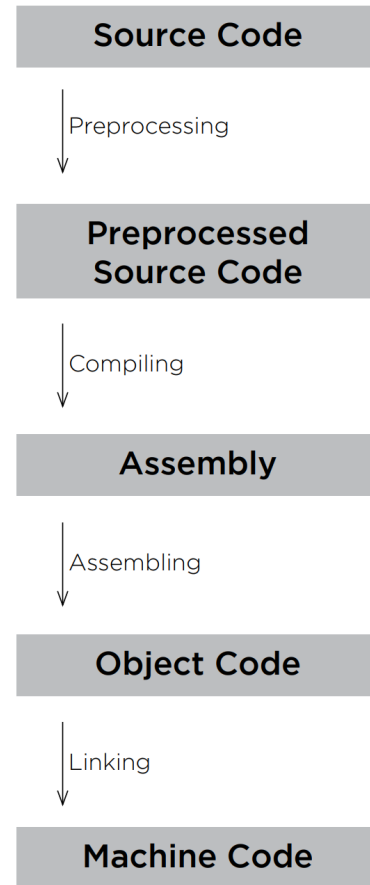


# Chapter 2 Review

# Compiling

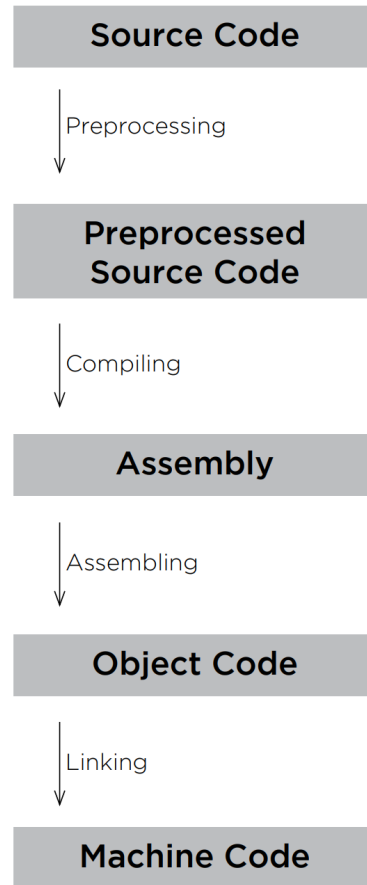


- Preprocessing
- Compiling
- Assembling
- Linking

# Compiling

## Preprocessing

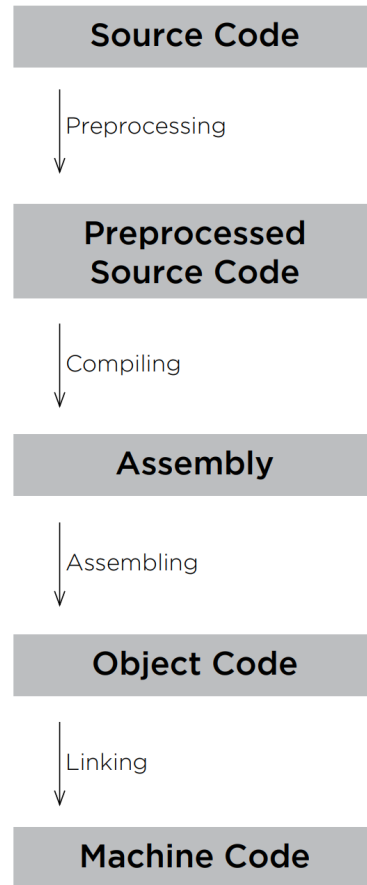
- Takes the #includes at the start of our program, and tells the preprocessor to include the contents of that file(s) in our preprocessed file
- This replaces the the #include with the ENTIRE contents of the .h file



# Compiling

## Compiling

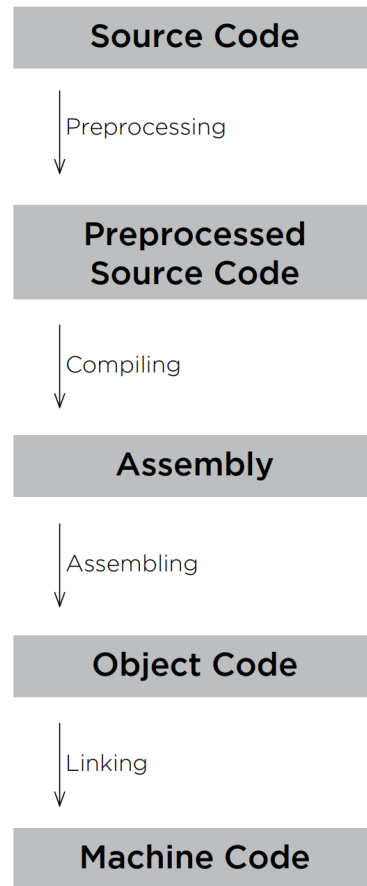
- Takes the preprocessed source code, and compiles it into lower-level language called **assembly**
- This is much closer to what the computer can understand, while still being somewhat readable for humans



# Compiling

## Assembling

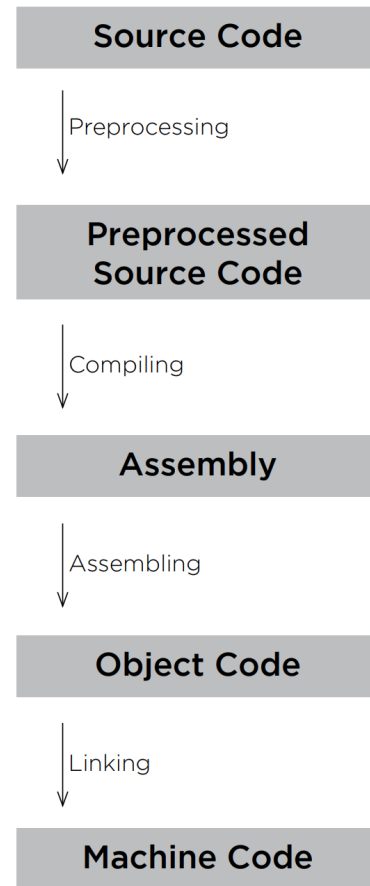
- Turns the assembly code into **object code**
- This is essential machine code with some non-machine code symbols
- If there are no other files that need to be combined with the source code, compiling is over at this point



# Compiling

## Linking

- This final step takes multiple files (like math.h or cs50.h) and combines them with our object code to create one single file of machine code



# Arrays & Strings

- Stores multiple values of the same data type
- Arrays start at index \_\_\_\_\_
- A string is simply an array of \_\_\_\_\_
- What is the null terminator?

# Typecasting



## Explicit Typecasting

```
printf("%c\n", (char) x);
```



## Implicit Typecasting

```
printf("%c\n", x);
```



Used when you need to  
convert one data type to  
another



Only constraint is that you  
cannot go from \_\_\_\_\_  
to \_\_\_\_\_ precise





# Command-Line Interaction

- Key Terms:
  - Command-line arguments
  - Argument count – What is the data type?
  - Argument Vector – What is this data type?

# Exit Codes

Default return  
value of main  
is \_\_\_\_\_

Input  
validation

Debugging

## Searching and Sorting

Algorithm Name	Basic Concept	Worst-case runtime (O)	Best-case runtime ( $\Omega$ )
Bubble Sort	Swap <b>adjacent pairs</b> of elements if they are out of order, effectively "bubbling" larger elements to the right and smaller ones to the left.	$n^2$	$n$
Selection Sort	Find the <b>smallest</b> unsorted element in an array and swap it with the first unsorted element of that array.	$n^2$	$n^2$
Insertion Sort	Proceed once through the array from left -to-right, <b>shifting</b> elements as necessary to insert each element into its correct place	$n^2$	$n$
Merge Sort	Split the fill array into subarrays, then merge those subarrays back together in the correct order	$n \log n$	$n \log n$
Linear Search	Search the array from left to right in order until the target value is found, or the entire array has been searched	$n$	1
Binary Search	Find the middle point of the array, if it is the target, stop, otherwise see if target is less than or greater than, and repeat	$\log n$	1

# Recursion

- **Recursive solutions** implement a function that repeatedly invokes a slightly modified instance of itself with each subsequent instance tending closer and closer to a **base case**
- These intermediate calls are left waiting for the base case to start passing everything back up
- What would happen if we didn't have a base case?