CSE 333
Lecture 2 - arrays, memory, pointers

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Administrivia 1

ex0 was due an hour ago! Solution posted after class

   Any problems with it (logistics, content, other)?

ex1 out now, due before class Friday

hw0 out tonight

   Logistics and infrastructure - should be quick

   Demos & setup in sections tomorrow - **bring a laptop to sections if you can**

   Do not be alarmed by email from GitLab when repos are created

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

   If you use the CSE VM, be sure it’s the latest one and do ‘sudo dnf upgrade’

hw1 (first big project) out by this weekend
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 if possible — and it usually is possible)

Anybody still trying to register for the class? Let’s get it done asap so we can set up gitlab and cse accts. for hw0
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 of 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

```
#include <stdio.h>

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

// sum of 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

```c
#include <stdio.h>

// sum of 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;
}
```

`sum_betterorder.c`
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

```c
#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
", sumTo(5));
    return 0;
}

#include <stdio.h>

// sum of 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 dupes)

Declaration: Description of a thing, repeated in all files that use it

- Function prototype or external variable declaration
  - Often in header files and incorporated via #include
  - Should also #include declaration in the file with the actual definition to check consistency
- Should appear before first use
Arrays

\texttt{type name[size];}\hspace{1cm} \texttt{int scores[100];}

element allocates 100 ints’ worth of memory

initially, each array element contains garbage data

an array does not know its own size

\texttt{sizeof(scores)} is not reliable; only works in some situations

recent versions of C allow the array size to be an expression

\begin{verbatim}
int n=100;
int scores[n];  // OK in C99
\end{verbatim}

But not good practice to put large data in local stack frames (performance)
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

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

```plaintext
// 1000 zeroes
int allZeroes[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}
};
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/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

```c
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

```c
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

```c
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;
}
```

arraysum.c
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)

```c
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 -- compiles ok
                // but wrong
}
```
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

```c
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!

process 1 process 2 • • • process N

operating system
Processes and virtual memory

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

this is called the process’ \textit{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

<table>
<thead>
<tr>
<th>0xFFFFFFFF</th>
<th>OS kernel [protected]</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>stack</td>
</tr>
<tr>
<td></td>
<td>shared libraries</td>
</tr>
<tr>
<td></td>
<td>heap (malloc/free)</td>
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<tr>
<td></td>
<td>read/write segment</td>
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<tr>
<td></td>
<td>.data, .bss</td>
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<td></td>
<td>read-only segment</td>
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<td></td>
<td>.text, .rodata</td>
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</table>

| 0x00000000 |
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
  (x86-64 args passed in registers, but copies often saved in frame)
- the address to return to
- local variables used by the function
- a few other pieces of bookkeeping

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

<table>
<thead>
<tr>
<th>offset</th>
<th>contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>28</td>
<td>p2</td>
</tr>
<tr>
<td>24</td>
<td>p1</td>
</tr>
<tr>
<td>16</td>
<td>return address</td>
</tr>
<tr>
<td>12</td>
<td>a[2]</td>
</tr>
<tr>
<td>8</td>
<td>a[1]</td>
</tr>
<tr>
<td>4</td>
<td>a[0]</td>
</tr>
<tr>
<td>0</td>
<td>x</td>
</tr>
</tbody>
</table>

a stack frame
The stack in action

```c
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;
}
```

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The stack in action

```c
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];
    ...
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OS kernel [protected]

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heap (malloc/free)

read/write segment
globals

read-only segment (main, f, g)
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

```c
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;
}
```

OS kernel [protected]

- stack
- main
  - argc, argv, n1
- f
  - p1, p2, x, a
- heap (malloc/free)
- read/write segment
  - globals
- read-only segment
  - (main, f, g)
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;
}

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The stack in action

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int main(int argc, char **argv) {
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}

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    int x;
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    x = g(a[2]);
    return x;
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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];
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    x = g(a[2]);
    return x;
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    return param * 2;
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```
The stack in action

```c
int main(int argc, char **argv) {
    int n1 = f(3, -5);
    n1 = g(n1);
}

int f(int p1, int p2) {
    int x;
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heap (malloc/free)

read/write segment

globals

read-only segment

(main, f, g)
The stack in action

```c
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]);
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heap (*malloc/free*)

read/write segment

`globals`

read-only segment

`main, f, g`
The stack in action

```c
int main(int argc, char **argv) {
    int n1 = f(3, -5);
    n1 = g(n1);
}

int f(int p1, int p2) {
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    return x;
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```

OS kernel [protected]
- stack
  - main
    - argc, argv, n1
  - g
    - param
- heap (malloc/free)
- read/write segment
globals
- read-only segment
  - (main, f, g)
int main(int argc, char **argv) {
    int n1 = f(3, -5);
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}

int f(int p1, int p2) {
    int x;
    int a[3];
    ...
    x = g(a[2]);
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}

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

```c
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

```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;
}
```

addresses.c
Pointers

```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

```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!