

`inst.eecs.berkeley.edu/~cs61c/su06`

CS61C : Machine Structures

Lecture #5: Strings & Structs



2006-07-03
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Review: Arrays

- Arrays are (almost) identical to pointers
 - `char *string` and `char string[]` are nearly identical declarations
 - They differ in subtle ways: incrementing, declaration of filled arrays
 - **Key Difference**: an array variable is a **CONSTANT** pointer to the first element.
- $ar[i] \leftrightarrow *(ar+i)$



Review: Arrays and Pointers

- Array size n ; want to access from 0 to $n-1$:

Array Indexing Versions:

```
#define ARSIZE 10
int ar[ARSIZE];
int i=0, sum = 0;
```

...

```
while (i < ARSIZE)
    sum += ar[i++];
```

or

```
while (i < ARSIZE)
    sum += *(ar + i++);
```

Pointer Indexing Version:

```
#define ARSIZE 10
int ar[ARSIZE];
int *p = ar, *q = &ar[10]*;
int sum = 0;
```

...

```
while (p < q)
    sum += *p++;
```

*** C allows 1 past end of array!**



Review: Common C Errors

- There is a difference between assignment and equality
 - **a = b** is assignment
 - **a == b** is an equality test
- This is one of the most common errors for beginning C programmers!
- Precedence Rules
 - `int **a = {{1, 2}, {3, 4}}`
 - `*a[1]++;` (`[] > *`)



Topic Outline

- **Strings**
- **Handles**
- **Structs**
- **Heap Allocation Intro**
- **Linked List Example**



C Strings (1/3)

- A **string** in C is just an array of characters.

```
char string[] = "abc";
```

- How do you tell how long a string is?
 - Last character is followed by a 0 byte (null terminator)

```
int strlen(char s[])
{
    int n = 0;
    while (s[n] != 0) n++; /* '\\0' */
    return n;
}
```



C Strings Headaches (2/3)

- One common mistake is to forget to allocate an extra byte for the null terminator.
- More generally, C requires the programmer to manage memory manually (unlike Java or C++).
 - When creating a long string by concatenating several smaller strings, the programmer must insure there is enough space to store the full string!
 - What if you don't know ahead of time how big your string will be?
- String constants are immutable:
 - `char *f = "abc"; f[0]++; /* illegal */`
 - Because section of mem where "abc" lives is immutable.
 - `char f [] = "abc"; f[0]++; /* Works! */`
 - Because, in declaration, c copies abc into space allocated for f.



C String Standard Functions (3/3)

- `int strlen(char *string);`
 - compute the length of `string`
- `int strcmp(char *str1, char *str2);`
 - return 0 if `str1` and `str2` are identical (how is this different from `str1 == str2`?)

`char *strcpy(char *dst, char *src);`

- copy the contents of string `src` to the memory at `dst` and return `dst`. The caller must ensure that `dst` has enough memory to hold the data to be copied.



Pointers to pointers (1/4) ...review...

- Sometimes you want to have a procedure increment a variable?
- What gets printed?

```
void AddOne(int x)
{   x = x + 1;   }
```

y = 5

```
int y = 5;
AddOne( y);
printf("y = %d\n", y);
```



Pointers to pointers (2/4) ...review...

- Solved by passing in a **pointer** to our subroutine.
- Now what gets printed?

```
void AddOne(int *p)
{   *p = *p + 1;   }
```

y = 6

```
int y = 5;
AddOne(&y);
printf("y = %d\n", y);
```

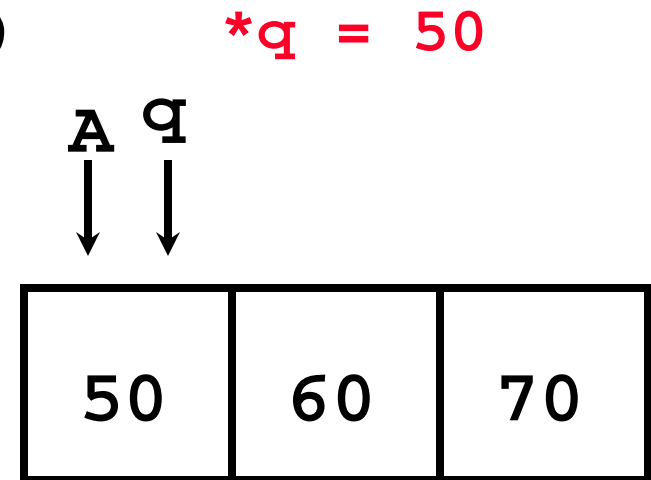


Pointers to pointers (3/4)

- But what if what you want changed is a pointer?
- What gets printed?

```
void IncrementPtr(int *p)
{   p = p + 1;   }
```

```
int A[3] = {50, 60, 70};
int *q = A;
IncrementPtr( q);
printf( "*q = %d\n", *q);
```

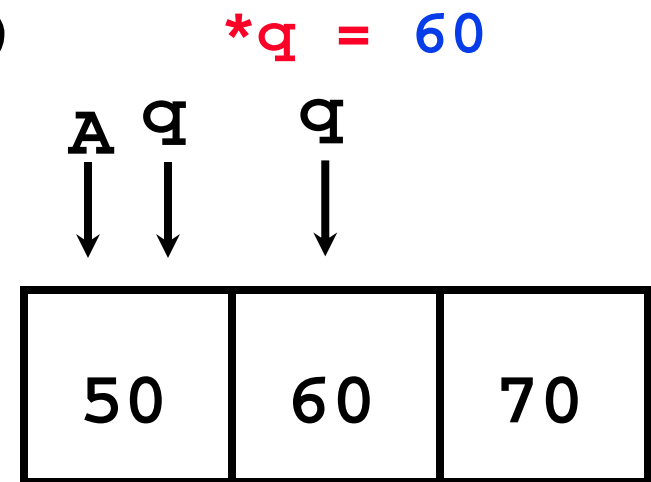


Pointers to pointers (4/4)

- **Solution! Pass a pointer to a pointer**, called a **handle**, declared as ****h**
- **Now what gets printed?**

```
void IncrementPtr(int **h)
{   *h = *h + 1;   }
```

```
int A[3] = {50, 60, 70};
int *q = A;
IncrementPtr(&q);
printf("*q = %d\n", *q);
```



C structures : Overview (1/3)

- A **struct** is a data structure composed of simpler data types.
 - Somewhat like a class in Java/C++ but without methods or inheritance. Don't get hung up on this comparison.

```
struct point {
    int x;
    int y;
};
void PrintPoint(struct point p)
{
    printf("(%d,%d)", p.x, p.y);
}
```



C structures: Pointers to them (2/3)

- The C arrow operator (`->`) dereferences and extracts a structure field with a single operator.
- The following are equivalent:

```
struct point *p;
```

```
printf("x is %d\n", (*p).x);
```

```
printf("x is %d\n", p->x);
```



How big are structs? (3/3)

- C operator `sizeof()` which gives size in bytes (of type or variable)
- How big is `sizeof(p)`?

```
struct p {  
    char x;  
    int y;  
};
```

5 bytes? 8 bytes?

Compiler may word align integer y



Dynamic Memory Allocation (1/4)

- C has operator `sizeof()` which gives size in bytes (of type or variable)
- Assuming the size of objects can be misleading & is bad style, so use `sizeof(type)`
 - Many years ago an `int` was 16 bits, and programs assumed it was 2 bytes



Dynamic Memory Allocation (2/4)

- To allocate room for something new to point to, use `malloc()` (with the help of a typecast and `sizeof`):

```
ptr = (int *) malloc (sizeof(int));
```

- Now, `ptr` points to a space somewhere in memory of size `(sizeof(int))` in bytes.
 - `(int *)` simply tells the compiler what will go into that space (called a typecast).
- `malloc` is almost never used for 1 var

```
ptr = (int *) malloc (n*sizeof(int));
```

- This allocates an array of `n` integers.



Dynamic Memory Allocation (3/4)

- Once `malloc()` is called, the memory location **might contain anything**, so don't use it until you've set its value.
- After dynamically allocating space, we must dynamically free it:

```
free(ptr);
```

- Use this command to clean up.
 - OS keeps track of size to free.



Dynamic Memory Allocation (4/4)

- Malloc does not always succeed.
 - System could be out of memory
 - An error occurred during the memory request
 - Operating system just doesn't like you today...
- Always check the pointer you get back to make sure it is not NULL.
 - ```
int *p;
if ((p = (int*) malloc(10 * sizeof(int))) == NULL) {
 /*do something to recover */
}
```



# Administrivia

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- **Holiday Tomorrow!**
  - No Lecture
  - No Lab
  - Yes Fireworks
  - Yes Potato Salad
- **HW1 Due Yesterday**
- **HW2 Due Wednesday**
- **HW3 Out Today, Due Sunday**
- **Project 1 Out Soon**



# Binky Pointer Video (thanks to NP @ SU)

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# Linked List Example

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- Let's look at an example of using structures, pointers, `malloc()`, and `free()` to implement a **linked list of strings**.

```
struct Node {
 char *value;
 struct Node *next;
};
typedef Node *List;
```

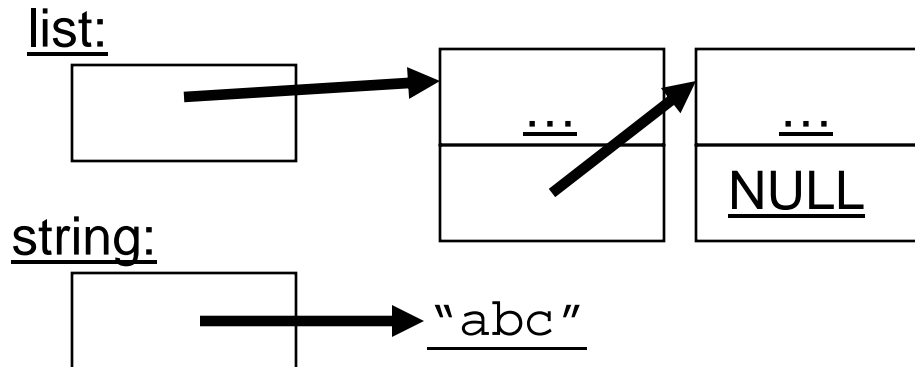
```
/* Create a new (empty) list */
List ListNew(void)
{ return NULL; }
```



# Linked List Example

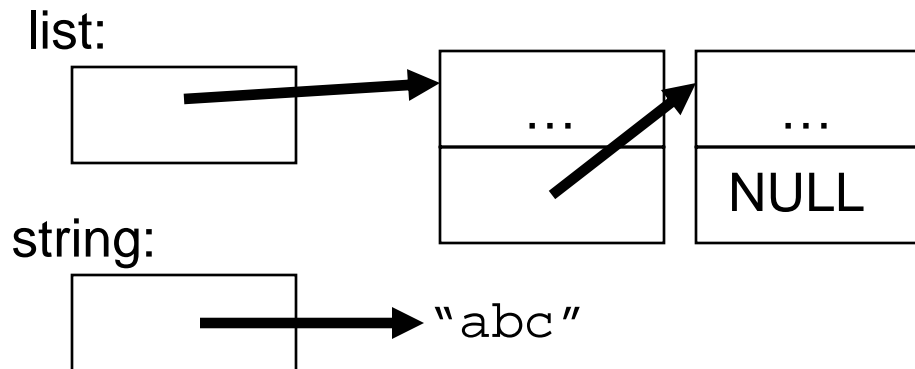
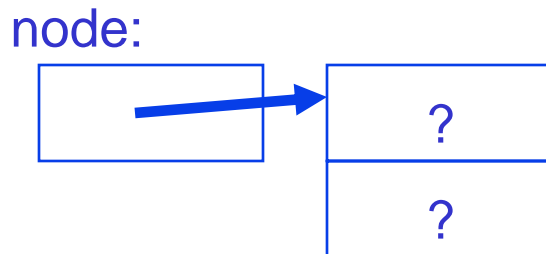
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```
/* add a string to an existing list */
List list_add(List list, char *string)
{
 struct Node *node =
 (struct Node*) malloc(sizeof(struct Node));
 node->value =
 (char*) malloc(strlen(string) + 1);
 strcpy(node->value, string);
 node->next = list;
 return node;
}
```



# Linked List Example

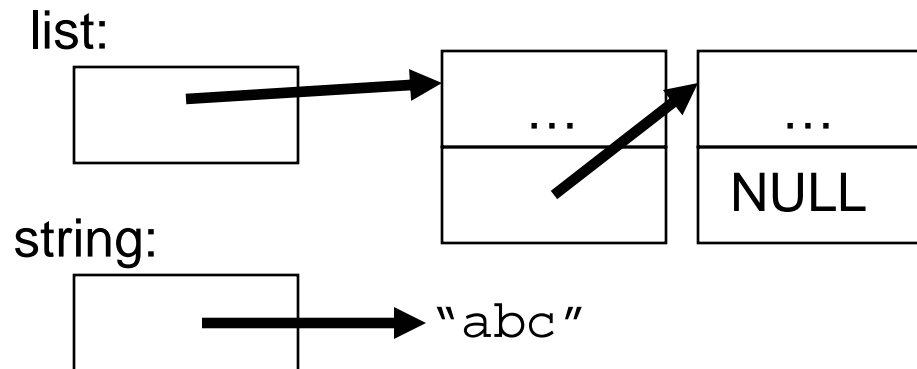
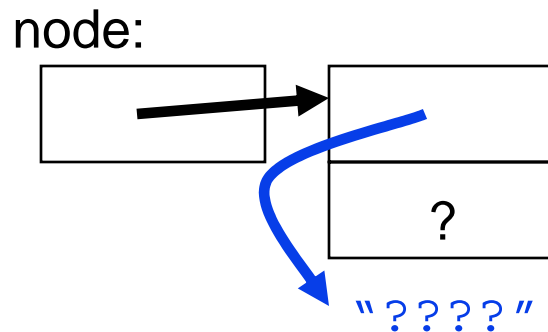
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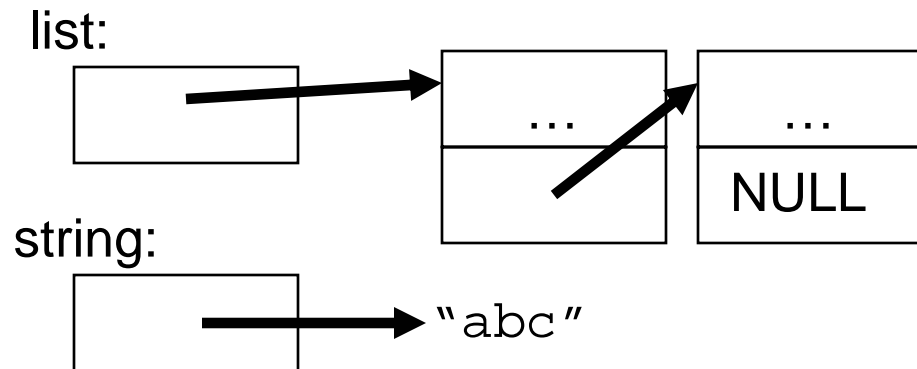
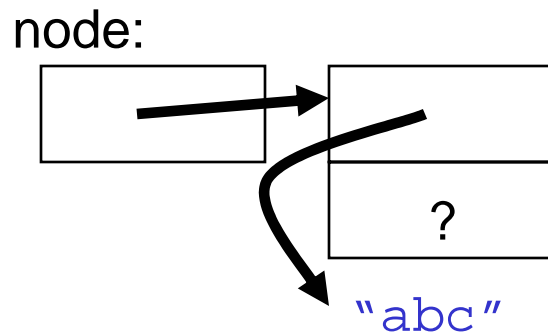
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 return node;
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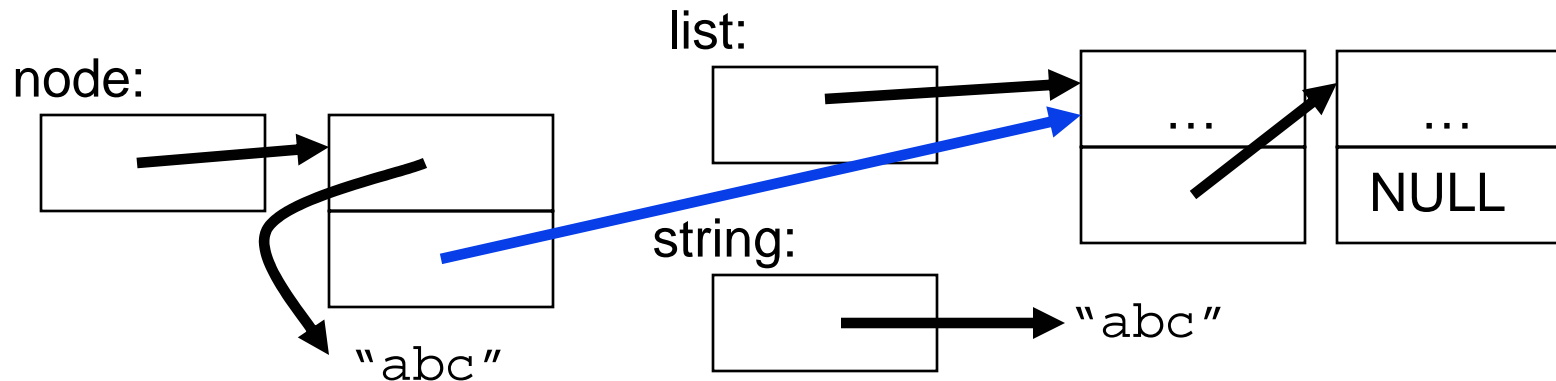
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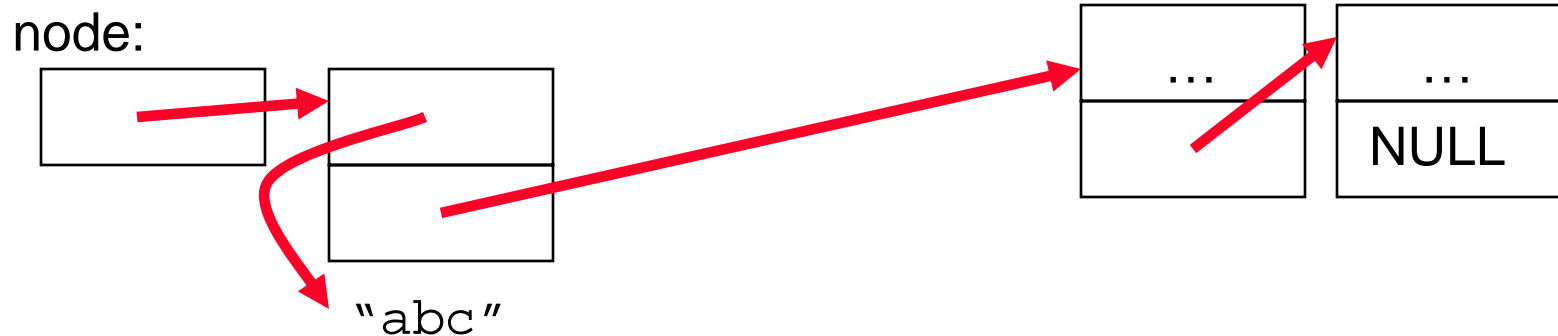
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 node->next = list;
 return node;
}
```



## “And in Conclusion...”

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- Use handles to change pointers
- Create abstractions with structures
- Dynamically allocated heap memory must be manually deallocated in C.
  - Use `malloc()` and `free()` to allocate and deallocate memory from heap.
  - What is the heap? Wednesday’s subject!

