

# Week 6

- Arrays
- Strings



# Where do we have problems?

- Lists
- Multiple of something
- Text

# Array

- `int scores[10];`
- An array is a **fixed size sequential** collection of elements of the **same type**
- Addressable through e.g. `scores[5]` //which element?

# int scores[4];

0x7fee6e6b8d0

scores[0]

undefined

0x7fee6e6b8d4

scores[1]

undefined

0x7fee6e6b8d8

scores[2]

undefined

0x7fee6e6b8dc

scores[3]

undefined

```
int main(int argc, char **argv){
    int numbers[4];
    numbers[0] = 5;
    numbers[1] = 2;
    numbers[2] = 12;
    numbers[3] = 2;
    int sum = 0;
    for(int i = 0; i < sizeof(numbers)/sizeof(int); i++){
        sum += numbers[i];
    }
    printf("%i\n", sum);
    return 0;
}
```

**How many elements?**

**21**

**Let's extract it to a function!**

```

int sum(int numbers[]){
    int sum = 0;
    for(int i = 0; i < sizeof(numbers)/sizeof(int); i++){
        sum += numbers[i];
    }
    return sum;
}

```

**Yields 7.. Why?**

**test.c:6:30: warning: sizeof on array function parameter will return size of 'int \*' instead of 'int [4]'**

**[-Wsizeof-array-argument]**

```

for(int i = 0; i < sizeof(numbers)/sizeof(int); i++){

```

^

**test.c:4:13: note: declared here**

```

int sum(int numbers[4]){

```

^

**1 warning generated.**

**Array is converted to  
pointer?**

# Hear some words from Linus Torvalds:

Christ, people. Learn C, instead of just stringing random characters together until it compiles (with warnings).

This:

```
static bool rate_control_cap_mask(struct ieee80211_sub_if_data *sdata,  
                                struct ieee80211_supported_band *sband,  
                                struct ieee80211_sta *sta, u32 *mask,  
                                u8 mcs_mask[IEEE80211_HT_MCS_MASK_LEN])
```

is horribly broken to begin with, because array arguments in C don't actually exist. Sadly, compilers accept it for various bad historical reasons, and silently turn it into just a pointer argument. There are arguments for them, but they are from weak minds.



**When an array is passed  
as a parameter, it is  
downcasted to a pointer**

```
int sum(int numbers[])
```

**Becomes**

```
int sum(int *numbers)
```

# Pointer Arithmetic

- Addition and Subtraction on a pointer
- $\text{Ptr} + 1$  doesn't increase the address by 1
- $\text{Ptr} + 1$  increases by the size of the value pointed to  
In a nutshell: go to next value

# Pointer Arithmetic

```
int numbers[4];  
numbers[0] = 5, numbers[1] = 2;  
numbers[2] = 12, numbers[3] = 32;  
int* ptr = numbers;
```

```
printf("%i\n", *ptr); //5  
ptr++;  
printf("%i\n", *ptr); //2  
ptr+=2;  
printf("%i\n", *ptr); //32
```

```
int numbers[4];  
numbers[0] = 5, numbers[1] = 2;  
numbers[2] = 12, numbers[3] = 32;  
int* ptr = numbers;
```

```
printf("%i\n", ptr[0]); //5  
printf("%i\n", *(ptr+1)); //2  
printf("%i\n", ptr[1]); //2  
printf("%i\n", *(ptr+3)); //32  
printf("%i\n", ptr[3]); //32
```

```
int sum(int *numbers){  
    int sum = 0;  
    for(int i = 0; i < sizeof(numbers)/sizeof(int); i++){  
        sum += numbers[i];  
    }  
    return sum;  
}
```

**Still only 7**

# What is going on here?

- A pointer points to some address in memory
- A pointer has no size or number of elements associated
- C doesn't save the size of some array in memory, why should it?
- Assumption: If you need the size of an array, store it  
**YOURSELF**

# Pass the size of the array as parameter

```
int sum(int *numbers, int size){  
    int sum = 0;  
    for(int i = 0; i < size; i++){  
        sum += numbers[i];  
    }  
    return sum;  
}
```



# Off by One Errors



- You need to tell how many elements your pointer may access
- One short -> one element ignored
- One too much -> Try it out!

# How far can we go?



- Try accessing array elements out of bounds
- Negative numbers?  
Positive numbers?
- Will your program crash at some point?

```
printf("%i\n", ptr[10]);  
printf("%i\n", ptr[100]);  
printf("%i\n", ptr[1000]);
```

**1599287429**

**778121006**

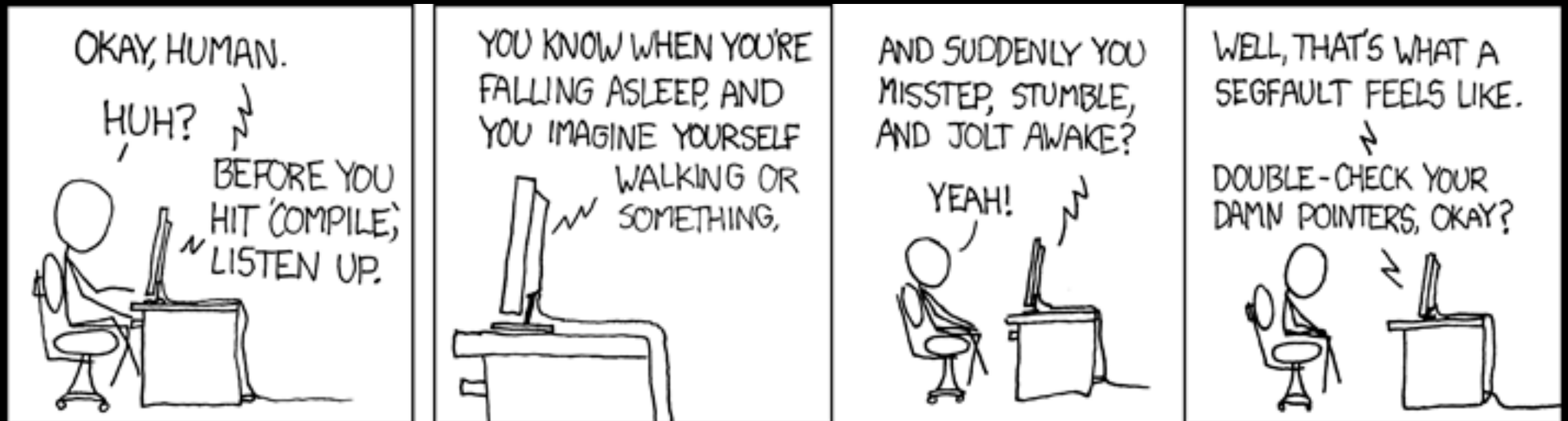
**[1] 8970 segmentation fault ./a.out**

**What is a segmentation fault?**

# What is a Segmentation Fault?

- Your program gets access to specific parts of memory on your computer.
- When your program attempts to do something with memory it doesn't have access to, it's an unrecoverable bug and the program gets killed

# What is a Segmentation Fault?



**„Ich glaube Pointer und Strings sollte gesplittet werden.“**

*–Ich, als ich die Folien geschrieben habe*

# Exercises

- Double all numbers in an array and print it
- Sort 20 numbers in an array
- Write some code to sort any array, benchmark it with 1.000.000 numbers. Use random numbers for initialization
- Create a „screen“ by having a buffer where each character is a pixel.  
Write a function to draw a square by position and dimensions
- Write a function that takes an array and adds n elements together