Max of RGB : 255 255 255

Which in hexadecimal is represented in 6 decimals which is #FFFFFF

The first two are red, second two are green, third two are blue

RGB counts as: 0 1 2 3 4 5 6 7 8 9 A B C D E F

A=10, B=11 … F=15

To re-call: binaries are the position 2 power to the number of the position, all of that is times to the 1 or the 0 in that position

Here, it is 16 to the power of the number of the position, all of that times to the number in the position.

Hexadecimals are used to represent units of 4 bits. Which makes it quite useful.

To avoid confusion as when we get into 10 in respect of using hexa-decimal, it is written with x so basically 1x0 or 1xF or 2xB.  
They also started using it to represent a memory address.

Segmentation fault: you touched a part of memory you shouldn’t have

Pointers take more memory storage than the data type, because it is 64bits which is a-lot- of binary it goes up to a very big number. Just out of worry you might get out of boundaries.

Char \*s = “HI!” is also a way to represent a string.

Include <stdlib.h>

Malloc, allocates memory. Free, frees memory

Char \* t = malloc(strlen(s) + 1);

For a string because it adds an additional /0 bit for the computer to understand that it’s the end of the string.

VIP: sometimes malloc may fail, and sometimes there might not be enough memory, so make sure that if any memory holding a malloc size of memory is equal to null, return an error message.

MALLOC ( 3 \* sizeof(int) )

Command valgrind:

It is command to find memory related bugs.  
scanf reads user input in C.

Opening a file in C,  
FILE \*file = fopen (argv[1], “r”); r or w or a  
as in read or write or append  
  
BYTE bytes[3];

fread(bytes, sizeof(BYTE), 3, file);

RGBTRIPLE

rgbtBlue  
rgbtGreen  
rgbtRed

Typedef old-name new-name

MORE FILE COMMANDS:  
fopen()  
fclose()  
fgetc()  
fputc()  
fread()  
fwrite()

Fread ( the location where we’re storing, how large each info we want, how many units of information we want to acquire, which file do we want to get them )