

COMP1521 Tutorial 01

Introduction

- Who am I?
- Who are you!
 - Your name (Great movie)
 - What you study and what year you are in
 - Are you forced to be here or do you actually love programming!

What did we learn in COMP1511/1917/1911?

- Binary
- Memory
- Pointers
- Linked Lists
- Stacks
- Queues
- File I/O
- Assembly

What is COMP1521?

- Bridging the gap between hardware and software
- Assembly
- System Calls and OS interactions

Consider the following C program

```
1. #include <stdio.h>
2.
3. int main(void)
4. {
5.     int n = 1234;
6.     int *p;
7.
8.     p = &n;
9.     n++;
10.    printf("%d\n", *p);
11.    printf("%p\n", p);
12.    p++;
13.    printf("%p\n", p);
14.    return 0;
15. }
```

If we assume that the variable `n` has address `0x7654`, then what values will the program print?

Consider the following C program

What is the output from the following program and how does it work? Try to work out the output *without* copy-paste-compile-execute.

```
1. #include <stdio.h>
2.
3. int main(void)
4. {
5.     char *str = "abc123\n";
6.     char *c;
7.
8.     for (c = str; *c != '\0'; c++)
9.         putchar(*c);
10.
11.     return 0;
12. }
```

Consider the following C program

Consider the following struct definition defining a type for points in a three-dimensional space:

```
1. typedef struct _Coord {  
2.     unsigned int x;  
3.     unsigned int y;  
4.     unsigned int z;  
5. } Coord;
```

and the program fragment using Coord variables and pointers to them

```
1. {  
2.     Coord a, b, coords[10], *p;  
3.     a.x = 5; a.y = 6; a.z = 7;  
4.     p = &a;  
5.     b.x = 3; b.y = 3; b.z = 3;  
6. /*A*/  
7.     (*p).x = 6; p->y++; p->z++;  
8.     b = *p;  
9. /*B*/  
10. }
```

- Draw diagrams to show the state of the variables a, b and p at points /*A*/ and /*B*/
- Why would a statement like `*p.x++;` be incorrect?
- Write code to iterate over the `coords` array using just the variable `p` and setting each item in the array to (0,0,0). Do not use an index variable.

Static Declarations

- ***static*** does different things depending on where it's declared
 - Static variable in function = keeps values between invocations
 - Allocated in *data* segment of memory
 - Always initialized as 0
 - Has to be initiated as a *constant literal*
 - Static function or global variable in file = function\variable only accessible in that file
 - Also known as *internal linkage*

Consider this code

What is the effect of each of the `static` declarations in the following program fragment:

```
1. #include <stdio.h>
2.
3. static int x1;
4. ...
5. static int f(int n)
6. {
7.     static int x2 = 0;
8.     ...
9. }
```

Consider this code

What is the difference in meaning between the following pairs (a/b and c/d) of groups of C statements:

a.

```
if (x == 0) {  
    printf("zero\n");  
}
```

b.

```
if (x == 0)  
    printf("zero\n");
```

c.

```
if (x == 0) {  
    printf("zero\n");  
    printf("after\n");  
}
```

d.

```
if (x == 0)  
    printf("zero\n");  
    printf("after\n");
```

How C deals with errors

- Terminating the program entirely (rare)
- Setting the system global variable *errno*
- Returning a value that indicates an error (e.g. `<@>NULL`)
- Setting a returning parameter to an error value

- Could use a combination of the above

Consider this code

Think about how the following code might behave for each of the inputs below (i.e. the final value for each variable):

```
int n, a, b, c;  
n = scanf("%d %d %d", &a, &b, &c)
```

Inputs:

- a. 42 64 999
- b. 42 64.4 999
- c. 42 64 hello
- d. 42 hello there
- e. hello there

Gcc flags

- For each of the following commands, describe what kind of output would be produced:
 - `gcc -E x.c`
 - `gcc -S x.c`
 - `gcc -c x.c`
 - `gcc x.c`

Fun with Queues

What is the state of the queue after each of these operations?

- ☐ insert 5
- ☐ insert 7
- ☐ insert 3
- ☐ insert 4
- ☐ remove
- ☐ remove
- ☐ insert 6
- ☐ insert 1
- ☐ remove
- ☐ insert 9

More Queue Stuff

- Question 11 -> <https://cgi.cse.unsw.edu.au/~cs1521/18s2/tutes/week01/index.php>

Stuff that will help with the labs

- File I/O Revision!