



Curriculum

**SE Foundations** ^

Average: 137.49% v

You have a captain's log due before 2024-04-21 (in 1 day)! Log it now!  
(/captain\_logs/5596018/edit)

# 0x0C. C - More malloc, free

C

Memory allocation

⚙ Weight: 1

📅 Project over - took place from Aug 10, 2023 6:00 AM to Aug 11, 2023 6:00 AM☒ An auto review will be launched at the deadline

## In a nutshell...

- **Auto QA review:** 36.0/36 mandatory & 11.0/21 optional
- **Altogether: 152.38%**
  - Mandatory: 100.0%
  - Optional: 52.38%
  - Calculation:  $100.0\% + (100.0\% * 52.38\%) == \mathbf{152.38\%}$

## Resources

### Read or watch:

- Do I cast the result of malloc? (/rltoken/3eJCLMz\_URoyk6RYRZ2MyA)

### man or help:

- `exit (3)`
- `calloc`
- `realloc`



# Additional Resources

- Practical use of MALLOC in C - Dynamic Memory Allocation (/rltoken/unzBBPYAdFeqogEuGCKqKw)

## Learning Objectives

At the end of this project, you are expected to be able to explain to anyone (/rltoken/XQ\_E28qyePVdJn1lrb\_Dfg), **without the help of Google**:

### General

- How to use the `exit` function
- What are the functions `calloc` and `realloc` from the standard library and how to use them

## Copyright - Plagiarism

- You are tasked to come up with solutions for the tasks below yourself to meet with the above learning objectives.
- You will not be able to meet the objectives of this or any following project by copying and pasting someone else's work.
- You are not allowed to publish any content of this project.
- Any form of plagiarism is strictly forbidden and will result in removal from the program.

## Requirements

### General

- Allowed editors: `vi`, `vim`, `emacs`
- All your files will be compiled on Ubuntu 20.04 LTS using `gcc`, using the options `-Wall -Werror -Wextra -pedantic -std=gnu89`
- All your files should end with a new line
- A `README.md` file, at the root of the folder of the project is mandatory
- Your code should use the `Betty` style. It will be checked using `betty-style.pl` (<https://github.com/alx-tools/Betty/blob/master/betty-style.pl>) and `betty-doc.pl` (<https://github.com/alx-tools/Betty/blob/master/betty-doc.pl>)
- You are not allowed to use global variables
- No more than 5 functions per file
- The only C standard library functions allowed are `malloc`, `free` and `exit`. Any use of functions like `printf`, `puts`, `calloc`, `realloc` etc... is forbidden
- You are allowed to use `_putchar` ([https://github.com/alx-tools/\\_putchar.c/blob/master/\\_putchar.c](https://github.com/alx-tools/_putchar.c/blob/master/_putchar.c))
- You don't have to push `_putchar.c`, we will use our file. If you do it won't be taken into account
- In the following examples, the `main.c` files are shown as examples. You can use them to test your functions, but you don't have to push them to your repo (if you do we won't take them into account). We will use our own `main.c` files at compilation. Our `main.c` files might be different from the one shown in the examples
- The prototypes of all your functions and the prototype of the function `_putchar` should be included in your header file called `main.h`
- Don't forget to push your header file

(/)

## Quiz questions

**Great!** You've completed the quiz successfully! Keep going! ([Show quiz](#)).

# Tasks

## 0. Trust no one

mandatory

Score: 100.0% (*Checks completed: 100.0%*)

Write a function that allocates memory using `malloc`.

- Prototype: `void *malloc_checked(unsigned int b);`
- Returns a pointer to the allocated memory
- if `malloc` fails, the `malloc_checked` function should cause normal process termination with a status value of 98



```
julien@ubuntu:~/0x0b. more malloc, free$ cat 0-main.c
```

```
#include "main.h"
```

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <limits.h>
```

```
/**
```

```
 * main - check the code
```

```
 *
```

```
 * Return: Always 0.
```

```
 */
```

```
int main(void)
```

```
{
```

```
    char *c;
```

```
    int *i;
```

```
    float *f;
```

```
    double *d;
```

```
    c = malloc_checked(sizeof(char) * 1024);
```

```
    printf("%p\n", (void *)c);
```

```
    i = malloc_checked(sizeof(int) * 402);
```

```
    printf("%p\n", (void *)i);
```

```
    f = malloc_checked(sizeof(float) * 100000000);
```

```
    printf("%p\n", (void *)f);
```

```
    d = malloc_checked(INT_MAX);
```

```
    printf("%p\n", (void *)d);
```

```
    free(c);
```

```
    free(i);
```

```
    free(f);
```

```
    free(d);
```

```
    return (0);
```

```
}
```

```
julien@ubuntu:~/0x0b. more malloc, free$ gcc -Wall -pedantic -Werror -Wextra -std=gnu89 0-main.c 0-malloc_checked.c -o a
```

```
julien@ubuntu:~/0x0b. more malloc, free$ ./a
```

```
0x1e39010
```

```
0x1e39830
```

```
0x7f31f6c19010
```

```
julien@ubuntu:~/0x0b. more malloc, free$ echo $?
```

```
98
```

```
julien@ubuntu:~/0x0b. more malloc, free$
```

## Repo:

- GitHub repository: [alx-low\\_level\\_programming](#)
- Directory: [0x0C-more\\_malloc\\_free](#)
- File: [0-malloc\\_checked.c](#)



☒ Done!

Check your code

[>\\_ Get a sandbox](#)

QA Review

# 1/string\_nconcat

mandatory

Score: 100.0% (Checks completed: 100.0%)

Write a function that concatenates two strings.

- Prototype: `char *string_nconcat(char *s1, char *s2, unsigned int n);`
- The returned pointer shall point to a newly allocated space in memory, which contains `s1`, followed by the first `n` bytes of `s2`, and null terminated
- If the function fails, it should return `NULL`
- If `n` is greater or equal to the length of `s2` then use the entire string `s2`
- if `NULL` is passed, treat it as an empty string

```
julien@ubuntu:~/0x0b. more malloc, free$ cat 1-main.c
#include "main.h"
#include <stdio.h>
#include <stdlib.h>

/**
 * main - check the code
 *
 * Return: Always 0.
 */
int main(void)
{
    char *concat;

    concat = string_nconcat("Best ", "School !!!", 6);
    printf("%s\n", concat);
    free(concat);
    return (0);
}
julien@ubuntu:~/0x0b. more malloc, free$ gcc -Wall -pedantic -Werror -Wextra -std=gnu89 1-main.c 1-string_nconcat.c -o 1-string_nconcat
julien@ubuntu:~/0x0b. more malloc, free$ ./1-string_nconcat
Best School
julien@ubuntu:~/0x0b. more malloc, free$
```

## Repo:

- GitHub repository: `alx-low_level_programming`
- Directory: `0x0C-more_malloc_free`
- File: `1-string_nconcat.c`



☒ Done!

Check your code

Get a sandbox

QA Review

Score: 100.0% (Checks completed: 100.0%)

Write a function that allocates memory for an array, using `malloc`.

- Prototype: `void *_calloc(unsigned int nmemb, unsigned int size);`
- The `_calloc` function allocates memory for an array of `nmemb` elements of `size` bytes each and returns a pointer to the allocated memory.
- The memory is set to zero
- If `nmemb` or `size` is 0, then `_calloc` returns `NULL`
- If `malloc` fails, then `_calloc` returns `NULL`

FYI: The standard library provides a different function: `calloc`. Run `man calloc` to learn more.



julien@ubuntu:~/0x0b. more malloc, free\$ cat 2-main.c

```
#include "main.h"

#include <stdio.h>
#include <stdlib.h>
#include <string.h>

/**
 * simple_print_buffer - prints buffer in hexa
 * @buffer: the address of memory to print
 * @size: the size of the memory to print
 *
 * Return: Nothing.
 */
void simple_print_buffer(char *buffer, unsigned int size)
{
    unsigned int i;

    i = 0;
    while (i < size)
    {
        if (i % 10)
        {
            printf(" ");
        }
        if (!(i % 10) && i)
        {
            printf("\n");
        }
        printf("0x%02x", buffer[i]);
        i++;
    }
    printf("\n");
}

/**
 * main - check the code
 *
 * Return: Always 0.
 */
int main(void)
{
    char *a;

    a = _calloc(98, sizeof(char));
    strcpy(a, "Best");
    strcpy(a + 4, " School! :)\n");
    a[97] = '!';
    simple_print_buffer(a, 98);
    free(a);
    return (0);
}
```

julien@ubuntu:~/0x0b. more malloc, free\$ gcc -Wall -pedantic -Werror -Wextra -std=gnu89 2-ma




```
in.c 2-calloc.c -o 2-calloc
julien@ubuntu:~/0x0b. more malloc, free$ ./2-calloc
0x42 0x65 0x73 0x74 0x20 0x53 0x63 0x68 0x6f 0x6f
0x6c 0x21 0x20 0x3a 0x29 0x0a 0x00 0x00 0x00 0x00
0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
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0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x00
0x00 0x00 0x00 0x00 0x00 0x00 0x00 0x21
julien@ubuntu:~/0x0b. more malloc, free$
```

### Repo:

- GitHub repository: `alx-low_level_programming`
- Directory: `0x0C-more_malloc_free`
- File: `2-calloc.c`

☒ Done!

Check your code

 Get a sandbox

QA Review

## 3. array\_range

mandatory

Score: 100.0% (Checks completed: 100.0%)

Write a function that creates an array of integers.

- Prototype: `int *array_range(int min, int max);`
- The array created should contain all the values from `min` (included) to `max` (included), ordered from `min` to `max`
- Return: the pointer to the newly created array
- If `min > max`, return `NULL`
- If `malloc` fails, return `NULL`





julien@ubuntu:~/0x0b. more malloc, free\$ cat 3-main.c

```
#include "main.h"

#include <stdio.h>
#include <stdlib.h>
#include <string.h>

/**
 * simple_print_buffer - prints buffer in hexa
 * @buffer: the address of memory to print
 * @size: the size of the memory to print
 *
 * Return: Nothing.
 */
void simple_print_buffer(int *buffer, unsigned int size)
{
    unsigned int i;

    i = 0;
    while (i < size)
    {
        if (i % 10)
        {
            printf(" ");
        }
        if (!(i % 10) && i)
        {
            printf("\n");
        }
        printf("0x%02x", buffer[i]);
        i++;
    }
    printf("\n");
}

/**
 * main - check the code
 *
 * Return: Always 0.
 */
int main(void)
{
    int *a;

    a = array_range(0, 10);
    simple_print_buffer(a, 11);
    free(a);
    return (0);
}
```

julien@ubuntu:~/0x0b. more malloc, free\$ gcc -Wall -pedantic -Werror -Wextra -std=gnu89 3-main.c 3-array\_range.c -o 3-array\_range

julien@ubuntu:~/0x0b. more malloc, free\$ ./3-array\_range  
0x00 0x01 0x02 0x03 0x04 0x05 0x06 0x07 0x08 0x09



0x0a


(f)lien@ubuntu:~/0x0b. more malloc, free\$

### Repo:

- GitHub repository: `alx-low_level_programming`
- Directory: `0x0C-more_malloc_free`
- File: `3-array_range.c`

☒ Done!

Check your code

 Get a sandbox

QA Review

## 4. `_realloc`

#advanced

Score: 100.0% (Checks completed: 100.0%)

Write a function that reallocates a memory block using `malloc` and `free`

- Prototype: `void *_realloc(void *ptr, unsigned int old_size, unsigned int new_size);`
- where `ptr` is a pointer to the memory previously allocated with a call to `malloc`: `malloc(old_size)`
- `old_size` is the size, in bytes, of the allocated space for `ptr`
- and `new_size` is the new size, in bytes of the new memory block
- The contents will be copied to the newly allocated space, in the range from the start of `ptr` up to the minimum of the old and new sizes
- If `new_size > old_size`, the "added" memory should not be initialized
- If `new_size == old_size` do not do anything and return `ptr`
- If `ptr` is `NULL`, then the call is equivalent to `malloc(new_size)`, for all values of `old_size` and `new_size`
- If `new_size` is equal to zero, and `ptr` is not `NULL`, then the call is equivalent to `free(ptr)`. Return `NULL`
- Don't forget to free `ptr` when it makes sense

FYI: The standard library provides a different function: `realloc`. Run `man realloc` to learn more.



```

julien@ubuntu:~/0x0b. more malloc, free$ cat 100-main.c
#include "main.h"

#include <stdio.h>
#include <stdlib.h>
#include <string.h>

/**
 * simple_print_buffer - prints buffer in hexa
 * @buffer: the address of memory to print
 * @size: the size of the memory to print
 *
 * Return: Nothing.
 */
void simple_print_buffer(char *buffer, unsigned int size)
{
    unsigned int i;

    i = 0;
    while (i < size)
    {
        if (i % 10)
        {
            printf(" ");
        }
        if (!(i % 10) && i)
        {
            printf("\n");
        }
        printf("0x%02x", buffer[i]);
        i++;
    }
    printf("\n");
}

/**
 * main - check the code for
 *
 * Return: Always 0.
 */
int main(void)
{
    char *p;
    int i;

    p = malloc(sizeof(char) * 10);
    p = _realloc(p, sizeof(char) * 10, sizeof(char) * 98);
    i = 0;
    while (i < 98)
    {
        p[i++] = 98;
    }
    simple_print_buffer(p, 98);
}

```



```
    free(p);  
(/) return (0);  
}
```

```
julien@ubuntu:~/0x0b. more malloc, free$ gcc -Wall -pedantic -Werror -Wextra -std=gnu89 100-  
main.c 100-realloc.c -o 100-realloc
```

```
julien@ubuntu:~/0x0b. more malloc, free$ ./100-realloc
```


```
0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62  
0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62  
0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62  
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0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62  
0x62 0x62 0x62 0x62 0x62 0x62 0x62 0x62  
julien@ubuntu:~/0x0b. more malloc, free$
```

### Repo:

- GitHub repository: `alx-low_level_programming`
- Directory: `0x0C-more_malloc_free`
- File: `100-realloc.c`

☒ Done!

Check your code

 Get a sandbox

QA Review

## 5. We must accept finite disappointment, but never lose infinite hope

#advanced

Score: 0.0% (Checks completed: 0.0%)

Write a program that multiplies two positive numbers.

- Usage: `mul num1 num2`
- `num1` and `num2` will be passed in base 10
- Print the result, followed by a new line
- If the number of arguments is incorrect, print `Error`, followed by a new line, and exit with a status of `98`
- `num1` and `num2` should only be composed of digits. If not, print `Error`, followed by a new line, and exit with a status of `98`
- You are allowed to use more than 5 functions in your file

You can use `bc` ( `man bc` ) to check your results.



```
julien@ubuntu:~/0x0b. more malloc, free$ gcc -Wall -pedantic -Werror -Wextra -std=gnu89 101-  
mul.c _putchar.c -o 101-mul  
julien@ubuntu:~/0x0b. more malloc, free$ ./101-mul 10 98  
980  
julien@ubuntu:~/0x0b. more malloc, free$ ./101-mul 23523469326943643622344652654633457643763  
4765378653875874687649698659586695898579 286580343650843650834260831096791376082164086314308  
14308651084650816406134060831608310853086103769013709675067130586570832760732096730978014607  
36973956786450863408630480745097304570342858093482509834209583240985039428509834250983420958  
34253452674136392357558918799704645242261590747609149899354133505568757708070198930692012471  
21855122836389417022552166316010013074258781583143870461182707893577849408672040555089482160  
34308548261234814532268988302522598879945232929028116992753216059065199351178851855054757028  
4574715925006962738262888617840435389140329668772644708  
67413639235755891879970464524226159074760914989935413350556875770807019893069201247121855122  
83638941702255216631601001307425878158314387046118270789357784940867204055508948216034308548  
26123481453226898830252259887994523292902811699275321605908105737792665133761261824833211325  
69024859743719693851560150688138682740006839121878186016670586054186782843222372972136734824  
12392922068159291496274311170208689056585352782844484721140846367741649962638649229509281867  
89606720847417840215629497894071295951835184641385914179238085331381201529533354671663434428  
40864267754807757478081500307321197048678056887043034610423731014734850920199067950143690699  
32  
julien@ubuntu:~/0x0b. more malloc, free$
```

#### Repo:

- GitHub repository: `alx-low_level_programming`
- Directory: `0x0C-more_malloc_free`
- File: `101-mul.c`

☐ Done?

☐ Check your code

☒ Ask for a new correction

☐ Get a sandbox

☐ QA Review

