

# The C programming language

```
main() { printf(&unix["\021%six\012\0"], (unix)["have"] + "fun" - 0x60); }
```

## Part 3 of 3

- standard C library
- strings in C, formatting
- data collections
  - stack
  - linked list
  - queues, trees, hashes and other
- program execution, process memory layout
- unit testing and integration testing
- to go further: calling conventions, ABI, SOs (DLLs), multithreading concepts

## Standard C library headers

assert.h	complex.h	ctype.h	errno.h
fenv.h	float.h	inttypes.h	iso646.h
limits.h	locale.h	math.h	setjmp.h
signal.h	stdalign.h	stdarg.h	stdatomic.h
stdbool.h	stddef.h	stdint.h	stdio.h
stdlib.h	stdnoreturn.h	string.h	tgmath.h
threads.h	time.h	uchar.h	wchar.h
wctype.h			

## Strings

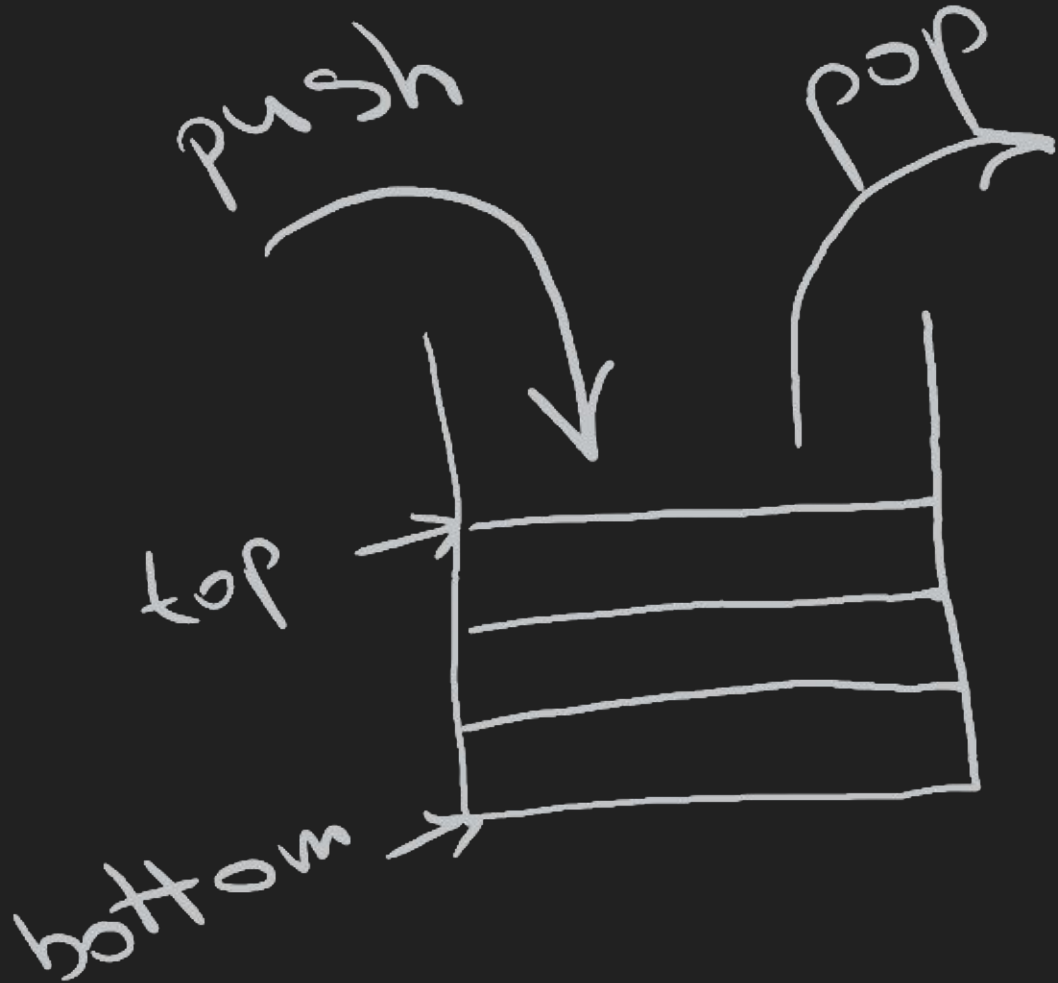
```
char a    = 'a',  
    b[]   = "b",  
    *c    = "c";
```

```
char sa[20] = "string";  
char *sp    = "string";  
// sizeof sa ?  
// sizeof sp ?  
// sa == &sa ?  
// sp == &sp ?  
// sa++ ?  
// sp++ ?
```

```
int x = '1234';  
char xar[] = { '1', '2', '3', '4' };  
printf("  x: %x\n", x);  
printf("xar: %x\n", *(int *)xar);
```

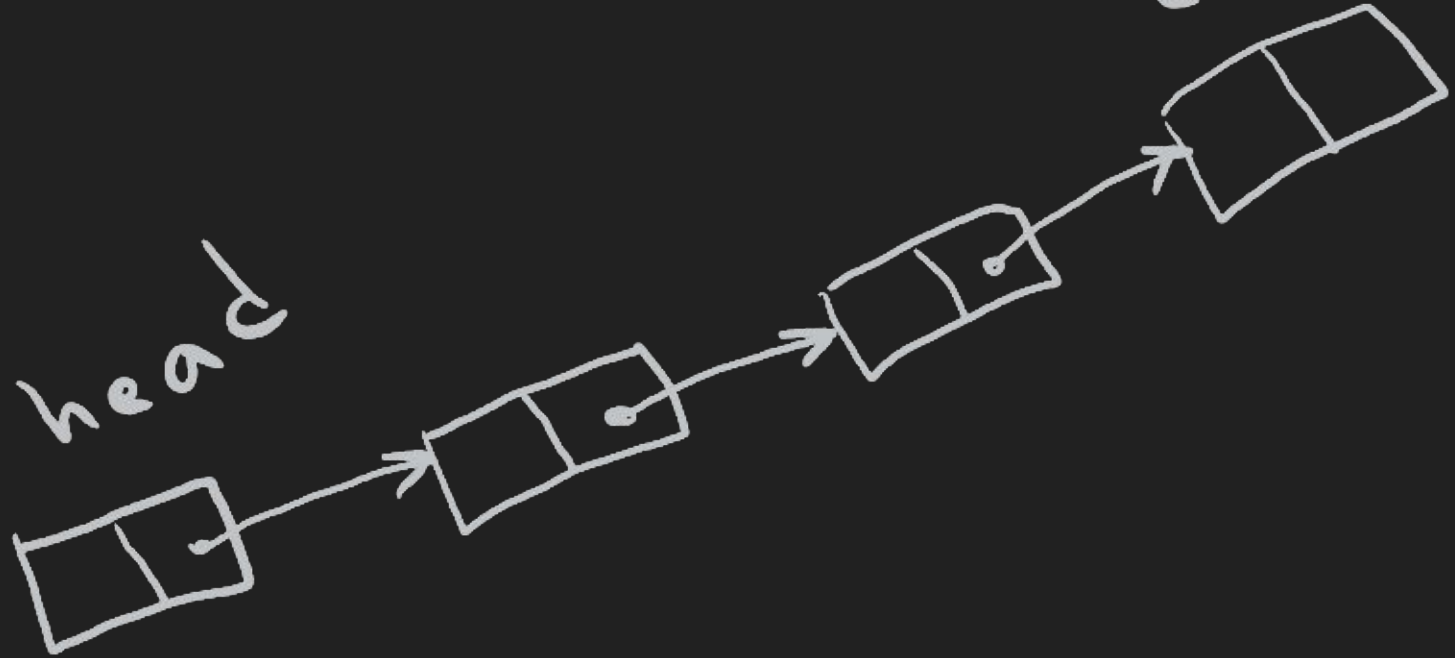
# Stack

LIFO



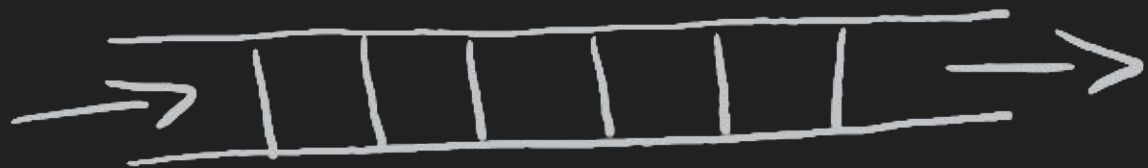
## Linked list

head

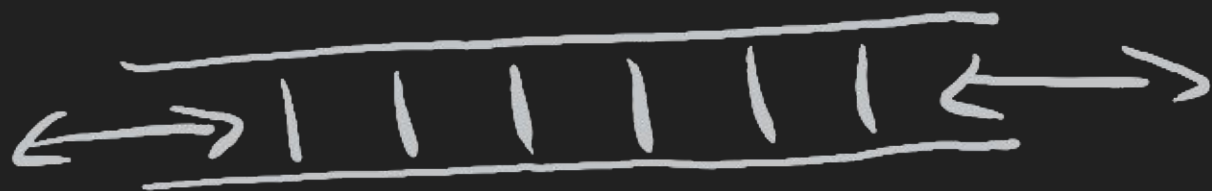


## Queues

FIFO

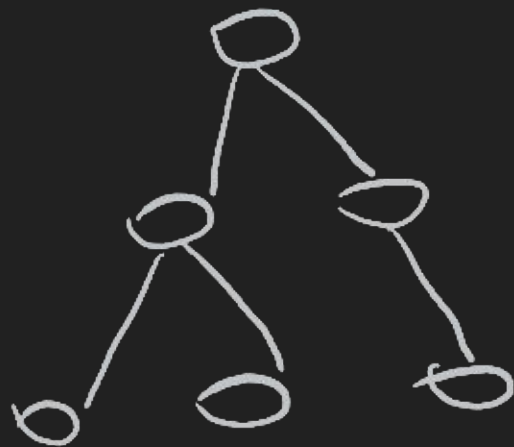


queue

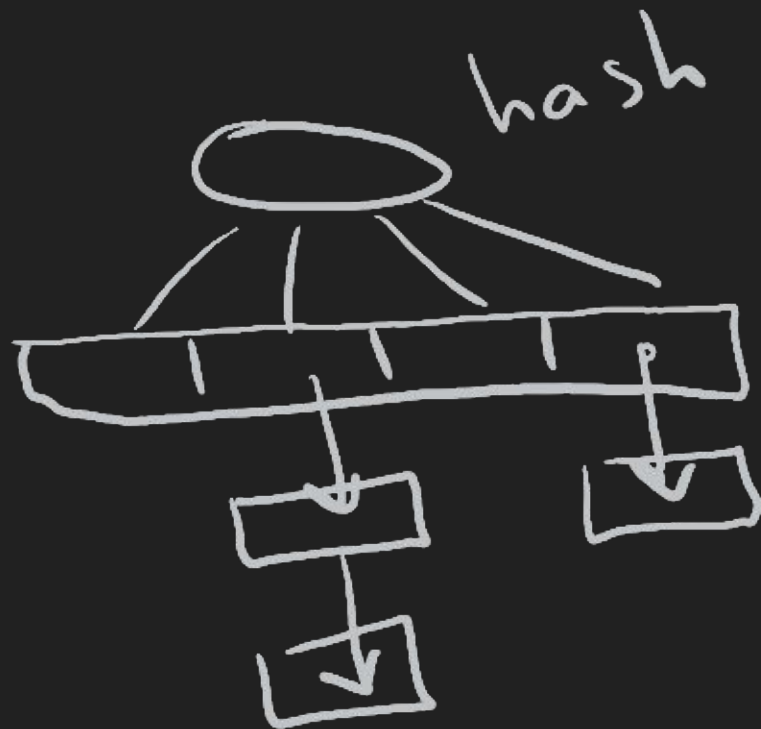


deque

## Trees, hashes

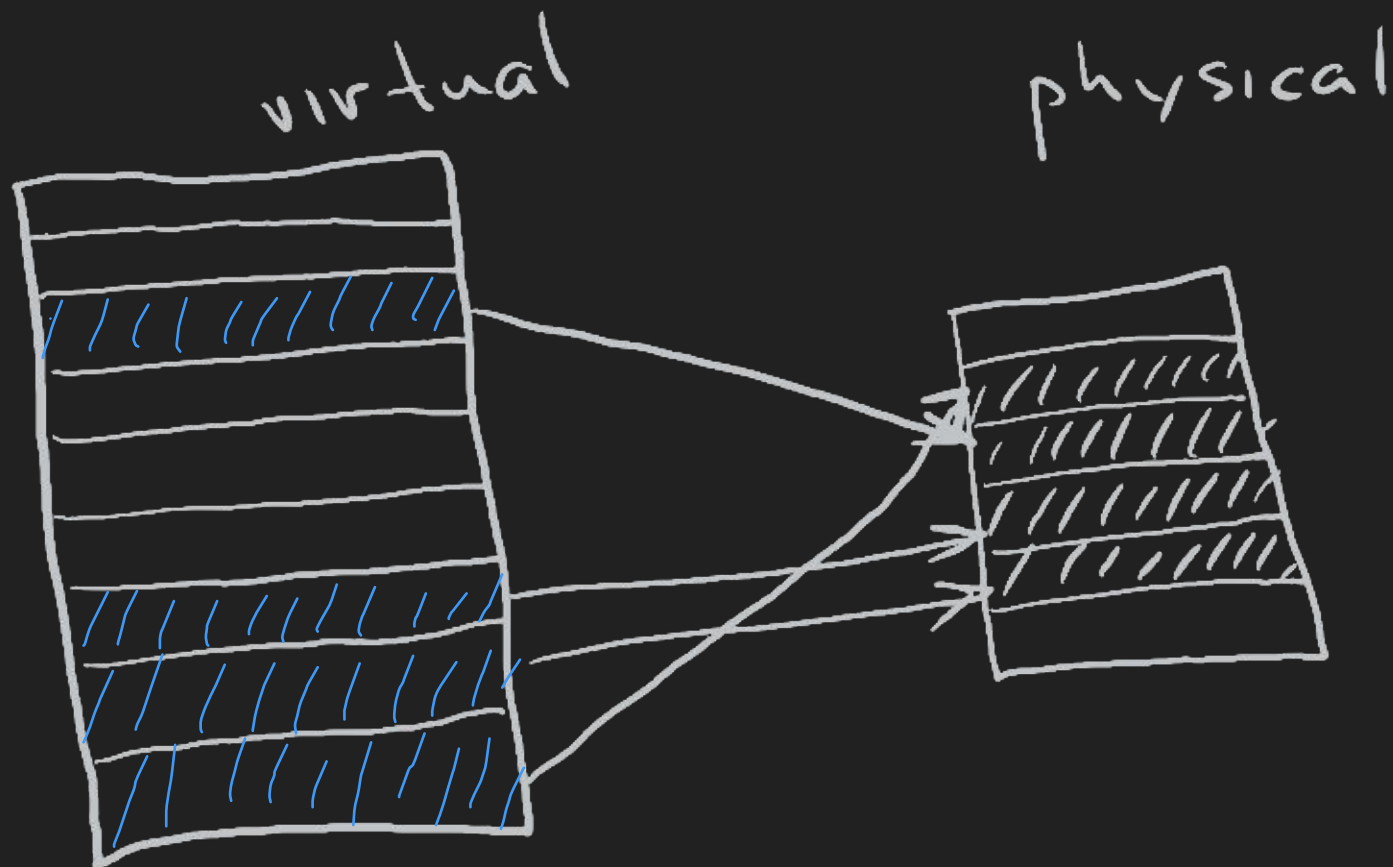


binary tree

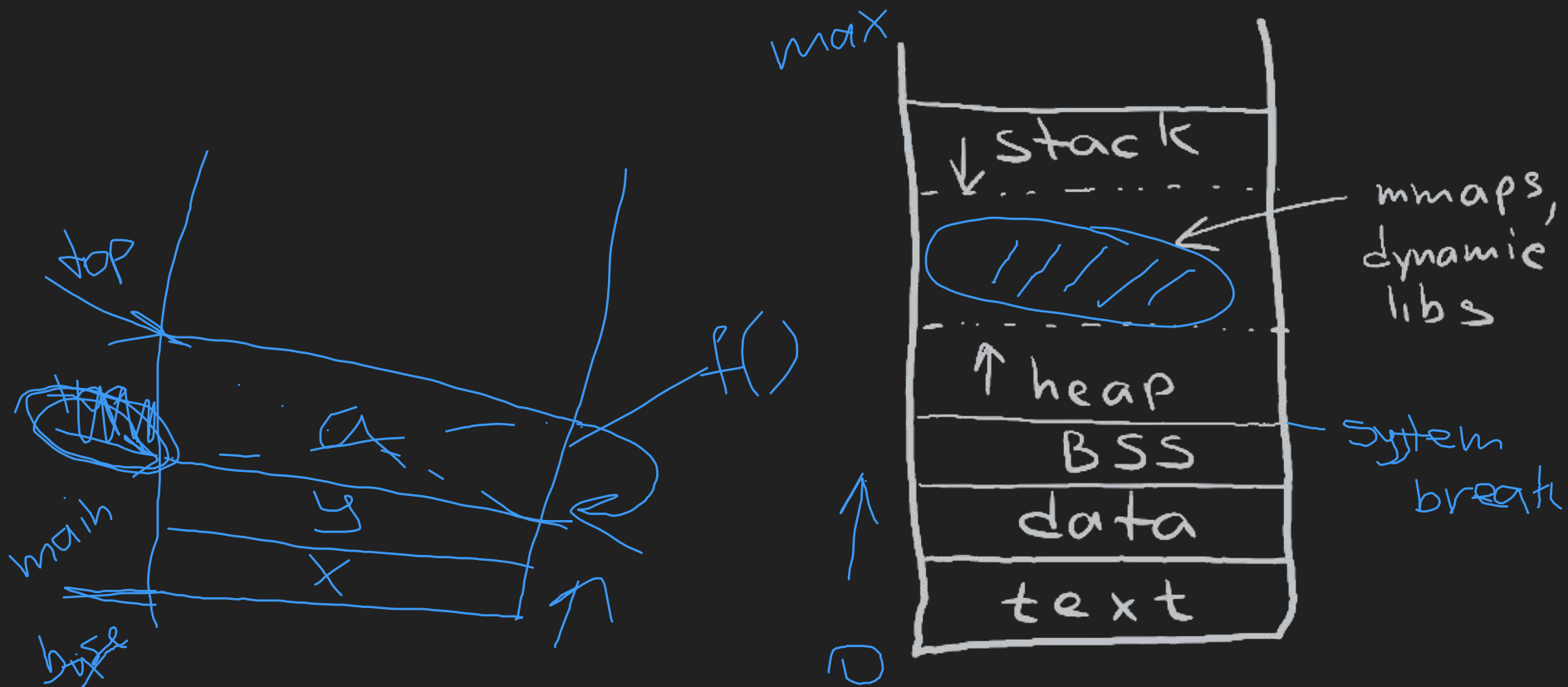




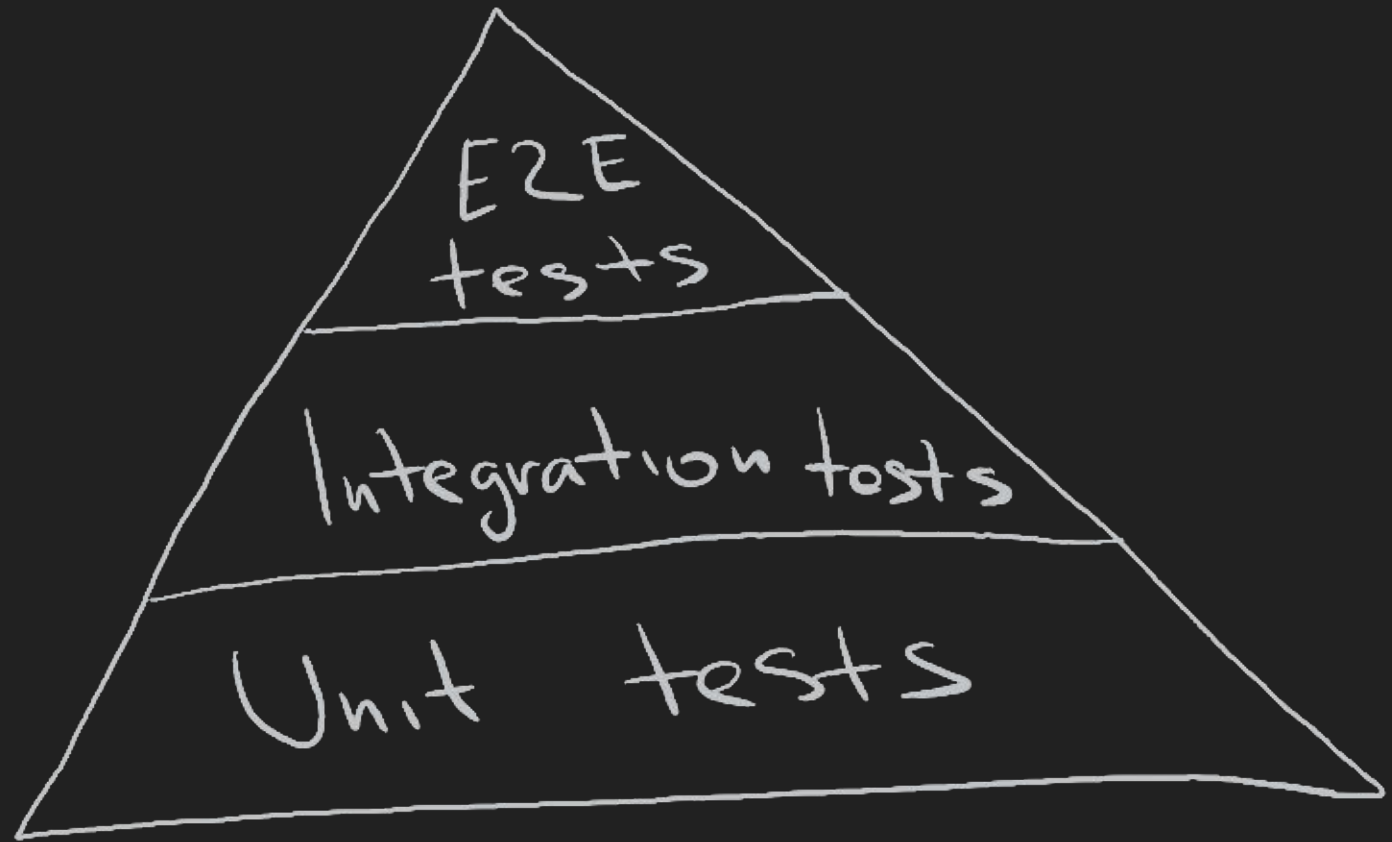
# Virtual memory



# Process memory



## Testing pyramid



# Home tasks

1. Write a function that copies a string to a new one dynamically allocated. The function should return the new string address or NULL in case of error. Avoid using the standard functions from `string.h`.
2. Write a stack library based on a linked list. Minimum set of operations: `push()`, `pop()`.
3. Write a queue library based on an array. Minimum set of operations: `enqueue()`, `dequeue()`.
4. Write the "map" function that receives an array of items, its size, and a function to apply individually to each item of the array. "map" could modify existing array or return a new one.
5. [OPTIONAL] Explain how the code from the title slide works (or unfold the code in text, make it simpler).