

# Discussion 02

## C/Memory

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# Announcements

# Agenda

- C Basics
- Structs and Unions
- Memory Review
- Endianness
- Q&A

# C Basics



# Types in C

- Everything in the computer is just bits!
  - What does that even mean?
- Definitions
  - `char` := 1 byte
  - `short` := 2 bytes
  - `int` := 4 bytes
  - `long` := 8 bytes

# Pointers (Pt. 1)

- Variables
  - nicknames for a value
  - Must be declared, and then initialized
    - `char *x; // declaration`
    - `x = "hello" // initialization`
  - Sit somewhere in memory
  - Are a series of `n` bits interpreted in a specific way
- Memory Addresses
  - Are just another variable type, that looks a bit different (like arrays)
  - Technically, just integers!
  - Declared with `type*`, then initialized with a valid memory address value

## Pointers (Pt. 2)

- Dereference
  - Memory addresses hold a value, that can be retrieved by `*addr`
- Address
  - Every variable has its own memory address, found at `&var` ! (where the variable lives)

# The `sizeof()` function

- Returns the size of the type of the given variable, in bytes



# Pointer Arithmetic

```
int *int_arr = malloc(20 * sizeof(int))
```

- `int_arr[i]` vs. `*(int_arr + i)`
- What happens when you add `i` to a pointer?



# Structs

- Blocks of memory storing consecutive values
- Accessing fields
  - `struct.field`
  - `(*struct_ptr).field`
  - `struct_ptr->field`

# TypeDef

- Create a nickname that can be referred to for values
- Typedef vs. `#define`
  - Both give aliases/nicknames to values
  - Typedef can only give symbolic names
  - `#define` can define aliases for values
    - `#define ONE 1;`
    - `typedef unsigned char BYTE;`
  - Typedef: interpreted by compiler
  - `#define`: substituted by the C pre-processor

# TypeDef (Example)

```
struct ll_node {  
    int val = 0;  
    ll_node* next;  
};  
struct ll_node {  
    int val = 0;  
    Node* next;  
} Node;
```

# Unions

- Effectively the same as structs EXCEPT not all fields will exist simultaneously
- Can still use dot notation to get fields
- Memory will be allocated for the largest field in the union!



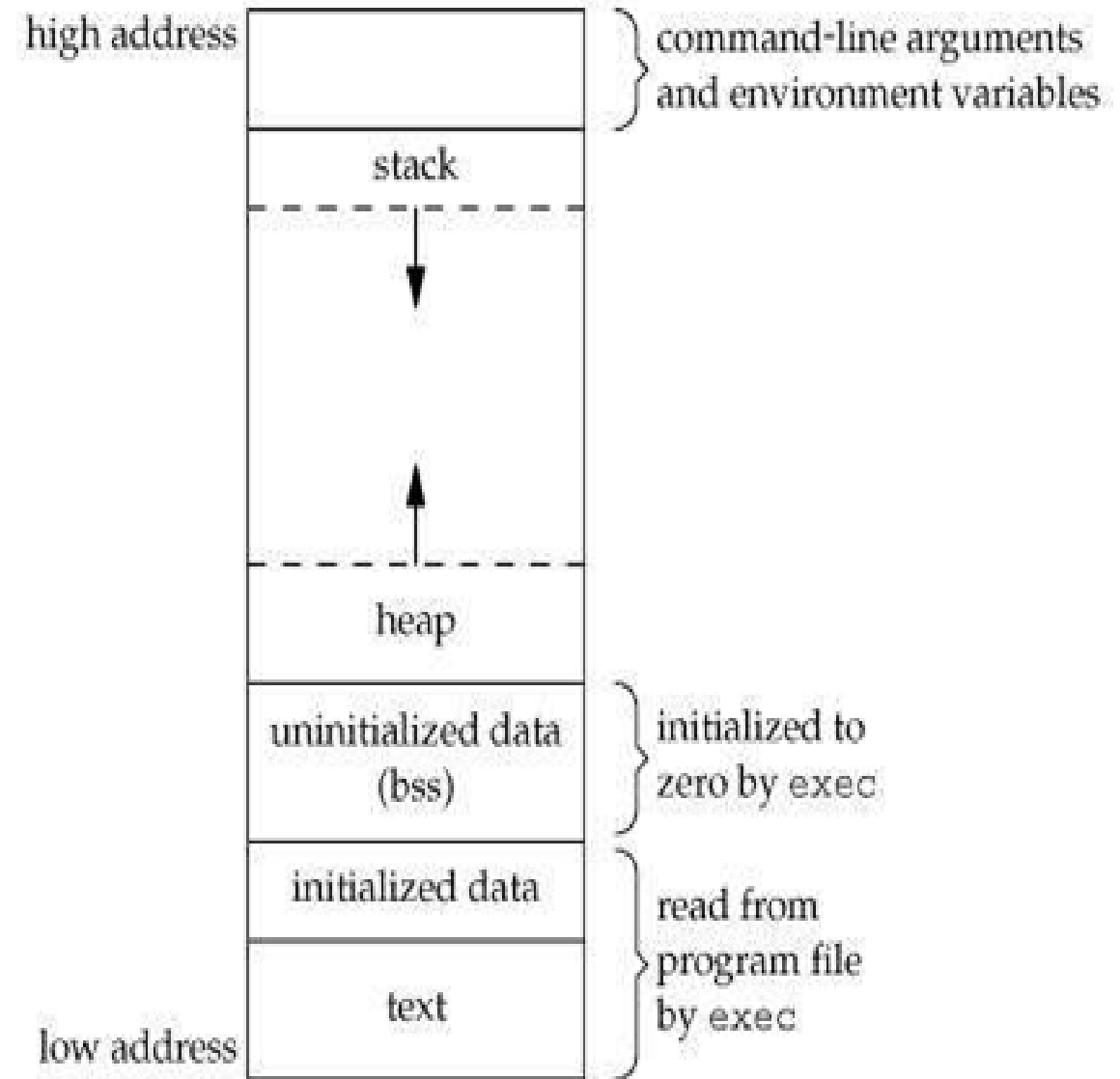
# Memory Structure

- Memory is contiguous!
- From top-down, it's separated into 4 chunks
  - Stack
  - Heap
  - Static/data
  - Text/Code



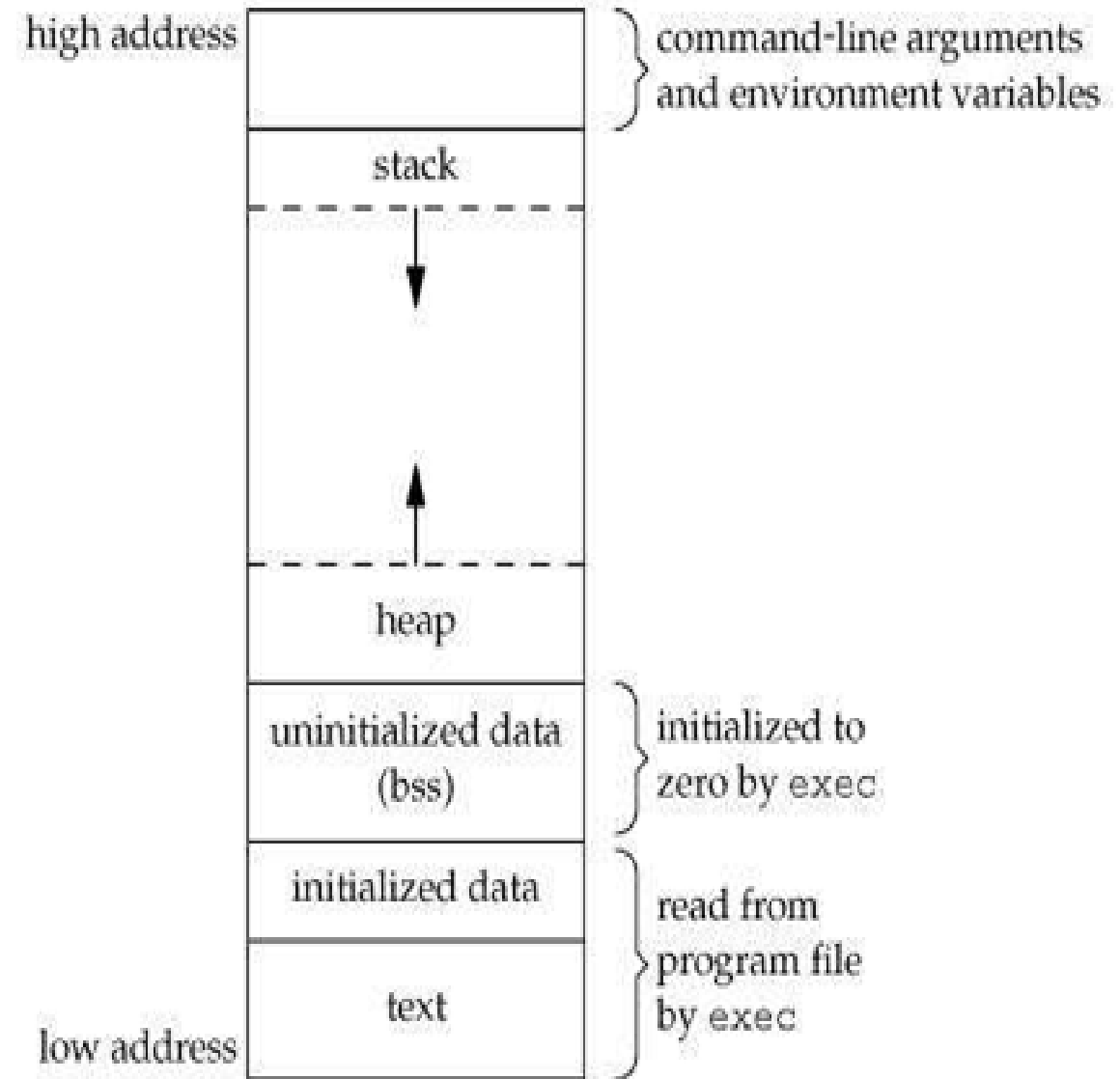
# Memory Structure (Pt.1)

- Code/text
  - The code that you intend to execute
- Static/data
  - Primarily constants that don't need to be changed
  - CAN be changed, e.g. global variables



# Memory Structure (Pt.2)

- Heap
  - Memory that is  
~~dynamically allocated~~
  - Can only put things on the heap using malloc()
  - MUST be freed!!!
  - Grows bottom-up
- Stack
  - Memory that is  
“automatically” allocated and  
“freed” by the system





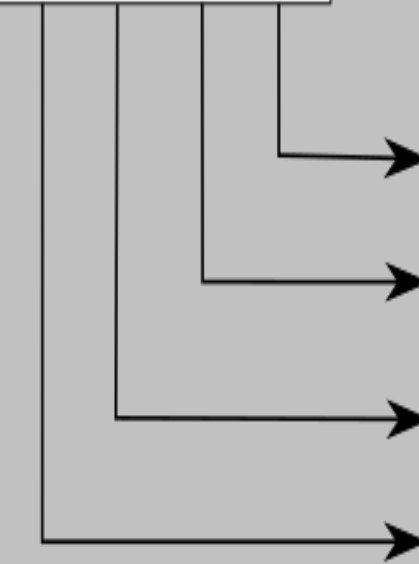
# Endianness

- Big endian: most significant byte @ smallest address
- Little endian: most significant byte @ largest address
- Base line: if you store something into memory, you should be able to read out the same value! (double flipping)

Little-endian

32-bit integer

0A0B0C0D

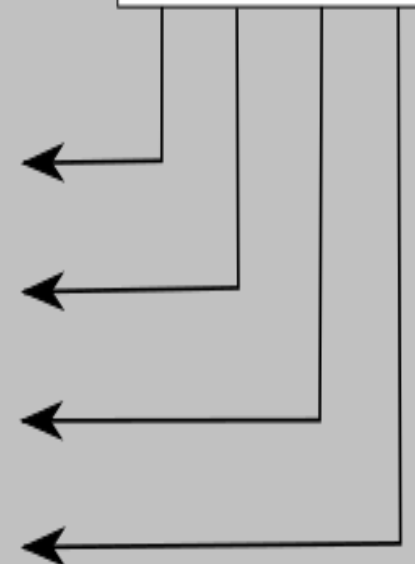


Memory

Big-endian

32-bit integer

0A0B0C0D



# Thank you!

## Feedback