

# Intro. to Computer Programming

## Midterm 2

CHEN Xiwen

UM-SJTU Joint Institute

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# Open/Close Files

## Syntax.

```
1 FILE* fp = fopen(filename, mode);  
2 fclose(fp);
```

Mode	Explanation
<code>r</code>	read from <b>existing</b> file
<code>w</code>	open or <b>create</b> a file to write
<code>a</code>	open or <b>create</b> a file, append data
<code>r+</code>	read from and write to an <b>existing</b> file
<code>w+</code>	open or <b>create</b> a file to read and write, discarding existing contents
<code>a+</code>	open or <b>create</b> a file to read and write, append to existing contents

Figure: File I/O Modes

# Read from / Write to a File

## Syntax.

```
1 int fscanf(FILE* restrict stream, const char* format,  
   ...);  
2 int fprintf(FILE* restrict stream, const char* restrict  
   format, ...);
```

**Example.** Read integers from a file, space separated, until `\n` is met.

```
1 int num;  
2 FILE* fp = fopen("input.txt", "r");  
3 while (fscanf(fp, "%d ", &num) != EOF) {  
4     printf("%d\n", num);  
5 }
```

## Standard Libraries

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# String Operations

## Useful Functions.

```
1 size_t strlen(const char* s);  
2 char* strcpy(char* dst, const char* src);  
3 char* strcat(char* restrict s1, const char* restrict s2);  
4 int strcmp(const char* s1, const char* s2);
```

## Example. Command line arguments.

```
1 if (strcmp(argv[i], "-h") == 0) {  
2     // do something;  
3 }
```

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# Dynamic Memory

## Syntax.

```
1 void* malloc(size_t size);  
2 void* calloc(size_t count, size_t size);  
3 void* realloc(void* p, size_t size);  
4 void free(void* ptr);
```

# Common Mistakes

**Mistake 1.** Allocate memory in subfunctions, which does not return the pointer nor free the memory.

```
1 int sum(int a, int b) {  
2     int* c = malloc(sizeof(int));  
3     return a + b;  
4 }  
5 int main() {  
6     int c = sum(2, 3);  
7     printf("2 + 3 = %d\n", c);  
8     return 0;  
9 }
```

# Common Mistakes

**Mistake 2.** Pass a pointer to a subfunction and attempt to allocate memory to the pointer.

```
1 void create_node(node_t* node) {  
2     node = malloc(sizeof(node_t));  
3 }  
4 int main() {  
5     node_t* node;  
6     create_node(node);  
7     // do something;  
8     return;  
9 }
```

**Correction.** Pass a pointer to pointer.

```
1 void create_node(node_t** node) {  
2     *node = malloc(sizeof(node_t));  
3 }
```

# Common Mistakes

## Mistake 3. Dynamic arrays in structures.

```
1 typedef struct Player {  
2     card_t* cards;  
3 } player_t;  
4 int main() {  
5     player_t* players = malloc(3 * sizeof(player_t));  
6     for (int i = 0; i < 3; i++) {  
7         players[i].cards = malloc(52*sizeof(card_t));  
8         // do something;  
9     }  
10    // do something;  
11    free(players);  
12    return 0;  
13 }
```

# Common Mistakes

## Mistake 4. Double free of memory.

```
1 int main() {  
2     int* a = malloc(10 * sizeof(int));  
3     int* b = realloc(a, 7 * sizeof(int));  
4     // do something;  
5     free(a);  
6     free(b);  
7 }
```

# Common Mistakes

Mistake 5. Lose the address of allocated memory.

```
1 int main() {  
2     int* a = malloc(10 * sizeof(int));  
3     int b[5] = {1, 2, 3, 4, 5};  
4     a = b;  
5     // do something;  
6     free(a);  
7 }
```

# Common Mistakes

**Mistake 6.** Misunderstand "pointer" and "memory" pointed by the pointer.

```
1 void clear_list(node_t* head) {
2     node_t* tmp_node = malloc(sizeof(node_t));
3     tmp_node = head;
4     // do something;
5 }
6 int main() {
7     node_t* head = create_list();
8     // do something;
9     clear_list(head);
10    return 0;
11 }
```

# Clarifications

- ▶ The number we use `malloc` or `calloc` should match the number of `free` in the program.
- ▶ To change the address that is stored in the pointer, pass a pointer to pointer to the subfunction. Otherwise, we are actually passing a *copy* of the address to the subfunction.
- ▶ In case of array of pointers, where each pointer points to a dynamic memory, we need to traverse the array to free each dynamic memory.



# Remarks

1. Start from the easiest question.
2. Do not waste too much time on a single question, especially if it does not worth too many marks.
3. Use templates.
4. If you have a clear solution to the problem, do not spend too much time on README.
5. C is supposed to be much easier than MATLAB for you. Therefore, be confident!
6. Practice yourself to achieve 5.

*Good luck for your Midterm 2!*