



# PROGRAMMING IN PYTHON

Gavrilit Dragos  
Course 12

# INTEGRATING WITH C/C++

Python has several ways of integrating with C/C++ bindings. It can also integrate with low-level OS libraries regardless of the language they were written on.

There are several mechanisms used for binding:

- **struct** → to pack data in a C/C++ structure (this also include alignment)
- **ctype** module → to work with C/C++ primitive data types and libraries
- There is also the possibility of integrating C/C++ with Python (either write a Python library in C/C++ or use Python to execute code directly from C/C++)

Details about these modules can be found on:

- ❖ Python 3: <https://docs.python.org/3/library/struct.html#>
- ❖ Python 3: <https://docs.python.org/3/library/ctypes.html>

# STRUCT

**struct** module provides a way of converting a list of bytes into a C/C++ structure (this also include alignment and padding bytes).

Functions:

- **struct.pack** (format,  $v_1, v_2, \dots, v_n$ ) → returns a list of bytes organized in a C/C++ structure according to the provided format
- **struct.unpack** (format, buffer) → returns a tuple of values obtained from a buffer that was unpacked according to a specific format
- **struct.calcsize** (format) → returns the size of the byte buffer that will be obtained using a specific format

# STRUCT

**format** field contains the following abbreviations with the following meaning:

- First character provides information about the struct data size and alignment, as follows:

Character	Endian	Alignment	Size
@	Native (the one used on current machine)	Native (the one used on C/C++ compiler)	Native (the one used on C/C++ compiler)
=	Native (the one used on current machine)	-	Standard
<	Little endian	-	Standard
>	Big endian	-	Standard
!	Big endian (for network)	-	Standard

- The default character if none is provided is @

# STRUCT

**format** field contains the following abbreviations with the following meaning:

- The rest of the characters describe a type as follows:

Character	C Type
c	char
b	signed char
B	unsigned char
?	bool
h	short
H	unsigned short
i	int
I	unsigned int

Character	C Type
l	long
L	unsigned long
q	long long
Q	unsigned long long
h	short
f	float
d	double
x	padding byte

# STRUCT

**format** field contains the following abbreviations with the following meaning:

- The following characters are used to describe pointer specific data:

Character	C Type
N	size_t
s	char[<number of characters>]
p	Pascal string <size><list of characters>
P	void*

- “P” and “N” are only valid for native sizes
- **struct** module is usually required if one interprets in Python a data buffer (network buffer, file content, etc) that was written in a binary mode from a C/C++ module.

# OS ARCHITECTURE (MEMORY ALIGNMENT)

```
struct Test
{
    int x;
    int y;
    int z;
};
```

`sizeof(Test)` = **12**

x	x	x	x	y	y	y	y	z	z	z	z																					
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@iii", 1, 2, 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

## Output

```
12
01 00 00 00 02 00 00 00 03 00 00 00
```





# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@cci", b'A', b'B', 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Output

```
8
41 42 00 00 03 00 00 00
```

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@cci", b'A', b'B', 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

The “c” specification expects a 1-byte value as a parameter. It is important to precede any character with b prefix

## Output

```
8
41 42 00 00 03 00 00 00
```

```
struct Test
{
    char x;
    char y;
    char z;
    int  t;
};
```

```
sizeof(Test) = 8
```

[illegible]

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@ccci", b'A', b'B', b'C', 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Output

```
8
41 42 43 00 03 00 00 00
```

```
struct Test
{
    char x;
    char y;
    char z;
    short s;
    int t;
};
```

```
sizeof(Test) = 12
```

[illegible]

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@ccchi", b'A', b'B', b'C', 3, 4)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Output

```
12
41 42 43 00 03 00 00 00 04 00 00 00
```

```
struct Test
{
    char x;
    short y;
    char z;
    short s;
    int t;
};
```

```
sizeof(Test) = 12
```

[illegible]



# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@chchi", b'A', 1, b'B', 2, 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Output

```
12
41 00 01 00 42 00 02 00 03 00 00 00
```

# OS ARCHITECTURE (MEMORY ALIGNMENT)

```
struct Test
{
    char x;
    short y;
    double z;
    char s;
    short t;
    int u;
};
```

`sizeof(Test)` = **24**

x	?	y	y	?	?	?	?	z	z	z	z	z	z	z	z	s	?	t	t	u	u	u	u								
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@chdchi", b'A', 1, 1.0, b'B', 2, 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

## Output

24

41 00 01 00 00 00 00 00 00 00 00 00 00 00 F0 3F 42 00 02 00 03 00 00 00

# OS ARCHITECTURE (MEMORY ALIGNMENT)

```
struct Test
{
    char x;
    double y;
    int z;
};
```

`sizeof(Test)` = **24**

x	?	?	?	?	?	?	?	y	y	y	y	y	y	y	y	z	z	z	z	?	?	?	?								
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@cdi", b'A', 1.0, 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

## Output

20

41 00 00 00 00 00 00 00 00 00 00 00 00 00 F0 3F 03 00 00 00

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

# Python 3.x

```
import struct

data = struct.pack("@cdi", b'A', 1.0, 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

```
struct Test
{
    char x;
    double y;
    int z;
};
```

```
sizeof(Test) = 24
```

## Output

20

To align a structure to a specific type (int/ double/ etc) add the number 0 followed by the letter that required for formatting at the end of the format string !

00 00 00 00 00 00 00 00 00 00 00 00 00 00 F0 3F 03 00 00 00

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

# Python 3.x

```
import struct

data = struct.pack("@cdi0d", b'A', 1.0, 3)

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

To align a structure to a specific type (int/ double/ etc) add the number 0 followed by the letter that required for formatting at the end of the format string ! **If you don't specify "0d" format (if you use another number than 0) an error will occur.**

## Output

24  
41 00 00 00 00 00 00 00 00 00 00 00 00 F0 3F 03 00 00 00 00 00 00 00

# OS ARCHITECTURE (MEMORY ALIGNMENT)

```
struct Test
{
    char x;
    short y;
    int z;
    char t;
};
```

```
sizeof(Test) = 12
```

[illegible]



# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@chic0i", b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Output

```
12
41 00 01 00 02 00 00 00 42 00 00 00
```

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@chic0i", b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Output

12  
41 00 01 00 02 00 00 00 42 00 00 00



{

};

```
sizeof(Test) = 8
```

x	y	y	z	z	z	z	t																								
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("=chic", b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Output

8

41 01 00 02 00 00 00 42

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack('=chic', b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Use '=' character to disable alignments and padding for any type

## Output

```
8
41 01 00 02 00 00 00 42
```

} ;

```
sizeof(Test) = 10
```

[illegible]

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("@chic0h", b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

## Output

```
10
41 00 01 00 02 00 00 00 42 00
```

# OS ARCHITECTURE (MEMORY ALIGNMENT)

```
#pragma pack(1)
_declspec(align(16)) struct Test
{
    char x;
    short y;
    int z;
    char t;
};
```

sizeof(Test) = **16**

x	y	y	z	z	z	z	t	?	?	?	?	?	?	?																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("=chic0d", b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Output

8

41 01 00 02 00 00 00 42

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("=chi0d", b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

Structure padding only works with  
@ character at the beginning

## Output

8

41 01 00 02 00 00 00 42

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("=chicxxxxxxxx", b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

The solution in this case is to add extra padding with **x** character manually

## Output

```
16
41 01 00 02 00 00 00 42 00 00 00 00 00 00 00 00
```

# STRUCT

The previous example would be packed in a Python list of bytes as follows:

Python 3.x

```
import struct

data = struct.pack("=chic8x", b'A', 1, 2, b'B')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

The same can be achieved by adding a **number** in front of a character (specifies that that character should be counter for multiple times)

## Output

```
16
41 01 00 02 00 00 00 42 00 00 00 00 00 00 00 00
```

# STRUCT

Pack and unpack can be used together to convert a set of values into a byte buffer. In this case, the structure is form out of 3 integers, a string of 10 characters and one float value in this order.

Python 3.x

```
import struct

data = struct.pack ("@3i10sf", 1, 2, 3, b"Python", 1.5)
print(len(data))
print (struct.unpack("@3i10sf", data))
```

**Output**

```
28
(1, 2, 3, b'Python\x00\x00\x00\x00', 1.5)
```

# STRUCT

Not specifying the number of characters in a string means only one character. In the previous example only the letter 'P' will be added.

Python 3.x

```
import struct

data = struct.pack("@3isf", 1, 2, 3, b"Python", 1.5)
print(len(data))
print(struct.unpack("@3isf", data))
```

The null terminated character is not added !!!

Output

```
20
(1, 2, 3, b'P', 1.5)
```

# STRUCT

Packing also support pascal style string (first characters represents the length)

Python 3.x

```
import struct

data = struct.pack("10p", b'Python')

print(len(data))
s = ""
for i in data:
    s += "%02X " % i
print(s)
```

## Output

```
10
06 50 79 74 68 6F 6E 00 00 00
```

# STRUCT

Using the pascal style strings allows one to truncate a string to its original size when unpacking.

Python 3.x

```
import struct

result = struct.unpack("10p", struct.pack("10p", b"Python"))
print (result)
result = struct.unpack("10s", struct.pack("10s", b"Python"))
print (result)
```

In the second case (using “s” instead of “p”) the string has extra 0 (zeros) padded at its end.

## Output

```
('Python',)
('Python\x00\x00\x00\x00',)
```