struct list_elem {
    int val;
    struct list_elem *next;
} a, b;

int main() {
    a.val = 1;
    b.val = 2;
    printf("%d\n", a.next->val);
    return 0;
}
```

- **What happens?**
 - a) syntax error**
 - b) seg fault**
 - c) prints something and terminates**

Quiz 5

```
struct list_elem {  
    int val;  
    struct list_elem *next;  
} a, b;  
  
int main() {  
    a.val = 1;  
    a.next = &b;  
    b.val = 2;  
    printf("%d\n", a.next->val);  
    return 0;  
}
```

- **What happens?**
 - a) syntax error**
 - b) seg fault**
 - c) prints something and terminates**

Structures vs. Objects

- Are structs objects?

NO!

(What's an object?)

Structures Containing Arrays

```
struct Array {  
    int A[6];  
} S1, S2;
```

```
int A1[6], A2[6];
```

```
A1 = A2;
```

```
// not legal: arrays don't know how big they are
```

```
S1 = S2;
```

```
// legal: structures do
```

A Bit More Syntax ...

- **Constants**

```
const double pi =  
    3.141592653589793238;
```

```
area = pi*r*r;      /* legal */  
pi = 3.0;           /* illegal */
```

More Syntax ...

```
const int six = 6;
int nonconstant;
const int *ptr_to_constant;
int *const constant_ptr = &nonconstant;
const int *const constant_ptr_to_constant = &six;

ptr_to_constant = &six;
    // ok
*ptr_to_constant = 7;
    // not ok
*constant_ptr = 7;
    // ok
constant_ptr = &six;
    // not ok
```

And Still More ...

- **Array initialization**

```
int FirstSixPrimes[6] = {2, 3, 5, 7, 11, 13};  
int SomeMorePrimes[] = {17, 19, 23, 29};  
int MoreWithRoomForGrowth[10] = {31, 37};  
int MagicSquare[][] = {{2, 7, 6},  
                        {9, 5, 1},  
                        {4, 3, 8}};
```