CSE 333 24wi
Section 2
Debugging and Structs
Checking In & Logistics

- Exercise 3:
  - Due **Friday @ 10:00am (01/12)**
- Homework 1:
  - Due **next Thursday @ 11:00pm (1/18)**
  - Start Early!

Any questions, comments, or concerns?

- Exercises going ok?
- Lectures making sense?
Structs and Typedef Review
Defining Structs

- To define a struct, we use the `struct` statement, which typically has a name (a tag) and must have one or more data members
  - This defines a new data type!

```c
struct simplestring_st {
  char* word;
  int length;
};
struct simplestring_st my_word;
```
## Typedef

- The C Programming language provides the keyword **typedef**, which defines an alias (alternate name) for an existing data type
  - This can be used in combination with a **struct** statement

```c
struct simplestring_st {
    char* word;
    int length;
};
typedef struct simplestring_st SimpleString;
SimpleString my_word;
```
Structs and Memory Diagrams

- **struct** instance is a box, with individual boxes for fields inside of it, labelled with field names
  - Even though we know that field ordering is guaranteed, we can be loose with where we place the fields in our diagram

```c
typedef struct simplestring_st {
    char* word;
    int length;
} SimpleString;

SimpleString my_word;
```
Structs and Pointers

- “.” to access field from `struct` instance
- “->” to access field from `struct` pointer

```c
typedef struct simplestring_st {
    char* word;
    int length;
} SimpleString;

char cse333[] = "cse333";
SimpleString  cse333_ss;
SimpleString* cse333_ptr = &cse333_ss;
cse333_ss.word = cse333;
cse333_ptr->length = strlen(cse333);
```
Passing Structs as Parameters

- Assignment copies over all of the field values
  - Unlike reference copying in Java

- Structs are *pass-by-copy* (as arguments and return values)
  - Can imitate pass-by-reference by passing pointer to struct instance instead
Debugging Tools
Debugging

- ✨ Debugging is a skill that you will need throughout your career! ✨

- The 333 projects are big with lots of potential for bugs
  - Learning to use the debugging tools will make your life a lot easier
  - Course staff will help you learn the tools in office hours, too

- Debugging tool output can be scary at first, but extremely useful once you know how to parse it
Debugging Strategies

Many debugging strategies exist but here’s a simple 5 step process!

1. **Observation**: Something is wrong with your program!
2. **Hypothesis**: What do you think is going wrong?
3. **Experiment**: Use debuggers and other tools to verify the problem.
4. **Analyze**: Identify and implement a fix to the problem.
5. Repeat steps 1-4 until *bug free*!
Key debugging skills to master

1. Stop at “interesting” places
   - Debug after a crash or segfault
   - Use breakpoints to stop during execution

2. Look around when stopped
   - Print values of variables
   - Look at source code
   - Look up/down call chain

3. Resume execution
   - Incrementally, step at a time
   - Until next breakpoint
   - Until finished
333 Debugging Options

- **gdb** (GNU Debugger) is a general-purpose debugging tool
  - Stops at breakpoints and program crashes
  - Lots of helpful features for tracing code, checking current expression values, and examining memory

- **valgrind** specifically check for memory errors
  - Great for catching non-crashing odd behavior (e.g., using uninitialized values, memory leaks on the heap)
  - If your code uses `malloc`, should use `--leak-check=full` option
Basic Functions in GDB

- Setting breakpoints:
  - \texttt{break \<filename>:\<line#>}

- Advancing
  - \texttt{step} – into functions
  - \texttt{next} – over functions
  - \texttt{continue} – to next break

- Reading Values
  - \texttt{print} – evaluate expression once
  - \texttt{display} – keep evaluating expression

- Examining memory
  - \texttt{x} – dereference provided address
  - \texttt{bt} – backtracing

- Reference Card:
Common Errors

- **Misusing Functions**: Read documentation (online, through man pages, or the .h files for your homework) for function parameters and function purpose
  - Oftentimes, this leads to unexpected results!

- **Segmentation Fault**: Dereferencing an uninitialized pointer, NULL, a previously-freed pointer, or many other things.
  - GDB automatically halts execution when SIGSEGV is received, useful for debugging

- **Memory “Errors”**: Many possible errors, commonly use of uninitialized memory or “memory leaks” (data allocated on heap that does not get free’d).
  - Use valgrind to help catch memory errors!
Trying to Run `reverse.c`

We have a program `reverse.c` that accepts a string from the user and reverses it!

But it has a few problems… let’s take a look!
Exercise 1
Complete the Memory Diagram

```
int main() {
    char line[MAX_STR];
    char* rev_line;

    printf("Please enter a string: ");
    fgets(line, MAX_STR, stdin);
    rev_line = reverse(line);
    ...
    ...
```

*unreached code omitted for space*
Complete the Memory Diagram

```c
char* reverse(char* s) {
    char* result = NULL;
    int L, R;
    char ch;
    strcpy(result, s);
    ...
    ...
}
```

*unreached code omitted for space*
The Stack

main()

char line[]
'c' 's' 'e' '3' '3' '3' '\0'
char* rev_line

reverse()
char* s
char* result NULL
char ch
int L
int R
Exercise 2 & 3
Fix 1: Segfault

- Tool help: run in gdb to find segfault, man for strncpy, bt to find segfault occurrence

- Old version:
  ```
  result = NULL;
  strcpy(result, s);
  ```

- New version:
  ```
  result = (char*) malloc(strsize);
  strncpy(result, s, strsize);
  ```
Fix 2: Doesn’t reverse string

- Tool help: run in gdb, break on reverse(), step through code, print `/s word` at end of function (prints as string)

- Old version:
  ```c
  char ch;
  int L = 0, R = strlen(result);
  ```

- New version:
  ```c
  char ch;
  int L = 0, R = strlen(result) - 1;
  ```
Fix 3: Memory leaks

- Tool help: run under valgrind, identify un-freed allocation line numbers

- Old version:
  ```c
  char* reverse(char* s) { ... 
  return result; }
  ```

- New version:
  ```c
  char* reverse(char* s) { ... 
  return result; }
  ```

At end of main: `free(rev_line);`
Style Fixes

- Tool help: None? Lecture slides! Google C++ Style Guide!

- malloc error checking:

```c
result = (char*) malloc(strsize);
if (result == NULL) {
    // sample error checking. Read the spec on the requirements
    // for handling malloc!
    exit(EXIT_FAILURE);
}
```

- Remember to do this for the sake of code style! Malloc errors are rare, but we still check for failure to keep our code consistent.