

PLAYER 1



HIGHSCORE 69420



PLAYER 2

ADVANCED WORKSHOP

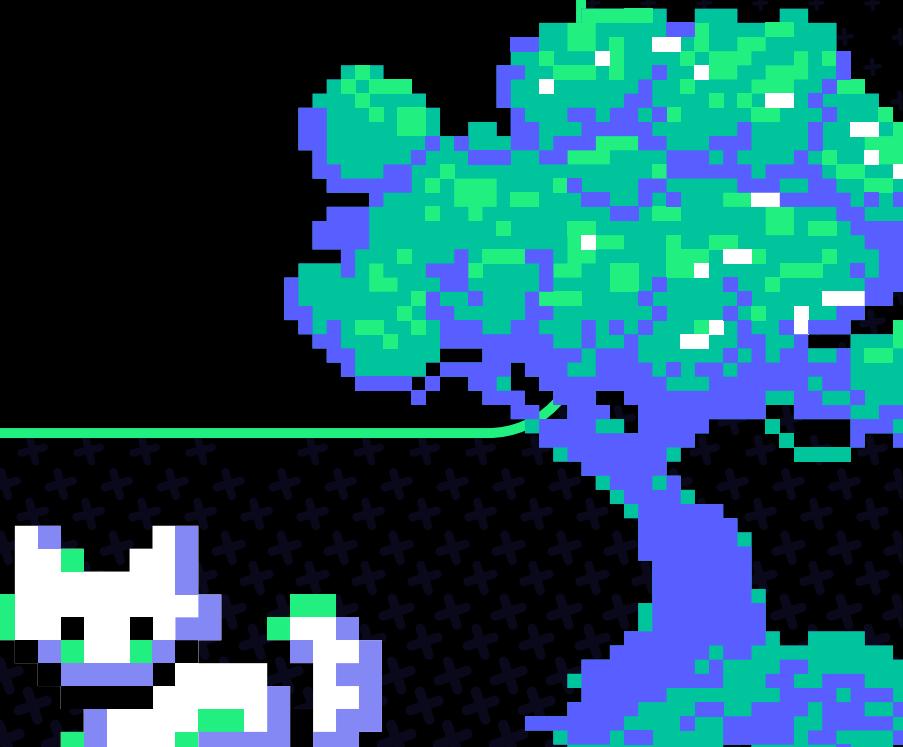
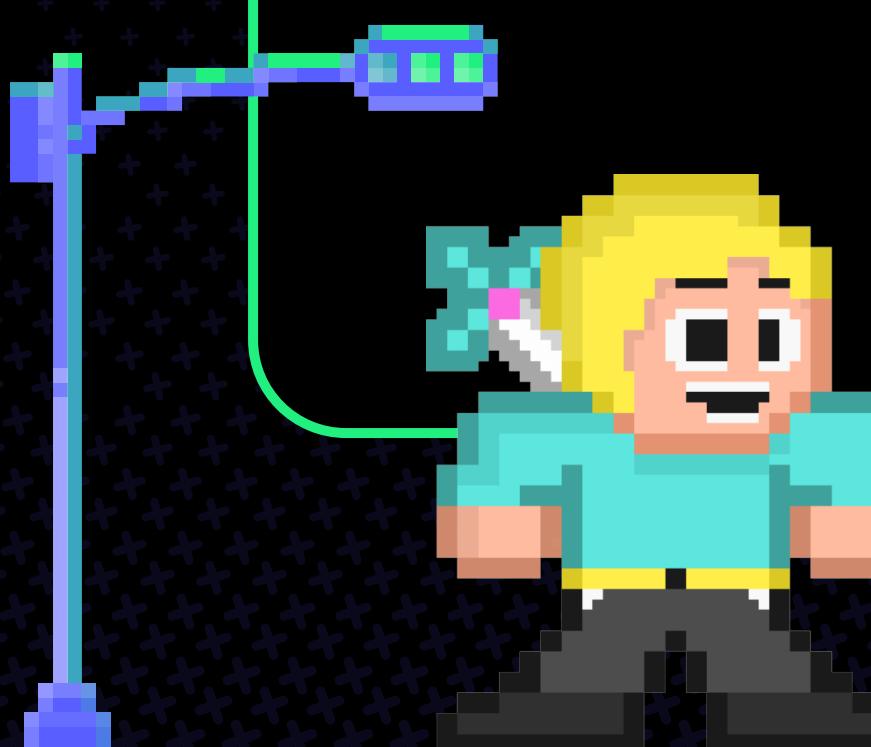


START

MENU

SIGN IN

LECTURE 0



MENU

01

07

12

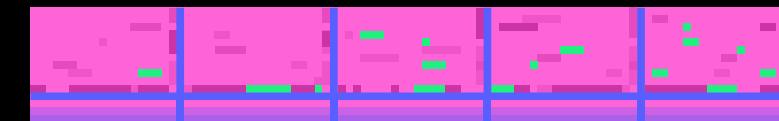


LECTURE

TOPICS COVERED



LIFETIME



ENDIANNES



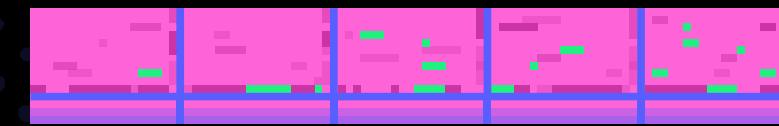
BITFIELDS



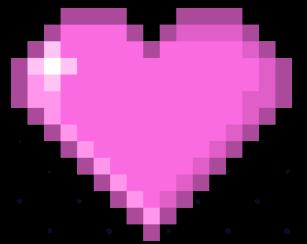
PADDING



STRUCTURE
ALIGNMENT



STRUCTURE
REORDERING



READABILITY,
CACHE LOCALITY,
C OPERATORS



MEMORY SEGMENTS
OF A PROGRAM

MENU

→ 01

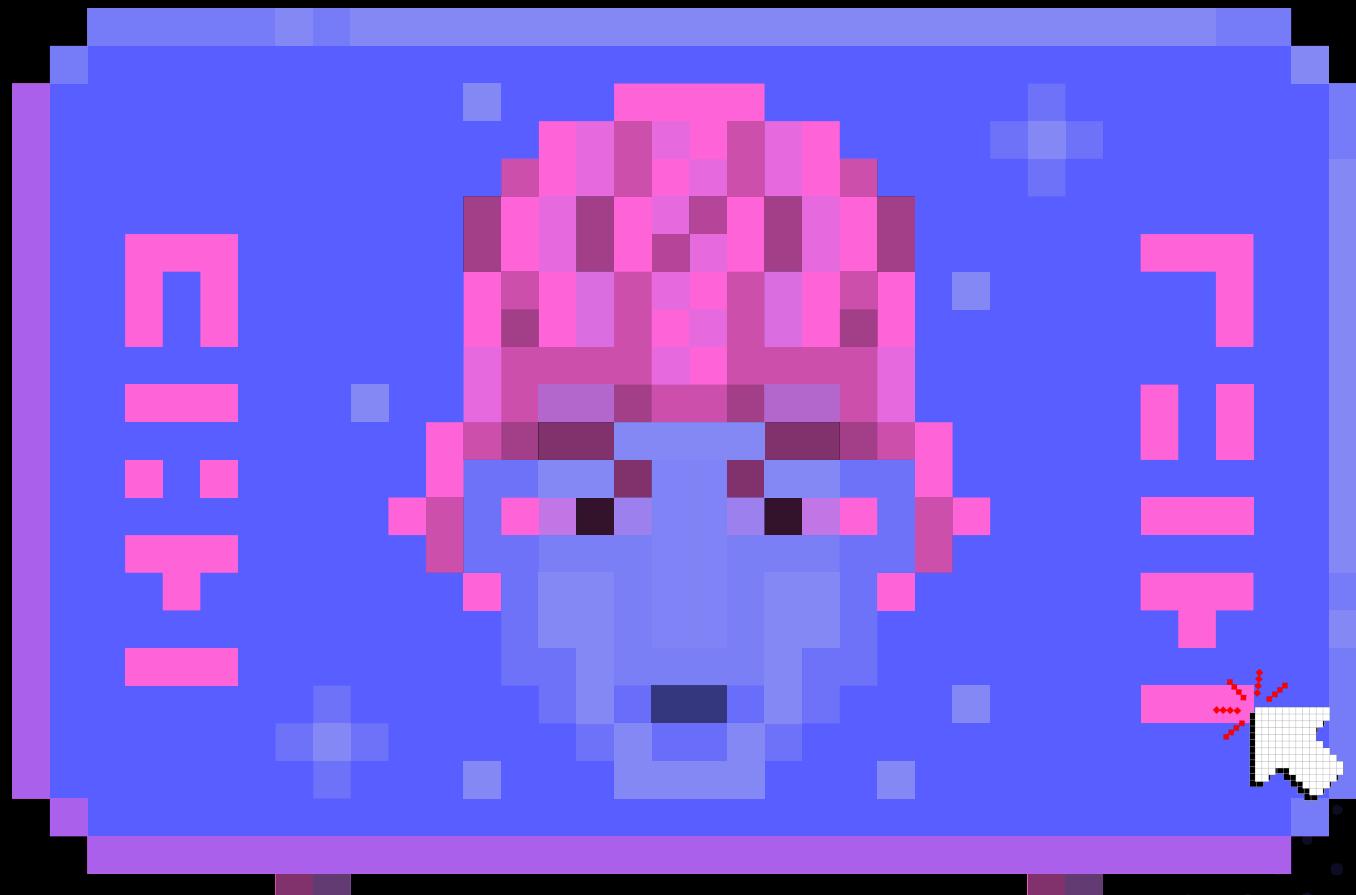
◆ 07

★ 12



LIFETIME

- LIFETIME
- HOARDING RESOURCES
- "DANGLING POINTERS"
- "CHASING GHOSTS"



REVIEW

BACK TO
AGENDA PAGE

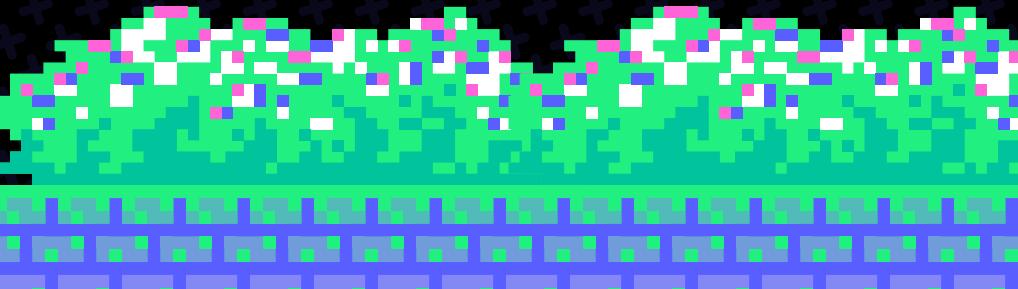
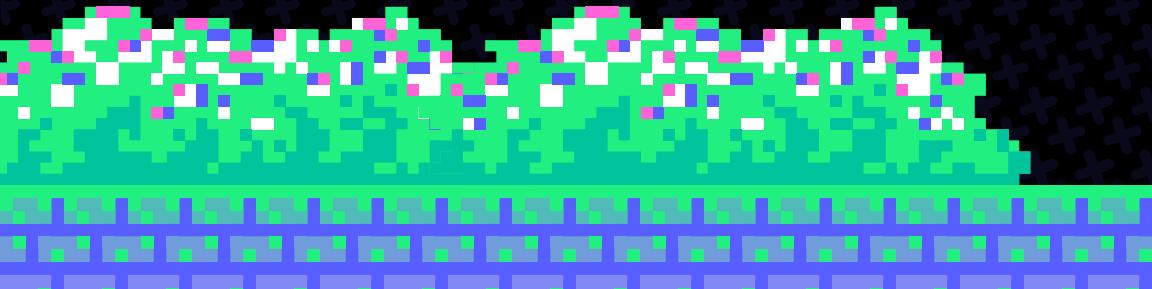
SIGN IN



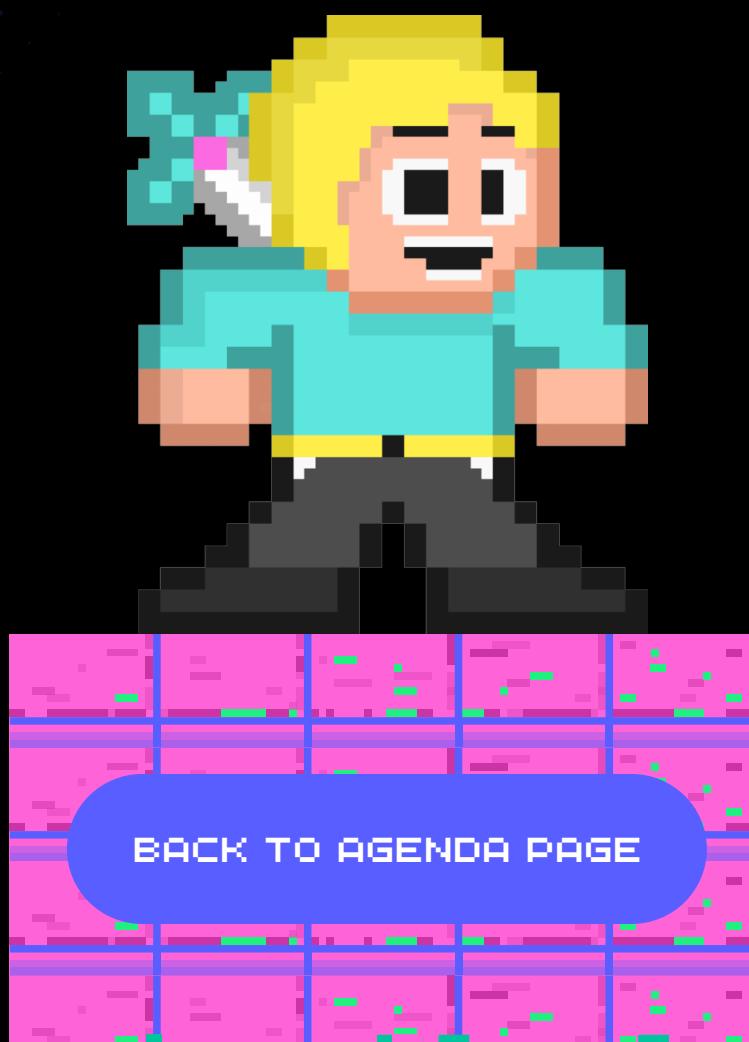
BACK TO AGENDA PAGE



ENDIANNESS



PLAYER 1



BITFIELDS

[BACK TO AGENDA PAGE](#)

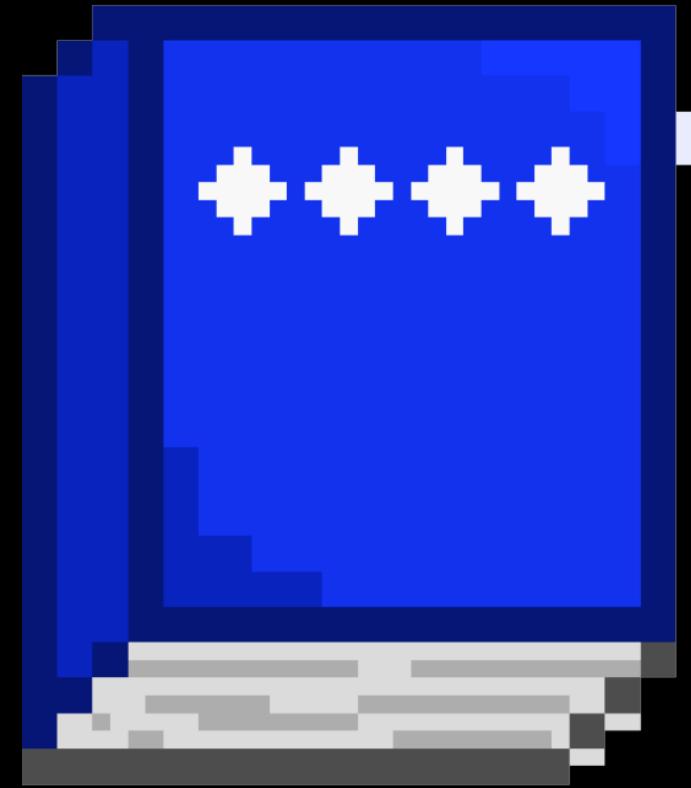
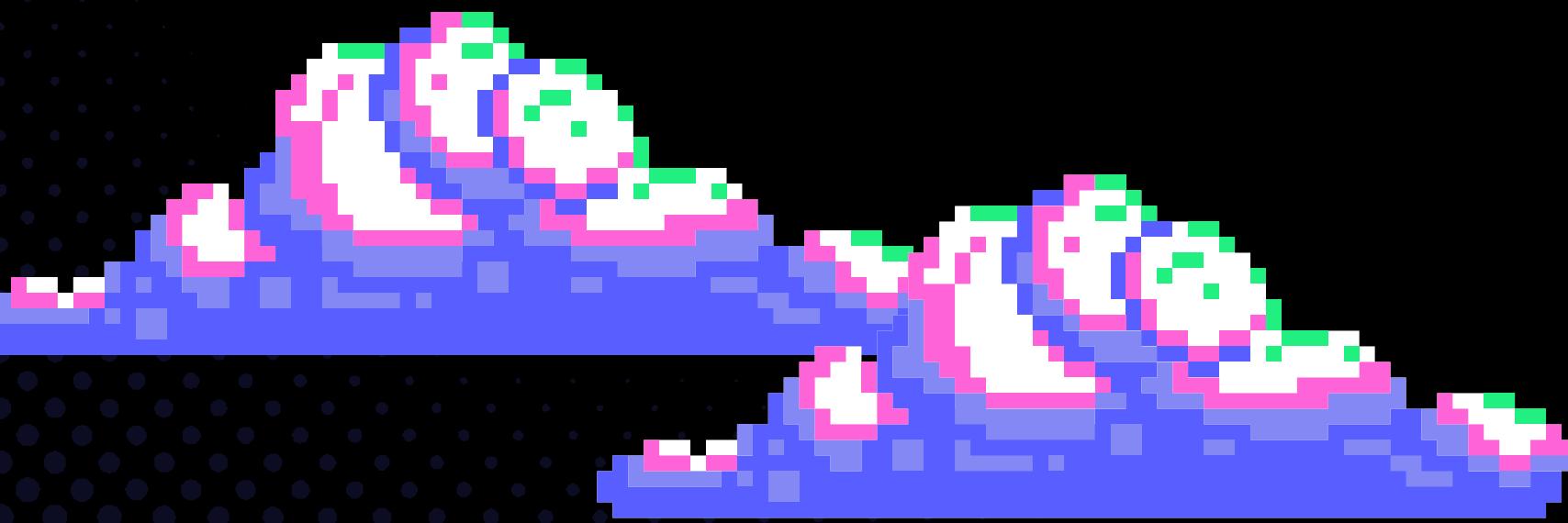
01

07

12



PADDING

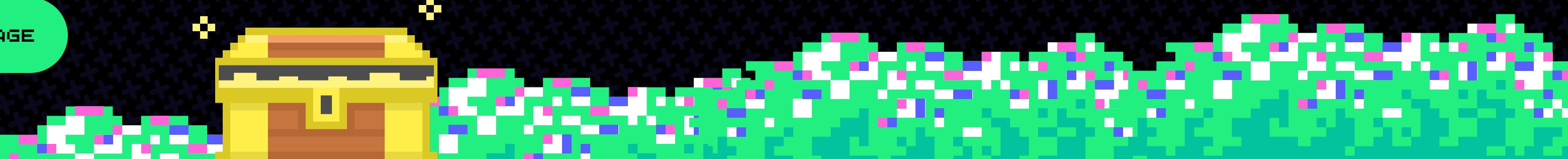


WHAT IS PADDING?

STRUCTURE ALIGNMENT



[BACK TO AGENDA PAGE](#)





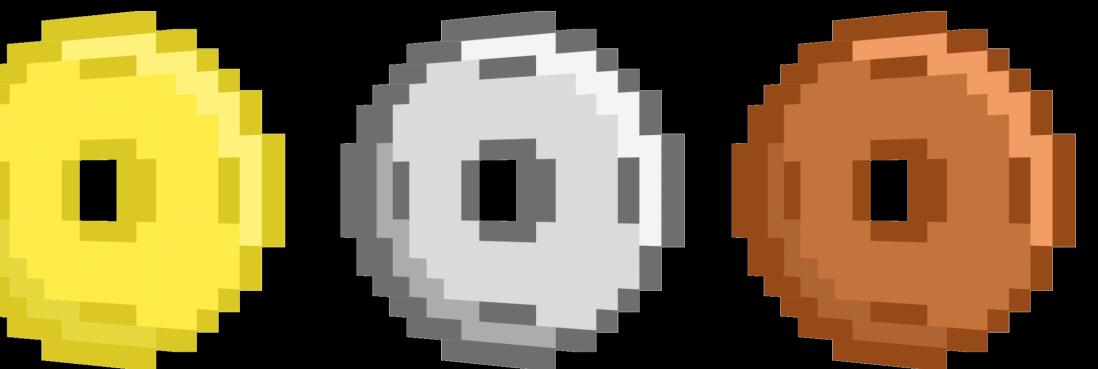
★★★★★

HIGHSCORE 2500



PLAYER 2

STRUCTURE REORDERING



- ◆ MAKING IT EFFICIENT

[BACK TO AGENDA PAGE](#)



READABILITY, CACHE
LOCALITY, C
OPERATORS



MENU



MEMORY SEGMENT OF A PROGRAM