

# CSGE602055 Operating Systems

## CSF2600505 Sistem Operasi

### Week 04: Addressing, Shared Lib, & Pointer

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<https://os.vlsm.org/>

Always check for the latest revision!

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# Operating Systems 2020-2 – (A, I, M) from HOME

## A/M [Tu 10-12, ZOOM] — I [Tu 08-10, ZOOM]

Week	Schedule	Topic	OSC10
Week 00	15 Sep - 21 Sep 2020	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	22 Sep - 28 Sep 2020	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	29 Sep - 05 Oct 2020	Security, Protection, Privacy, & C-language	Ch. 16, 17
Week 03	06 Oct - 12 Oct 2020	File System & FUSE	Ch. 13, 14, 15
Week 04	13 Oct - 19 Oct 2020	Addressing, Shared Lib, & Pointer	Ch. 9
Week 05	20 Oct - 26 Oct 2020	Virtual Memory	Ch. 10
Week 06	27 Oct - 16 Nov 2020 29 Oct 2020	Concurrency: Processes & Threads Maulid Nabi	Ch. 3, 4
Week 07	17 Nov - 23 Nov 2020	Synchronization & Deadlock	Ch. 6, 7, 8
Week 08	24 Nov - 30 Nov 2020	Scheduling + W06/W07	Ch. 5
Week 09	01 Dec - 07 Dec 2020	Storage, Firmware, Bootldr, & Systemd	Ch. 11
Week 10	08 Dec - 16 Dec 2020	I/O & Programming	Ch. 12
	09 Dec 2020	Pil Kada	

# STARTING POINT — <https://os.vlsm.org/>

- **Text Book** — Any recent/decent OS book. Eg. (**OSC10**) Silberschatz et. al.: **Operating System Concepts**, 10<sup>th</sup> Edition, 2018. See also <http://codex.cs.yale.edu/avi/os-book/OS10/>.
- **Resources**
  - **Extra Scele from Home** — <https://scele.cs.ui.ac.id/course/view.php?id=3020>.
  - **Download Slides and Demos from GitHub.com** <https://github.com/UI-FASILKOM-OS/SistemOperasi/>
  - **Problems** — <https://rms46.vlsm.org/2/>:  
195.pdf (W00), 196.pdf (W01), 197.pdf (W02), 198.pdf (W03),  
199.pdf (W04), 200.pdf (W05), 201.pdf (W06), 202.pdf (W07),  
203.pdf (W08), 204.pdf (W09), 205.pdf (W10).
- **Build your own Virtual Guest**  
<https://osp4diss.vlsm.org/>

# Agenda

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# Week 04 Addressing: Topics<sup>1</sup>

- Bits, bytes, and words
- Numeric data representation and number bases
- Representation of records and arrays

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<sup>1</sup>Source: ACM IEEE CS Curricula 2013

# Week 04 Addressing: Learning Outcomes<sup>1</sup>

- Explain why everything is data, including instructions, in computers. [Familiarity]
- Explain the reasons for using alternative formats to represent numerical data. [Familiarity]
- Describe the internal representation of non-numeric data, such as characters, strings, records, and arrays. [Familiarity]

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<sup>1</sup>Source: ACM IEEE CS Curricula 2013

# Week 04: Addressing, Shared Lib, & Pointer

- Reference: (OSC10-ch09 demo-w04)
- This will be a difficult week
  - Pray! Pray! We got to pray just to make it today (McH)!
  - Goosfraba: Turn To Page 394 (AM-HP3)!
- Hardware Address Protection
- Binding & Linking
  - Address Binding
  - Address Space: Logical & Physical
  - Dynamic & Static Linking
  - MMU: Memory Management Unit
  - Base and Limit Registers
  - Swapping
  - Mobile Systems Problem: no swap
- Memory Allocation
  - Contiguous Allocation
  - Multiple-variable-partition Allocation
  - First, Best, Worst Fit Allocation Strategy
- Fragmentation: External / Internal / Compaction



# Paging

- Logical/Virtual Address
  - Logical Memory Blocks: Pages
  - Page Number
  - Page Offset
- Page Table
  - Page number index  $\Rightarrow$  frame number
  - PTE: Page Table Entry
  - Page Flags: Valid/ Invalid
  - TLB: Translation Look-aside Buffer (Associative Memory).
  - Two-Level Page-Table Scheme
    - OPT: Outer Page Table (P1)
    - PT: Page Table (P2)
  - Three-Level Page-Table Scheme
  - Hashed Page Tables
  - Inverted Page Table
- Physical Address
  - Physical Memory Blocks: Frames
  - Offset (D)
  - Hierarchical Page Tables

# Addressing (Eg. 16 bits)

16 Bits Logical Address Table (HEX)																	Examples			
ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	bits	L/B	PTR	VALUE
000X	A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF	8	—	[0008]	A8
001X	B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF	8	—	[0014]	B4
002X	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF	8	—	[0015]	B5
003X	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF	16	LE	[0014]	B5 B4
004X	0A																16	BE	[0014]	B4 B5
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	32	LE	[0014]	B7 B6 B5 B4
FFFX																	1 address == 1 byte LE: Little Endian BE: Big Endian			

# Address Translation Scheme

Address		Binary									
DEC	HEX	OFFSET	PG	OFF	PG	OFF	PAGE	OFF	PAGE	OFF	
00	00	00000	0	0000	00	000	000	00	0000	0	
01	01	00001	0	0001	00	001	000	01	0000	1	
02	02	00010	0	0010	00	010	000	10	0001	0	
03	03	00011	0	0011	00	011	000	11	0001	1	
04	04	00100	0	0100	00	100	001	00	0010	0	
05	05	00101	0	0101	00	101	001	01	0010	1	
06	06	00110	0	0110	00	110	001	10	0011	0	
07	07	00111	0	0111	00	111	001	11	0011	1	
08	08	01000	0	1000	01	000	010	00	0100	0	
09	09	01001	0	1001	01	001	010	01	0100	1	
10	0A	01010	0	1010	01	010	010	10	0101	0	
11	0B	01011	0	1011	01	011	010	11	0101	1	
12	0C	01100	0	1100	01	100	011	00	0110	0	
13	0D	01101	0	1101	01	101	011	01	0110	1	
14	0E	01110	0	1110	01	110	011	10	0111	0	
15	0F	01111	0	1111	01	111	011	11	0111	1	
16	10	10000	1	0000	10	000	100	00	1000	0	
17	11	10001	1	0001	10	001	100	01	1000	1	
18	12	10010	1	0010	10	010	100	10	1001	0	
19	13	10011	1	0011	10	011	100	11	1001	1	
20	14	10100	1	0100	10	100	101	00	1010	0	
21	15	10101	1	0101	10	101	101	01	1010	1	
22	16	10110	1	0110	10	110	101	10	1011	0	
23	17	10111	1	0111	10	111	101	11	1011	1	
24	18	11000	1	1000	11	000	110	00	1100	0	
25	19	11001	1	1001	11	001	110	01	1100	1	
26	1A	11010	1	1010	11	010	110	10	1101	0	
27	1B	11011	1	1011	11	011	110	11	1101	1	
28	1C	11100	1	1100	11	100	111	00	1110	0	
29	1D	11101	1	1101	11	101	111	01	1110	1	
30	1E	11110	1	1110	11	110	111	10	1111	0	
31	1F	11111	1	1111	11	111	111	11	1111	1	

# Memory (20 bits)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000	A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
00010	B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
00020	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF
00030	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF
FFFF0																

# Variables and File Formats

- 8 bit Variable (eg. `int ii=10;`)
  - Value ( $10_{10} == 0x\ 0A$ )
  - Logical Address (eg. `0x\ 0040`)
  - Meaning & Context (Variable "ii" is an integer).
  - `[0x\ 0040] == 0x\ 0A`
- Multiple Address Variable ( $> 1$  byte size)
  - Little-Endian (LE)
  - Big-Endian (BE)
  - Bi-Endian
- Executable File Format
  - Ancient Linux/Unix: Assembler Output  $\rightarrow$  `[a.out]`.
  - iOS, MacOS: Mach-Output (Mach-O).
  - Linux: Executable and Linking Format (ELF).
  - Windows: Portable Executable (PE)  $\rightarrow$   
`[.acm, .ax, .cpl, .dll, .drv, .efi, .exe, .mui, .ocx, .scr, .sys, .tsp]`.

# Linux Libraries (1)



Figure: Linux Libraries

- Static Libraries (embedded in the program).
  - Self contained
  - StaticLib.a
- Shared Libraries
  - Dynamic Linking (run-time.so).
  - Dynamic Loading (controlled by the program, DL-API).

## Linux Libraries (2)

- `putchar(char)`
- `getpid()`
- `getppid()`
- `sprintf(char*, const char*)`
- `fflush(NULL)`
- MSIZE1 (10k) MSIZE2 (20k) MSIZE3 (50k) MSIZE4 (100k)  
MSIZE5 (1M) MSIZE6 (10M) MSIZE1
- `top`
  - PID (Process Id), PPID (Parent PID), %MEM (Memory), VIRT (Virtual Image KiB), RES (Residen Size KiB), SHR (Shared Memory KiB), SWAP (Swapped Size KiB), CODE (Code Size KiB), DATA (Data+Stack KiB), USED (Res+Swap Size KiB).
  - Save: `~/.toprc`
  - `top -b -n 1 -pYOUR_PID`
- `malloc(size_t)`
- `free(void*)`
- `system(const char*)`

# Makefile

```
CC=gcc
P00=00-global-variables
P01=01-local-variables
...

EXECS= \
    $(P00) \
    $(P01) \
...

DEMOFILES=\
    demo-file1.txt \
    demo-file2.txt \
...

all: $(EXECS)

$(P00): $(P00).c
    $(CC) $(P00).c -o $(P00) -Xlinker -Map=$(P00).map

$(P01): $(P01).c
    $(CC) $(P01).c -o $(P01) -Xlinker -Map=$(P01).map
...

$(P04): $(P04).c
    $(CC) $(P04).c -o $(P04)
...
clean:
    rm -f ${EXECS}
...
demo:
    bash .shsh
```



# 00-global-variables

```
/* Global Variables in Data Segment*/
```

```
char   varchr0='a';
```

```
char   varchr1='b';
```

```
char   varchr2='c';
```

```
char   varchr3='d';
```

```
char   varchr4='e';
```

```
char   varchr5='f';
```

```
char   varchr6='g';
```

```
char   varchr7='h';
```

```
VARIABLE  +++  VALUE  +CHR+  + ADDRESS+
```

```
varchr0 =          0X61 = a      0x601038
```

```
varchr1 =          0X62 = b      0x601039
```

```
varchr2 =          0X63 = c      0x60103a
```

```
varchr3 =          0X64 = d      0x60103b
```

```
varchr4 =          0X65 = e      0x60103c
```

```
varchr5 =          0X66 = f      0x60103d
```

```
varchr6 =          0X67 = g      0x60103e
```

```
varchr7 =          0X68 = h      0x60103f
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
60103X									'a'	'b'	'c'	'd'	'e'	'f'	'g'	'h'

# Memory Map

## Memory Configuration (00-global-char.map)

Name	Origin	Length	Attributes
*default*	0x0000000000000000	0xffffffffffffffff	PLT=Procedure Linkage Table
.plt	0x0000000000400420	0x30	/usr/lib/.../crt1.o
	0x0000000000400430		puts@@GLIBC\2.2.5
	0x0000000000400440		printf@@GLIBC\2.2.5
.text	0x0000000000400450	0x282	
.data	0x0000000000601028	0x18	
.data	0x0000000000601038	0x8	/tmp/cc0DQ6w0.o
	0x0000000000601038		varchr0
	0x0000000000601039		varchr1
	...		...
	0x000000000060103e		varchr6
	0x000000000060103f		varchr7
.bss	0x0000000000601040	0x8	

# 01-local-variables

```
/* Local Variables in Stack Segment */
```

```
char   varchr0='a';
```

```
char   varchr1='b';
```

```
char   varchr2='c';
```

```
char   varchr3='d';
```

```
char   varchr4='e';
```

```
char   varchr5='f';
```

```
char   varchr6='g';
```

```
char   varchr7='h';
```

```
VARIABLE  +++  VALUE  +CHR+  +++  ADDRESS  +++
```

```
varchr0 =          0X61 = a      0x7ffcc188b51f
```

```
varchr1 =          0X62 = b      0x7ffcc188b51e
```

```
varchr2 =          0X63 = c      0x7ffcc188b51d
```

```
varchr3 =          0X64 = d      0x7ffcc188b51c
```

```
varchr4 =          0X65 = e      0x7ffcc188b51b
```

```
varchr5 =          0X66 = f      0x7ffcc188b51a
```

```
varchr6 =          0X67 = g      0x7ffcc188b519
```

```
varchr7 =          0X68 = h      0x7ffcc188b518
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00007ffc-c188b51X									'h'	'g'	'f'	'e'	'd'	'c'	'b'	'a'

## 02-pointers (LE: Little Endian)

```
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char*  ptrchr0=&varchr0;
char*  ptrchr1=&varchr1;
char*  ptrchr2=&varchr2;
char*  ptrchr3=&varchr3;
```

VARIABLE	+++	VALUE	+CHR+	+ADDRESS	+POINTS TO+
varchr0	=	0X61	= a	0x601038	
varchr1	=	0X62	= b	0x601039	
varchr2	=	0X63	= c	0x60103a	
varchr3	=	0X64	= d	0x60103b	
ptrchr0	=	0x601038		0x601040	a
ptrchr1	=	0x601039		0x601048	b
ptrchr2	=	0x60103a		0x601050	c
ptrchr3	=	0x60103b		0x601058	d

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									'a'	'b'	'c'	'd'				
00000000-0060104X	00000000-00601038								00000000-00601039							
00000000-0060105X	3A	10	60	00	00	00	00	00	3B	10	60	00	00	00	00	00

# 03-pointers-of-pointers (LE)

```
=====
/* Global Variables in Data Segment*/
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char*  ptrchr0=&varchr0;
char*  ptrchr1=&varchr1;
char*  ptrchr2=&varchr2;
char*  ptrchr3=&varchr3;
char** ptrptr0=&ptrchr0;
char** ptrptr1=&ptrchr1;
char** ptrptr2=&ptrchr2;
char** ptrptr3=&ptrchr3;
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+
varchr0 =      0x61 = a      0x601038
varchr1 =      0x62 = b      0x601039
varchr2 =      0x63 = c      0x60103a
varchr3 =      0x64 = d      0x60103b
ptrchr0 = 0x601038      0x601040      a
ptrchr1 = 0x601039      0x601048      b
ptrchr2 = 0x60103a      0x601050      c
ptrchr3 = 0x60103b      0x601058      d
ptrptr0 = 0x601040      0x601060 0x601038
ptrptr1 = 0x601048      0x601068 0x601039
ptrptr2 = 0x601050      0x601070 0x60103a
ptrptr3 = 0x601058      0x601078 0x60103b
=====
```

## 03-pointers-of-pointers (2)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
60103X									'a'	'b'	'c'	'd'				
60104X	601038								601039							
60105X	60103A								60103B							
60106X	601040								601048							
60107X	601050								601058							

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									61	62	63	64				
00000000-0060104X	38	10	60	00	00	00	00	00	39	10	60	00	00	00	00	00
00000000-0060105X	3A	10	60	00	00	00	00	00	3B	10	60	00	00	00	00	00
00000000-0060106X	40	10	60	00	00	00	00	00	48	10	60	00	00	00	00	00
00000000-0060107X	50	10	60	00	00	00	00	00	58	10	60	00	00	00	00	00

# 04-pointers-of-pointers-of-pointers (LE)

```
/* Global Variables in Data Segment*/
```

```
char   varchr0='a';  
char   varchr1='b';  
char   varchr2='c';  
char   varchr3='d';  
char*  ptrchr0=&varchr0;  
char*  ptrchr1=&varchr1;  
char*  ptrchr2=&varchr2;  
char*  ptrchr3=&varchr3;  
char** ptrptr0=&ptrchr0;  
char** ptrptr1=&ptrchr1;  
char** ptrptr2=&ptrchr2;  
char** ptrptr3=&ptrchr3;  
char*** ppptr0=&ptrptr0;
```

VARIABLE	+++	VALUE	+CHR+	+ADDRESS +	+POINTS TO+
varchr0	=	0X61	= a	0x601038	
varchr1	=	0X62	= b	0x601039	
varchr2	=	0X63	= c	0x60103a	
varchr3	=	0X64	= d	0x60103b	
ptrchr0	=	0x601038		0x601040	a
ptrchr1	=	0x601039		0x601048	b
ptrchr2	=	0x60103a		0x601050	c
ptrchr3	=	0x60103b		0x601058	d
ptrptr0	=	0x601040		0x601060	0x601038
ptrptr1	=	0x601048		0x601068	0x601039
ptrptr2	=	0x601050		0x601070	0x60103a
ptrptr3	=	0x601058		0x601078	0x60103b
ppptr0	=	0x601060		0x601080	0x601040

## 04-pointers-of-pointers-of-pointers (2)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
60103X									'a'	'b'	'c'	'd'				
60104X	601038								601039							
60105X	60103A								60103B							
60106X	601040								601048							
60107X	601050								601058							
60108X	601060															

- `***ppptr0 = **ptrptr0 = *ptrchr = varchr0`
- `ppptr0 = [601080] = 601060`
- `ptrptr0 = [601060] = 601040`
- `ptrchr0 = [601040] = 601038`
- `varchr0 = [601038] = 'a'`

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									61	62	63	64				
00000000-0060104X	38	10	60	00	00	00	00	00	39	10	60	00	00	00	00	00
00000000-0060105X	3A	10	60	00	00	00	00	00	3B	10	60	00	00	00	00	00
00000000-0060106X	40	10	60	00	00	00	00	00	48	10	60	00	00	00	00	00
00000000-0060107X	50	10	60	00	00	00	00	00	58	10	60	00	00	00	00	00
00000000-0060108X	60	10	60	00	00	00	00	00								



## 05-chrptr-vs-intptr (LE)

```
=====
/* Global Variables in Data Segment*/
int    varint0=0x41424344;
char    varchr0='a';
char    varchr1='b';
char    varchr2='c';
char    varchr3='d';

int*    ptrint0=&varint0;
char*    ptrchr0=&varchr0;

ptrint0=(int*) &varchr2;
varint0=*ptrint0;

ptrchr0=(char*) &varint0;
varchr0=*ptrchr0;

ptrchr0++;
varchr0=*ptrchr0;
=====
```

## 05-chrptr-vs-intptr (2)

```
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++  
varint0 = 0X41424344 = D      0x601038  
varchr0 =           0X61 = a      0x60103c  
varchr1 =           0X62 = b      0x60103d  
varchr2 =           0X63 = c      0x60103e  
varchr3 =           0X64 = d      0x60103f  
ptrint0 = 0x601038           0x601048  0X41424344  
ptrchr0 = 0x60103c           0x601050      a  
!!! ptrint0=(int*) &varchr1; varint0=*ptrint0; !!!  
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++  
ptrint0 = 0x60103d           0x601048  0X65646362  
varint0 = 0X65646362 = b      0x601038
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									44	43	42	41	61	62	63	64
00000000-0060104X	65								38	10	60	00	00	00	00	00
00000000-0060105X	3C	10	60	00	00	00	00	00								

---

00000000-0060103X									62	63	64	65	61	62	63	64
00000000-0060104X	65								3D	10	60	00	00	00	00	00

## 05-chrptr-vs-intptr (2)

```
!!! ptrchr0=(char*) &varint0; varchr0=*ptrchr0; !!!  
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++  
ptrchr0 =    0x601038          0x601050          0X62  
varchr0 =          0X62 = b    0x60103c  
!!!! !!!!! ptrchr0++; varchr0=*ptrchr0; !!!!! !!!!!  
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++  
ptrchr0 =    0x601039          0x601050          0X63  
varchr0 =          0X63 = c    0x60103c
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									44	43	42	41	61	62	63	64
00000000-0060104X	65								38	10	60	00	00	00	00	00
00000000-0060105X	3C	10	60	00	00	00	00	00								
00000000-0060103X									62	63	64	65	61	62	63	64
00000000-0060104X	65								3D	10	60	00	00	00	00	00
00000000-0060103X									62	63	64	65	62	62	63	64
00000000-0060105X	38	10	60	00	00	00	00	00								
00000000-0060103X									62	63	64	65	63	62	63	64
00000000-0060105X	39	10	60	00	00	00	00	00								

## 06-pointer-address (LE)

```
unsigned char   varchr0='a';
unsigned char*  ptrchr0=&varchr0;
unsigned char*  ptrcopy=(char *) &ptrchr0;
```

VARIABLE	+++	VALUE	+++	+CHR+	+++	ADDRESS	+++	+PTS	TO+
varchr0 =		0X61	= a			0x7ffe7bb7369f			
ptrchr0 =	0x7ffe7bb7369f					0x7ffe7bb73690		0X61	

```
!!! !!!!! ptrcopy++; ptrcopy++; ptrcopy++; ... !!!!! !!!
ptrcopy = 0x7ffe7bb73690      0x7ffe7bb73688      0X9F
ptrcopy = 0x7ffe7bb73691      0x7ffe7bb73688      0X36
ptrcopy = 0x7ffe7bb73692      0x7ffe7bb73688      0XB7
ptrcopy = 0x7ffe7bb73693      0x7ffe7bb73688      0X7B
ptrcopy = 0x7ffe7bb73694      0x7ffe7bb73688      0XFE
ptrcopy = 0x7ffe7bb73695      0x7ffe7bb73688      0X7F
ptrcopy = 0x7ffe7bb73696      0x7ffe7bb73688      00
ptrcopy = 0x7ffe7bb73697      0x7ffe7bb73688      00
```

## 06-pointer-address (2)

```

!!! !!!!! ptrcopy++; ptrcopy++; ptrcopy++; ... !!!!! !!!
VARIABLE  +++  VALUE  +++  +CHR+  +++  ADDRESS  +++  +PTS  TO+
ptrchr0 = 0x7ffe7bb7369f          0x7ffe7bb73690      0X61
ptrcopy = 0x7ffe7bb73690          0x7ffe7bb73688      0X9F
ptrcopy = 0x7ffe7bb73691          0x7ffe7bb73688      0X36
ptrcopy = 0x7ffe7bb73692          0x7ffe7bb73688      0XB7
ptrcopy = 0x7ffe7bb73693          0x7ffe7bb73688      0X7B
ptrcopy = 0x7ffe7bb73694          0x7ffe7bb73688      0XFE
ptrcopy = 0x7ffe7bb73695          0x7ffe7bb73688      0X7F
ptrcopy = 0x7ffe7bb73696          0x7ffe7bb73688        00
ptrcopy = 0x7ffe7bb73697          0x7ffe7bb73688        00

```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00007FFE-7BB7368X									90	36	B7	7B	FE	7F	00	00
00007FFE-7BB7369X	9F	36	B7	7B	FE	7F	00	00								61
00007FFE-7BB7368X									91	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									92	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									93	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									94	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									95	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									96	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									97	36	B7	7B	FE	7F	00	00

## 07-addresses (LE)

```
unsigned int  glInt1 = 0x41;
unsigned int  glInt2 = 0x42;
unsigned int  glInt3 = 0x43;
unsigned int  glInt4 = 0x44;
unsigned int  glInt5 = 0x45;
unsigned int* heapArray[] =
    {&glInt1, &glInt2, &glInt3, &glInt4, &glInt5};
```

Variable Name	Address	Size(S)/Value(V)
=====		
glInt1	0x601060	0X41 (V)
glInt2	0x601064	0X42 (V)
glInt3	0x601068	0X43 (V)
glInt4	0x60106c	0X44 (V)
heapArray---	0x601080	0X601060 (V)
heapArray[0]	0x601080	0X601060 (V)
heapArray[1]	0x601088	0X601064 (V)
heapArray[2]	0x601090	0X601068 (V)
heapArray[3]	0x601098	0X60106C (V)
heapArray[4]	0x6010a0	0X601070 (V)

## 07-addresses (2)

```
#define ALLOC0 0x4BD8
#define ALLOC1 0xFF8
#define ALLOC2 0x18
#define ALLOC3 0x19
#define ALLOC4 1
heapArray[0]=malloc(ALLOC0);
heapArray[1]=malloc(ALLOC1);
heapArray[2]=malloc(ALLOC2);
heapArray[3]=malloc(ALLOC3);
heapArray[4]=malloc(ALLOC4);
```

Variable Name	Address	Size(S)/Value(V)
heapArray---	0x601080	0X23CF420 (V)
heapArray[0]	0x601080	0X23CF420 (V)
heapArray[1]	0x601088	0X23D4000 (V)
heapArray[2]	0x601090	0X23D5000 (V)
heapArray[3]	0x601098	0X23D5020 (V)
heapArray[4]	0x6010a0	0X23D5050 (V)

## 07-addresses (3)

```
long printVariable(char* varName, void* varValue, long endAddr) { ... }
long printHeapArray(int mode) { ... }
long demoMalloc(int mode) { ... }
long tripleLoop(int mode) { ... }
void main(void)          { ... }
```

Variable Name	Address	Size(S)/Value(V)
printf	0x400480	
malloc	0x400490	
printVariable	0x400596	0XBE (S)
printHeapArray	0x400654	0XA3 (S)
demoMalloc	0x4006f7	0X7E (S)
tripleLoop	0x400775	0XFC (S)
main	0x400871	0X148 (S)



# 07-addresses (3)

#####

## Memory Configuration

	0x0000000000400238	(SEGMENT-START ("text-segment", 0x400000) + SIZEOF-HEADERS)
.plt	0x0000000000400460	0x40 /usr/lib/gcc/.../x86-64-linux-gnu/crt1.o
	0x0000000000400470	puts@@GLIBC_2.2.5
	0x0000000000400480	printf@@GLIBC_2.2.5
	0x0000000000400490	malloc@@GLIBC_2.2.5
.text	0x00000000004004a0	0x592
.text	0x0000000000400596	0x41d /tmp/ccU78N7D.o
	0x0000000000400596	printVariable
	0x0000000000400654	printHeapArray
	0x00000000004006f7	demoMalloc
	0x0000000000400775	tripleLoop
	0x0000000000400871	main
.data	0x0000000000601060	0x48 /tmp/ccU78N7D.o
	0x0000000000601060	glInt1
	0x0000000000601064	glInt2
	0x0000000000601068	glInt3
	0x000000000060106c	glInt4
	0x0000000000601070	glInt5
	0x0000000000601080	heapArray

#####

# 08-passing-parameters

```
#define NOP()    __asm__ ("nop") /* No Operation inline gcc ASM *** */
#include <stdio.h>
int  varInt1    = 0x01;
int  varInt2    = 0x02;
int* ptrInt1    = &varInt1;
int* ptrInt2    = &varInt2;
void function1(void) {
    NOP();
}
void function2(int iif2) {
    printf("function2:    iif2 = %d\n", ++iif2);
}
void function3(int* iif3) {
    printf("function3:    iif3 = %d\n", ++(*iif3));
}
int  function4(void) {
    NOP();
}
int* function5(void) {
    NOP();
}
void main(void) {
    function1();
    printf("main-1:    *ptrInt1 = %d\n", *ptrInt1);
    function2(*ptrInt1);
    printf("main-2:    *ptrInt1 = %d\n", *ptrInt1);
    printf("main-3:    varInt1 = %d\n",  varInt1);
    function3(&varInt1);
    printf("main-4:    varInt1 = %d\n",  varInt1);
}
```

*// main-1: \*ptrInt1 = 1*  
*// function2: iif2 = 2*  
*// main-2: \*ptrInt1 = 1*  
*// main-3: varInt1 = 1*  
*// function3: iif3 = 2*  
*// main-4: varInt1 = 2*

# 09-struct

```
#include <stdio.h>

typedef struct {
    char* nama;
    int umur;
    int semester;
    char* NIM;
} student;

void printStruct(student* ss) {
    printf("%-10s %11s %3d %2d\n", ss->nama, ss->NIM, ss->umur, ss->semester);
}

student global;
void init(void) {
    global.nama      = "Burhan";
    global.NIM       = "1205000003";
    global.umur      = 10;
    global.semester  = 2;
}

void main(void) {
    student mhs = {"Ali", 12, 1, "1205000001"};
    printStruct(&mhs);
    init();
    printStruct(&global);
}

=====
Ali          1205000001  12  1
Burhan       1205000003  10  2
```

# The End

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  - This is the end of the presentation.