

ICS Homework 10

November 26, 2019

1 Struct and Union

Please answer the following questions according to the definition of the union.

```
1 union ele {
2     struct s1 {
3         char cc;
4         union ele *next;
5         short ss;
6         long long int li;
7     } e1;
8     int i;
9     struct s2 {
10        char c;
11        struct s1(*f)(int i, short s, long l);
12        char str[3];
13        short s;
14        int *p[2];
15        char c2;
16        int ii;
17    } e2;
18 } u;
```

1. Fill in the following blocks. (please represent address with hex)

sizeof(u.e1)	32
sizeof(u.e2)	48
sizeof(union ele)	48
u	0x601060
u.e1.next	0x601068
u.e1.li	0x601078
u.e2.f	0x601068
u.e2.p[1]	0x601080

2. How many bytes are WASTED in struct s2 under x86-64? If you can rearrange the declarations in the struct s2, how many bytes of memory can you SAVE in struct s2 compared to the original declaration under x86-64?

48-(1+8+3+2+16+1+4) = 13 bytes wasted.
save 8 bytes. It will use 40 bytes. (5 bytes padding at the end of struct)

2 Array and Pointer

Please answer the following questions and explain why. Assume we use x86-64 machines.

1. Is the value of `&(a[1])` equals to value of `(b+1)`?

```
1 int a[2]; char *b = a;
```

No. `sizeof(int)` is 4, `sizeof(char)` is 1.

2. Is the value of `&(a[1])` equals to value of `(b+1)`?

```
1 int a[2]; char **b = a;
```

No. `sizeof(int)` is 4, `sizeof(char *)` is 8.

3. Is the value of `&(a[1])` equals to value of `(b+1)`?

```
1 int *a[2]; char **b = a;
```

Yes. Both `a` and `b` are pointer to pointers.

4. Is the value of `&(a[1])` equals to value of `(b+1)`?

```
1 int a[2]; char (*b)[2][2] = a;
```

Yes. `b` is a pointer to a 2D array, and the size of this 2D array is 4 bytes.

5. Is the value of `&(a[1])` equals to value of `(b+1)`?

```
1 int a[2]; char (**b)[2][2] = a;
```

No. `b` is a pointer points to a pointer to a 2D array, so `b+1` is 8 byte-advanced than `b`.

6. What is `a`?

```
1 int *(*a[3])(int *, int);
```

An array with 3 elements points to a function with two parameters (`int *` and `int`) returning `int` pointer.