## 2020九月暑期复习

笔记本: 我的第一个笔记本

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**作者:** 1272209351@qq.com

```
练习题:
                strlen ----- 遇到 \0 结束
1、32位平台下
                sizeof ----- 大小
(1)
    ∃#include<stdio.h>
 2
    #include<string.h
 3
 4 ∃int func(int a[])
 5
 6
         //如果函数func参数传递数组Array, 那么sizeof(a)呢?
 7
         printf("%d\n", sizeof(a));
 8
 9
    ⊡void main()
 11
 12
         char str[] = "Welcome to Bit";
 13
         int Array[] = \{1, 2, 3, 4, 5, 6, 7, 8, 9\}:
 14
         char *p = str;
 15
         int n;
 16
         priAtf("len = %d\n", strlen(str));
         printf("size = %d\n", sizeof(str));
 17
         printf("%d\n", sizeof(Array));
 18
         printf("%d", sizeof(p));
 19
 20
         printf("%d\n", sizeof(n));
 21
 22
         func (Array);
 23
 24
结果:
14 (遇到 \0 结束)
15
             4*9=36
(2)
   char str1[] = "HelloBit";
   printf("len = %d\n", strlen(strl));
   printf("size = %d\n", sizeof(strl));
   char str2[10] = "HelloBit";
   printf("len = %d\n", strlen(str2)); //
   printf("size = %d\n", sizeof(str2)); //
```

结果:

8 9 8 10

```
(3)
  char str3[10] ={'H', 'e', '1', '1', 'o', 'B', 'i', 't'};
  printf("len = %d\n", strlen(str3)); //
  printf("size = %d\n", sizeof(str3)); //
结果:
 8 10
 (4)
  char str4[] ={'H', 'e', '1', '1', 'o', 'B', 'i', 't'};
  printf("len = %d\n", strlen(str4)); //
  printf("size = %d\n", sizeof(str4)); //8
  char str5[10];
  for(int i=0; i<5; ++i)
      str5[i] = 'a' + i;
  printf("len = %d\n", strlen(str5)); //
  printf("size = %d\n", sizeof(str5)); //
结果:
24 (随机,未完全初始化后边赋值\0)
44 (随机,因为未进行初始化找不到\0) 10
全局数据 && 局部数据:
未进行初始化时,系统给出的初始化不一样
全局数据初始化为 \0
局部数据初始化为 随机值
(5)
 char str7[10];
 for(int i=0; i<5; ++i)
     str7[i] = '0';
 printf("len = %d\n", strlen(str7)); //随机
 printf("size = %d\n", sizeof(str7)); //10
字符 '0' 不等同于 '\0'
 '\0' === '0'; 反斜杠起到转义的作用
char ch='\5' =====存放的是 5
char ch='5' =====存放的是53 ( '0' 字符ASII 码值为 0, 5---ASII 值为53)
(6)
  short *par[10][10]; //数组
  printf("size = %d\n", sizeof(par)); //400
数组类型,10*10=100个元素,short* ==4 字节
```

2、运行是否出问题?指出问题/循环次数?

3、添加下面粗斜体部分代码的初衷是为了给 gui show image 这句代码加上限制条件,请问这样修改有什么隐患?该如何修改?

```
\ldots \ldots \leftarrow
        gui push clip();←
     #ifdef AAA⊢
        if (show status == MMI_TRUE)←
     #endif
     #ifdef BBB←
        gui show image (x, y, image id);
     #endif←
        gui pop clip();←
        update dt display();←
        修改方案:
   #ifdef BBB
       #ifdef AAA
          if (show status = MMI_TRUE)←
       gui show image(x , y , image id);
   #endi<del>f</del>←
      gui_pop_clip();←
      update dt display();←
```

```
#ifdef AAA-

if (show status = MMI_TRUE)-
#ifdef BBB-
gui show image(x , y , image id):-
#endif-
gui pop clip():-
update dt display():-
```

或者加个;号 (不建议)

4、请问代码运行问题?

```
(1)
1 □#include<stdio.h>
2 #include<string.h>
3 #include (malloc.h)
5 ⊡void GetMemory(char *p)
6
7
8 }
       p = (char*) malloc(57);
9 ⊡void main()
0
   {
       char *str = NULL;
1
2
        GetMemory(str);
3
       strcpy(str, "HelloBit");
4
        printf(str);
5 }
```

形参改变不能改变实参,开辟的空间无法使用 ---- 用二级指针

```
char* GetMemory(void)

char p[] = "HelloBit";
return p;

void main()

char *str = NULL;
str = GetMemory();
printf(str);

}
```

p 是个临时数组,使用完之后会被释放

(3)

```
5 = void GetMemory(char **p)
6 {
7
          *p = (char *)malloc(57);
8 }
9 ∃void main()
0 {
1
           char *str = NULL;
2
           GetMemory(&str);
3
           strcpy(str, "HelloBIt");
4
           printf(str);
5
申请成功判断, 内存释放
改进:
```

```
Provid GetMemory(char **p)
{
         *p = (char *)malloc(57);
         assert(*p != NULL);
}

Provid main()
{
         char *str = NULL;
         GetMemory(&str);
         strcpy(str, "HelloBIt");
         printf(str);
}

free(str);
}
```

```
(4)

= void main()
{
    char *str = (char *)malloc(57);
    strcpy(str, "Hello");
    free(str);
    if (str != NULL)
    {
        strcpy(str, "C++");
        printf(str);
    }
}
```

str 被释放,成为野指针,空间不能被正常使用因此不可以将'C++'写入改进:

```
Improve the state of the strong strong
```

## 5、编程题

 $\leftarrow$ 

5、请编码实现以下功能的函数↩

功能:实现对一个 8 bit 数据(unsigned char 类型)的指定位(例如第 n 位)的置 0 或者置 1 操作,并保持其他位不变。 $\leftarrow$  函数原型:  $\leftarrow$  I

void <u>bit set(unsigned char \*p data</u>, unsigned char position, bool flag)←函数参数说明: ←

P\_data 是指定的源数据, position 是指定位(取值范围 1~8); flag 表示是置 0 还是置 1 操作, true: 置 1 \_\_flase:置 0←

解答:

```
Dvoid bit_set(unsigned char *p_data, unsigned char position, bool flag)
{
    if(flag) //1
    {
        *p_data |= (0x01<<(position-1));
    }
    else //0
    {
        *p_data &= ^(0x01<<(position-1));
    }
}

Dvoid main()
    I

unsigned char data = 123; //0 ^255 //0111 1011 double unsigned char pos = 3;
    bool flag = true;
bit_set(&data, pos, flag);</pre>
```

## 如果未告知取值要考虑边界条件:

6、 6、请实现字符串右循环移位函数,比如: "abcdefghi" 循环右移 2 位就是 "hiabcdefg" ¡. ← 函数原型: void RightLoopMove(char \*pStr, unsigned short steps)← 函数参数说明: ↩ pStr: Point to a '\0' terminated string↔ steps: The rotate shift numbers← 解答: 法一: 将字符串划分为两部分, 前边部分拼接到后边字符之后 □void RightLoopMove(char \*pStr, unsigned short steps) assert(pStr != NULL && \*pStr!='\0'); int len = strlen(pStr); char \*tmp = (char\*)malloc(sizeof(char) \* (len+1)); //空间复杂度0(n) assert(tmp != NULL); steps %= len: strcpy(tmp, pStr+(len-steps)); strncat(tmp, pStr, len-steps); strncpy(pStr, tmp, len); free(tmp): tmp = NULL; ⊡void main() char str[] = "abcdefghi"; printf("str = %s\n", str); RightLoopMove(str, 20);

## 法二:将最后一个字符提前保存在临时空间变量,其余字符整体后移

printf("str = %s\n", str);

```
    □void RightLoopMove(char *pStr, unsigned short steps)

 {
     assert(pStr != NULL && *pStr!='\0');
     int len = strlen(pStr);
     steps %= len;
     for(int i=0; i<steps; ++i)</pre>
         char tmp = pStr[len-1];
                                              //空间复杂度0(1)
         for(int end=len-1; end>0; --end) //时间复杂度0(n^2)
             pStr[end] = pStr[end-1];
         pStr[0] = tmp;
∃void main()
     char str[] = "abcdefghi";
     printf("str = %s\n", str);
     RightLoopMove(str, 40);
     printf("str = %s\n", str);
```