CSCA48 - Intro to CS II

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Week 2 - Jan 20th

Memory Model in C

- * It's like a locker room! All locker boxes are numbered in increasing order, and only can be accessed by the right user.
- * There are 3 different ways in which a program can get a box in memory:

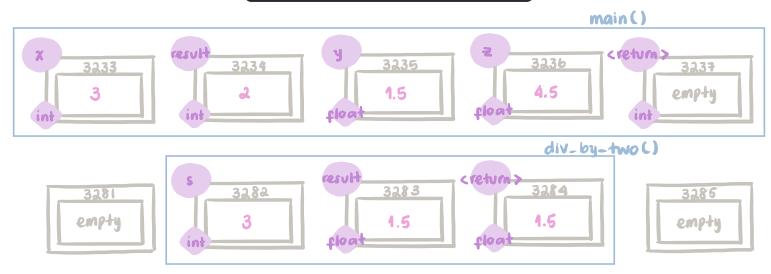
- Declaring a variable (each variable gets a box)

- Input parameters to functions leach gets a box)

- Return value (gets one box)

Ex1: Draw the diagram of the memory model right at the point where the result is returned liberare the space reserved for the function is released) for the following program.

```
1  #include<stdio.h>
2
3  float div_by_two(int s){
4    float result;
5    result = s / 2;
6    return result;
7  }
8
9  int main(){
10    int x, result;
11    float y, z;
12    x = 3;
13    y = div_by_two(x);
14    z = y + 3;
15    result = z / 2;
16    printf("The result is: %d\n",result);
17 }
```



Arrays and Strings

- * Arrays:
 - Collections of contiguous boxes of the same data type. (contiguous in memory)
 - Fixed size
 - Wrong indexes? You are screwed...
- + Strings:
 - Arrays of chars.
 - End-of-string delimeter '10'
 - Strings are passed to functions by telling it is location in memory, so the function can modify the original input.

Ex2: What do you think this prints out?

```
#include<stdio.h>

int main(){

char original[1024]="This is the original string!";

char unoriginal[1024]="And this is another string!";

original = unoriginal;

printf("%s\n",original);
}
```

does this even work?! Why?!

How can we copy elements from an array?

Ex3: Does the following code compile? If not, what would you change?

```
1  #include<stdio.h>
2
3  int main(){
4    int array_one[10];
5    int array_two[5];
6
7    for (int i=0; i<5; i++){
8        array_two[i]=i;
9    }
10
11    array_one=array_two;
12 }</pre>
```

Nope! Colors not allow assignment between arrays like this.

If we need to copy values we need to do it manually.

Ex 4: Write a function that takes two input strings (size 1024) and swaps their content.

Hmm ... Interesting!