

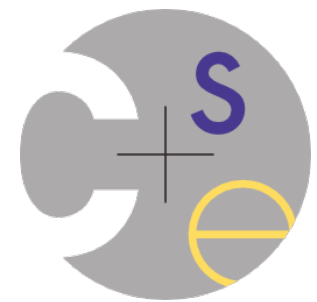
# CSE 333

## Lecture 3 - pointers, pointers, pointers

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# Administrivia 1

hw0 due Monday night

Infrastructure shakedown cruise

clint and valgrind tools will be useful for exercises also

Everyone should have set up a ssh key and cloned their GitLab repo by now — do it right after class if you haven't done it yet

(will give us time to fix things if there are problems — report any trouble to [cse333-staff@cs](mailto:cse333-staff@cs))

Repository hygiene: only put stuff in there that should be there

Discuss

ex2 out now, due Monday before class

# Administrivia 2

hw1 will be out this afternoon, due in a little over 2 weeks

Linked list and hash table implementations in C

Get the starter code by doing a “git pull” in your course repo

Might be some issues if your local copy has unpushed changes

See the CSE 333 Git Tutorial for tips

If Git decides you need to do a merge it might drop you into vi(m)

To escape: :q, or :wq if you make any changes, but default is fine

Set your EDITOR environment variable if you want something other than vim

# Administrivia 3

## Exercise grading

Will do our best to keep up

Some things to watch for (based on ex0):

No input sanity check (i.e., in ex0 there should be an argument, it should be an int)

Single blob of code, no functions

Formatting funnies (tabs, not spaces) - likely just a warning this time

Suggestion: now that you have clint.py, use it to check exercises

Coding question: why compute  $x^y$  to alternate  $+-+--+-...$ ?

# Administrivia 4

## Documentation vs Folklore

Documentation: man pages; books; reference web sites like [cplusplus.com](http://cplusplus.com), [man7.org](http://man7.org); ...

Folklore: google, stackoverflow, the person down the hall

Tradeoffs, relative strengths/weaknesses

Discuss

# Agenda

Today's goals:

pointers

more pointers

pointers and call-by-reference

arrays and pointers

# & and \*

*&foo* // virtual address of foo - “address of”  
*\*pointer* // dereference a pointer  
*\*pointer = value;* // dereference / assign

deref.c

```
int x = 42;  
int *p; // p is a pointer to an integer  
p = &x; // p now stores the address of x  
  
printf("x is %d\n", x);  
*p = 99;  
printf("x is %d\n", x);
```

# Something curious

Let's try running this program several times:

asr.c

```
#include <stdio.h>

int main(int argc, char **argv) {
    int x = 1;
    int *p = &x;

    printf("&x: %p; p: %p; &p: %p\n",
           &x, p, &p);
    return 0;
}
```

```
[bash]$ ./asr
&x: 0xbfa521dc; p: 0xbfa521dc; &p: 0xbfa521d8
[bash]$ ./asr
&x: 0xbf836f5c; p: 0xbf836f5c; &p: 0xbf836f58
[bash]$ ./asr
&x: 0xbfea39dc; p: 0xbfea39dc; &p: 0xbfea39d8
```



# ASR

Linux uses address-space randomization for added security

linux randomizes:

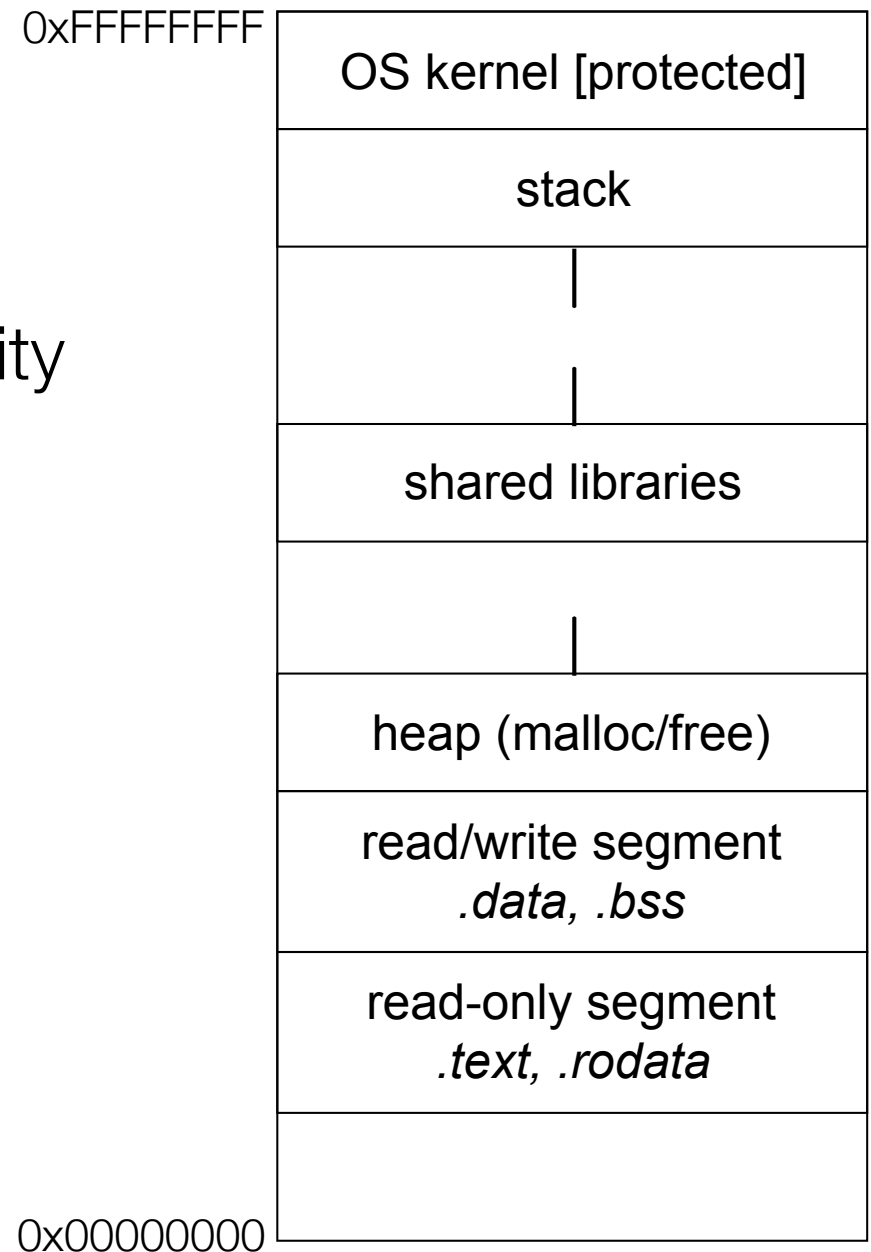
base of stack

shared library (mmap) location

makes stack-based buffer overflow attacks tougher

makes debugging tougher

google “disable linux address space randomization”



# Box and arrow diagrams

boxarrow.c

```
int main(int argc, char **argv) {
    int x = 1;
    int arr[3] = {2, 3, 4};
    int *p = &arr[1];

    printf("&x: %p;  x: %d\n", &x, x);
    printf("&arr[0]: %p;  arr[0]: %d\n", &arr[0], arr[0]);
    printf("&arr[2]: %p;  arr[2]: %d\n", &arr[2], arr[2]);
    printf("&p: %p;  p: %p;  *p: %d\n", &p, p, *p);

    return 0;
}
```

address

name	value
------	-------

&x	<table border="1"><tr><td><b>x</b></td><td>value</td></tr></table>	<b>x</b>	value
<b>x</b>	value		
&arr[0]	<table border="1"><tr><td><b>arr[0]</b></td><td>value</td></tr></table>	<b>arr[0]</b>	value
<b>arr[0]</b>	value		
&arr[1]	<table border="1"><tr><td><b>arr[1]</b></td><td>value</td></tr></table>	<b>arr[1]</b>	value
<b>arr[1]</b>	value		
&arr[2]	<table border="1"><tr><td><b>arr[2]</b></td><td>value</td></tr></table>	<b>arr[2]</b>	value
<b>arr[2]</b>	value		
&p	<table border="1"><tr><td><b>p</b></td><td>value</td></tr></table>	<b>p</b>	value
<b>p</b>	value		

# Box and arrow diagrams

boxarrow.c

```
int main(int argc, char **argv) {
    int x = 1;
    int arr[3] = {2, 3, 4};
    int *p = &arr[1];

    printf("&x: %p; x: %d\n", &x, x);
    printf("&arr[0]: %p; arr[0]: %d\n", &arr[0], arr[0]);
    printf("&arr[2]: %p; arr[2]: %d\n", &arr[2], arr[2]);
    printf("&p: %p; p: %p; *p: %d\n", &p, p, *p);

    return 0;
}
```

address

name	value
------	-------

&x	<table border="1"><tr><td><b>x</b></td><td>1</td></tr></table>	<b>x</b>	1
<b>x</b>	1		
&arr[0]	<table border="1"><tr><td><b>arr[0]</b></td><td>2</td></tr></table>	<b>arr[0]</b>	2
<b>arr[0]</b>	2		
&arr[1]	<table border="1"><tr><td><b>arr[1]</b></td><td>3</td></tr></table>	<b>arr[1]</b>	3
<b>arr[1]</b>	3		
&arr[2]	<table border="1"><tr><td><b>arr[2]</b></td><td>4</td></tr></table>	<b>arr[2]</b>	4
<b>arr[2]</b>	4		
&p	<table border="1"><tr><td><b>p</b></td><td>&amp;arr[1]</td></tr></table>	<b>p</b>	&arr[1]
<b>p</b>	&arr[1]		

# Box and arrow diagrams

boxarrow.c

```
int main(int argc, char **argv) {
    int x = 1;
    int arr[3] = {2, 3, 4};
    int *p = &arr[1];

    printf("&x: %p; x: %d\n", &x, x);
    printf("&arr[0]: %p; arr[0]: %d\n", &arr[0], arr[0]);
    printf("&arr[2]: %p; arr[2]: %d\n", &arr[2], arr[2]);
    printf("&p: %p; p: %p; *p: %d\n", &p, p, *p);

    return 0;
}
```

address

name	value
------	-------

0xbfff2dc	<b>x</b>	1
-----------	----------	---

0xbfff2d0	<b>arr[0]</b>	2
-----------	---------------	---

0xbfff2d4	<b>arr[1]</b>	3
-----------	---------------	---

0xbfff2d8	<b>arr[2]</b>	4
-----------	---------------	---

0xbfff2cc	<b>p</b>	0xbfff2d4
-----------	----------	-----------

# Box and arrow diagrams

boxarrow.c

```
int main(int argc, char **argv) {
    int x = 1;
    int arr[3] = {2, 3, 4};
    int *p = &arr[1];

    printf("&x: %p; x: %d\n", &x, x);
    printf("&arr[0]: %p; arr[0]: %d\n", &arr[0], arr[0]);
    printf("&arr[2]: %p; arr[2]: %d\n", &arr[2], arr[2]);
    printf("&p: %p; p: %p; *p: %d\n", &p, p, *p);

    return 0;
}
```

address

name	value
------	-------

0xbfff2dc	<b>x</b>	1
0xbfff2d8	<b>arr[2]</b>	4
0xbfff2d4	<b>arr[1]</b>	3
0xbfff2d0	<b>arr[0]</b>	2
0xbfff2cc	<b>p</b>	0xbfff2d4

main()'s stack frame

# Box and arrow diagrams

boxarrow.c

```
int main(int argc, char **argv) {
    int x = 1;
    int arr[3] = {2, 3, 4};
    int *p = &arr[1];

    printf("&x: %p; x: %d\n", &x, x);
    printf("&arr[0]: %p; arr[0]: %d\n", &arr[0], arr[0]);
    printf("&arr[2]: %p; arr[2]: %d\n", &arr[2], arr[2]);
    printf("&p: %p; p: %p; *p: %d\n", &p, p, *p);

    return 0;
}
```

address

name	value
------	-------

0xbfff2dc

<b>x</b>	1
----------	---

0xbfff2d0

<b>arr[0]</b>	2
---------------	---

0xbfff2d4

<b>arr[1]</b>	3
---------------	---

0xbfff2d8


<b>arr[2]</b>	4
---------------	---

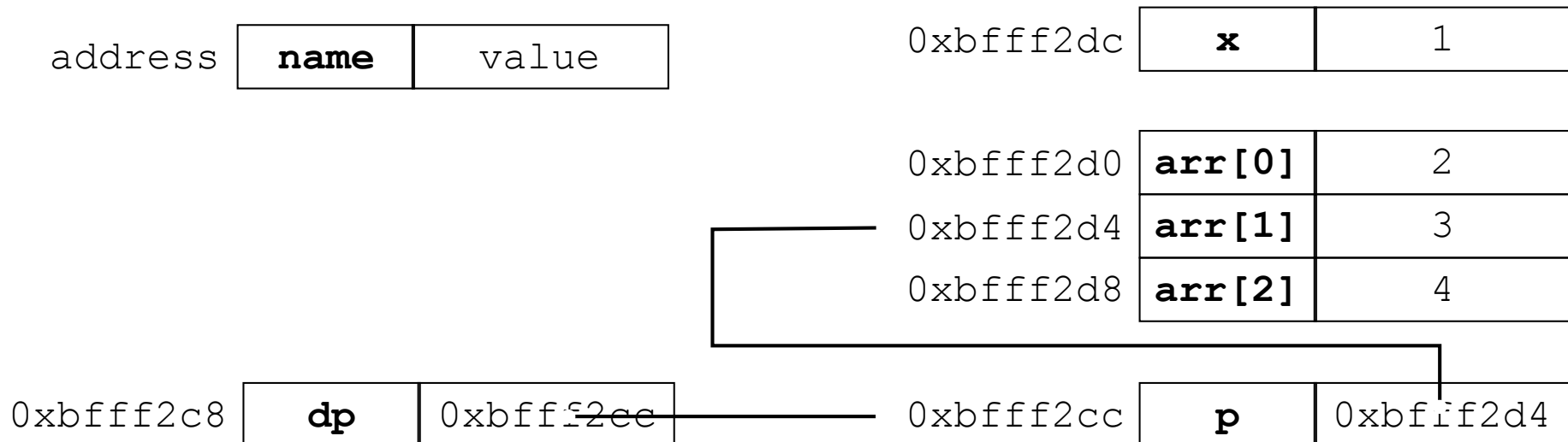
0xbfff2cc

<b>p</b>	0xbfff2d4
----------	-----------

# Box and arrow diagrams

boxarrow2.c

```
int main(int argc, char **argv) {  
    int x = 1;  
    int arr[3] = {2, 3, 4};  
    int *p = &arr[1];  
    int **dp = &p;   
  
   >(*dp) += 1;  
    p += 1;  
   >(*dp) += 1;  
  
    return 0;  
}
```



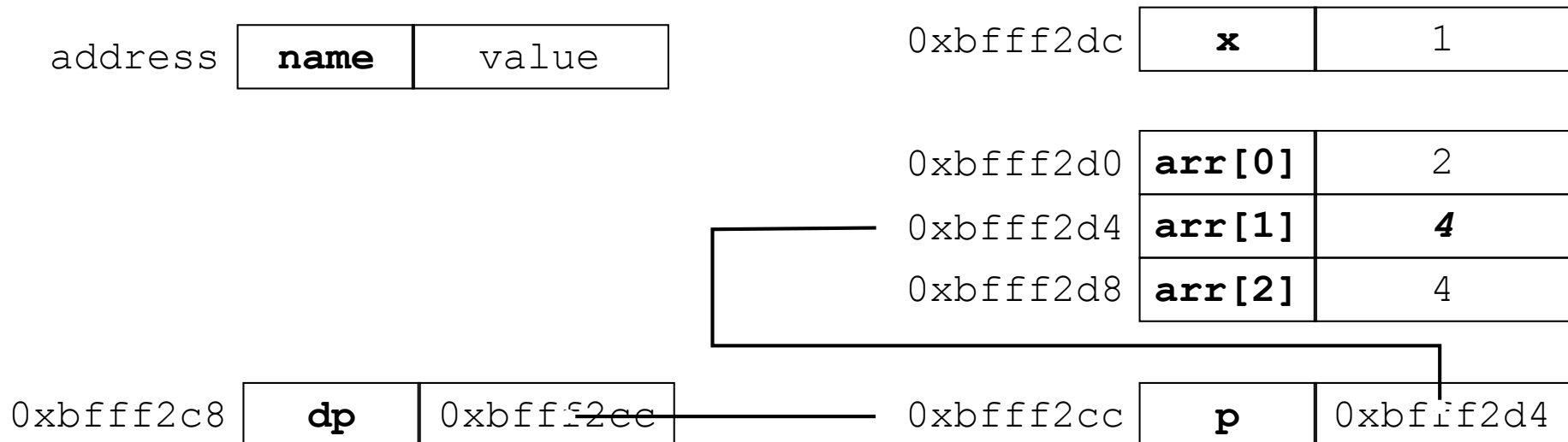
# Box and arrow diagrams

boxarrow2.c

```
int main(int argc, char **argv) {
    int x = 1;
    int arr[3] = {2, 3, 4};
    int *p = &arr[1];
    int **dp = &p;

    *( *dp) += 1; ←
    p += 1;
    *( *dp) += 1;


    return 0;
}
```

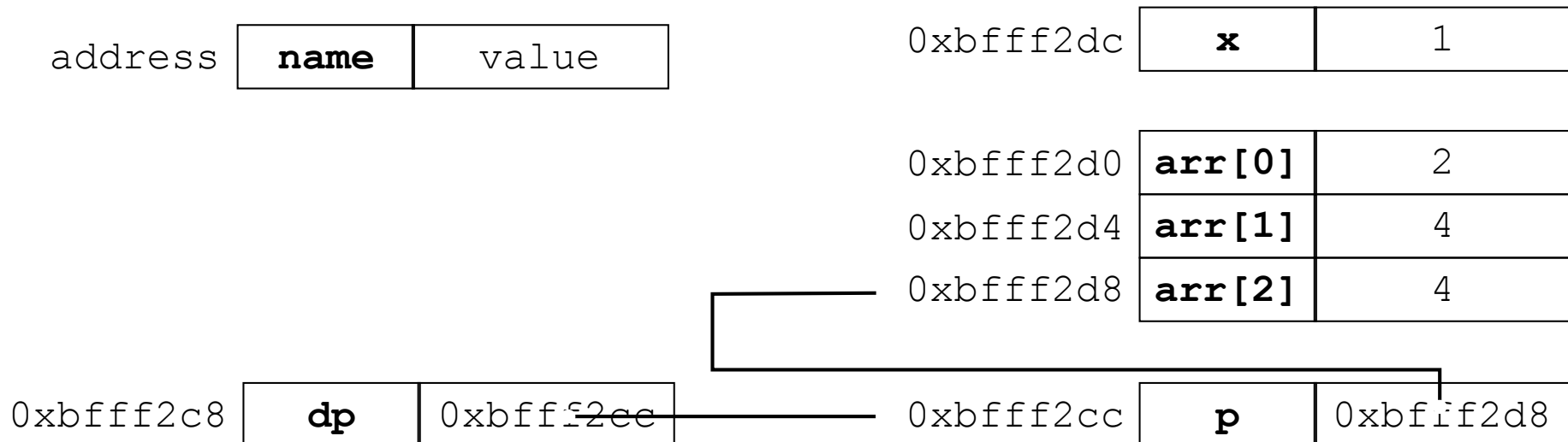




# Box and arrow diagrams

boxarrow2.c

```
int main(int argc, char **argv) {  
    int x = 1;  
    int arr[3] = {2, 3, 4};  
    int *p = &arr[1];  
    int **dp = &p;  
  
   >(*dp) += 1;  
    p += 1;   
   >(*dp) += 1;  
  
    return 0;  
}
```

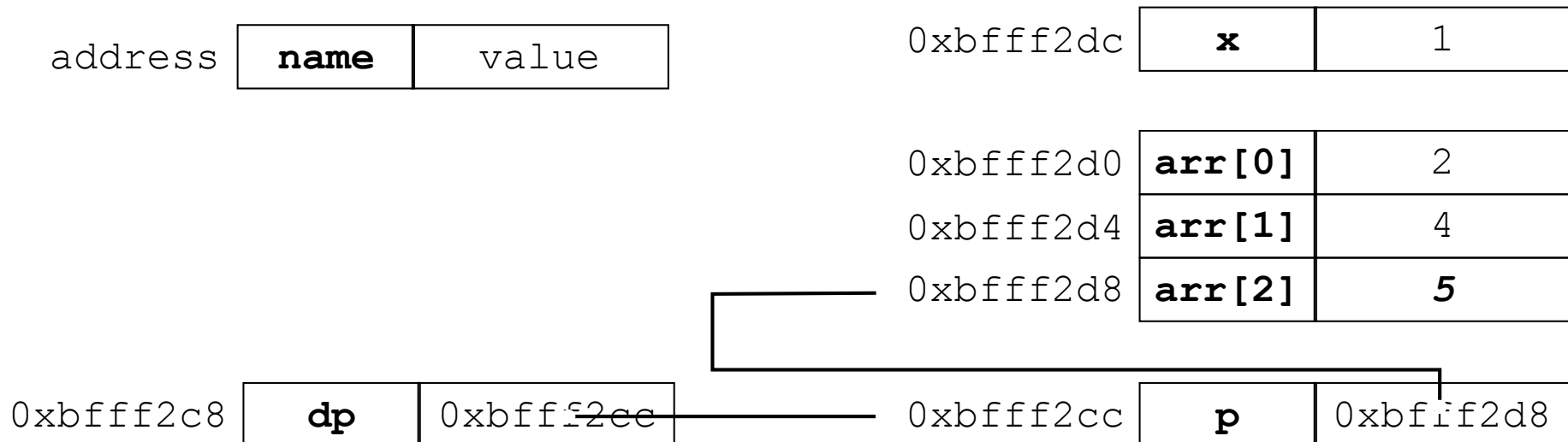


# Box and arrow diagrams

boxarrow2.c

```
int main(int argc, char **argv) {
    int x = 1;
    int arr[3] = {2, 3, 4};
    int *p = &arr[1];
    int **dp = &p;

    *(*dp) += 1;
    p += 1;
    *(*dp) += 1;
    return 0;
}
```



# Pointer arithmetic

Pointers are typed

```
int *int_ptr;   VS.   char *char_ptr;
```

pointer arithmetic obeys those types

*see pointerarithmetic.c*

```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

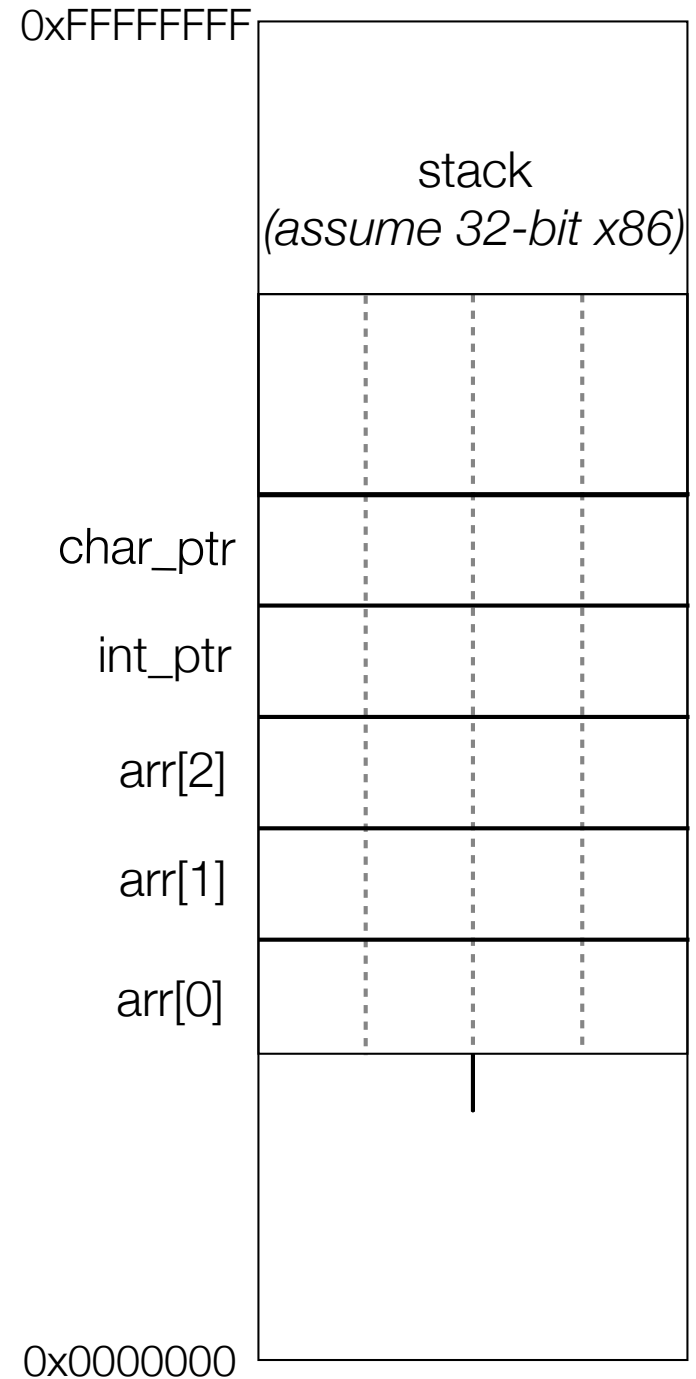
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c



```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

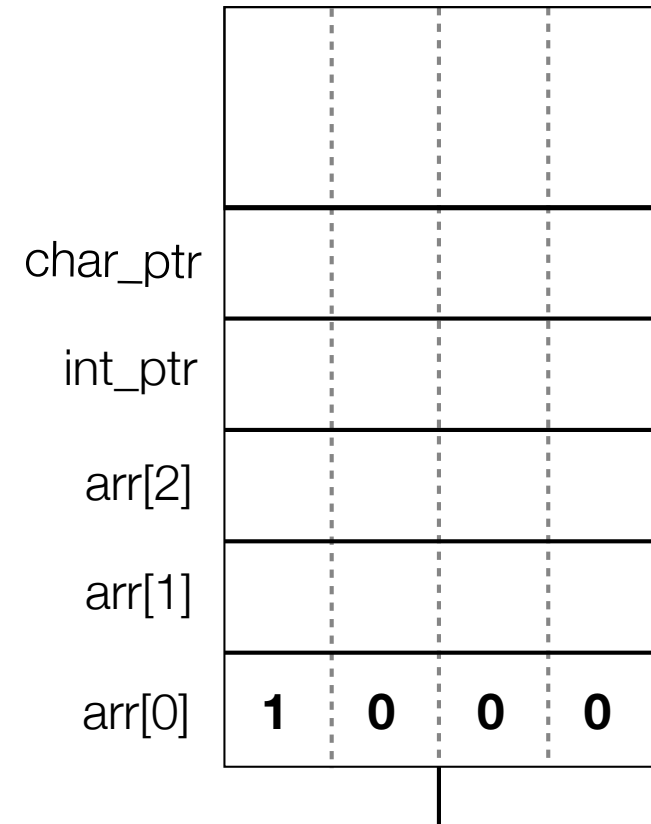
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



(x86 is little endian)

```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

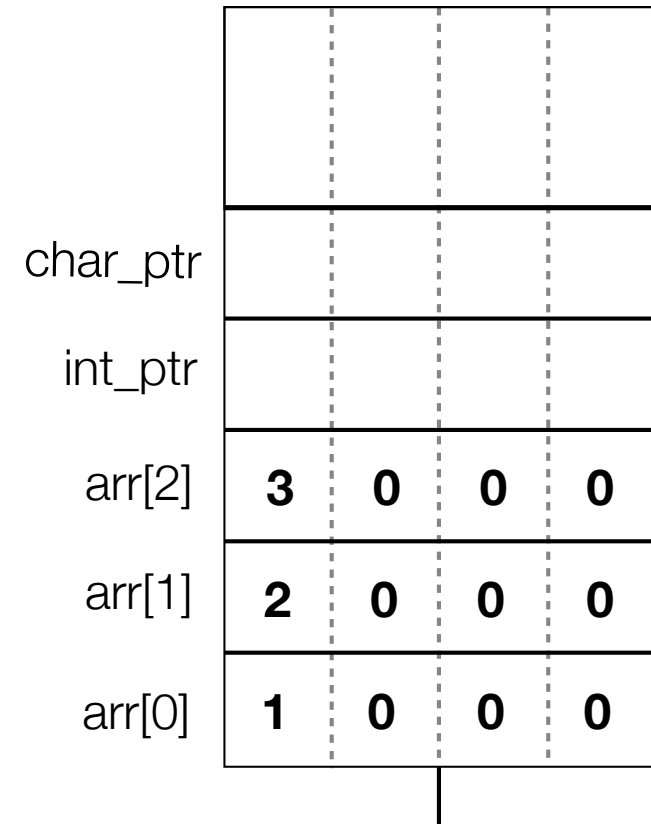
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

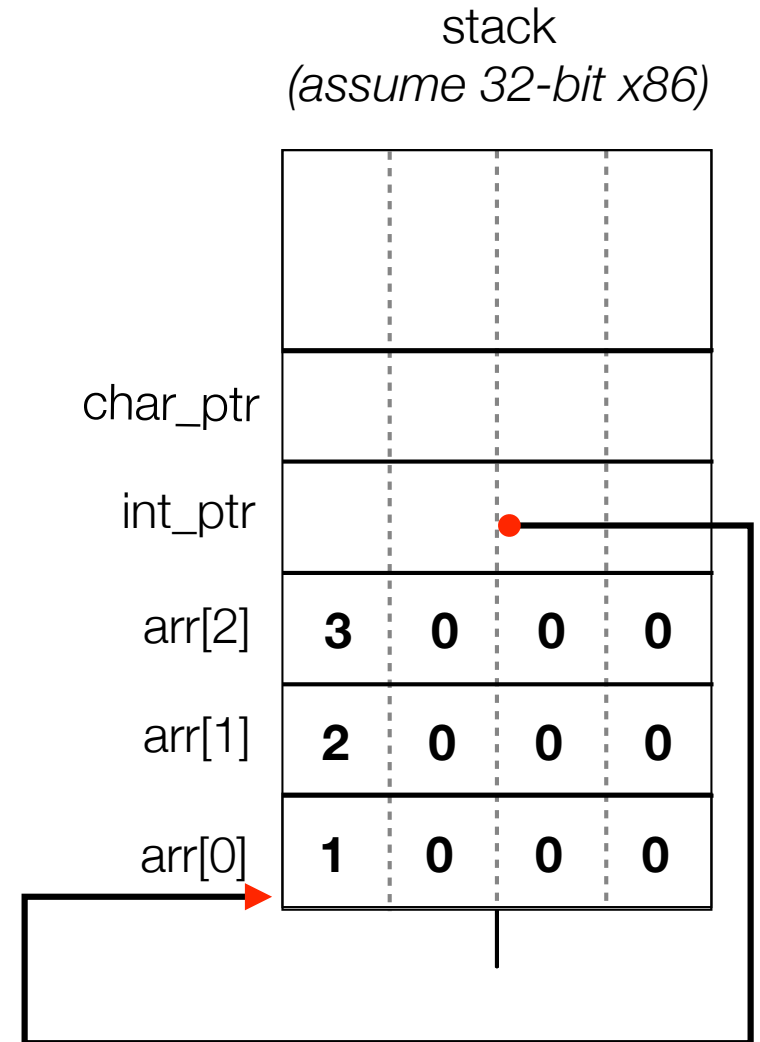
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c



```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

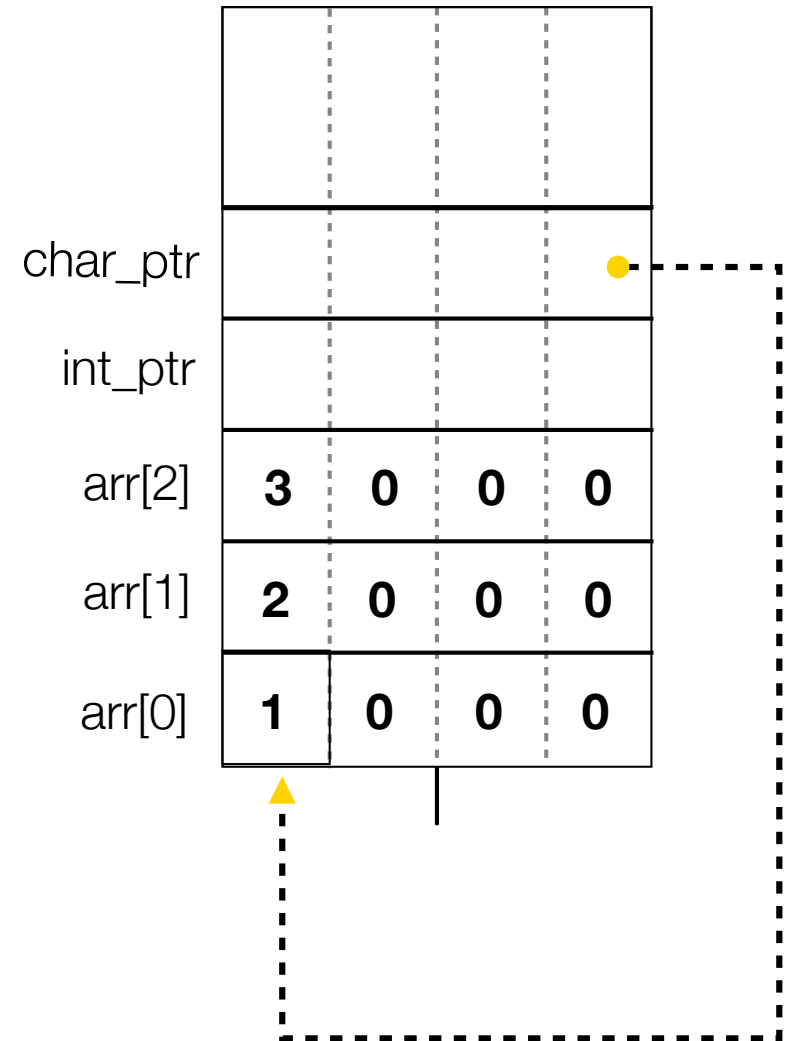
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)





```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

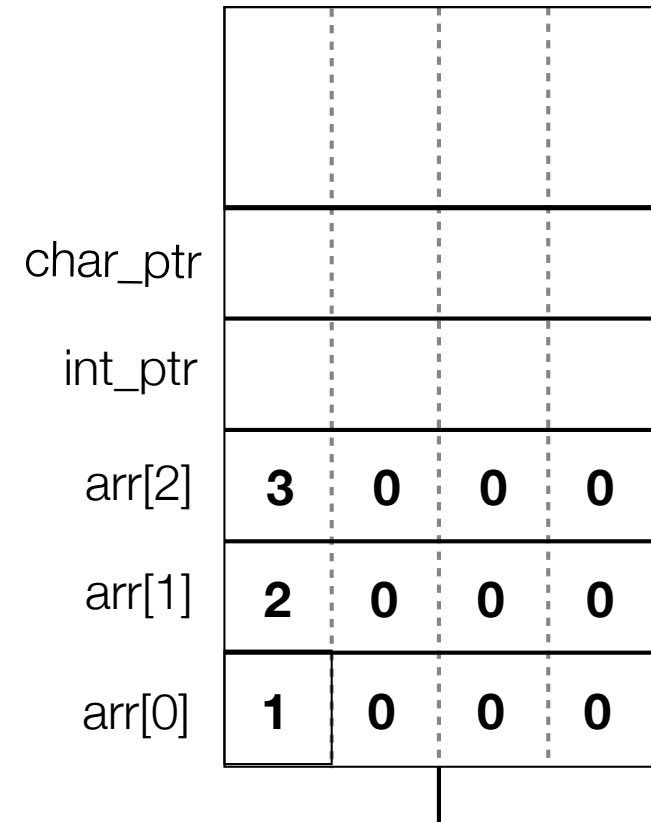
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



int\_ptr: 0xbffff2ac; \*int\_ptr: 1

```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

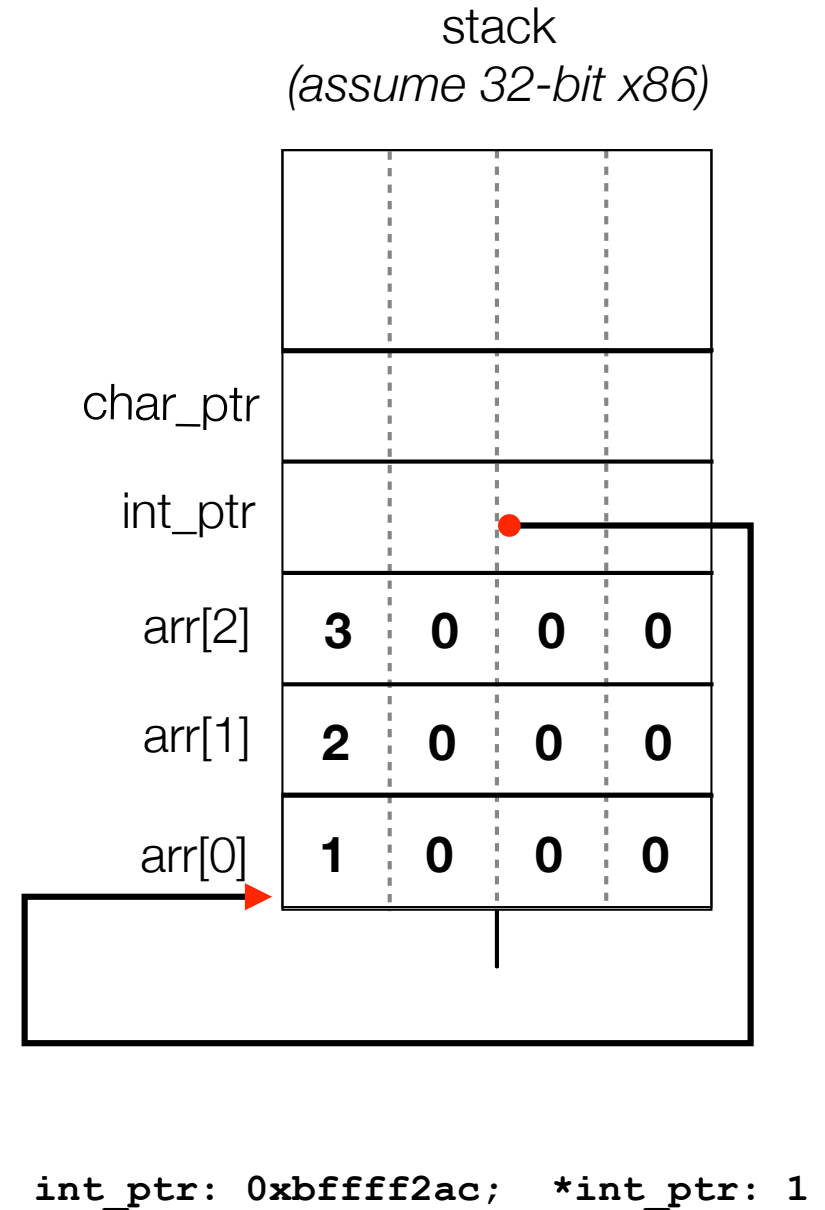
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c



```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

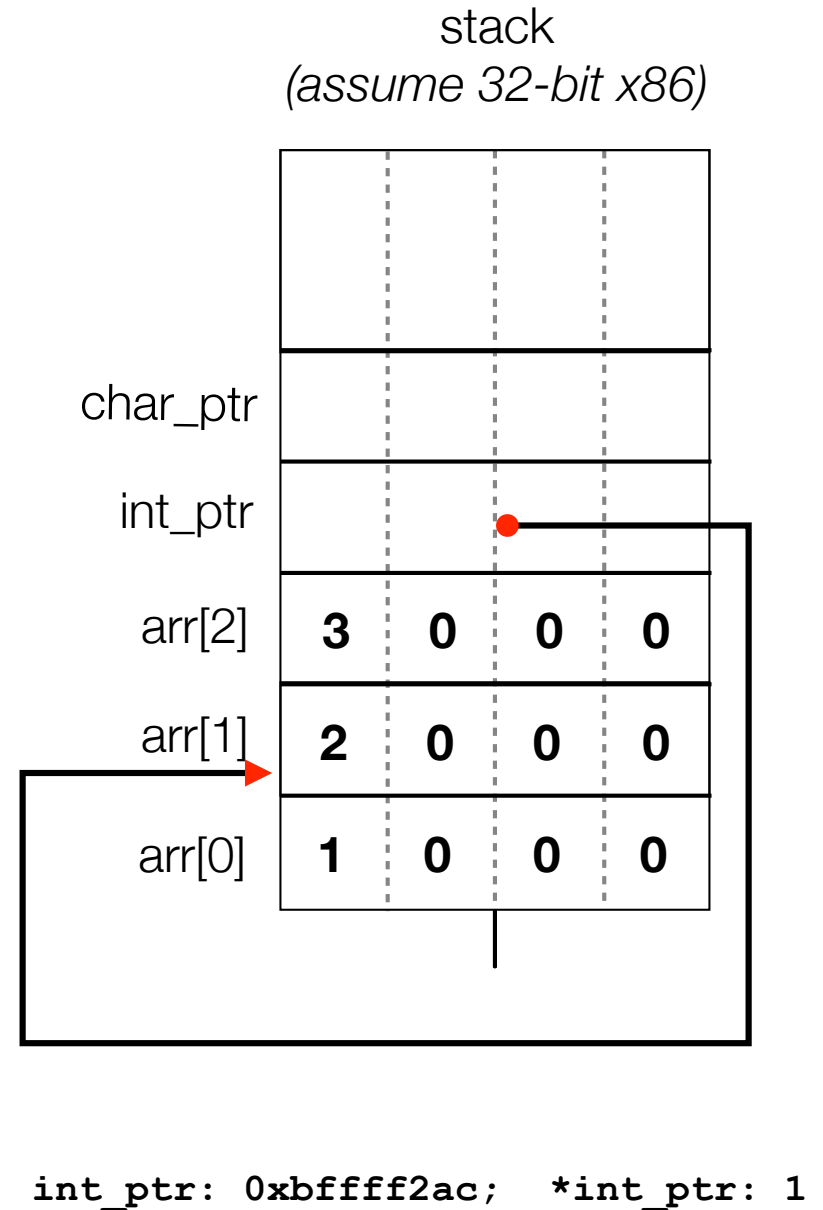
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c



```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

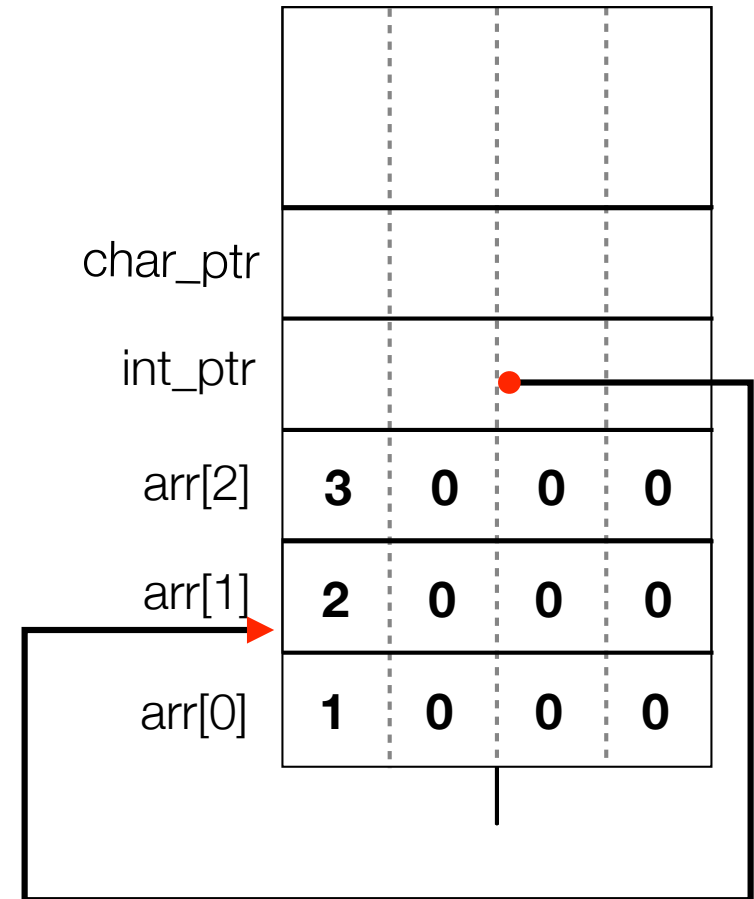
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



```

int_ptr: 0xbffff2ac; *int_ptr: 1
int_ptr: 0xbffff2b0; *int_ptr: 2

```

```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

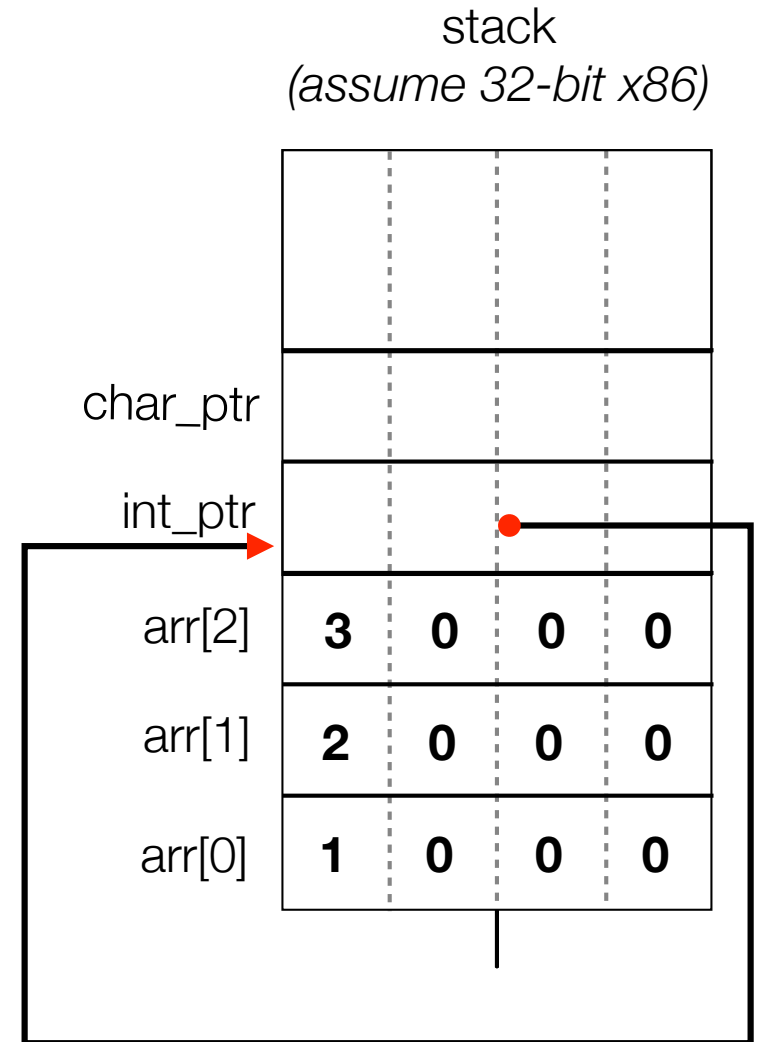
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c



```

int_ptr: 0xbffff2ac; *int_ptr: 1
int_ptr: 0xbffff2b0; *int_ptr: 2

```

```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

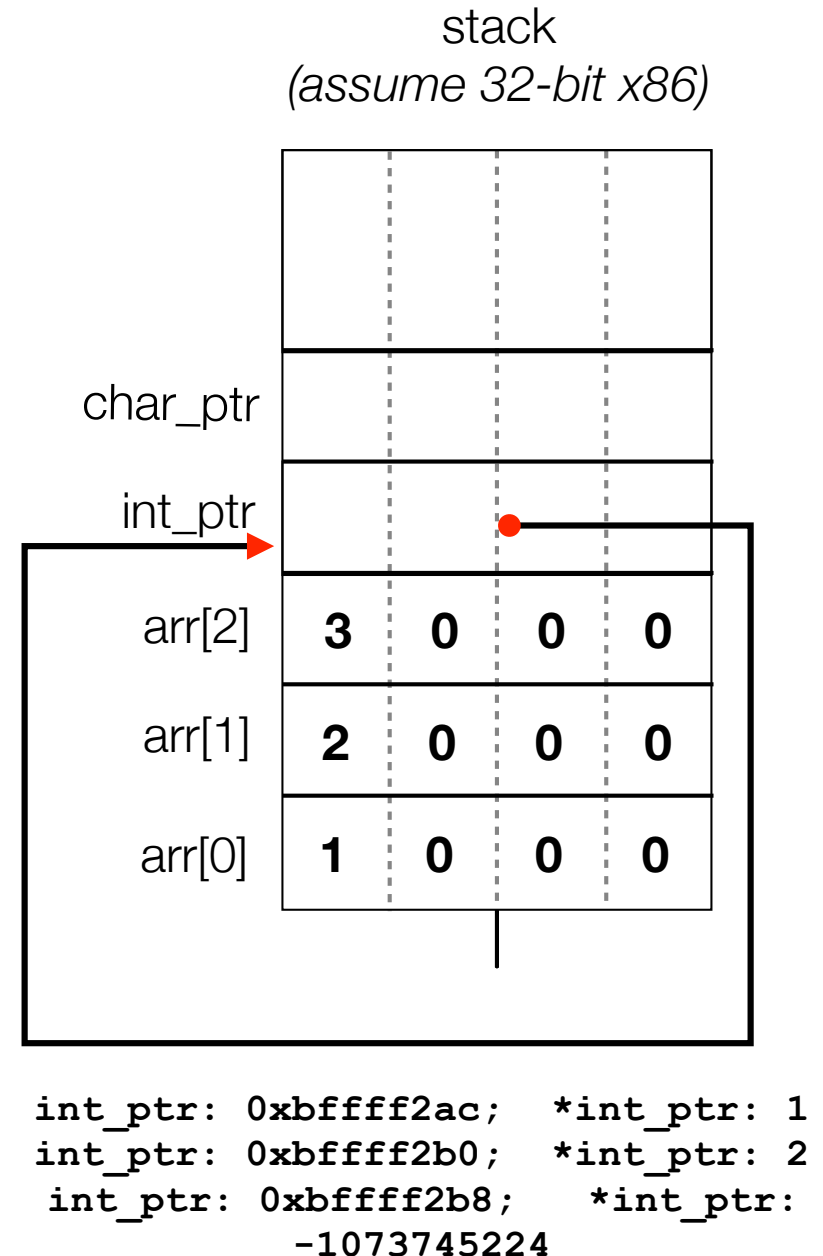
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c



```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

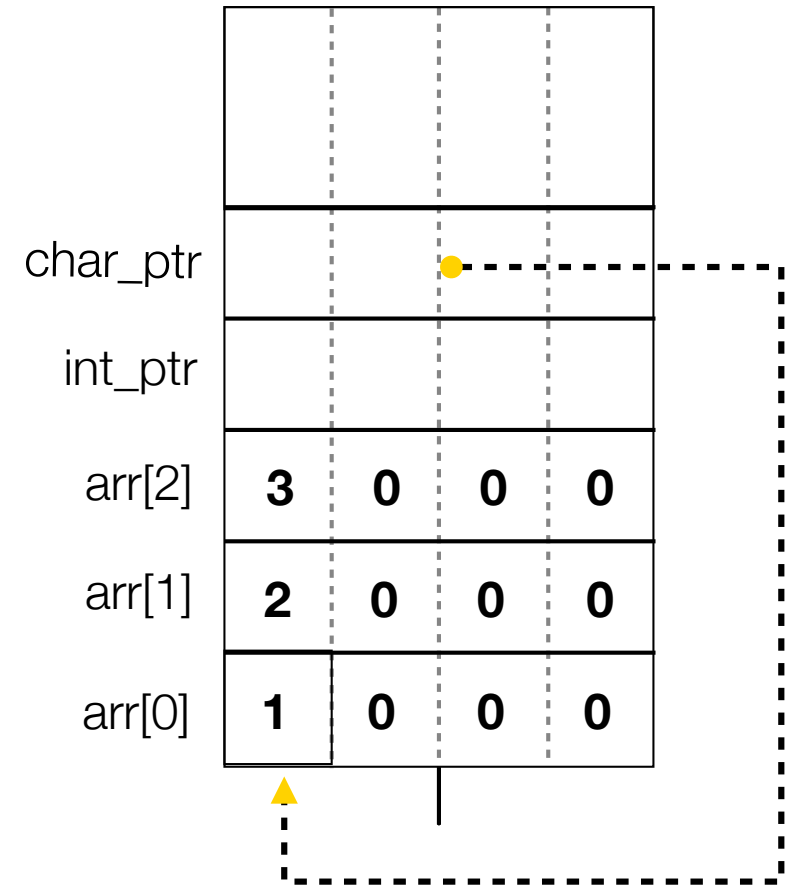
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



char\_ptr: 0xbffff2ac; \*char\_ptr: 1

```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

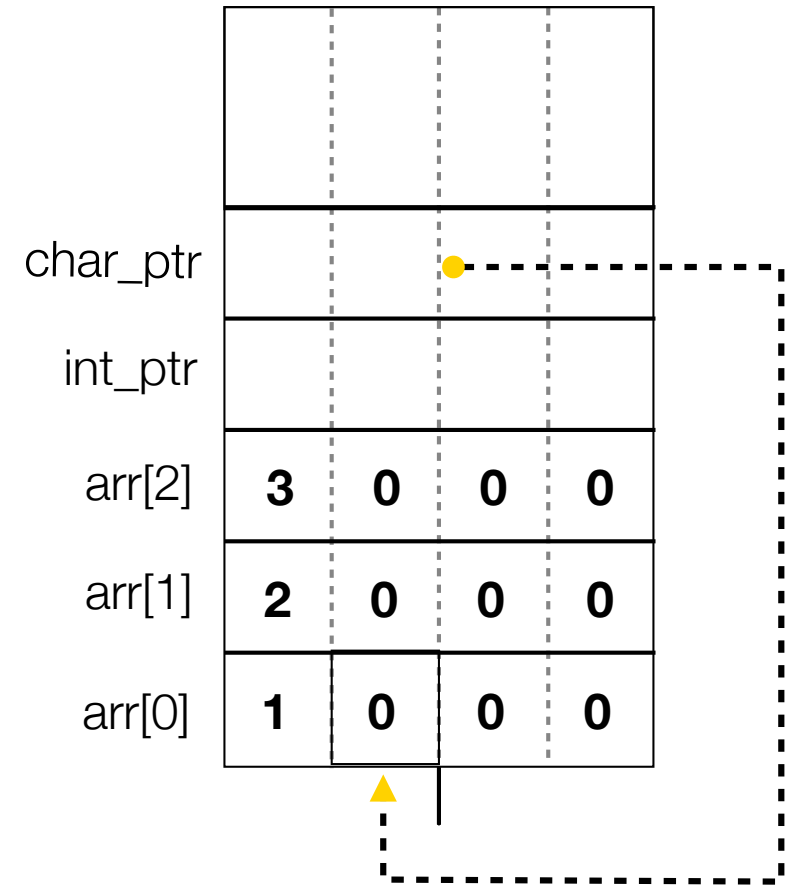
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



char\_ptr: 0xbffff2ac; \*char\_ptr: 1



```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

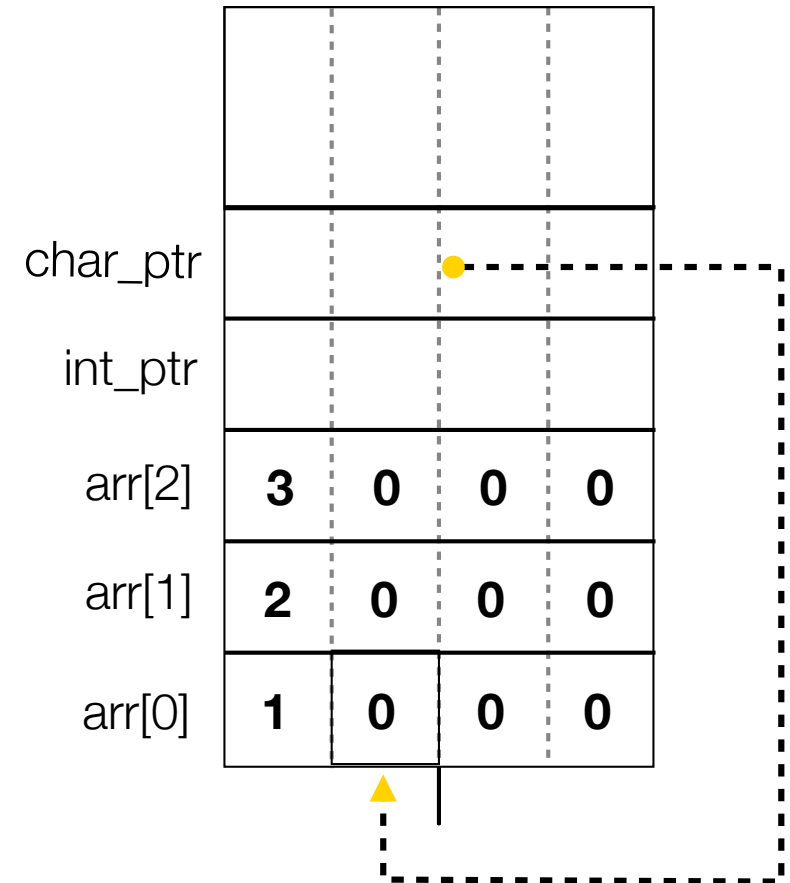
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



```

char_ptr: 0xbffff2ac; *char_ptr: 1
char_ptr: 0xbffff2ad; *char_ptr: 0

```

```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

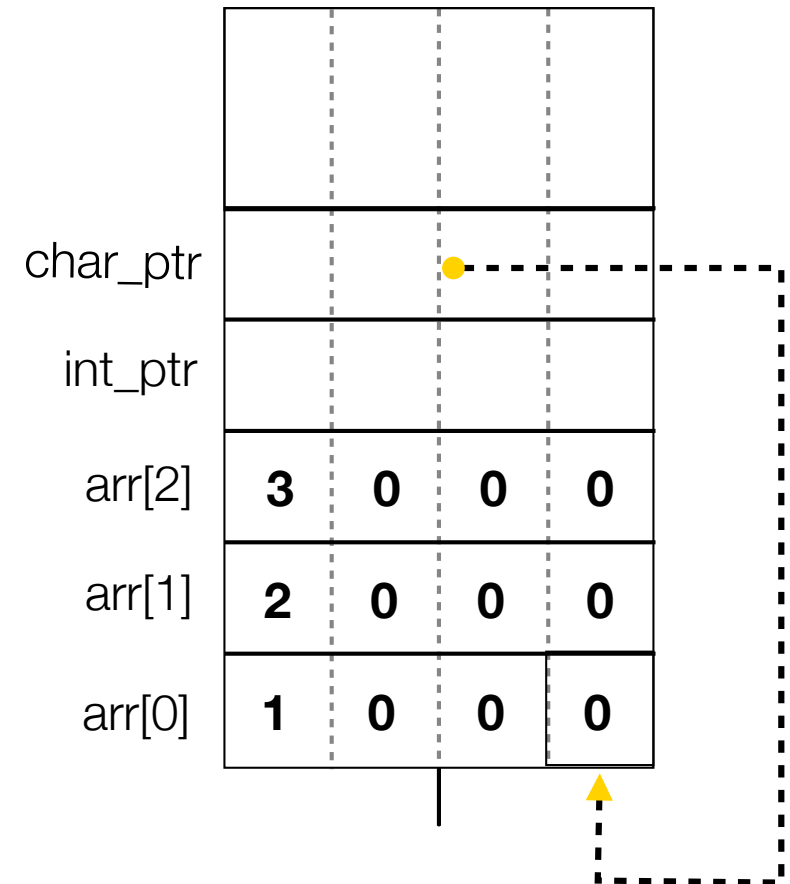
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



```

char_ptr: 0xbffff2ac; *char_ptr: 1
char_ptr: 0xbffff2ad; *char_ptr: 0

```

```

#include <stdio.h>

int main(int argc, char **argv) {
    int arr[3] = {1, 2, 3};
    int *int_ptr = &arr[0];
    char *char_ptr = (char *) int_ptr;

    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 1;
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);
    int_ptr += 2; // uh oh
    printf("int_ptr: %p; *int_ptr: %d\n",
           int_ptr, *int_ptr);

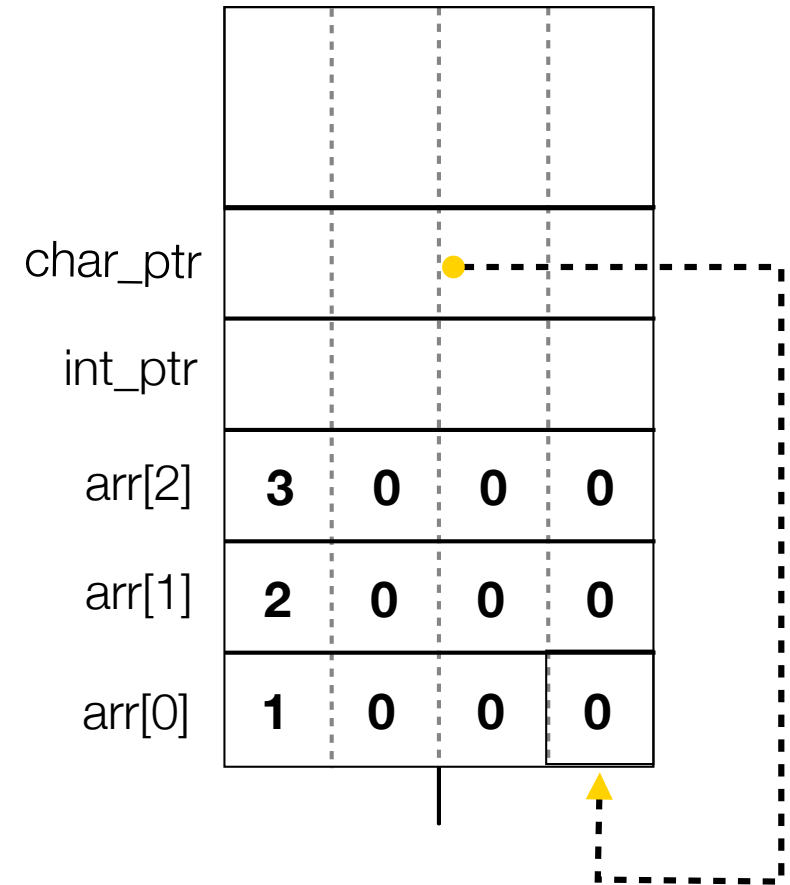
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 1;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);
    char_ptr += 2;
    printf("char_ptr: %p; *char_ptr: %d\n",
           char_ptr, *char_ptr);

    return 0;
}

```

pointerarithmetic.c

stack  
(assume 32-bit x86)



```

char_ptr: 0xbffff2ac; *char_ptr: 1
char_ptr: 0xbffff2ad; *char_ptr: 0
char_ptr: 0xbffff2af; *char_ptr: 0

```

# Pass-by-value

C passes arguments by **value**

callee receives a **copy** of the argument

if the callee modifies an argument, caller's copy isn't modified

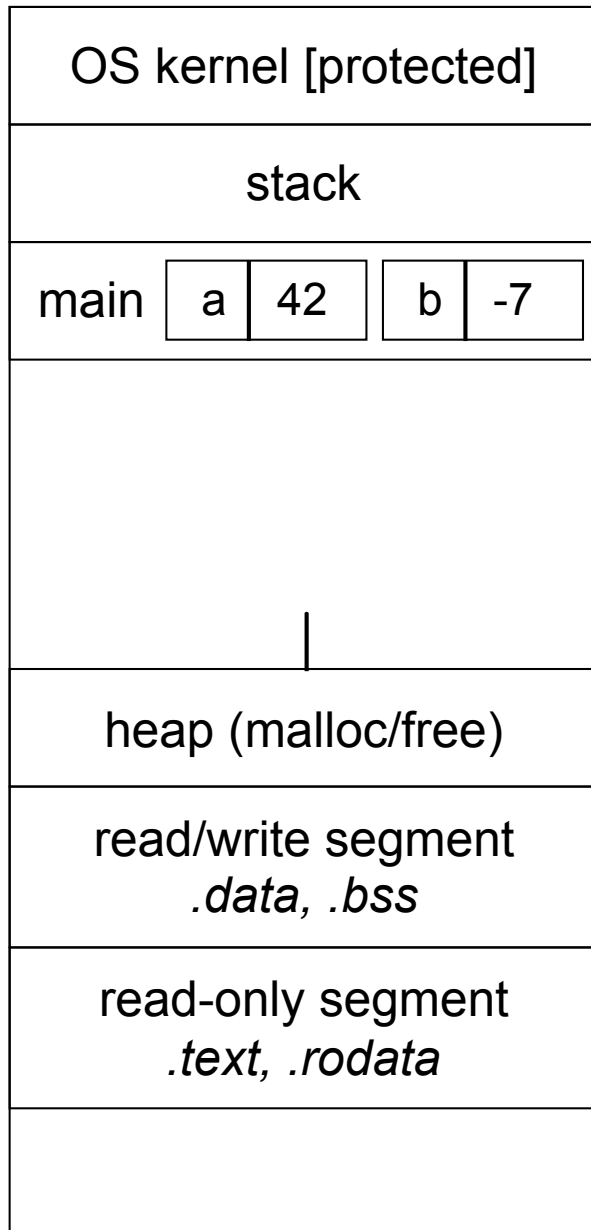
```
void swap(int a, int b) {
    int tmp = a;
    a = b;
    b = tmp;
}

int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(a, b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```

brokenswap.c

# Pass-by-value (stack)



```
void swap(int a, int b) {
    int tmp = a;
    a = b;
    b = tmp;
}

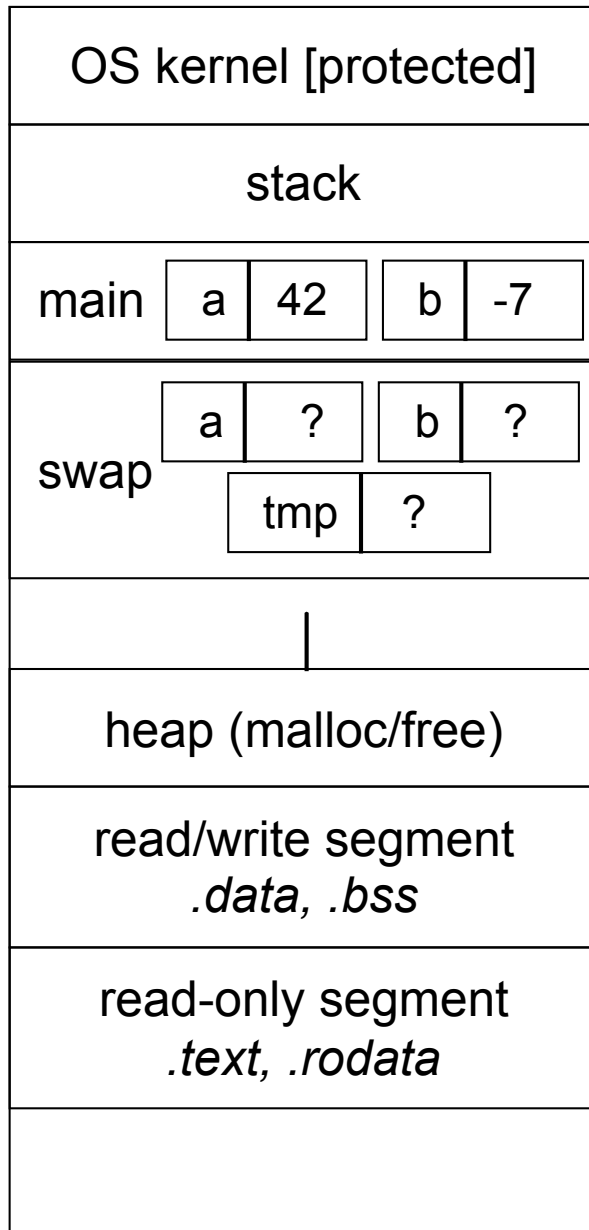
int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(a, b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```



brokenswap.c

# Pass-by-value (stack)



```
void swap(int a, int b) {
    int tmp = a;
    a = b;
    b = tmp;
}

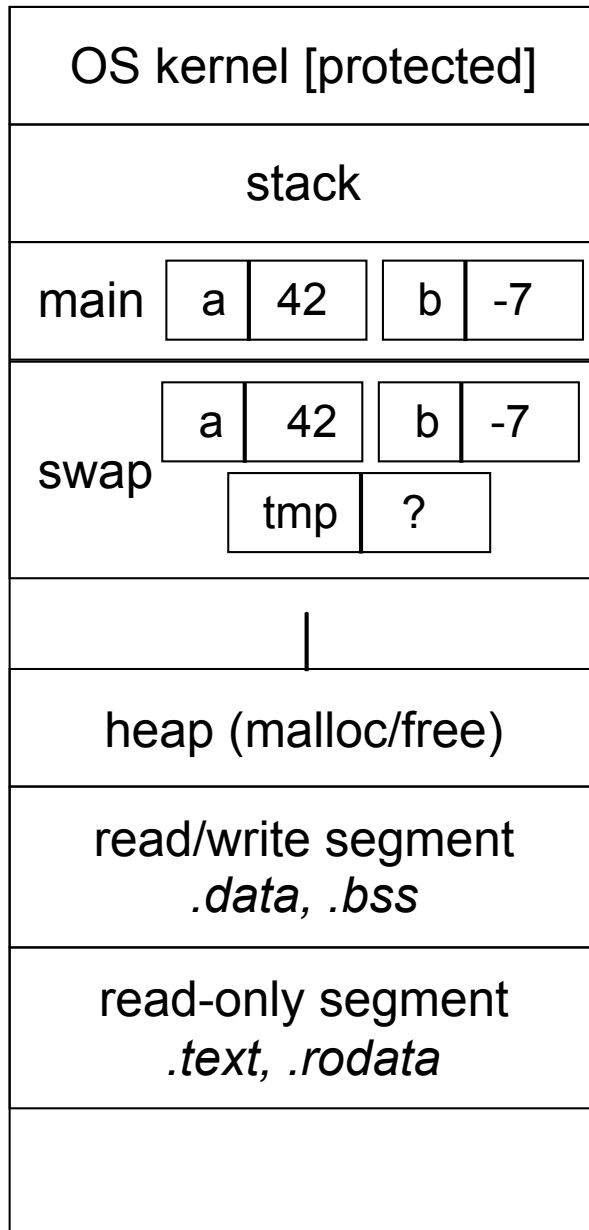
int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(a, b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```



brokenswap.c

# Pass-by-value (stack)



```
void swap(int a, int b) {
    int tmp = a;
    a = b;
    b = tmp;
}

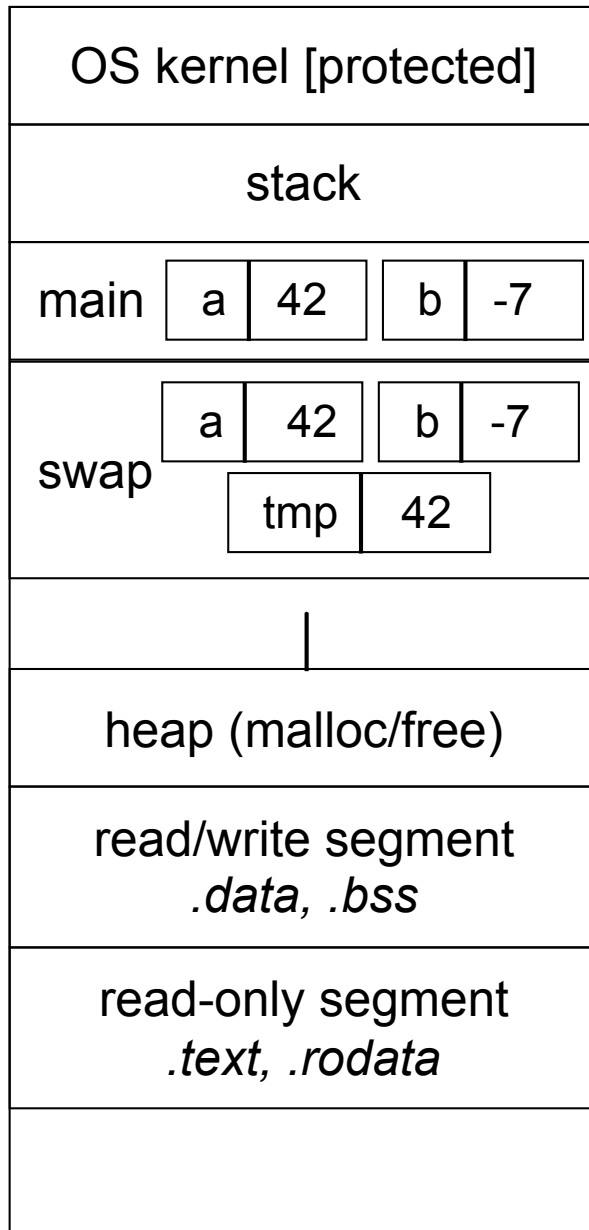
int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(a, b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```



brokenswap.c

# Pass-by-value (stack)

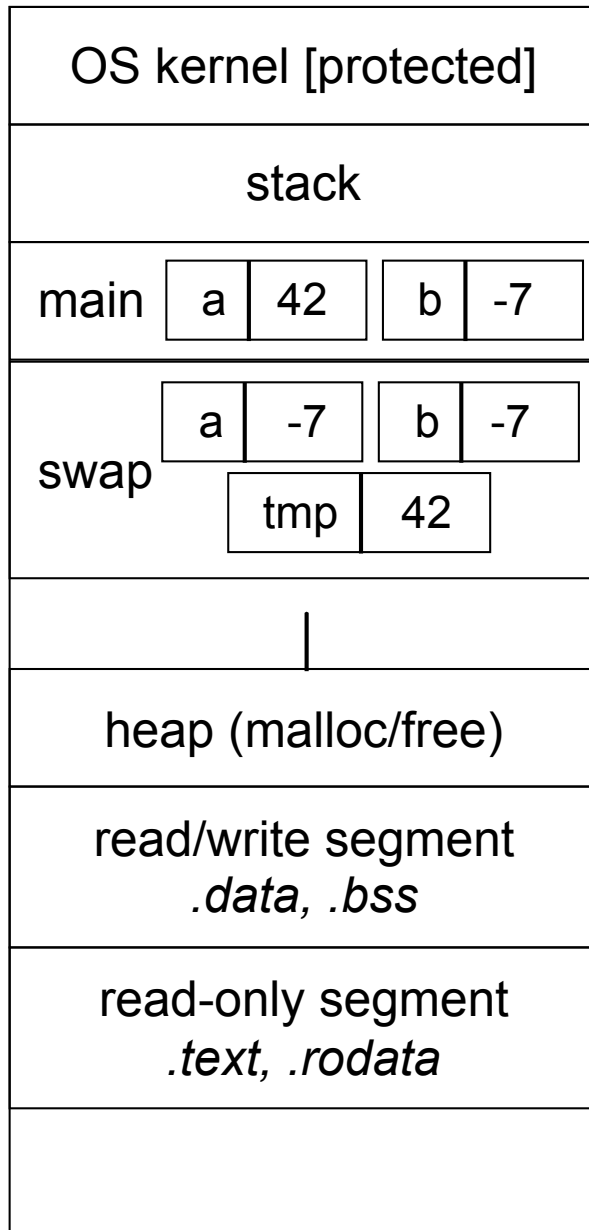


```
void swap(int a, int b) {  
    int tmp = a;  
    a = b;  
    b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(a, b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```

brokenswap.c



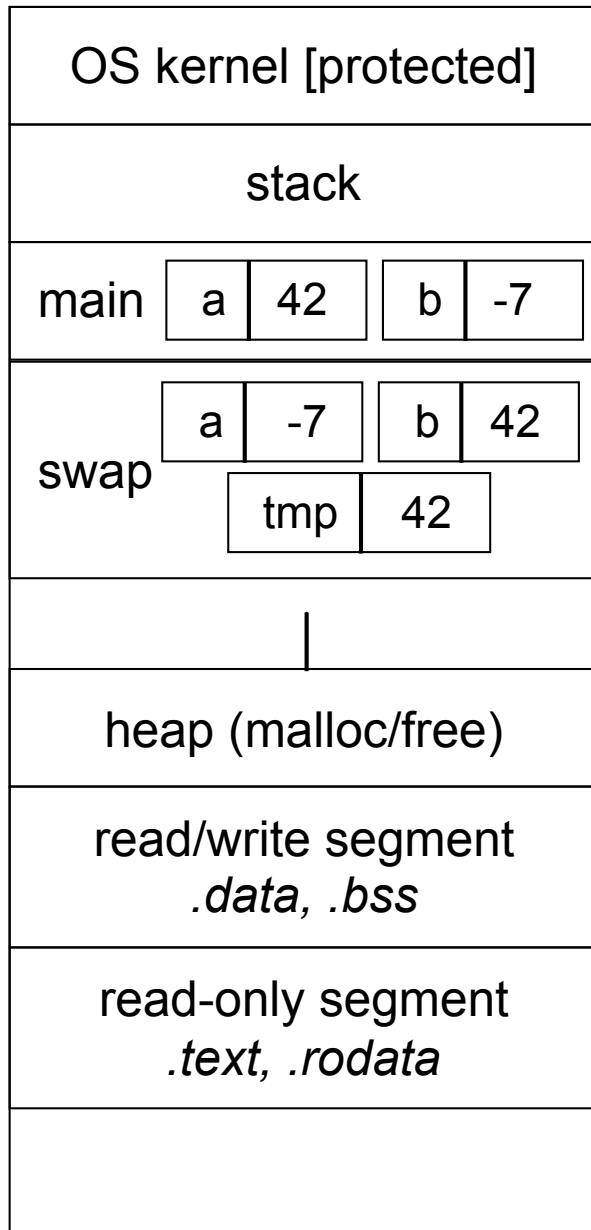
# Pass-by-value (stack)



```
void swap(int a, int b) {  
    int tmp = a;  
    a = b;  
    b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(a, b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```

brokenswap.c

# Pass-by-value (stack)



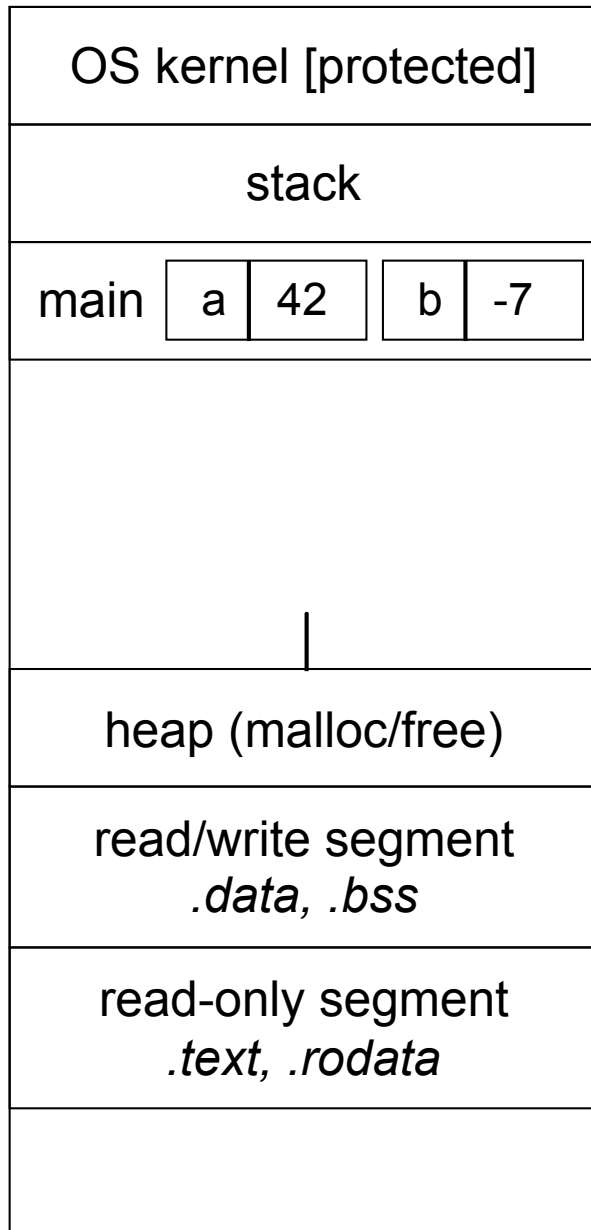
```
void swap(int a, int b) {
    int tmp = a;
    a = b;
    b = tmp;
}

int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(a, b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```

brokenswap.c

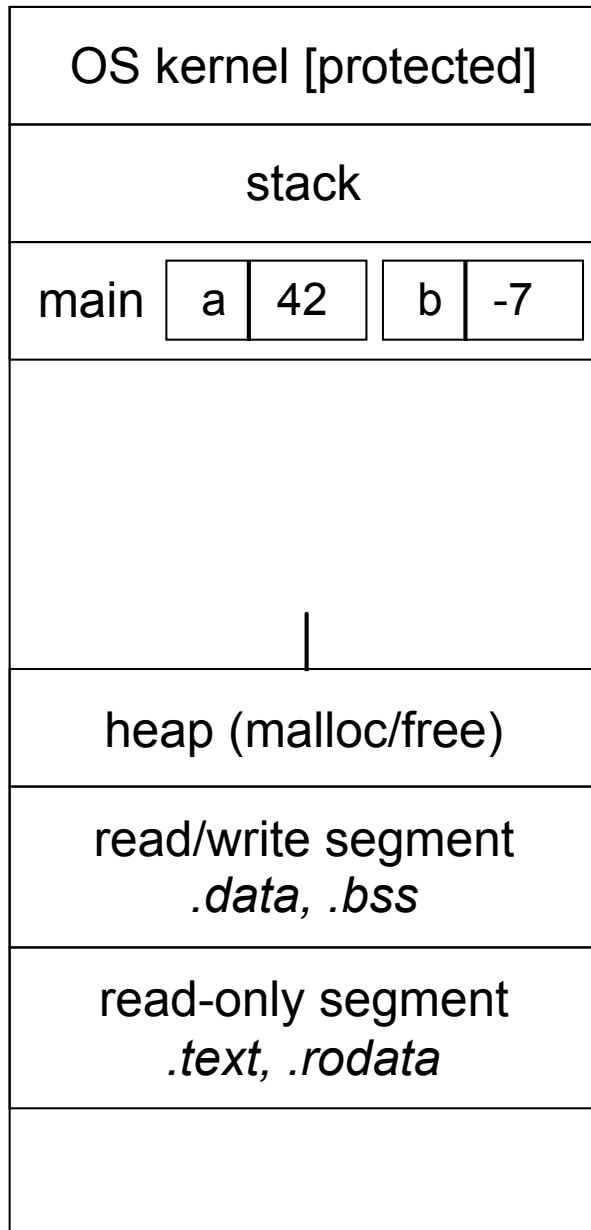
# Pass-by-value (stack)



```
void swap(int a, int b) {  
    int tmp = a;  
    a = b;  
    b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(a, b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```

brokenswap.c

# Pass-by-value (stack)



```
void swap(int a, int b) {
    int tmp = a;
    a = b;
    b = tmp;
}

int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(a, b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```



brokenswap.c

# Pass-by-reference

You can use pointers to pass by **reference**

callee still receives a **copy** of the argument

but, the argument is a pointer

(so it's really call-by-value, but the value is a pointer)

the pointer's value points-to the variable in the scope of the caller

this gives the callee a way to modify a variable that's in the scope of the caller

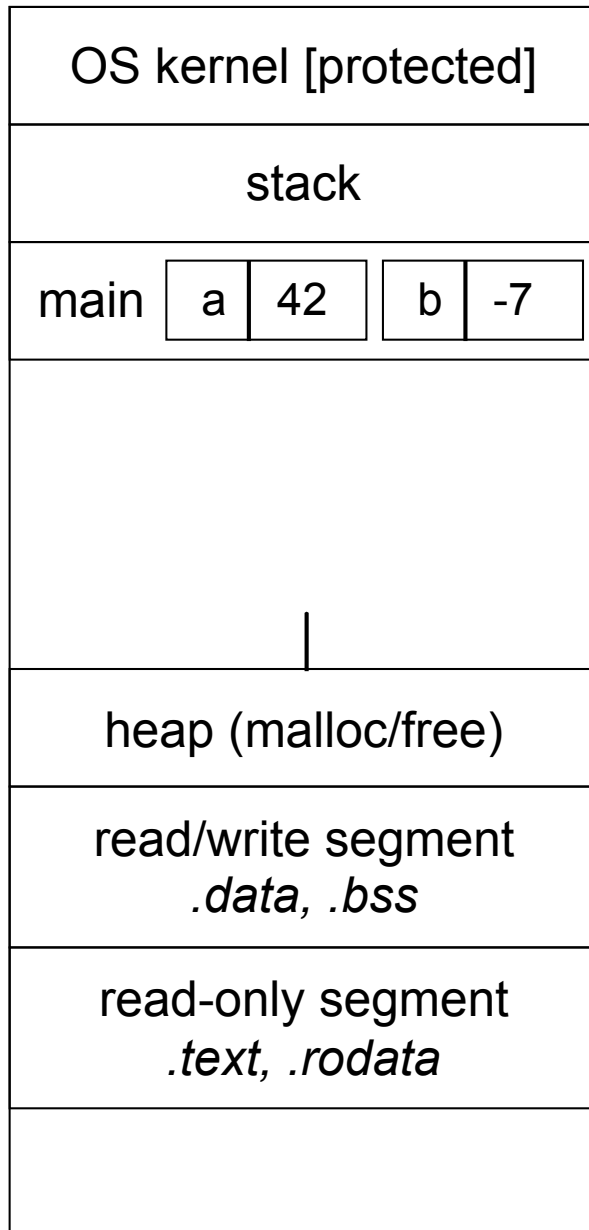
```
void swap(int *a, int *b) {
    int tmp = *a;
    *a = *b;
    *b = tmp;
}

int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(&a, &b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```

swap.c

# Pass-by-reference (stack)

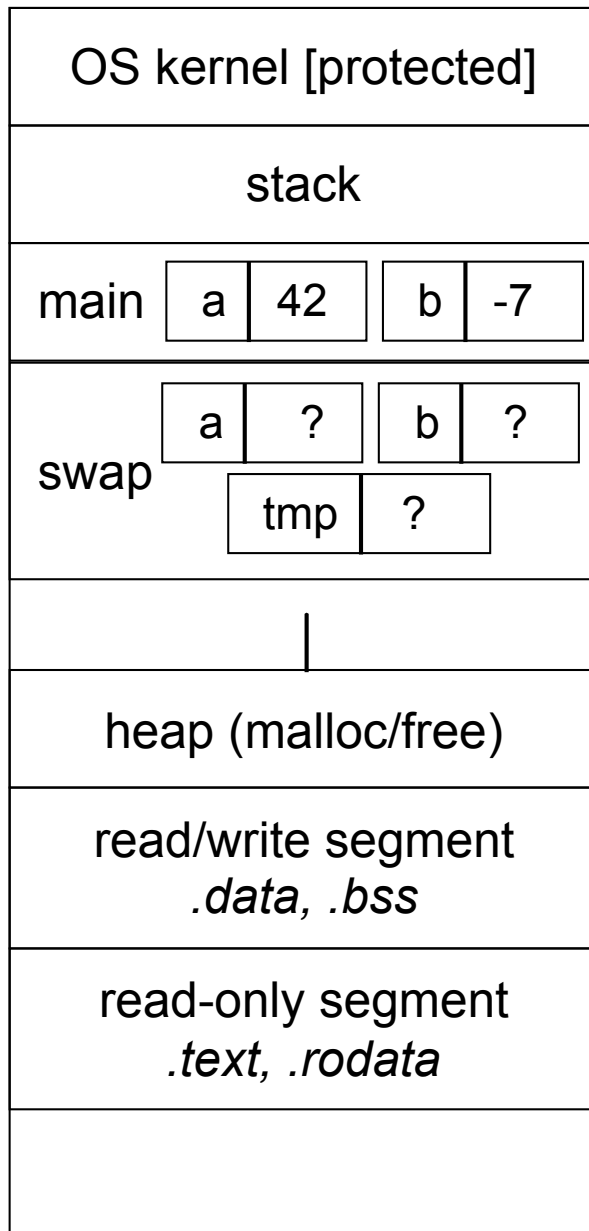


```
void swap(int *a, int *b) {  
    int tmp = *a;  
    *a = *b;  
    *b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(&a, &b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```



swap.c

# Pass-by-reference (stack)

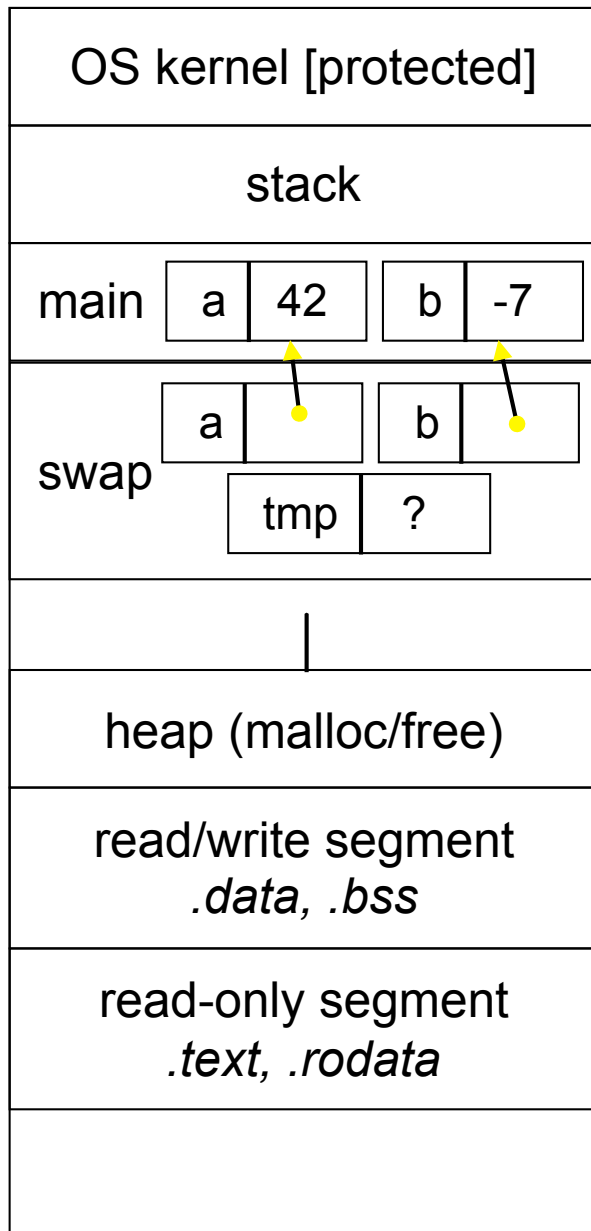


```
void swap(int *a, int *b) {  
    int tmp = *a;  
    *a = *b;  
    *b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(&a, &b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```



swap.c

# Pass-by-reference (stack)

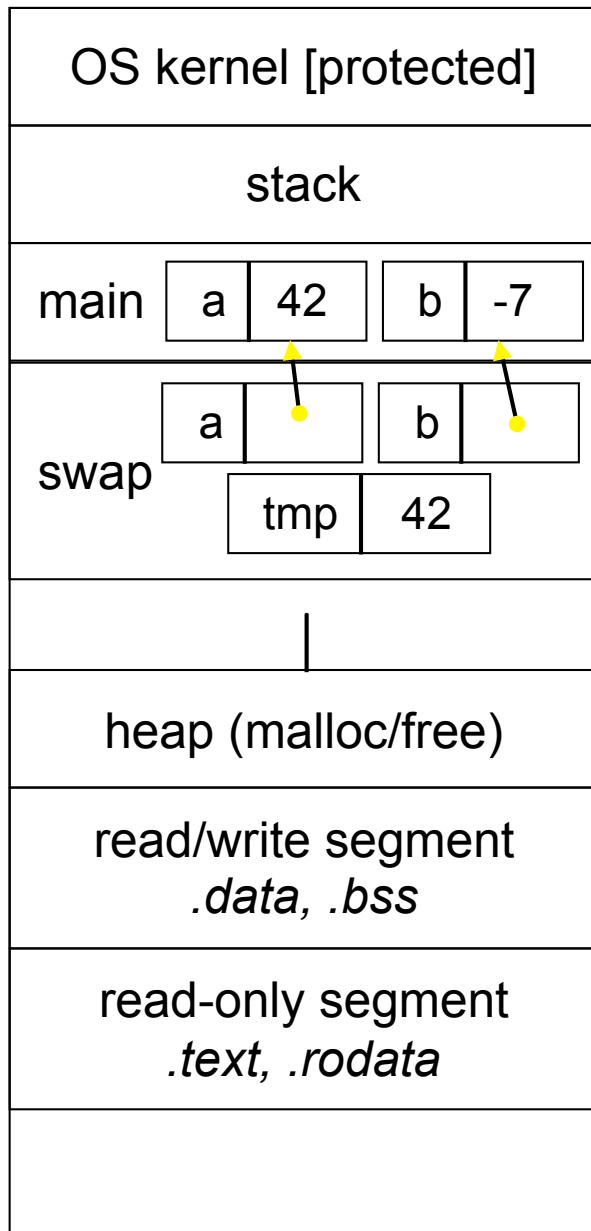


```
void swap(int *a, int *b) {  
    int tmp = *a;  
    *a = *b;  
    *b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(&a, &b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```

swap.c



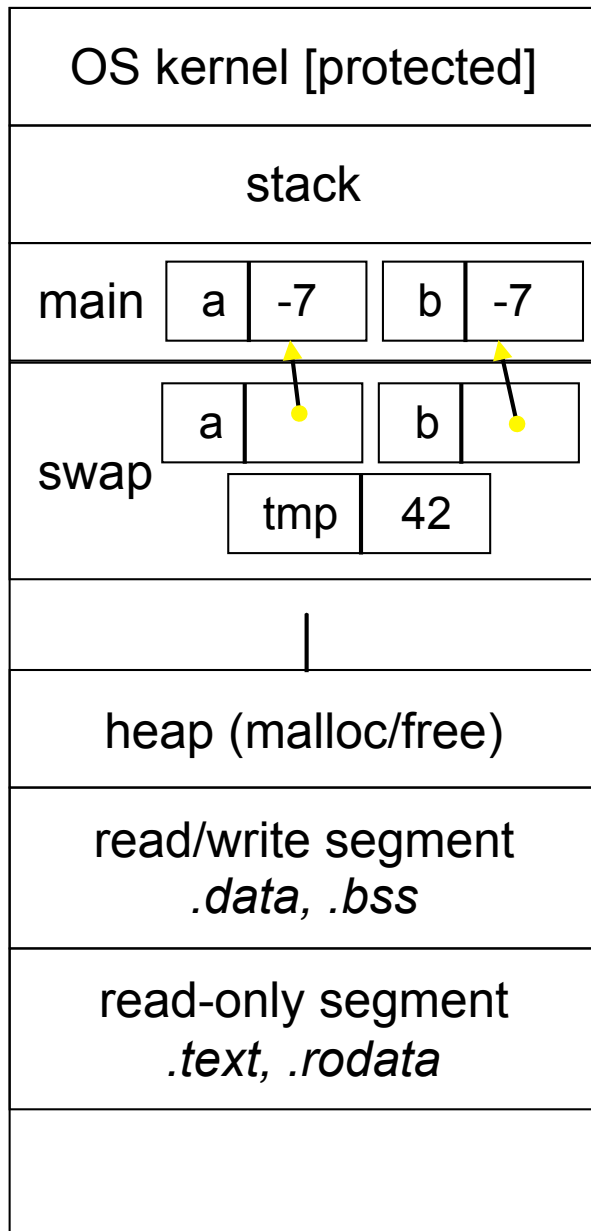
# Pass-by-reference (stack)



```
void swap(int *a, int *b) {  
    int tmp = *a;  
    *a = *b;  
    *b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(&a, &b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```

swap.c

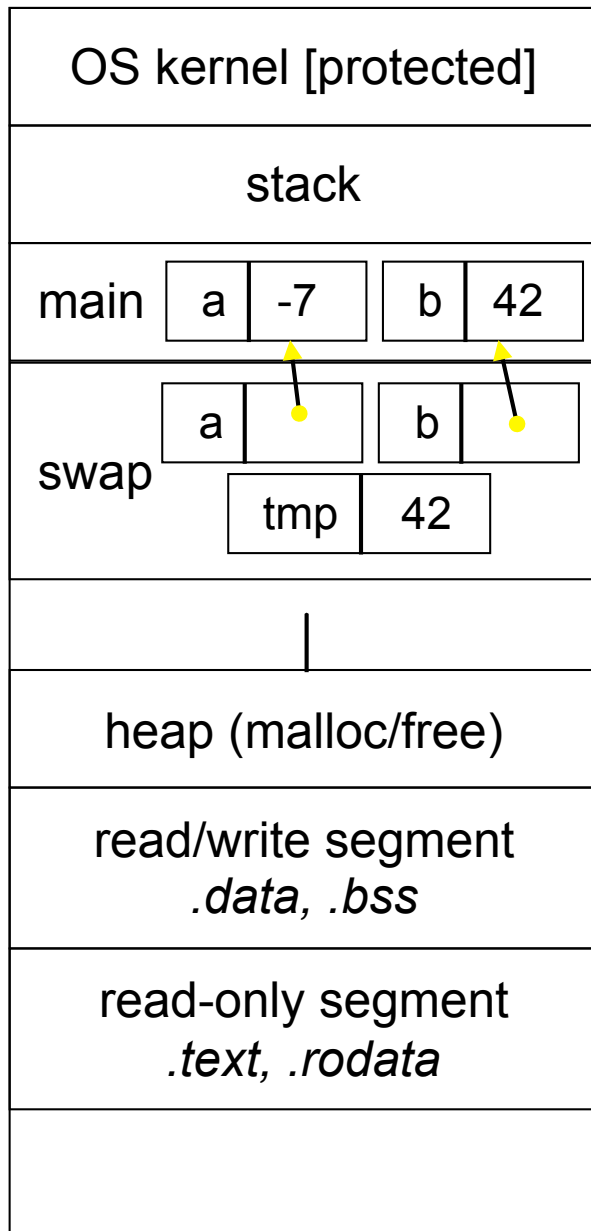
# Pass-by-reference (stack)



```
void swap(int *a, int *b) {  
    int tmp = *a;  
    *a = *b;  
    *b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(&a, &b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```

swap.c

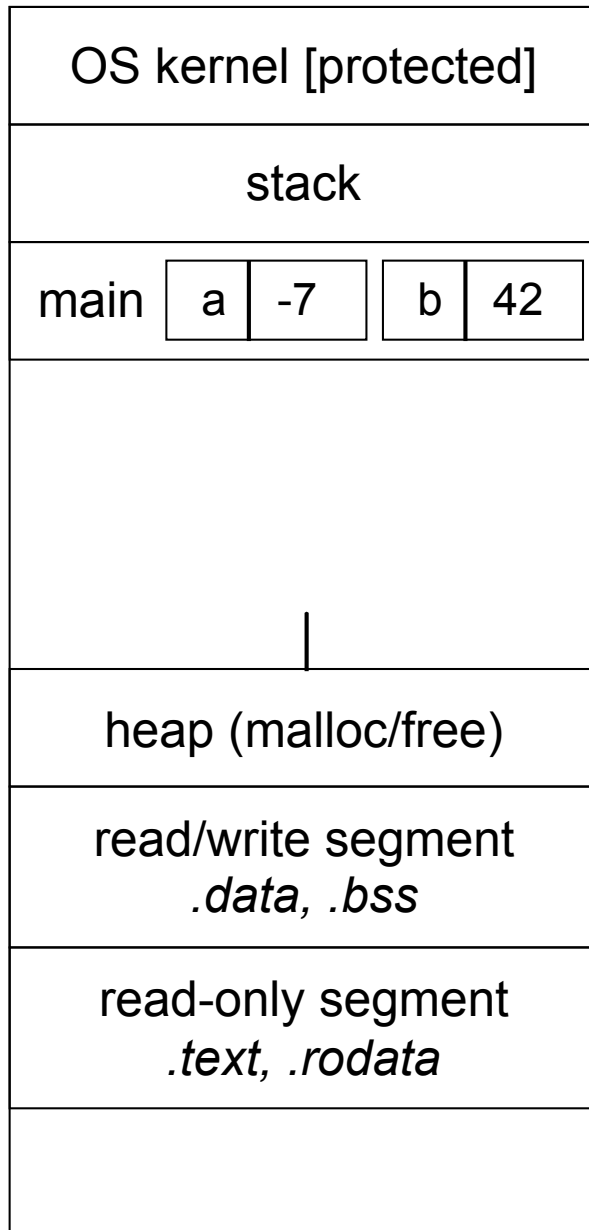
# Pass-by-reference (stack)



```
void swap(int *a, int *b) {  
    int tmp = *a;  
    *a = *b;  
    *b = tmp;  
}  
  
int main(int argc, char **argv) {  
    int a = 42, b = -7;  
  
    swap(&a, &b);  
    printf("a: %d, b: %d\n", a, b);  
    return 0;  
}
```

swap.c

# Pass-by-reference (stack)



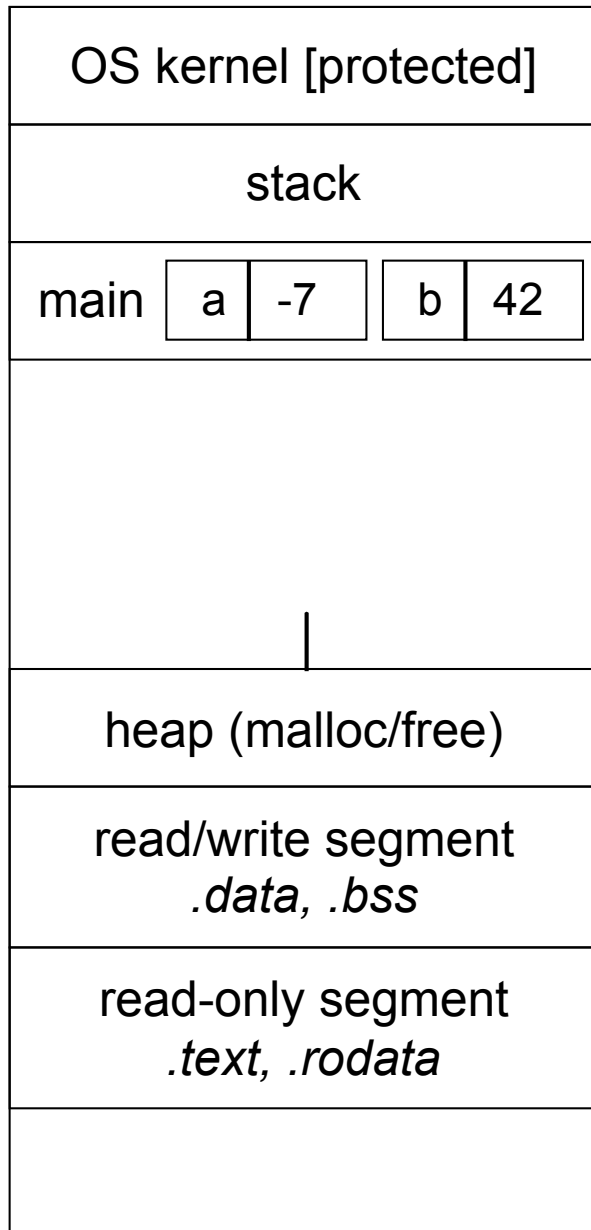
```
void swap(int *a, int *b) {
    int tmp = *a;
    *a = *b;
    *b = tmp;
}

int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(&a, &b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```

swap.c

# Pass-by-reference (stack)



```
void swap(int *a, int *b) {
    int tmp = *a;
    *a = *b;
    *b = tmp;
}

int main(int argc, char **argv) {
    int a = 42, b = -7;

    swap(&a, &b);
    printf("a: %d, b: %d\n", a, b);
    return 0;
}
```



swap.c

# Arrays and pointers

a pointer can point to an array element

an array's name can be used as a pointer to its first element

and, you can use `[]` notation to treat a pointer like an array

**pointer**`[i]` is **i** elements' worth of bytes forward from pointer

```
int a[5] = {10, 20, 30, 40, 50};
int* p1 = &a[3];    // refers to a's fourth element
int* p2 = &a[0];    // refers to a's first element
int* p3 = a;        // refers to a's first element

*p1 = 100;
*p2 = 200;
p1[1] = 300;
p2[1] = 400;
p3[2] = 500;        // final: 200, 400, 500, 100, 300
```

# Passing arrays as parameters

array parameters are really passed as pointers to the first array element

the `[]` syntax for parameter types is just for convenience

```
void f(int a[]);

int main(...) {
    int a[5];
    ...
    f(a);
    return 0;
}

void f(int a[] ){
```

your code

```
void f(int *a);

int main(...) {
    int a[5];
    ...
    f(&a[0]);
    return 0;
}

void f(int *a) {
```

equivalent to

# Self-Exercise 1

Use a box-and-arrow diagram for the following program to explain what it prints out:

```
#include <stdio.h>

int foo(int *bar, int **baz) {
    *bar = 5;
    *(bar+1) = 6;
    *baz = bar+2;
    return *((*baz)+1);
}

int main(int argc, char **argv) {
    int arr[4] = {1, 2, 3, 4};
    int *ptr;

    arr[0] = foo(&(arr[0]), &ptr);
    printf("%d %d %d %d %d\n",
           arr[0], arr[1], arr[2], arr[3], *ptr);
    return 0;
}
```



# Self-Exercise 2

Write a program that prints out whether the computer it is running on is little endian or big endian.

(hint: see pointerarithmetic.c from today's lecture)

# Self-Exercise 3

Write a function that:

- accepts an (array of ints) and an (array length) as arguments

- malloc's an (array of (int \*)) of the same length

- initializes each element of the newly allocated array to point to the corresponding element in the passed-in array

- returns a pointer to the newly allocated array

See you on Monday!