Storage Class

Advanced C

Memory Segments

The Linux OS is divided into two major sections

- User Space
- Kernel Space

The user programs cannot access the kernel space. If done will lead to segmentation violation

Let us concentrate on the user space section here

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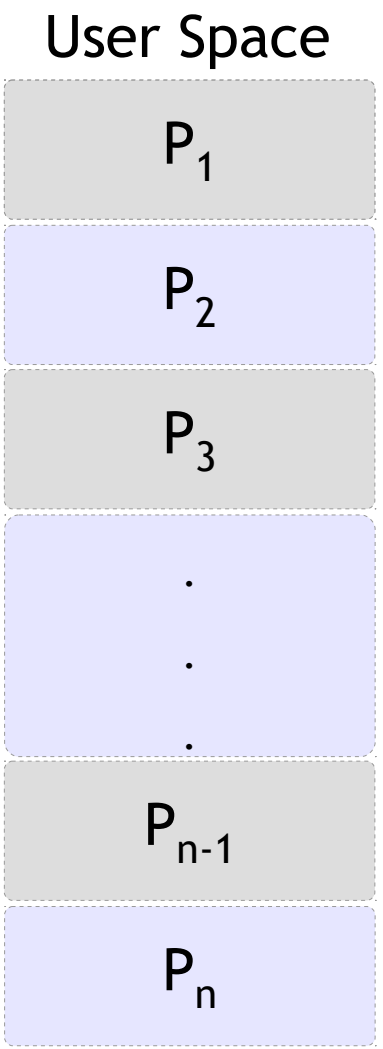
Memory Segments



The User space contains many processes

Every process will be scheduled by the kernel

Each process will have its memory layout discussed in next slide

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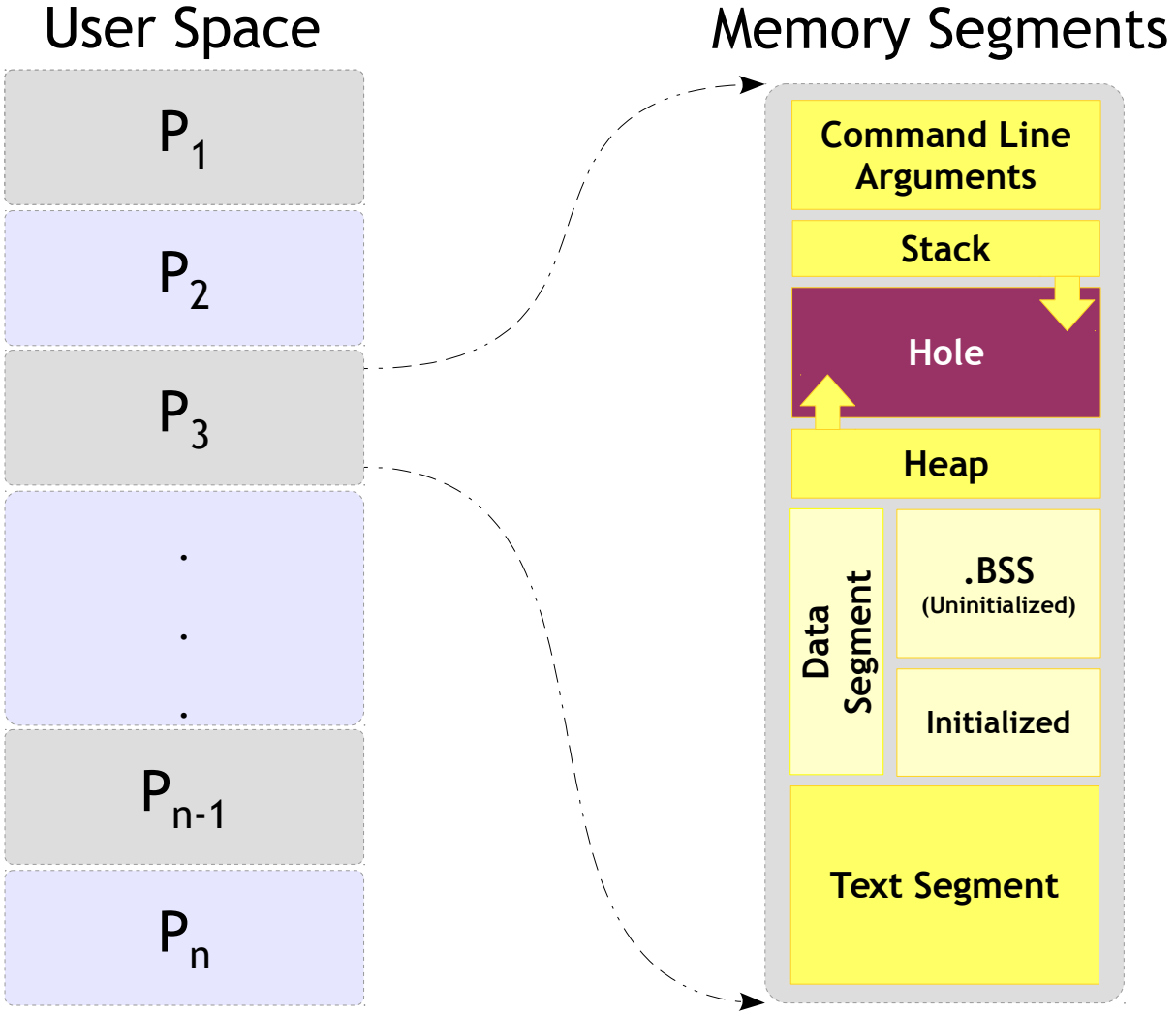
Memory Segments



The memory segment of a program contains four major areas.

- Text Segment
- Stack
- Data Segment
- Heap

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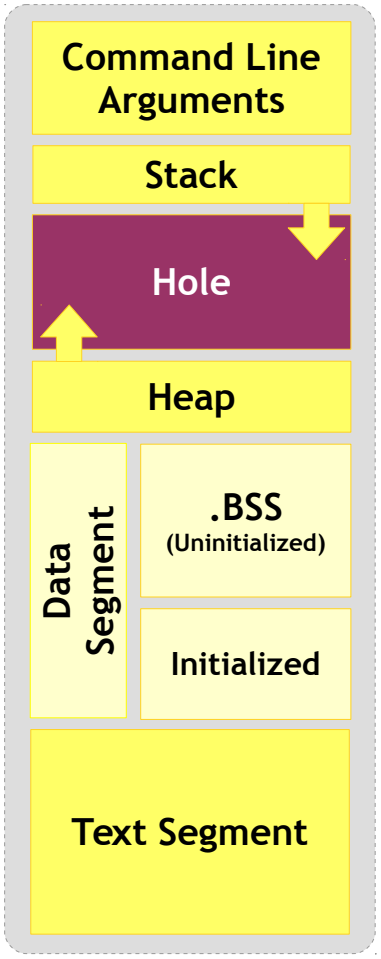
Memory Segments - Text Segment

Memory Segments



- Also referred as Code Segment
- Holds one of the section of program in object file or memory
- In memory, this is place below the heap or stack to prevent getting over written
- Is a read only section and size is fixed

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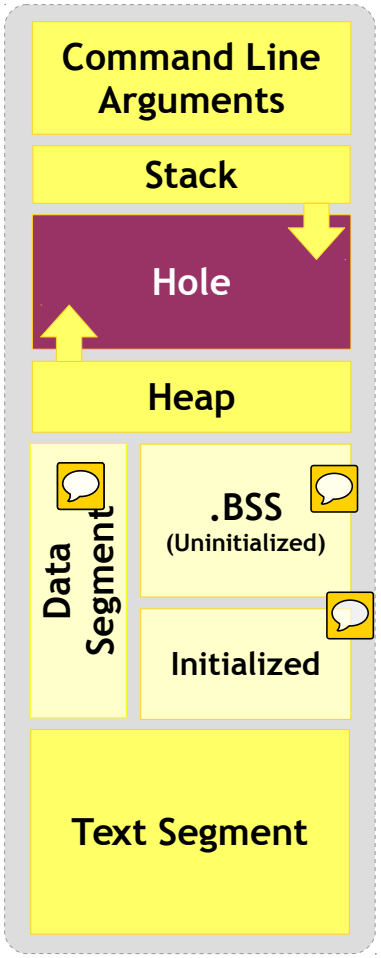
Memory Segments - Data Segment

Memory Segments



- Contains 2 sections as initialized and uninitialized data segments
- Initialized section is generally called as Data Segment
- Uninitialized section is referred as BSS (Block Started by Symbol) usually filled with 0s

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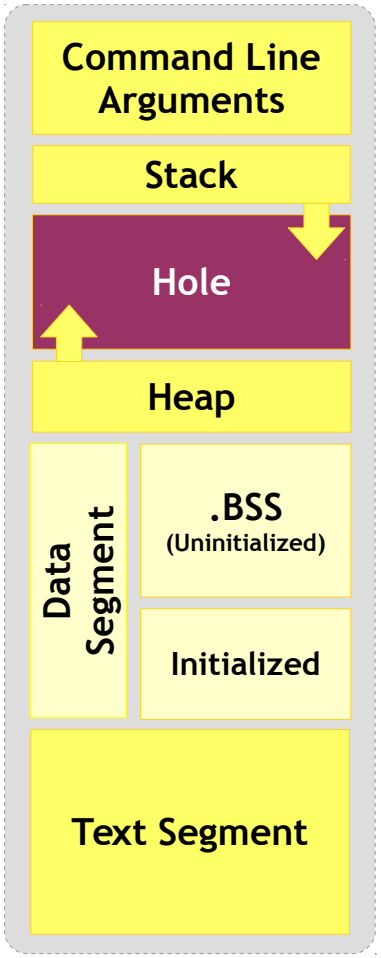
Memory Segments - Data Segment

Memory Segments



Dynamic memory allocation takes place here

Begins at the end of BSS and grows upward from there

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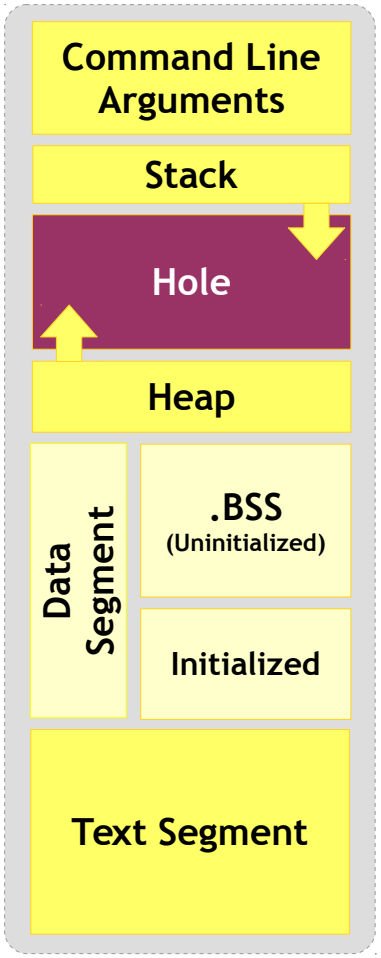
Memory Segments - Stack Segment

Memory Segments



- Adjoins the heap area and grow in opposite area of heap when stack and heap pointer meet (Memory Exhausted)
- Typically loaded at the higher part of memory
- A "stack pointer" register tracks the top of the stack; it is adjusted each time a value is "pushed" onto the stack
- The set of values pushed for one function call is termed a "stack frame"

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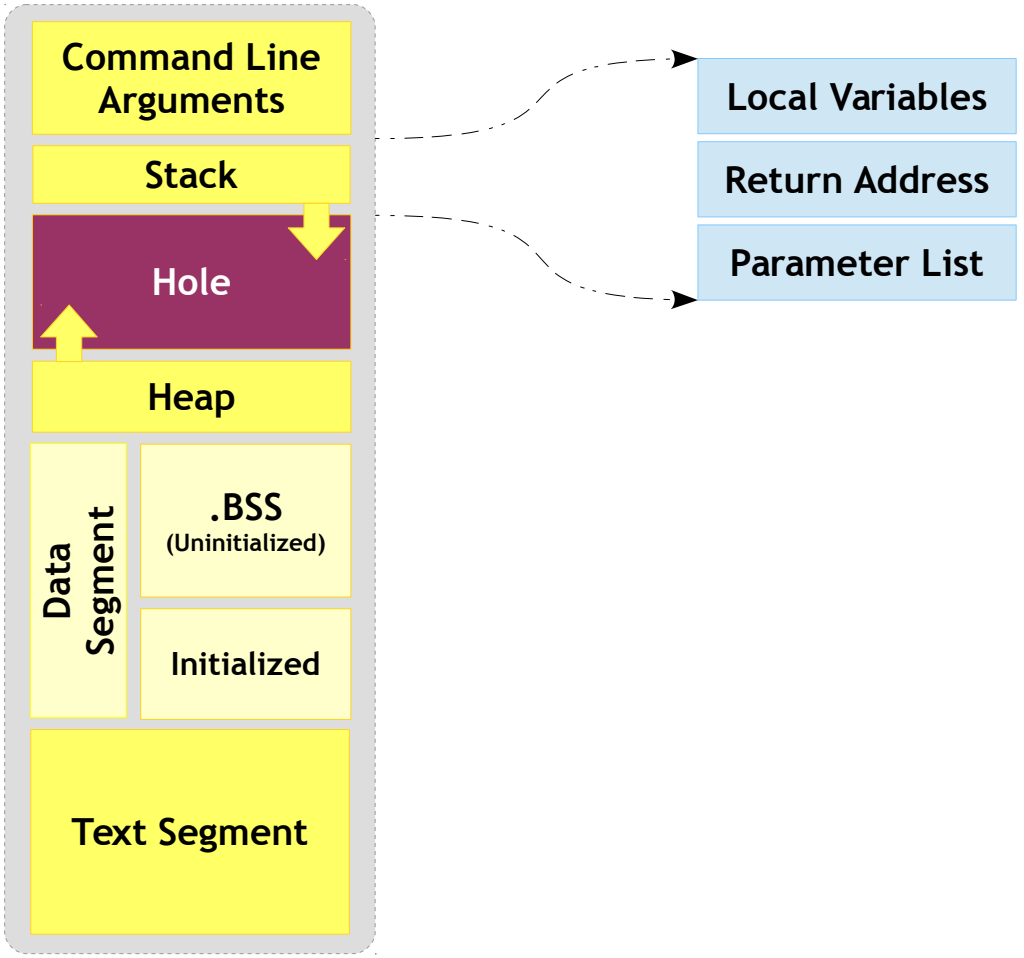
Memory Segments - Stack Segment

Memory Segments



Stack Frame

A stack frame contain at least of a return address

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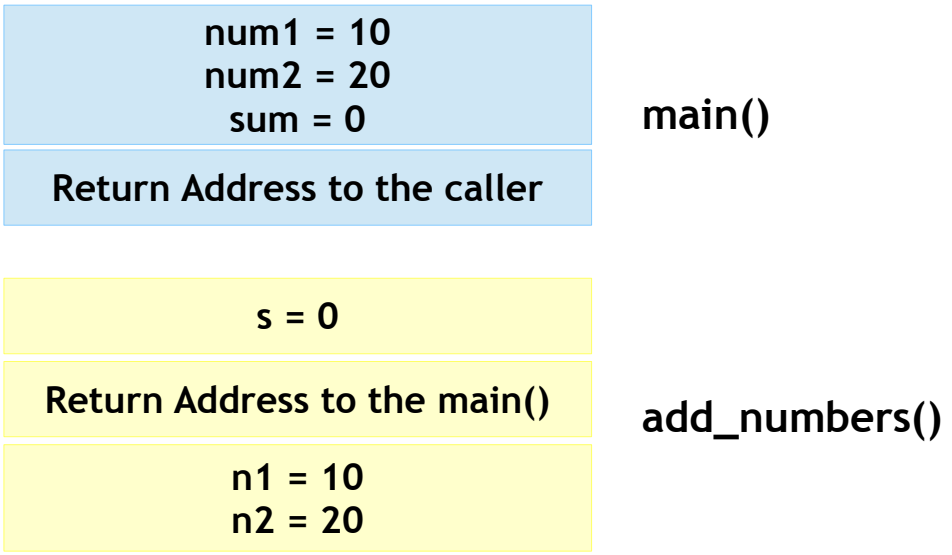
Memory Segments - Stack Frame

```c
#include <stdio.h>

int main()
{
    int num1 = 10, num2 = 20;
    int sum = 0;

    sum = add_numbers(num1, num2);
    printf("Sum is %d\n", sum);

    return 0;
}
```

```c
int add_numbers(int n1, int n2)
{
    int s = 0;

    s = n1 + n2;

    return s;
}
```

Stack Frame



num1 = 10 num2 = 20 sum = 0	main()
Return Address to the caller	
s = 0	add_numbers()
Return Address to the main()	
n1 = 10 n2 = 20	

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Memory Segments - Runtime

- Text Segment: The text segment contains the actual code to be executed. It's usually sharable, so multiple instances of a program can share the text segment to lower memory requirements. This segment is usually marked read-only so a program can't modify its own instructions
- Initialized Data Segment: This segment contains global variables which are initialized by the programmer
- Uninitialized Data Segment: Also named “BSS" (block started by symbol) which was an operator used by an old assembler. This segment contains uninitialized global variables. All variables in this segment are initialized to 0 or NULL (for pointers) before the program begins to execute

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Memory Segments - Runtime

- The Stack: The stack is a collection of stack frames. When a new frame needs to be added (as a result of a newly called function), the stack grows downward
- The Heap: Most dynamic memory, whether requested via C's malloc() . The C library also gets dynamic memory for its own personal workspace from the heap as well. As more memory is requested "on the fly", the heap grows upward

Advanced C

Storage Classes

Storage Class	Scope	Lifetime	Memory Allocation
auto	Within the block / Function	Till the end of the block / function	Stack
register	Within the block / Function	Till the end of the block / function	Register
static local	Within the block / Function	Till the end of the program	Data Segment
static global	File	Till the end of the program	Data segment
extern	Program	Till the end of the program	Data segment

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Declaration

```
extern int num1;
extern int num1;

int main();

int main()
{
    int num1, num2;
    char short_opt;

    ...
}
```

Declaration specifies type to the variables

Its like an announcement and hence can be made 1 or more times

Declaration about num1

Declaration about num1 yet again!!

Declaration about main function

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Storage Classes - Auto

Example

```
#include <stdio.h>

int main()
{
    int i = 0;

    printf("i %d\n", i);

    return 0;
}
```

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Advanced C

Storage Classes - Auto

Example

```
#include <stdio.h>

int foo()
{
    int i = 0;

    printf("i %d\n", i);

    return 0;
}

int main()
{
    foo();

    return 0;
}
```

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Advanced C

Storage Classes - Auto

Example

```
#include <stdio.h>

int *foo()
{
    int i = 10;
    int *j = &i;

    return j;
}

int main()
{
    int *i;

    i = foo();
    printf("*i %d\n", *i);

    return 0;
}
```

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Advanced C

Storage Classes - Auto

Example

```
#include <stdio.h>

char *foo()
{
    char ca[12] = "Hello World";

    return ca;
}

int main()
{
    char *ca;

    ca = foo();
    printf("ca is %s\n", ca);

    return 0;
}
```

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Advanced C

Storage Classes - Auto

Example

```c
#include <stdio.h>

int book_ticket()
{
    int ticket_sold = 0;

    ticket_sold++;

    return ticket_sold;
}

int main()
{
    int count;

    count = book_ticket();
    count = book_ticket();

    printf("Sold %d\n", count);

    return 0;
}
```

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Advanced C

Storage Classes - Auto

Example

```c
#include <stdio.h>

int main()
{
    int i = 0;

    {
        int j = 0;

        printf("i %d\n", i);
    }

    printf("j %d\n", j);

    return 0;
}
```

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Advanced C

Storage Classes - Auto

Example

```c
#include <stdio.h>

int main()
{
    int j = 10;

    {
        int j = 0;

        printf("j %d\n", j);
    }

    printf("j %d\n", j);

    return 0;
}
```

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Advanced C

Storage Classes - Auto

Example

```c
#include <stdio.h>

int main()
{
    int i = 10;
    int i = 20;

    {
        printf("i %d\n", i);
    }

    printf("i %d\n", i);

    return 0;
}
```

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Advanced C

Storage Classes - Register

Example

```c
#include <stdio.h>

int main()
{
    register int i = 0;

    scanf("%d", &i);
    printf("i %d\n", i);

    return 0;
}
```

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Advanced C

Storage Classes - Register

Example

```c
#include <stdio.h>

int main()
{
    register int i = 10;
    register int *j = &i;

    printf("*j %d\n", *j);

    return 0;
}
```

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Advanced C

Storage Classes - Register

Example

```c
#include <stdio.h>

int main()
{
    int i = 10;
    register int *j = &i;

    printf("*j %d\n", *j);

    return 0;
}
```

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Advanced C

Storage Classes - Static Local

Example

```c
#include <stdio.h>

int *foo()
{
    static int i = 10;
    int *j = &i;

    return j;
}

int main()
{
    int *i;

    i = foo();
    printf("*i %d\n", *i);

    return 0;
}
```

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Advanced C

Storage Classes - Static Local

Example

```c
#include <stdio.h>

char *foo()
{
    static char ca[10] = "Hello World";

    return ca;
}

int main()
{
    char *ca;

    ca = foo();
    printf("ca is %s\n", ca);

    return 0;
}
```

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Advanced C

Storage Classes - Static Local

Example

```c
#include <stdio.h>

int book_ticket()
{
    static int ticket_sold = 0;

    ticket_sold++;

    return ticket_sold;
}

int main()
{
    int count;

    count = book_ticket();
    count = book_ticket();

    printf("Sold %d\n", count);

    return 0;
}
```

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Advanced C

Storage Classes - Static Local

Example

```
#include <stdio.h>

int main()
{
    static int i = 5;

    if (--i)
    {
        main();
    }

    printf("i %d\n", i);

    return 0;
}
```

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Advanced C

Storage Classes - Static Local

Example

```c
#include <stdio.h>

int foo()
{
    static int i;

    return i;
}

int main()
{
    static int x = foo();

    printf("x %d\n", x);

    return 0;
}
```

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Advanced C

Storage Classes - Static Local

Example

```
#include <stdio.h>

int *foo()
{
    int i = 10;
    static int *j = &i;

    return j;
}

int main()
{
    int *i;

    i = foo();
    printf("*i %d\n", *i);

    return 0;
}
```

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Advanced C

Storage Classes - Global

Example

```
#include <stdio.h>

int x;

int foo()
{
    printf("x %d\n", x);

    return ++x;
}

int main()
{
    foo();

    printf("x %d\n", x);

    return 0;
}
```

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Advanced C

Storage Classes - Global

Example

```
#include <stdio.h>

auto int x;

int foo()
{
    printf("x %d\n", x);

    return ++x;
}

int main()
{
    foo();

    printf("x %d\n", x);

    return 0;
}
```

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Advanced C

Storage Classes - Global

Example

```
#include <stdio.h>

register int x;

int foo()
{
    printf("x %d\n", x);

    return ++x;
}

int main()
{
    foo();

    printf("x %d\n", x);

    return 0;
}
```

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Advanced C

Storage Classes - Global

Example

```
#include <stdio.h>

int x = 10;

int foo()
{
    printf("x %d\n", x);

    return 0;
}

int main()
{
    foo();

    return 0;
}
```

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Advanced C

Storage Classes - Global

Example

```c
#include <stdio.h>

int x = 10;
int x;

int foo()
{
    printf("x %d\n", x);

    return 0;
}

int main()
{
    foo();

    return 0;
}
```

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Advanced C

Storage Classes - Global

Example

```c
#include <stdio.h>

int x = 10;
int x = 20;

int foo()
{
    printf("x %d\n", x);

    return 0;
}

int main()
{
    foo();

    return 0;
}
```

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Advanced C

Storage Classes - Static Global

Example

```c
#include <stdio.h>

static int x = 10;

int foo()
{
    printf("x %d\n", x);

    return 0;
}

int main()
{
    foo();

    return 0;
}
```

EMERTXE

Advanced C

Storage Classes - Static Global

Example

```c
#include <stdio.h>

static int x = 10;
int x;

int foo()
{
    printf("x %d\n", x);

    return 0;
}

int main()
{
    foo();

    return 0;
}
```

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Advanced C

Storage Classes - External

file1.c

```c
#include <stdio.h>

int num;

int main()
{
    while (1)
    {
        num++;
        func_1();
        sleep(1);
        func_2();
        sleep(1);
    }

    return 0;
}
```

file2.c

```c
#include <stdio.h>

extern int num;

int func_1()
{
    printf("num is %d from file2\n", num);

    return 0;
}
```

file3.c

```c
#include <stdio.h>

extern int num;

int func_2()
{
    printf("num is %d from file3\n", num);

    return 0;
}
```

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Advanced C

Storage Classes - External

file1.c

```c
#include <stdio.h>

int num;

int main()
{
    while (1)
    {
        num++;
        func_1();
        sleep(1);
    }

    return 0;
}
```

file2.c

```c
#include <stdio.h>

extern int num;
extern int num;

int func_1()
{
    printf("num is %d from file2\n", num);

    return 0;
}
```

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Advanced C

Storage Classes - External

file1.c

```c
#include <stdio.h>

int num;

int main()
{
    while (1)
    {
        num++;
        func_1();
        sleep(1);
    }

    return 0;
}
```

file2.c

```c
#include <stdio.h>

static int num;
extern int num;

int func_1()
{
    printf("num is %d from file2\n", num);

    return 0;
}
```

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Advanced C

Storage Classes - External

file1.c

```c
#include <stdio.h>

int num;

int main()
{
    while (1)
    {
        num++;
        func_1();
        sleep(1);
    }

    return 0;
}
```

file2.c

```c
#include <stdio.h>

extern char num;

int func_1()
{
    printf("num is %d from file2\n", num);

    return 0;
}
```

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Advanced C

Storage Classes - External

file1.c

```c
#include <stdio.h>

int num;

int main()
{
    while (1)
    {
        num++;
        func_1();
        sleep(1);
    }

    return 0;
}
```

file2.c

```c
#include <stdio.h>

extern int num;
extern char num;

int func_1()
{
    printf("num is %d from file2\n", num);

    return 0;
}
```

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Advanced C

Storage Classes - External

Example

```c
#include <stdio.h>

int main()
{
    int x;

    {
        int x = 10;
        {
            extern int x;
            printf("x %d\n", x);
        }
        printf("x %d\n", x);
    }
    printf("x %d\n", x);

    return 0;
}

int x = 20;
```

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Advanced C

Storage Classes - External

Example

```
#include <stdio.h>

int main()
{
    extern char x;

    printf("x %c\n", x);

    return 0;
}

int x = 0x31;
```

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Advanced C

Storage Classes - External

Example

```c
#include <stdio.h>

int main()
{
    int x;

    {
        int x = 10;
        {
            extern int x = 20;
            printf("x %d\n", x);
        }
        printf("x %d\n", x);
    }
    printf("x %d\n", x);

    return 0;
}

int x;
```

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Advanced C

Storage Classes - Static Function

file1.c

```c
#include <stdio.h>

int num;

int main()
{
    while (1)
    {
        num++;
        func_1();
    }

    return 0;
}
```

file2.c

```c
#include <stdio.h>

extern int num;

static int func_2()
{
    printf("num is %d from file2\n", num);

    return 0;
}

int func_1()
{
    func_2();
}
```

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Advanced C

Storage Classes - Static Function

file1.c

```c
#include <stdio.h>

int num;

int main()
{
    while (1)
    {
        num++;
        func_2();
    }

    return 0;
}
```

file2.c

```c
#include <stdio.h>

extern int num;

static int func_2()
{
    printf("num is %d from file2\n", num);

    return 0;
}

int func_1()
{
    func_2();
}
```

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