CS1010

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https://github.com/DigiPie/cs1010_tut_c09

Today's plan

- Unit 20: C Pre-processor
  - *Problem Set 20.1, 20.2*
- Unit 21: Assert
  - *Problem Set 21.1*
- Unit 22: Efficiency
  - *Problem Set 22.1, 22.2*

UNIT 20
C PRE-PROCESSOR

Recap. PS 20.1. PS 20.2

Recap

- Preprocessor directive
  - *A directive which starts with #*
  - *To #include a file or,*
  - *To #define a constant*

Recap - #include

- #include <stdbool.h>
- #include “cs1010.h”

Recap - #define constant

- #define constant
  - *Use it to define constants which are repeatedly used in code.*

Recap - #define macro

```
#define SQUARE(x) x*x
#define PI 3.1415926

int main() {

        double radius = 4.0;
        cs1010_print_double(PI*SQUARE(radius));

}
```

Recap - #define macro

```
#define SQUARE(x) x*x
#define PI 3.1415926

int main() {

        double radius = 4.0;
        cs1010_print_double(3.1415926*radius*radius);

}
```

Recap – Macro warnings

- Given:

```
#define SQUARE(x) x*x
```

- SQUARE(radius + 2) evaluates to:

```
radius + 2*radius + 2
```

Recap – Macro warnings

- Given:

```
#define SQUARE(x) ((x)*(x))
```

- SQUARE(radius + 2) evaluates to:

```
((radius + 2)*(radius + 2))
```

ENDING NOTE

ALWAYS USE UPPERCASE WHEN #define CONSTANTS and MACROS

UNIT 20
C PRE-PROCESSOR

Recap. PS 20.1. PS 20.2

Problem Set 20.1 a)

```
#define MIN(a,b) a < b ? a : b

long i = MIN(10, 20);
long j = MIN(10, 20) + 1;
```

- What are the values of i and j?

Problem Set 20.1 a)

```
#define MIN(a,b) a < b ? a : b

long i = MIN(10, 20);
long j = MIN(10, 20) + 1;
```

- What are the values of i and j?
  - *i = 10 < 20 ? 10 : 20 = 10*
  - *j = 10 < 20 ? 10 : 20 + 1*
    j = 10 < 20 ? 10 : 21 = 10

Problem Set 20.1 a)

```
#define MIN(a,b) (a < b ? a : b)

long i = MIN(10, 20);
long j = MIN(10, 20) + 1;
```

- What are the values of i and j?
  - *i = 10 < 20 ? 10 : 20 = 10*
  - *j = (10 < 20 ? 10 : 20) + 1*

    j = 10 + 1 = 11

Problem Set 20.1 b)

```
#define MIN(a,b) a < b ? a : b

long i = 10;
long j = 20;

long k = MIN(j, i++);
```

- What are the values of i and k?

  a) i = 11, k = 10 *b) i = 11, k = 11*

  c) i = 12, k = 10 *d) i = 12, k = 11*

Problem Set 20.1 b)

```
#define MIN(a,b) a < b ? a : b

long i = 10;
long j = 20;

long k = MIN(j, i++);
```

- What are the values of i and k?

NANI?

a) i = 11, k = 10 *b) i = 11, k = 11*

c) i = 12, k = 10 ***d) i = 12, k = 11***

Problem Set 20.1 b)

```
#define MIN(a,b) a < b ? a : b
long i = 10; long j = 20;
long k = MIN(j, i++);
```

- k = 20 < i++ ? 20 : i++
- k = 20 < 10++ ? 20 : i++
- k = 20 < 10 ? 20 : 11++
- k = 11; i = 12

UNIT 20
C PRE-PROCESSOR

Recap. PS 20.1. PS 20.2

Problem Set 20.2

- Original solution

```
#define SWAP(T, x, y) {\
        T temp;\
        temp = x;\
        x = y;\
        y = temp;\
}

int main() {

        long x = 3.0; long y = -1.0;
        SWAP(long, x, y);

}
```

- Modified version

```
#define SWAP(T, x, y) T temp = x;\
        x = y;\
        y = temp;

int main() {

        long x = 3.0; long y = -1.0;
        SWAP(long, x, y);

}
```

- What could go wrong?

Problem Set 20.2 - Original

- Original solution

```
#define SWAP(T, x, y) {\
        T temp;\
        temp = x;\
        x = y;\
        y = temp;\
}

int main() {

        long x = 3.0; long y = -1.0;
        SWAP(long, x, y);

}
```

- Becomes:

```
int main() {

        long x = 3.0; long y = -1.0;
        {
                long temp;
                temp = x;
                x = y;
                y = temp;

        };

}
```

Problem Set 20.2 - Original

- Modified version

```
#define SWAP(T, x, y) T temp = x;\
        x = y;\
        y = temp;

int main() {

        long x = 3.0; long y = -1.0;
        SWAP(long, x, y);

}
```

- Becomes:

```
int main() {

        long x = 3.0; long y = -1.0;
        long temp = x;
        x = y;
        y = temp;

}
```

- What could go wrong?

Problem Set 20.2 - Original

- Original becomes:

```
int main() {
        long x = 3.0; long y = -1.0;
        {
                long temp;
                temp = x;
                x = y;
                y = temp;
        };
}
```

- Second solution becomes:

```
int main() {
        long x = 3.0; long y = -1.0;
        long temp = x;
        x = y;
        y = temp;
}
```

- What could go wrong?

Problem Set 20.2 - Original

- Original becomes:

```
int main() {
        long temp = 5.0;
        long x = 3.0; long y = -1.0;
        {
                long temp;
                temp = x;
                x = y;
                y = temp;
        };
}
```

- Second solution becomes:

```
int main() {
        long temp = 5.0;
        long x = 3.0; long y = -1.0;
        long temp = x;
        x = y;
        y = temp;
}
```

- What could go wrong? This is what happens:
  - *error: redefinition of 'temp'*

UNIT 21
C PRE-PROCESSOR

Recap. PS 21.1.

Recap

```
#include <stdio.h>
#include <assert.h>

int main(){

        char answer;
        printf("Is CS1010 hard? Enter Y/N: ");
        scanf("%c", answer);
        assert(answer == 'N');
}
```

- If wrong answer is given: Assertion 'answer == 'Y'' failed.

UNIT 21
C PRE-PROCESSOR

Recap. PS 21.1.

Problem Set 21.1

```
void foo(long x) {
        if (x % 2 == 0) {
                ...
        } else {
                assert(x % 2 == 1);
        }
}
```

- Would the assert in Line 5 above ever fail?

Problem Set 21.1

```
void foo(long x) {
        if (x % 2 == 0) {
                ...
        } else {
                assert(x % 2 == 1);
        }
}
```

- Would the assert in Line 5 above ever fail? **Yes**
  - *Consider **x = -1***

https://github.com/DigiPie/cs1010_tut_c09/blob/master/Tutorial_8/problem21_1.c

UNIT 22
EFFICIENCY

Recap. PS 22.1. PS 22.2

Recap

- In CS1010, we will focus on the efficiency of your code in two senses:
  - *First, your code should not perform redundant work and it should not repeat itself unnecessarily.*
  - *Second, your algorithm should run within a given Big-O running time.*

UNIT 22 EFFICIENCY

PS 22.1. PS 22.2

Problem Set 22.1

- Order the following functions in increasing rate of growth:

1. $\log_{10} n$	*1. ln n*
2. $\sqrt{n}$	*3. n*
4. n ln n	*5. n^2*
6. n ^ 4	*7. 2^n*
8. e^n	*9. n!*

UNIT 22
EFFICIENCY

Recap. PS 22.1. PS 22.2

Problem Set 22.2 a)

```
for (long i = 0; i < n; i += 1) {
        for (long j = 0; j < n; j += 2) {
                cs1010_println_long(i + j);
        }
}
```

- What is the Big-O running time of the following code, in terms of n?

Problem Set 22.2 a)

```
for (long i = 0; i < n; i += 1) {
        for (long j = 0; j < n; j += 2) {
                cs1010_println_long(i + j);
        }
}
```

- What is the Big-O running time of the following code, in terms of n? n^2

Problem Set 22.2 b)

```
for (long i = 0; i < n; i *= 2) {
        for (long j = 0; j < n; j *= 2) {
                cs1010_println_long(i + j);
        }
}
```

- What is the Big-O running time of the following code, in terms of n?

Problem Set 22.2 b)

```
for (long i = 0; i < n; i *= 2) {
        for (long j = 0; j < n; j *= 2) {
                cs1010_println_long(i + j);
        }
}
```

- What is the Big-O running time of the following code, in terms of n? $(\log_2 n)^2$

Problem Set 22.2 c)

```
long k = 1;
for (long j = 0; j < n; j += 1) {
        k *= 2;
        for (long i = 0; i < k; i += 1) {
                cs1010_println_long(i + j);
        }
}
```

- What is the Big-O running time of the following code, in terms of n?

Problem Set 22.2 c)

```
long k = 1;
for (long j = 0; j < n; j += 1) {
        k *= 2;
        for (long i = 0; i < k; i += 1) {
                cs1010_println_long(i + j);
        }
}
```

- What is the Big-O running time of the following code, in terms of n? 2 ^ n

THE END

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