```
1: // $Id: swap.c, v 1.9 2014-02-21 15:43:41-08 - - $
2:
 3: //
 4: // Example of a swap function to exchange two
 5: // areas of memory.
 6: //
7:
 8: #include <alloca.h>
9: #include <stdio.h>
10: #include <string.h>
11: #include <stdlib.h>
12:
13: // Swap using a malloc'd temp storage, later free'd.
14: void swapm (void *this, void *that, size_t size) {
       printf ("%s (%p, %p, %ld)\n", __func__, this, that, size);
15:
       void *temp = malloc (size);
17:
       printf ("%s: temp=%p\n", __func__, temp);
18:
       memcpy (temp, this, size);
19:
       memcpy (this, that, size);
20:
       memcpy (that, temp, size);
21:
       free (temp);
22: }
23:
24: // Swap using alloca'd storage, which is on the stack,
25: // auto freed when the function returns.
26: void swapa (void *this, void *that, size_t size) {
27:
       printf ("%s (%p, %p, %ld)\n", __func__, this, that, size);
       void *temp = alloca (size);
28:
       printf ("%s: temp=%p\n", __func__, temp);
29:
30:
       memcpy (temp, this, size);
31:
       memcpy (this, that, size);
       memcpy (that, temp, size);
32:
33: }
34:
35: int main (int argc, char **argv) {
       (void) argc; // warning: unused parameter 'argc'
37:
       printf ("%s\n", *argv);
38:
       double d1 = 3;
39:
       double d2 = 6;
40:
       printf ("d1 = %g, d2 = %g\n", d1, d2);
41:
       swapm (&d1, &d2, sizeof (double));
42:
       printf ("d1 = %g, d2 = %g\n", d1, d2);
       char s1[] = "Hello, World.";
43:
       char s2[] = "This is a test of swapa.";
44:
45:
       printf ("s1 = \"%s\", s2 = \"%s\"\n", s1, s2);
46:
       swapa (s1, s2, strlen (s1));
       printf ("s1 = \"%s\", s2 = \"%s\"\n", s1, s2);
47:
48:
       return 0;
49: }
50:
51: //TEST// valgrind --leak-check=full swap </dev/null >swap.out 2>&1
52: //TEST// mkpspdf swap.ps swap.c* swap.out
53:
```

02/09/16 13:30:05

\$cmps012b-wm/Labs-cmps012m/lab9c-voidstar-generic/misc/swap.c.log

1/1

02/09/16 13:30:06

```
1: ==18686== Memcheck, a memory error detector
    2: ==18686== Copyright (C) 2002-2013, and GNU GPL'd, by Julian Seward et al
    3: ==18686== Using Valgrind-3.10.1 and LibVEX; rerun with -h for copyright
info
    4: ==18686== Command: swap
    5: ==18686==
    6: swap
    7: d1 = 3, d2 = 6
    8: swapm (0xffefff538, 0xffefff530, 8)
    9: swapm: temp=0x9c9a090
   10: d1 = 6, d2 = 3
   11: s1 = "Hello, World.", s2 = "This is a test of swapa."
   12: swapa (0xffefff520, 0xffefff500, 13)
   13: swapa: temp=0xffefff480
   14: s1 = "This is a tes", s2 = "Hello, World.t of swapa."
   15: ==18686==
   16: ==18686== HEAP SUMMARY:
                     in use at exit: 0 bytes in 0 blocks
   17: ==18686==
   18: ==18686==
                   total heap usage: 2 allocs, 2 frees, 24 bytes allocated
   19: ==18686==
   20: ==18686== All heap blocks were freed -- no leaks are possible
   21: ==18686==
   22: ==18686== For counts of detected and suppressed errors, rerun with: -v
   23: ==18686== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 1 from 1)
```