## CSC209H Worksheet: Stacks and Heaps

1. Trace the memory usage for the program below. We have set up both stack frames for you, and the location of the heap.

_	Section	Address	Value	Label
_	Heap	0x23c	10	
		0x240	20	
		0x244	≥0	
include <stdlib.h></stdlib.h>		0x248		
<pre>#include <limits.h> #include <stdio.h> #include <errno.h></errno.h></stdio.h></limits.h></pre>		÷	÷	
int *mkarray1(int a, int b, int c) {  int arr[3]; int *arr = malloc (Size of (mt) * 3)  arr[0] = a;	stack frame for mkarray1	0x454	2236	7 ar
		0x458	0x23C	
arr[1] = b; arr[2] = c;		0x45c	2/1//	7
<pre>int *p = arr;</pre>		0x460	0x464	P
return p;		0x464	10	arrec
/ Code for other_function() omitted.		0x46c	20	
nt main() {		0x470	30	
<pre>int *ptr = mkarray1(10, 20, 30);</pre>		0x474	30 C	
other_function(); printf("%d %d %d\n", ptr[0], ptr[1], ptr[2]);  free (ptr);		0x478	1 20 6	
		0x47c	[10] a	
	stack frame for main	0x480	DX 464	ptv
		0x484	UXTUI	1
		0x488		
		0x48c		

The program in part 1 will not work correctly. Notice the call to other\_function. Explain to your partner why the program doesn't work. Fix the mkarray1 function, and trace it again.

3. Once you've fixed the code, add a statement to your program to deallocate the memory on the heap as soon as possible.

The data previously used for our could be overwritten. And the data of mkanaya may be poped in stock

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4. Trace the memory usage for the program below. We have set up the stack frame for you, and the location of the heap.

	Section	Address	Value Label
<pre>#include <stdio.h> #include <stdlib.h></stdlib.h></stdio.h></pre>	Heap	0x224	3
<pre>/* Build an array in dynamic memory to hold    multiples of x from x to x*x.    Return a pointer to this array. */ int *multiples(int x) {</pre>		0x228	6
		0x22c	9
		0x230	
<pre>int *a = malloc(sizeof(int) * x); for (int i=0; i &lt; x; i++) {</pre>		0x234	
a[i] = (i+1) * x; }		0x238	
<pre>return a; }</pre>		0x23c	
<pre>int main() {</pre>		0x240	
<pre>int *ptr; int size = 3;</pre>		0x244	
		÷	÷
	stack frame for multiples	0x470	[3] X
<pre>ptr = multiples(size);</pre>		0x470	$\begin{bmatrix} 0.00000000000000000000000000000000000$
<pre>for (int i=0; i<size; (ptr);<="" free="" i++)="" pre="" printf("%d\t",="" printf("\n");="" ptr[i]);="" {="" }=""></size;></pre>		0x474	0X224 a
		0x478	[ XXX3 i
	stack frame for main	0x47c	ot :-
		0x480	0x224 ptr
		0x484	3 size
<pre>return 0; }</pre>		0x488	
		0x48c	

- 5. Change the main function so that it calls multiples and prints the array in a loop with sizes of 3, 4, and 5. Besides the changes described, do not make any other changes or additions to the code.
- 6. Trace the memory usage of your changed program. Explain the problem to your partner and then fix it by adding calls to deallocate the memory.