

Incomplete Types

- 6.2.5 Types
 - ♦ para 1 - Types are partitioned into
 - object types (types that fully describe objects),
 - function types (types that describe functions),
 - incomplete types (types that describe objects but lack information needed to determine their sizes).
- 6.2.5 Types
 - ♦ para 19 – The void type ... is an incomplete type that cannot be completed.
 - ♦ para 22 – An array of unknown size is an incomplete type.
 - ♦ para 22 – A structure or union type of unknown content is an incomplete type.

6.7.5.3 Function declarators

- ♦ para 14 – An empty list in a function declarator that is part of a definition of that function specifies that the function has no parameters.

```
int f(void) { ... }
int f()    { ... }
```

← equivalent



- ♦ para 14 – The empty list in a function declarator that is not part of a definition of that function specifies that no information about the number or types of the parameters is supplied.

```
int f(void) ;
int f() ;
```

← not equivalent



void

- when do you get a diagnostic?
 - ◆ gcc clo.c
 - ◆ gcc -Wall clo.c
 - ◆ gcc -Wmissing-prototypes clo.c

```
int f();  
  
int main(void)  
{  
    return f(4, 2);  
}  
  
int f(int value)  
{  
    return value;  
}
```

clo.c



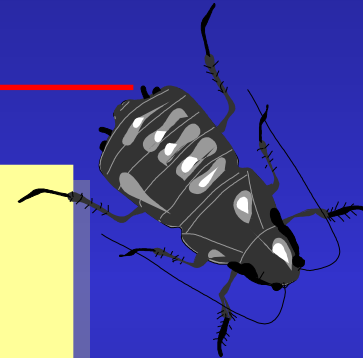
- when do you get a diagnostic?
 - ◆ gcc clo.c → NO
 - ◆ gcc -Wall clo.c → NO! why not?
 - ◆ gcc -Wmissing-prototypes clo.c → YES

```
int f();

int main(void)
{
    return f(4, 2);
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int f(int value)
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    return value;
}
```

clo.c



exercise-2

6

- why do you still get a diagnostic?
 - ♦ gcc -Wmissing-prototypes clo.c
→ warning: no previous prototype for 'f'

```
int f(int value)
{
    return value;
}

int main(void)
{
    return f(42);
}
```

clo.c



```
static int f(int value)
{
    return value;
}

int main(void)
{
    return f(42);
}
```

clo.c

typically
via a #include

```
int f(int value);

int f(int value)
{
    return value;
}

int main(void)
{
    return f(42);
}
```

clo.c

• 6.2.5 Types

- ♦ para 22 – An array of unknown size is an incomplete type.



```
int a1[42];  
extern int a2[42];  
typedef int a3[42];
```

these are
object types



```
int a1[];  
extern int a2[];  
typedef int a3[];
```

these are
incomplete types

unknown size

- are these fragments conforming or not?

```
typedef struct wibble wibble;
```

```
        wibble w1[42];  
extern  wibble w2[42];  
typedef wibble w3[42];
```

```
        wibble w1[];  
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typedef wibble w3[];
```



- neither are conforming!

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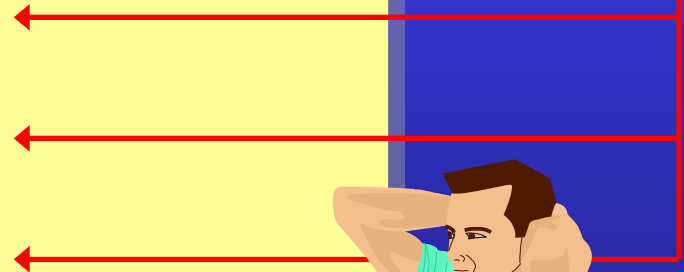
```
        wibble w1[];  
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```



Incomplete arrays can be incomplete in their size
but not in their element type

- **6.7.5.2 Array declarators**
 - ♦ para 1 – the element type shall not be an incomplete type
- are these fragments conforming or not?

```
typedef struct wibble wibble;  
  
wibble x[4];  
  
wibble x[];  
  
wibble * ptr;
```



exercise



```
typedef struct wibble wibble;
```

```
wibble x[4];
```



```
wibble x[];
```



```
wibble * ptr;
```



- are these code fragments conforming?
- if not, why not?

```
int table[] =  
{  
    1, 2, 3,  
    4, 5, 6  
};
```

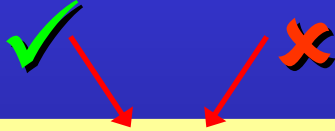
```
int table[][] =  
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```





```
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    1, 2, 3,  
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};
```

this is conforming



```
int table[][] =  
{  
    { 1, 2, 3 },  
    { 4, 5, 6 }  
};
```

this is not conforming

- 6.7.5.3 Function declarators
 - ♦ para 12 - If the function declarator is not part of a definition of that function, parameters may have incomplete types...

no #include →

forward declaration →

```
typedef struct wibble wibble;  
  
wibble value_return(void);  
wibble * ptr_return(void);  
  
void value_parameter(wibble);  
void ptr_parameter(wibble *);
```

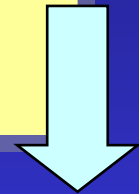
✓😊

✓😊

- manage dependencies aggressively
 - ◆ both physically and logically

→ `#include "wibble.h"`

`void many_includes(wibble * ptr);`
`void are_unnecessary(wibble value);`



→ `struct wibble;`

`void many_includes(struct wibble * ptr);`
`void are_unnecessary(struct wibble value);`



→ `typedef struct wibble wibble;`

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not equivalent



void

exercise-1

4

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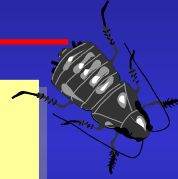
clo.c



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clo.c



exercise-2

6

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int main(void)
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clo.c



7

answer-2

```
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clo.c

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exercise



- neither are conforming!

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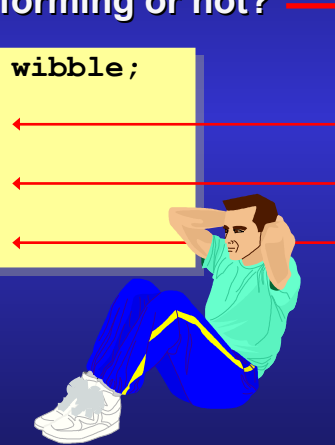


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answer

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typedef struct wibble wibble;  
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wibble x[];  
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- Click to add an outline

answer

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```

```
wibble x[4];
```



```
wibble x[];
```



```
wibble * ptr;
```



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```

this is conforming

answer



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this is not conforming

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✓ 😊

✓ 😊

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?

→ `struct wibble;`

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→ `typedef struct wibble wibble;`

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