

DAILY ASSESSMENT FORMAT

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Course:	C Programming	USN:	4AL17EC080
Topic:	Module 5: Structures and union Module 6: Memory management	Semester & Section:	6 TH SEM B - SEC

FORENOON SESSION DETAILS

(Handwritten notes from a Classmate notebook)

MODULE 5 : Structures & Unions

- * **Structures :-** A structure is a user-defined data type that groups related variables of different data types. struct is the keyword used.
- * **Declaration using structure :-**
`struct variable-name;`
- * **Using typedef :-** typedef keyword creates a type definition that simplifies code & make a program easier to read.
- * **Pointers to structure :-**
`struct mystruct * struct_ptr;`
`struct_ptr = & struct_var;`
`struct_ptr -> struct_mem;`
- * **Unions :-** A union declaration uses the keyword union, a union tag. Union members can be of any data type.

□ MODULE 6 : MEMORY MANAGEMENT

- An int variable, for example, is typically allocated 4 bytes when declared. We know this by using the sizeof operator :

```
int x;  
printf ("%d", sizeof(x)); // o/p: 4 //
```
- Dynamic memory allocation is the process of allocating & freeing memory as needed.
- stdlib.h library includes memory management functions
- malloc() :- This function allocates a specified no. of contiguous bytes in memory .
- free() :- It release memory .
- calloc() :- This funtⁿ allocates memory based on the size of a specific item , such as structure
- Realloc() :- This funtⁿ expands a current block to include additional memory .



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