

Before we start, please connect to CAEN using the online guide
<http://bit.ly/1wYaGwU>

EECS 280

Discussion 01: Jan 14, 2015

Logistics

- Patrick Korth
- pkorth@umich.edu (or Piazza)
- Office hours
 - 1695 BBB
 - Monday 1:30 - 3:00 pm
 - Wednesday 1:30 - 3:00 pm
- Slides and code are posted weekly at
www.github.com/pkorth/eecs280_recitation



Logistics

- 50% review, 50% work time
- Suggestion: attend for the review
- Bring a laptop to discussion if possible
- Labs are due Friday at 11:55 pm via CTools
- Group work is encouraged (include names in cpp file)

Agenda

- Logistics
- Brief review of lecture material
 - Function declaration vs definition
 - Call stacks
 - Recursion
- Lab 01: Linux

Function **declaration** vs **definition**

p1.cpp

```
#include "io.h"
int main() {
    PrintHeader();
    // ...
}
```

io.h

```
// ...
void PrintHeader(void);
// ...
```

io.cpp

```
#include "io.h"
// ...

void PrintHeader(void) {
    cout << endl;
    cout << "Month..." <<endl;
    cout << "-----..." <<endl;
}

// ...
```



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

Stack frame

Represents a function call, its arguments, and local variables.

Call stack

The collection of stack frames we're currently inside.

As we call more and more functions inside of each other, we build up more stack frames.



Call stacks

```
1  int main() {
2      foo();
3      baz();
4      return 0;
5  }
6
7  void foo() {
8      cout << "Foo" << endl;
9      bar(7);
10     cout << "More foo" << endl;
11 }
12
13 void bar(int j) {
14     int i = 5;
15     cout << "Bar" << endl;
16     cout << (i + j) << endl;
17 }
18
19 void baz() {
20     cout << "Baz" << endl;
21 }
```

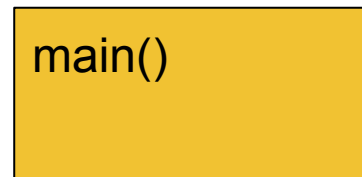
Call stack



Call stacks

```
1 int main() {  
2     foo();  
3     baz();  
4     return 0;  
5 }  
6  
7 void foo() {  
8     cout << "Foo" << endl;  
9     bar(7);  
10    cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

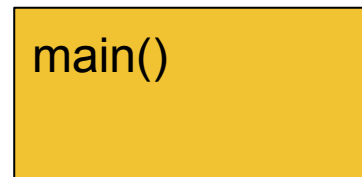
Call stack



Call stacks

```
1 int main() {  
2     foo();  
3     baz();  
4     return 0;  
5 }  
6  
7 void foo() {  
8     cout << "Foo" << endl;  
9     bar(7);  
10    cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

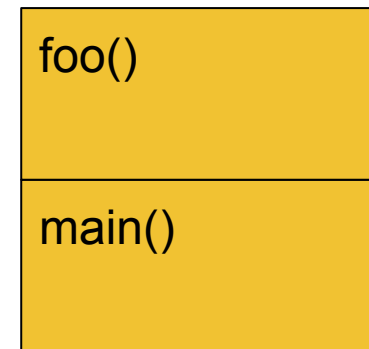
Call stack



Call stacks

```
1 int main() {  
2     foo();  
3     baz();  
4     return 0;  
5 }  
6  
7 void foo() {  
8     cout << "Foo" << endl;  
9     bar(7);  
10    cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

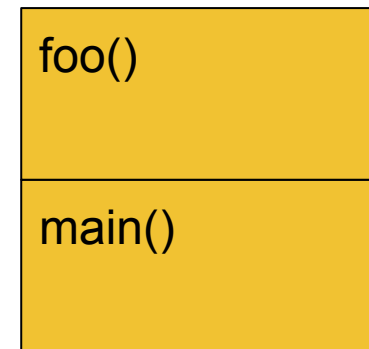
Call stack



Call stacks

```
1 int main() {  
2     foo();  
3     baz();  
4     return 0;  
5 }  
6  
7 void foo() {  
8     cout << "Foo" << endl;  
9     bar(7);  
10    cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

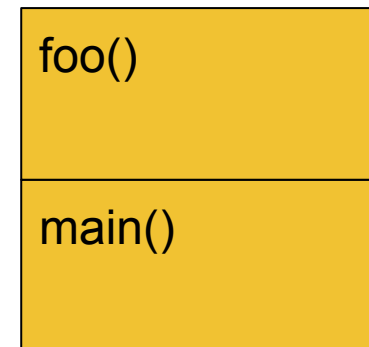
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

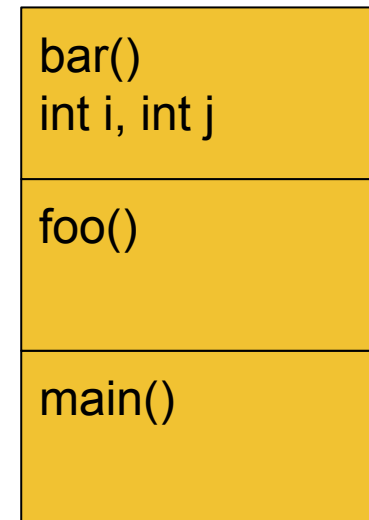
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

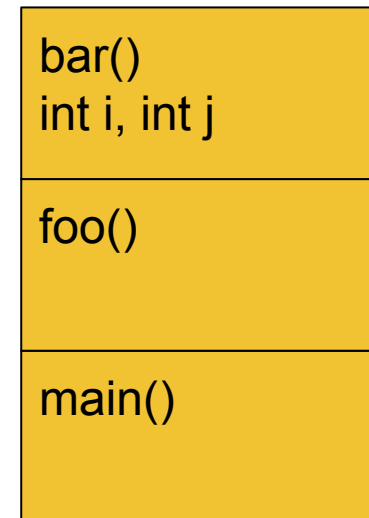
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

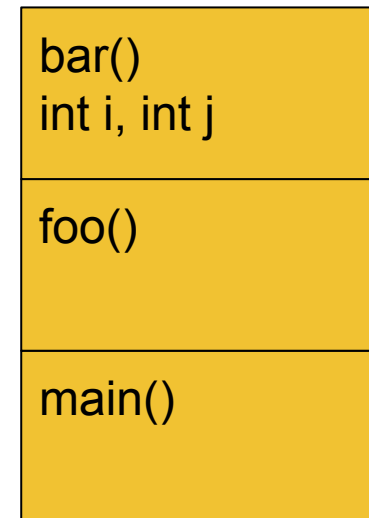
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

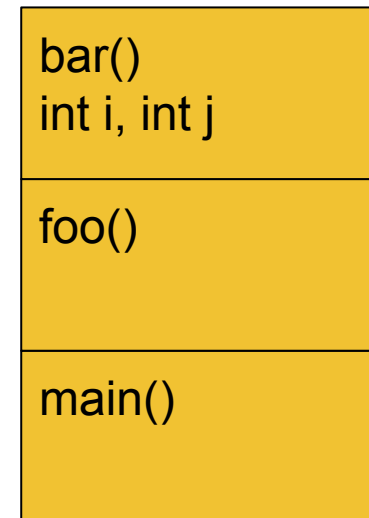
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

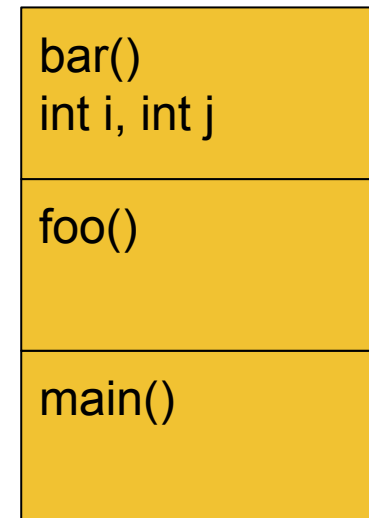
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

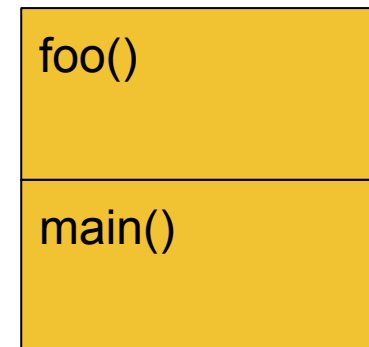
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

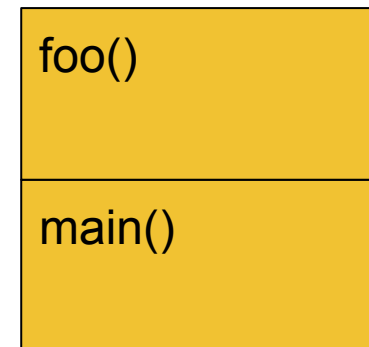
Call stack



Call stacks

```
1  int main() {
2      foo();
3      baz();
4      return 0;
5  }
6
7  void foo() {
8      cout << "Foo" << endl;
9      bar(7);
10     cout << "More foo" << endl;
11 }
12
13 void bar(int j) {
14     int i = 5;
15     cout << "Bar" << endl;
16     cout << (i + j) << endl;
17 }
18
19 void baz() {
20     cout << "Baz" << endl;
21 }
```

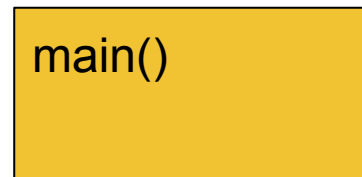
Call stack



Call stacks

```
1 int main() {  
2     foo();  
3     baz();  
4     return 0;  
5 }  
6  
7 void foo() {  
8     cout << "Foo" << endl;  
9     bar(7);  
10    cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

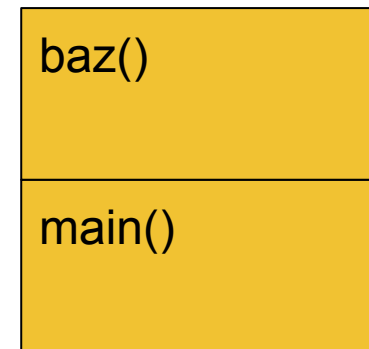
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

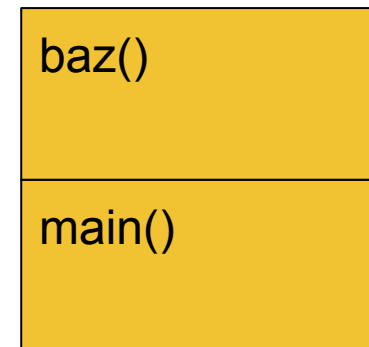
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

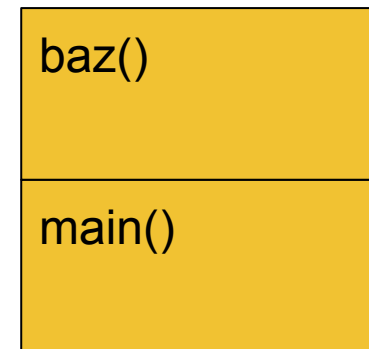
Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

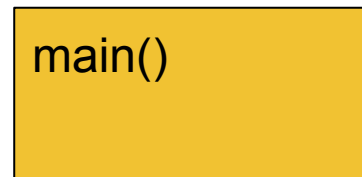
Call stack



Call stacks

```
1 int main() {  
2     foo();  
3     baz();  
4     return 0;  
5 }  
6  
7 void foo() {  
8     cout << "Foo" << endl;  
9     bar(7);  
10    cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

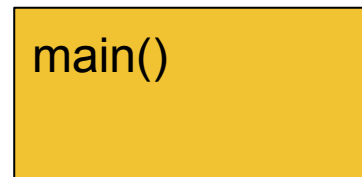
Call stack



Call stacks

```
1 int main() {  
2     foo();  
3     baz();  
4     return 0;  
5 }  
6  
7 void foo() {  
8     cout << "Foo" << endl;  
9     bar(7);  
10    cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

Call stack



Call stacks

```
1  int main() {  
2      foo();  
3      baz();  
4      return 0;  
5  }  
6  
7  void foo() {  
8      cout << "Foo" << endl;  
9      bar(7);  
10     cout << "More foo" << endl;  
11 }  
12  
13 void bar(int j) {  
14     int i = 5;  
15     cout << "Bar" << endl;  
16     cout << (i + j) << endl;  
17 }  
18  
19 void baz() {  
20     cout << "Baz" << endl;  
21 }
```

Call stack



Recursion

A function is said to be **recursive** if it calls itself.

The problem can be defined **in terms of itself**.

This can help simplify some problems by dividing a seemingly large, complicated problem into **smaller subparts** that add together to make the whole.

Recursion

There are two parts to any recursive function:

Base case

The problem can't go any smaller. We know the answer immediately.

Recursive case

Perform a computation for this step, then combine this result with the result of the next smaller step.

Recursion

```
1 void get_to_destination(here, goal) {  
2     if(here == goal)  
3         return;  
4  
5     else  
6         dir, dist = ask_for_directions();  
7         turn(dir);  
8         move_forward(dist);  
9  
10        get_to_destination(here, goal);  
11  
12    }  
13
```

Route planning (not real C++)



Recursion

```
1 unsigned int factorial(unsigned int n) {  
2     if (n == 0) {  
3         return 1;  
4  
5     } else {  
6         return n * factorial(n - 1);  
7     }  
8 }  
9  
10  
11  
12  
13
```

Factorial

$$0! = 1$$

$$1! = 1$$

$$n! = n \times (n - 1)!$$

$$4! = 4 \times 3 \times 2 \times 1 = 24$$



Lab 01

Goal

Learn the basics of programming on Linux

Tasks

1. Connect to CAEN Linux and create a lab01 directory
2. Download the lab files
3. Edit the code a bit
4. Compile and run the code
5. Use gdb to find and fix the bug