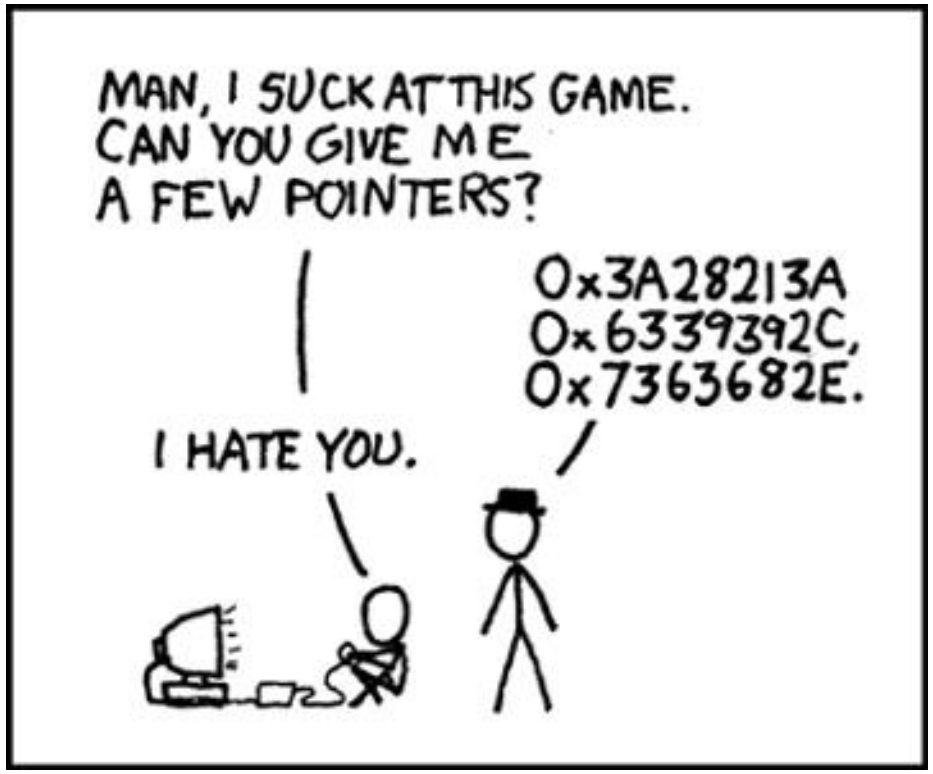
Memory, Data, & Addressing II

CSE 351 Autumn 2023

Instructor:
Justin Hsia

Teaching Assistants:

Afifah Kashif	Malak Zaki
Bhavik Soni	Naama Amiel
Cassandra Lam	Nayha Auradkar
Connie Chen	Nikolas McNamee
David Dai	Pedro Amarante
Dawit Hailu	Renee Ruan
Ellis Haker	Simran Bagaria
Eyoel Gebre	Will Robertson
Joshua Tan	



http://xkcd.com/138/

Relevant Course Information

- Lab 0 due today @ 11:59 pm
  - *You will revisit the concepts from this program in future labs!*
- hw2 due Wednesday, hw3 due Friday
  - Autograded, unlimited tries, no late submissions
- Lab 1a released today, due next Monday (10/9)
  - Pointers in C (requires course material through bit shifting in Lesson 5)
  - Last submission graded, can optionally work with a partner
    - One student submits, then add their partner to the submission
  - Short answer "synthesis questions" for after the lab

Late Days

- You are given 5 late day tokens for the whole quarter
  - Tokens can only apply to Labs
  - No benefit to having leftover tokens
- Count lateness in *days* (even if just by a second)
  - Special: weekends count as *one day*
  - No submissions accepted more than two days late
- Late penalty is 10% deduction of your score per day
  - Only late labs are eligible for penalties
  - Penalties applied at end of quarter to *maximize* your grade
- Use at own risk – don't want to fall too far behind
  - Intended to allow for unexpected circumstances

Memory & Data II

Lesson Summary (1/2)

- Pointers are data objects that hold addresses
  - Type of pointer determines size of thing being pointed at, which could be another pointer
  - & = "address of" operator
  - * = "value at address" or "dereference" operator
- Pointer arithmetic scales by size of target type
  - Convenient when accessing array-like structures in memory
  - Be careful when using – particularly when *casting* variables
- Arrays are adjacent locations in memory storing the same type of data object
  - Strings are null-terminated arrays of characters (ASCII)

Lesson Summary (2/2)

- Terminology:
  - pointer, address-of operator (&), dereference operator (*), NULL
  - box-and-arrow memory diagrams
  - pointer arithmetic, arrays, C string, null character, string literal

- Learning Objectives:
  - Define pointers and their significance in computer memory organization.
  - Declare, initialize, and manipulate pointers in C using address-of, dereference, and arithmetic operators.
  - Handle I/O operations with C strings, accounting for the null character.

- What lingering questions do you have from the lesson?

Memory & Data II – Context

Examining Data Representations

- Code to print byte representation of data
  - Treat any data type as a *byte array* by **casting** its address to `char*`
  - C has unchecked casts !! DANGER !!

```
void show_bytes(char* start, int len) {
  int i;
  for (i = 0; i < len; i++)
    printf("%p\t0x%.2hhX\n", start+i, *(start+i));
  printf("\n");
}
```

- `printf` legend:
  - Special characters: `\t` = Tab, `\n` = newline
  - Format specifiers: `%p` = pointer,
    `%.2hhX` = 1 byte (hh) in hex (X), padding to 2 digits (`.2`)

Examining Data Representations

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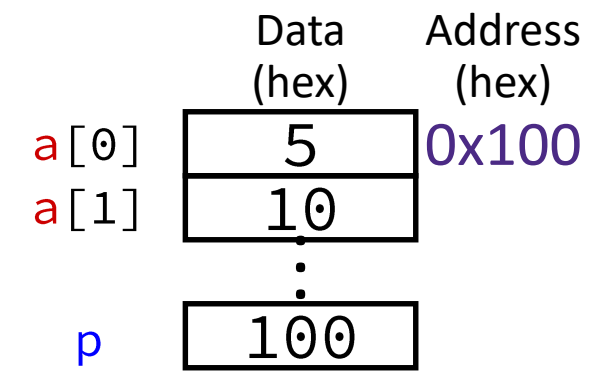
    printf("%p\t0x%.2hhX\n", start+i, *(start+i));
  printf("\n");
}
```

```
void show_int(int x) {
  show_bytes( (char *) &x, sizeof(int));
}
```

show_bytes Execution Example

```
int x = 123456; // 0x00 01 E2 40
printf("int x = %d;\n", x);
show_int(x);    // show_bytes((char *) &x, sizeof(int));
```

- Result (Linux x86-64):
  - **Note:** The addresses will change on each run (try it!), but fall in same general range

```
int x = 123456;
0x7fffb245549c  0x40
0x7fffb245549d  0xE2
0x7fffb245549e  0x01
0x7fffb245549f  0x00
```

Java References

- In Java, everything that is not a primitive data type is an *object*
  - An object variable is actually a *"reference"* – a restricted pointer

```
class Record { ... }
Record x = new Record();
```

- Reference restrictions:
  - No pointer arithmetic, just reassignment
    - Reassignment must adhere to rules set by typing system (*e.g.*, inheritance)
  - References can only be "dereferenced" in ways that match class definition
    - *e.g.*, calling a method, accessing a field in object
- All higher-level languages use pointers/addresses under the hood, but likely abstracted away from the programmer

Discussion Question

- Discuss the following question(s) in groups of 3-4 students
  - I will call on a few groups afterwards so please be prepared to share out
  - Be respectful of others' opinions and experiences

- Brainstorm some reasons why you think the designers of C gave its programmers access to "raw" pointers.
  - What might these reasons say about the implicit *values* embedded in C?

Memory & Data II – Practice

Group Work Time

- During this time, you are encouraged to work on the following:
  1) If desired, continue your discussion
  2) Work on the lesson problems (solutions at the end of class)
  3) Work on the homework problems

- Resources:
  - You can revisit the lesson material
  - Work together in groups and help each other out
  - Course staff will circle around to provide support

Practice Questions (1/2)

- ```
  int x = 351;
  char* p = &x;
  int ar[3];
  ```

- How much space does the variable p take up?

  A. 1 byte

  B. 2 bytes

  C. 4 bytes

  D. 8 bytes

- Which of the following expressions evaluate to an address?

  A. `x + 10`

  B. `p + 10`

  C. `&x + 10`

  D. `*(&p)`

  E. `ar[1]`

  F. `&ar[2]`
  ```

Practice Questions (2/2)

- The variable values after Line 3 executes are shown on the right. What are they after Line 5?

```
1  void main() {
2    int a[] = {0x5,0x10};
3    int* p = a;
4    p = p + 1;
5    *p = *p + 1;
6  }
```



	p	a[0]	a[1]
(A)	0x101	0x5	0x11
(B)	0x104	0x5	0x11
(C)	0x101	0x6	0x10
(D)	0x104	0x6	0x10