

CS220 - Computer System II  
Lab 4

**Due: 09/28/2016, 11:59pm**

# 1 Introduction

In this lab, you will play with pointers, structures and unions.

## 2 Getting Started

Download lab4.tar.gz and extract it. Inside, you should find main.c, secret.c, secret\_obj.o and secret.h.

## 3 Pointers

1. Write the following program ptrs.c, insert a print statement to print the address and values of a, b, c and d. Use format specifier %p to print addresses and %x to print values.

```
1  int main() {  
    int    a = 0xe;  
3    int    *b = &a;  
    int    **c = &b;  
5    int    ***d = &c;  
    }  
7
```

2. In C, 'const' is a keyword used to indicate immutability. You are to investigate the difference between 'const int \*p1' and 'int const \*p2'. Write a program const.c that declares p1 and p2, alters the values of p1 and p2, and values that p1 and p2 point to (e.g., p1++, (\*p1)++). Record your response in lab4.txt. Indicate whether or not p1, p2, \*p1 and \*p2 can be altered.
3. You will write a program print\_main.c to print the bytes corresponding to main function's code. Compile it using `gcc -std=c89 -o print_main print_main.c` Note that the code is in .text section and is readable. So, in principle, we should be able to read and print the contents of main.

```
2  int main()  
    {
```

```

4  /* declare unsigned character pointer ptr */ = &main;
   do {
6     /* print value pointed to by ptr as a hex value */
       } while ( *ptr != /* Return byte */);
8  }

```

HINT: Cast address of main to be a pointer to unsigned char array. Print all characters as hex values till you find a return statement. Return in x86 is incorporated using a one byte instruction 0xc3. Therefore, once you find 0xc3, print it and stop. You can verify your output by comparing it against the bytes of main obtained through `objdump -d print_main`. What happens if you change the contents of main through (e.g., `*ptr = 0;`)? Record your findings in lab4.txt.

4. You are provided with `secret_obj.o`, `secret.h`, `secret.c` and `main.c`. File `secret.h` contains the structures and declarations of functions defined in `secret_obj.o`. You are also provided with `secret.c` that shows the program logic of `get_keeper` function in `secret_obj.o`. Your task is to implement `extract_secret` function in `main.c` to find the value of `secret`. You can compile main using `gcc -o secret main.c secret_obj.o -std=c89`. NOTE: The secret is not the same for all students, so don't be surprised if your friend gets a different answer! You are also provided with function `verify_secret` in `secret_obj.o`. Use it to verify your solution.

## 4 Submitting the result

Create `lab4_submission.tar.gz` file comprising `Lab4.txt`, `ptrs.c`, `const.c`, `print_main.c`, `secret.h`, `main.c` and a `makefile` to compile `main.c`. Upload the files to Blackboard.