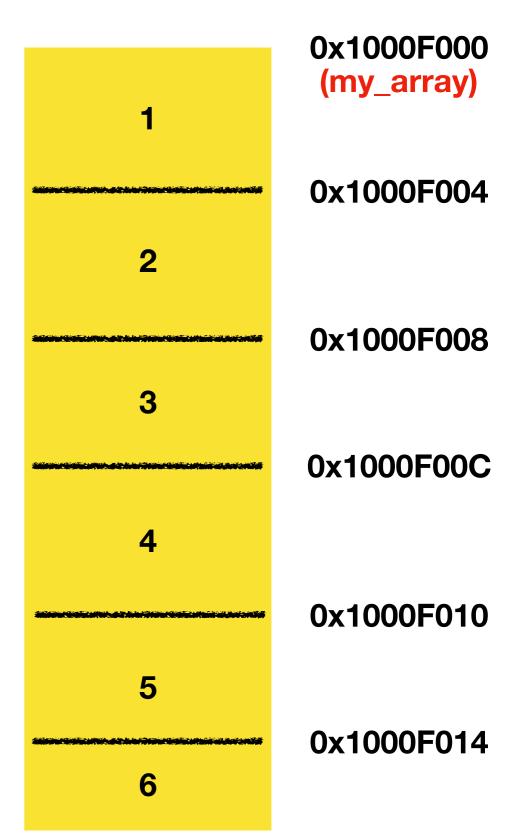
# Computer System Organization Recitation [Fall 2018] CSCI-UA 201-006

R3: pointer/array

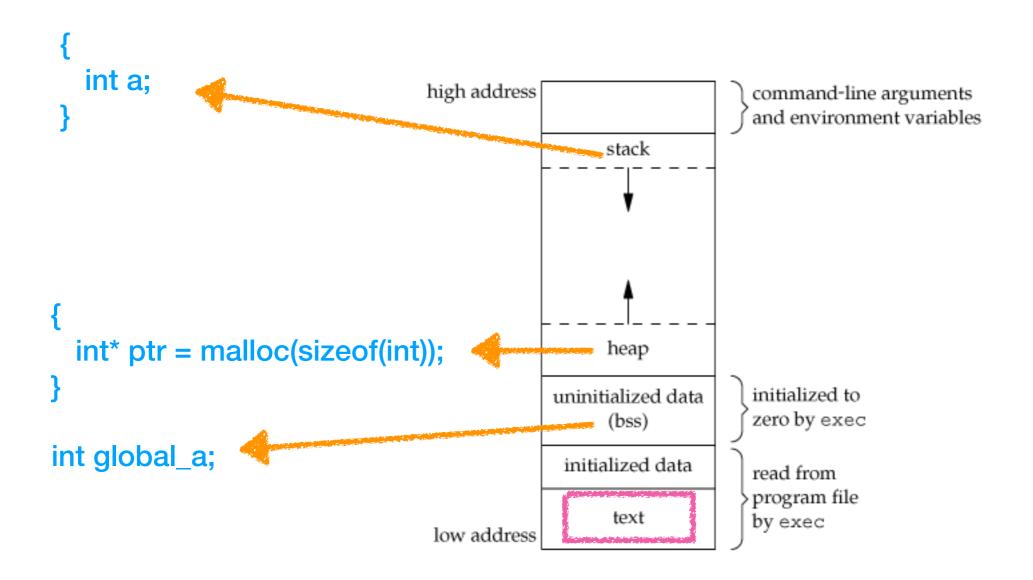
#### Array access and pointer

```
int main (int argc, char ** argv) {
    int my_array[] = {1, 2, 3, 4, 5, 6};
    printf("%d", *(my_array + 4));
    printf("%d", my_array[4]);
    printf("%d", 4[my_array]);
}

*(my_array + 4)
*(4 + my_array)
```



### Memory layout of C programs



#### **Function Pointer in C**

- A function pointer is just a variable with a unique interpretation.
  - The memory address(ADDR) of that variable.
  - The number of bytes used by the variable.
  - How to interpret the content stored in ADDR.
    - It represents a memory address.
    - The content in the memory address is part of the program.

#### **Function Pointer in C**

```
int add_two (int val) {
   return vale + 2;
}

int main (int argc, char ** argv) {
   int (*func_ptr)(int) = add_two;
   printf("%d\n", func_ptr(5);
}
```

```
0x1000
                               (main)
int main (int argc, char ** argv) {
 int (func_ptr*)(int) = add_two;
 printf("%d\n", add_two(5);
                              0x2000
                             (add_two)
 int add_two (int val) {
    return vale + 2;
                           0x1000F008
                             (func_ptr)
     0x2000
                           0x1000F00C
```

## Function object in C and Python

```
int add_two (int val) {
   return val + 2;
}

int main (int argc, char ** argv) {
   int (*func_ptr)(int) = add_two;
   printf("%d\n", add_two(5);
}
```

```
def add_two(val):
    return val + 2

def main():
    func_ptr = add_two
    printf(func_ptr(5))

if __name__ == '__main__':
    main()
```

### Segmentation Fault

 In computing, a segmentation fault(often shortened to segfault) or access violation is a fault, or failure condition, raised by hardware with memory protection, notifying an operation system the software has attempted to access a restricted area of memory(a memory access violation)

 — Wikipedia

#### **Core Dump**

- In computing, a core dump(in Unix parlance), memory dump, or system dump consists of the recorded state of working memory of a computer program at a specific time, generally when the program has crashed or otherwise terminated abnormally.
- Let's see how it works.
  - Type "ulimit -c unlimited" to enable core dump.

# C v.s Python (loop)

```
int main (int argc, char ** argv) {
  for (int i = 0; i < 10; i++) {
    printf("%d\n", i);
  }
}</pre>
```

```
def main():
  for i in range(10):
    print(i)
```

# C v.s Python (variable)

```
int main (int argc, char **argv) {
  int i = 1;
  int j;
  float k = 1.5;
}
```

```
def main():

i = 1

i = 1.5
```

# C v.s Python (variable)

```
int main (int argc, char **argv) {
 void* var = null;
 char* __temp1 = "12345";
 var = (void*)__temp1;
 printf("%s\n", (char*) var);
 float __temp2 = 1.5;
 var = (void*) &__temp2;
 printf("%f\n", *((float*) var));
```

```
def main():
   var = "12345"
   print(var)

  var = 1.5
   print(var)
```