Davis Adams

Data Structures and Algorithms

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Week 2 Reading

1. What is a struct?

A struct is a mixture of different data types that combines them into one single unit.

1. What is a global variable? Where are they declared? Why should you avoid them?

A global variable is a variable outside of a function or definition that can be accessed by the whole program. They can cause problems with memory and debugging.

1. What are the differences between x and p?

The first one is declaring a variable and the second one is declaring the storage point that p points to.

1. What does ‘&x’ mean?

It points to the address of x

1. Where in memory does malloc() allocate space?

The heap

1. What questions do you have about the reading?

Not anything I can think of right now. I feel like I will have more questions during class.