Lecture 12 –C: structs, linked lists, and casts
Where we are

• We’ve seen most of the basic stuff about C, but we still need to look at structs (aka records or objects without methods) and linked data structures
  – Understand the code posted with today’s lecture – we won’t have time to walk through all the details
• Next: Rest of the C preprocessor (# stuff, macros), building multi-file programs
• Then: more programming tools (make)
• That will set us up for the next programming project
• Meanwhile: Midterm exam on Monday
  – Closed book, optional page of handwritten notes
A struct is a record
A pointer to a struct is like a Java object with no methods
x.f is for field access. (if is x not a pointer – new!)
(*x).f in C is like x.f in Java. (if x is a pointer)
x->f is an abbreviation for (*x).f
There is a huge difference between a struct (value) parameter and a pointer to a struct
There is a huge difference between local variables that are structs and those that are pointers to structs
Again, left-expressions evaluate to locations (which can be whole struct locations or just a field’s location)
Again, right-expressions evaluate to values (which can be whole structs or just a field’s contents)
C parameters - revisited

- C has a uniform rule for parameters (almost): When a function is called, each parameter is *initialized* with a copy of the corresponding argument (int, char, ptr,…)
  - This holds even for structs! – a copy is created
  - There is no further connection between the argument and the parameter value in the function
    - But they can point to the same thing, of course
- **But**: if the argument is an array name, the function parameter is initialized with a pointer to the array argument instead of a copy of the entire array
  - Implicit array promotion
struct parameters

• A struct argument is copied (call-by-value)
• It is far more common to use a pointer to a struct as an argument instead of copying an entire struct
  – Gives same semantics as Java object references
  – Usually what you want – pointer to data that lives outside the function
    • Also avoids cost of copying a possibly large object
  – But occasionally you want call-by value (small things like complex numbers, points, …)
• Puzzle: if an argument is an array containing a single struct, is it copied or is it promoted to a pointer?
  – What if it’s a struct containing only a single array?
Linked lists, trees, and friends

• Very, very common data structures
• Building them in C
  – Use malloc to create nodes
  – Need to use casts for “generic” types
  – Memory management issues if shared nodes
  – Usually need to explicitly free entire thing when done
  – Shows tradeoffs between lists and arrays

• Look at the sample code and understand what it does/how it does it
C types

• There are an infinite number of types in C, but only a few ways to make them:
  – char, int, double, etc. (many variations like unsigned int, long, short, ...; mostly “implementation-defined”)
  – void (placeholder; a “type” no expression can have)
  – struct T where there is already a declaration for that struct type
  – Array types (basically only for stack arrays and struct fields, every use is automatically converted to a pointer type)
  – t* where t is a type
  – union T, enum E (later, maybe)
  – function-pointer types (later)
  – typedefs (just expand to their definition; type synonym)
Typedef

• Defines a synonym for a type – does not declare a new type
• Syntax
  typedef type name;
  After this declaration, writing name is the same as writing type
• Examples:
  typedef int int32;    // use int32 for portability
  typedef struct point { // type tag optional (sortof)
    int32 x, y;
  } Point2d;             // Point2d is synonym for struct
  typedef Point2d * ptptr; // pointer to Point2D

  Point2d p;             // var declaration
  ptptr ptlist;          // declares pointer
Casts, part 1

• Syntax: \((t)e\) where \(t\) is a type and \(e\) is an expression (same as Java)
• Semantics: It depends
  – If \(e\) is a numeric type and \(t\) is a numeric type, this is a conversion
    • To wider type, get same value
    • To narrower type, may not (will get mod)
    • From floating-point to integral, will round (may overflow)
    • From integral to floating-point, may round (but int to double is exact on most machines)

Note: Java is the same without the “most machines” part
Note: Lots of implicit conversions such as in function calls
Bottom Line: Conversions involve actual operations; \((\text{double})3\) is a very different bit pattern than \((\text{int})3\)
Casts, part 2

- If e has type t1*, then (t2*)e is a (pointer) cast.
  - You still have the same pointer (index into the address space).
  - Nothing “happens” at run-time.
  - You are just “getting around” the type system, making it easy to write any bits anywhere you want.
  - Old example: malloc has return type void*

```c
void evil(int **p, int x) {
    int * q = (int*)p;
    *q = x;
}
void f(int **p) {
    evil(p,345);
    **p = 17; // writes 17 to address 345 (HYCSBWK)
}
```

Note: The C standard is more picky than we suggest, but few people know that and little code obeys the official rules.
Questions worth answering:
• How does this compare to Java’s casts?
  – Unsafe, unchecked (no “type fields” in objects)
  – Otherwise more similar than it seems
• When should you use pointer casts in C?
  – For “generic” libraries (malloc, linked lists, operations on arbitrary (generic) pointers, etc.)
  – For “subtyping” (later)
• What about other casts?
  – Casts to/from struct types (*not* struct pointer casts) are compile-time errors.