Pointers, Pointers, Pointers
CSE 333 Summer 2018

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Teaching Assistants:
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Administrivia

- Exercise 2 out today and due Monday morning

- Exercise grading
  - We will do our best to keep up (some delays while we learn how to work with Gradescope)
  - Things to watch for:
    - Input sanity check
    - No functional abstraction (single blob of code)
    - Formatting funnies (*e.g.* tabs instead of spaces)
Administrivia

- **Homework 0 due Monday, 6/25**
  - Logistics and infrastructure for projects
    - `clint` and `valgrind` will be useful for exercises, too
  - Should have set up an ssh key and cloned GitLab repo by now
    - Do this ASAP so we have time to fix things if necessary

- **Homework 1 out today, due in 2 weeks (Thu 7/5)**
  - Linked list and hash table implementations in C
  - Get starter code using `git pull` in your course repo
    - See CSE 333 Git Tutorial for tips
    - Might have “merge conflict” if your local copy has unpushed changes
      - If git drops you into vi(m), :q to quit or :wq if you want to save changes
Administrivia

- Documentation:
  - man pages, books
  - Reference websites: cplusplus.org, man7.org, gcc.gnu.org, etc.

- Folklore:
  - Google-ing, stackoverflow, that rando in lab

- Tradeoffs? Relative strengths & weaknesses?
  - Discuss
Lecture Outline

- Pointers & Pointer Arithmetic
- Pointers as Parameters
- Pointers and Arrays
- Function Pointers
Box-and-Arrow Diagrams

```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[1]: %p;  arr[1]: %d\n", &arr[1], arr[1]);
    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;
}
```

<table>
<thead>
<tr>
<th>address</th>
<th>name</th>
<th>value</th>
</tr>
</thead>
</table>
Box-and-Arrow Diagrams

```
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[1]: %p; arr[1]: %d\n", &arr[1], arr[1]);
    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;
}
```
# Box-and-Arrow Diagrams

```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[1]: %p;  arr[1]: %d\n", &arr[2], arr[2]);
    printf("&arr[2]: %p;  arr[2]: %d\n", &arr[2], arr[2]);

    return 0;
}
```

<table>
<thead>
<tr>
<th>address</th>
<th>name</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>&amp;arr[0]</td>
<td>arr[0]</td>
<td>2</td>
</tr>
<tr>
<td>&amp;p</td>
<td>p</td>
<td>&amp;arr[1]</td>
</tr>
<tr>
<td>&amp;x</td>
<td>x</td>
<td>1</td>
</tr>
</tbody>
</table>
Box-and-Arrow Diagrams

```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;
}
```

<table>
<thead>
<tr>
<th>address</th>
<th>name</th>
<th>value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x7fff...78</td>
<td></td>
<td>arr[2]</td>
</tr>
<tr>
<td>0x7fff...74</td>
<td></td>
<td>arr[1]</td>
</tr>
<tr>
<td>0x7fff...70</td>
<td></td>
<td>arr[0]</td>
</tr>
<tr>
<td>0x7fff...68</td>
<td></td>
<td>p</td>
</tr>
<tr>
<td>0x7fff...64</td>
<td></td>
<td>x</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0x7fff...74</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0x7fff...74</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>
Pointer Arithmetic

- Pointers are *typed*
  - Tells the compiler the size of the data you are pointing to
  - *Exception:* `void*` is a generic pointer (*i.e.* a placeholder)

- Pointer arithmetic is scaled by `sizeof(*p)`
  - Works nicely for arrays
  - Does not work on `void*`, since `void` doesn’t have a size!

- Valid pointer arithmetic:
  - Add/subtract an integer to a pointer
  - Subtract two pointers (within stack frame or malloc block)
  - Compare pointers (`<`, `<=`, `==`, `!=`, `>`, `>=`), including `NULL`
Practice Question

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

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

    return 0;
}
```

At this point in the code, what values are stored in `arr[]`?

<table>
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</tr>
</thead>
<tbody>
<tr>
<td>0x7fff...78</td>
<td>arr[2]</td>
<td>4</td>
</tr>
<tr>
<td>0x7fff...74</td>
<td>arr[1]</td>
<td>3</td>
</tr>
<tr>
<td>0x7fff...70</td>
<td>arr[0]</td>
<td>2</td>
</tr>
<tr>
<td>0x7fff...68</td>
<td>p</td>
<td>0x7fff...74</td>
</tr>
<tr>
<td>0x7fff...60</td>
<td>dp</td>
<td>0x7fff...68</td>
</tr>
</tbody>
</table>
Practice Solution

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

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

    return 0;
}
```

Note: arrow points to next instruction to be executed.

boxarrow2.c
Practice Solution

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

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

    return 0;
}
```

Note: arrow points to next instruction to be executed.
Practice Solution

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

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

    return 0;
}
```

Note: arrow points to next instruction to be executed.
Practice Solution

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

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

    return 0;
}
```

Note: arrow points to next instruction to be executed.
Endianness

- Memory is byte-addressed, so endianness determines what ordering that multi-byte data gets read and stored in memory
  - **Big-endian**: Least significant byte has highest address
  - **Little-endian**: Least significant byte has lowest address

**Example**: 4-byte data 0xa1b2c3d4 at address 0x100

![Diagram showing big-endian and little-endian ordering of bytes](image)
**Pointer Arithmetic Example**

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

*pointerarithmetic.c*

**Stack**
(assume x86-64)

Note: Arrow points to *next* instruction.
# Pointer Arithmetic Example

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

Note: Arrow points to next instruction.

Stack (assume x86-64)

```
<table>
<thead>
<tr>
<th>Address</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>arr[2]</td>
<td>03 00 00 00</td>
</tr>
<tr>
<td>arr[1]</td>
<td>02 00 00 00</td>
</tr>
<tr>
<td>arr[0]</td>
<td>01 00 00 00</td>
</tr>
</tbody>
</table>

char_ptr
int_ptr
```
# Pointer Arithmetic Example

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

Note: Arrow points to next instruction.

```
Stack
(assume x86-64)
```

```
arr[2] 03 00 00 00 00
arr[1] 02 00 00 00 00
arr[0] 01 00 00 00 00
char_ptr
int_ptr
```

`pointerarithmetric.c`
**Pointer Arithmetic Example**

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

Note: Arrow points to next instruction.
Pointer Arithmetic Example

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

Note: Arrow points to next instruction.

Stack (assume x86-64)

```plaintext
int_ptr: 0x0x7ffffffde010
*int_ptr: 1
```
**Pointer Arithmetic Example**

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

Note: Arrow points to `next` instruction.

Stack (assume x86-64)

- `arr[2]`: 03 00 00 00 00
- `arr[1]`: 02 00 00 00 00
- `arr[0]`: 01 00 00 00 00

- `char_ptr`
- `int_ptr`

**pointerarithmetic.c**

```
int_ptr: 0x0x7fffffffde014
*int_ptr: 2
```
Pointer Arithmetic Example

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

Note: Arrow points to next instruction.

Stack
(assume x86-64)

```
arr[2] 03 00 00 00 00
arr[1] 02 00 00 00 00
arr[0] 01 00 00 00 00
char_ptr
int_ptr
```

pointerarithmec.c

```
int_ptr: 0x0x7fffffffe01C
*int_ptr: ???
```
# Pointer Arithmetic Example

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

`pointerarithmetic.c`

Note: Arrow points to *next* instruction.

**Stack** (assume x86-64)

- `arr[0]`: 01 00 00 00 00
- `arr[1]`: 02 00 00 00 00
- `arr[2]`: 03 00 00 00 00

`char_ptr`: 0x007ffffffde010
`*char_ptr`: 1
# Pointer Arithmetic Example

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

```
char_ptr:  0x0x7fffffffd01
*char_ptr: 0
```

Note: Arrow points to `next` instruction.

Stack (assume x86-64)
## Pointer Arithmetic Example

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

    int_ptr += 1;
    int_ptr += 2;  // uh oh

    char_ptr += 1;
    char_ptr += 2;

    return 0;
}
```

def pointerarithmePc.c

<table>
<thead>
<tr>
<th>char_ptr</th>
<th>int_ptr</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x0x7fffffffdede013</td>
<td>0</td>
</tr>
</tbody>
</table>

- **Note:** Arrow points to `next` instruction.

**Stack** (assume x86-64):

- `arr[2]` 03 00 00 00 00
- `arr[1]` 02 00 00 00 00
- `arr[0]` 01 00 00 00 00

- `char_ptr`:
  - 0x7fffffffdede013
- `*char_ptr`:
  - 0
Lecture Outline

- Pointers & Pointer Arithmetic
- **Pointers as Parameters**
- Pointers and Arrays
- Function Pointers
C is Call-By-Value

- C (and Java) pass arguments by value
  - Callee receives a local copy of the argument
    - Register or Stack
  - If the callee modifies a parameter, the caller’s copy isn’t modified

```c
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);
    ...
```
Broken Swap

```c
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);
    ...
}
```

**Note:** Arrow points to next instruction.
Broken Swap

brokenswap.c

```c
void swap(int a, int b) {
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    b = tmp;
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int main(int argc, char** argv) {
    int a = 42, b = -7;
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    ...
}
```
Broken Swap

void swap(int a, int b) {
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int main(int argc, char** argv) {
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    swap(a, b);
    ...

brokenswap.c
Broken Swap

**brokenswap.c**

```c
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);
    ...
```

**OS kernel [protected]**

<table>
<thead>
<tr>
<th>Stack</th>
</tr>
</thead>
<tbody>
<tr>
<td>main</td>
</tr>
<tr>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Stack</th>
</tr>
</thead>
<tbody>
<tr>
<td>swap</td>
</tr>
<tr>
<td></td>
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<td></td>
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</table>

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<tr>
<td></td>
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<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Heap</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

| Read/Write Segment |
| .data, .bss |
|             |

| Read-Only Segment |
| .text, .rodata |
|                 |
Broken Swap

brokenswap.c

```c
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);
    ...
}
```

OS kernel [protected]

Stack

main

| a | 42 | b | -7 |

swap

| a | -7 | b | -7 |

```
tmp
42
```

Heap

Read/Write Segment

.data, .bss

Read-Only Segment

.text, .rodata
Broken Swap

```c
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);
    ...
}
```
**Broken Swap**

```c
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);
    ...
}
```

```
brokenswap.c
```
Faking Call-By-Reference in C

- Can use pointers to approximate call-by-reference
  - Callee still receives a copy of the pointer (i.e. call-by-value), but it can modify something in the caller’s scope by dereferencing the pointer parameter

```c
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);
    ...
```
Fixed Swap

```c
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);
    ...
}
```

**Note:** Arrow points to next instruction.
Fixed Swap

**swap.c**

```c
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);
    ...
}
```
Fixed Swap

swap.c

```c
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);
    ...
```

OS kernel [protected]

Stack

| main | a | 42 | b | -7 |

Heap

Read/Write Segment

.data, .bss

Read-Only Segment

.text, .rodata
Fixed Swap

```c
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);
    ...
}
```

<table>
<thead>
<tr>
<th>OS kernel [protected]</th>
<th>Stack</th>
</tr>
</thead>
<tbody>
<tr>
<td>main</td>
<td>a -7</td>
</tr>
<tr>
<td>swap</td>
<td>a</td>
</tr>
<tr>
<td>tmp</td>
<td>42</td>
</tr>
</tbody>
</table>

<table>
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<td>.data, .bss</td>
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</table>

| Read-Only Segment |
| .text, .rodata  |
## Fixed Swap

### swap.c

```c
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);
    ...
```

### Diagram

- **OS kernel [protected]**
- **Stack**
- **Heap**
- **Read/Write Segment** `data, bss`
- **Read-Only Segment** `text, rodata`
Fixed Swap

```c
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);
    ...
}
```

```plaintext
OS kernel [protected]
Stack
main a -7 b 42

Heap
Read/Write Segment .data, .bss
Read-Only Segment .text, .rodata
```
Lecture Outline

- Pointers & Pointer Arithmetic
- Pointers as Parameters
- Pointers and Arrays
- Function Pointers
Pointers and Arrays

- A pointer can point to an array element
  - You can use array indexing notation on pointers
    - `ptr[i]` is `*(ptr+i)` with pointer arithmetic – reference the data `i` elements forward from `ptr`
  - An array name’s value is the beginning address of the array
    - *Like* a pointer to the first element of array, but can’t change

```c
int a[] = {10, 20, 30, 40, 50};
int* p1 = &a[3]; // refers to a's 4th element
int* p2 = &a[0]; // refers to a's 1st element
int* p3 = a; // refers to a's 1st element

*p1 = 100;
P2 = 200;
p1[1] = 300;
p2[1] = 400;
p3[2] = 500; // final: 200, 400, 500, 100, 300
```
Array Parameters

- Array parameters are *actually* passed as pointers to the first array element
  - The [] syntax for parameter types is just for convenience
    - OK to use whichever best helps the reader

This code:

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

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

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

Equivalent to:

```c
void f(int* a);

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

void f(int* a) {
```
Lecture Outline

- Pointers & Pointer Arithmetic
- Pointers as Parameters
- Pointers and Arrays
- Function Pointers
Function Pointers

- Based on what you know about assembly, what is a function name, really?
  - Can use pointers that store addresses of functions!

- Generic format:
  ```
  returnType (* name)(type1, ..., typeN)
  ```
  - Looks like a function prototype with extra * in front of name
  - Why are parentheses around (* name) needed?

- Using the function:
  ```
  (*name)(arg1, ..., argN)
  ```
  - Calls the pointed-to function with the given arguments and return the return value
Function Pointer Example

- `map()` performs operation on each element of an array

```c
#define LEN 4

int negate(int num) { return -num; }
int square(int num) { return num*num; }

// perform operation pointed to on each array element
void map(int a[], int len, int (*op)(int n)) {
    for (int i = 0; i < len; i++) {
        a[i] = (*op)(a[i]); // dereference function pointer
    }
}

int main(int argc, char** argv) {
    int arr[LEN] = {-1, 0, 1, 2};
    int (*op)(int n); // function pointer called 'op'
    op = square; // function name returns addr (like array)
    map(arr, LEN, op);
    ...
}
```

map.c
Extra Exercise #1

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

```c
#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;
}
```
Extra Exercise #2

- Write a program that determines and prints out whether the computer it is running on is little-endian or big-endian.
  - **Hint**: `pointerarithmetic.c` from today’s lecture or `show_bytes.c` from 351
Extra Exercise #3

- Write a function that:
  - Malloc’s an int* array of the same element length
  - Initializes each element of the newly-allocated array to point to the corresponding element of the passed-in array
  - Returns a pointer to the newly-allocated array
Extra Exercise #4

- Write a function that:
  - Accepts a function pointer and an integer as arguments
  - Invokes the pointed-to function with the integer as its argument