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System-Level Programming

Lab 9

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Part1:

1)

```
[asiegelll@gsuad.gsu.edu@snowball Lab9]$ ./freq test.txt
The most frequent letter is 's'. It appears 8 times
[asiegelll@gsuad.gsu.edu@snowball Lab9]$
```

Part 2:

1)

```
[asiegel11@gsuad.gsu.edu@snowball Lab9]$ ./addressOfScalar
Address of charvar = 0x7ffeb30ddb6f
Address of charvar - 1 = 0x7ffeb30ddb6e
Address of charvar + 1 = 0x7ffeb30ddb70
Address of intvar = 0x7ffeb30ddb68
Address of intvar - 1 = 0x7ffeb30ddb64
Address of intvar + 1 = 0x7ffeb30ddb6c
```

```
#include <stdio.h>
int main(){
```

```
printf(\text{``address of charvar} = \%p\n\text{''}, (void *) (\&charvar)); printf(\text{``address of charvar} - 1 = \%p\n\text{''}, (void *) (\&charvar-1)); printf(\text{``address of charvar} + 1 = \%p\n\text{''}, (void *) (\&charvar+1)); // initialize an int variable, print its address and the next address \\ printf(\text{``address of intvar} = \%p\n\text{''}, (void *) (\&intvar)); printf(\text{``address of intvar} - 1 = \%p\n\text{''}, (void *) (\&intvar-1)); printf(\text{``address of intvar} + 1 = \%p\n\text{''}, (void *) (\&intvar+1)); \}
```

// initialize a char variable, print its address and the next address

3) intvar is incremented by 4 bytes because an int takes up 4 bytes of memory, so the next address is 4 bytes away.

Part 3:

```
[asiegel11@gsuad.gsu.edu@snowball Lab9]$ ./addressOfArray
numbers = 0x7fff57874a00
numbers[0] = 0x7fff57874a00
numbers[1] = 0x7fff57874a04
numbers[2] = 0x7fff57874a08
numbers[3] = 0x7fff57874a0c
numbers[4] = 0x7fff57874a10
sizeof(numbers) = 20
[asiegel11@gsuad.gsu.edu@snowball Lab9]$
```

- 2) The address of the array and the address of the first element are the same.
- 3) printf("lengthof(numbers) = &1u\n", sizeof(array)/sizeof(array[0]));