

CS2014

Systems Programming

Lectures:

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C Programming

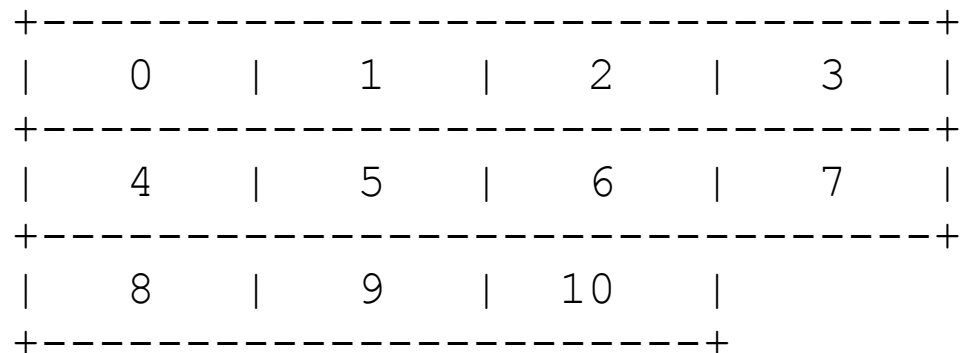
- Learn by doing!
- Today: memory, structures, unions...
- If you're interested in programming, play with doing the examples in some other programming language, e.g. python, PHP or whatever you prefer
 - Eventually, you'll see the common concepts, the different concepts, and the syntactic sugar
 - But you don't have to do that to pass the course or even to do well in the exam, C is enough for that
- Today: memory, structures, unions...
- Learn by doing! (Did I say that already?)

Layout of an array in memory

- From the perspective of your program, octets of an array are laid out in sequence
- Special case: strings are arrays of chars
 - Strings are often null-terminated, i.e. have a zero valued octet at the end
 - Some functions assume that, great source of bugs

```
char my_str[11];
```

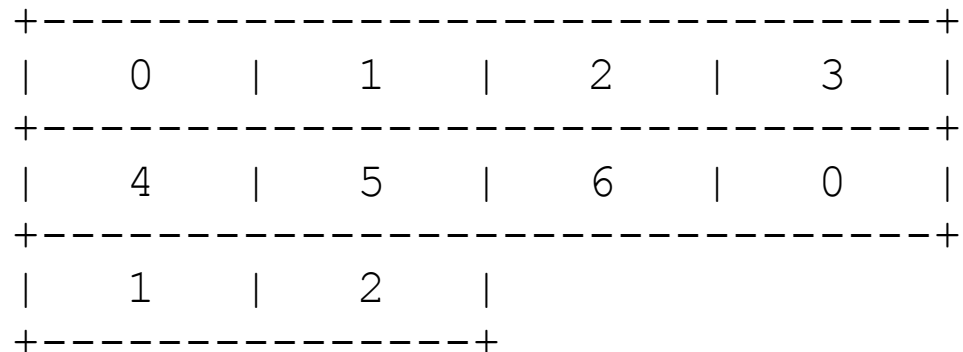
```
snprintf(my_str, 11, "foo");
```



Layout of two arrays in memory

- From the perspective of your program, two arrays on the stack are sequential
 - Not true of heap, when storage is allocated via `malloc()`
- **DANGER!!! DANGER!!!**
 - And somewhat fictional

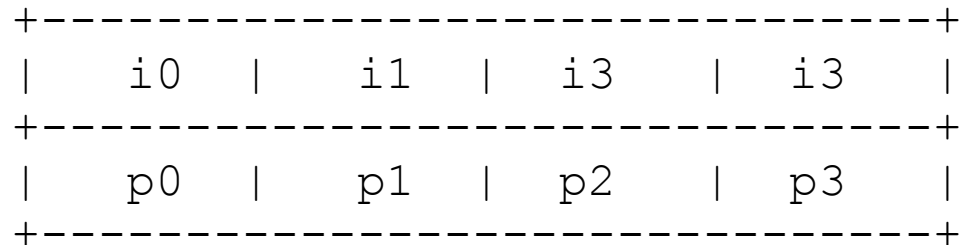
```
char my_str[7];  
char my_other_str[3];
```



Word size counts

- 8,16,32,64 bit processors differ
 - Endian-ness matters (and little-endian now dominant)
 - <https://en.wikipedia.org/wiki/Endianness>
- Different OSes differ
- Portable C can work on all those if done well
- Bugs can manifest very differently

```
int my_int;  
char *my_other_str;
```



Structured Data

- Lots of data is structured, e.g. account numbers and user information go together
- Struct in C allows you to handle that
- Similar to class concept in Java, C++ but limited to data, no code, no public/private
- Mostly used with typedef so struct can be used as a type, like int, char,

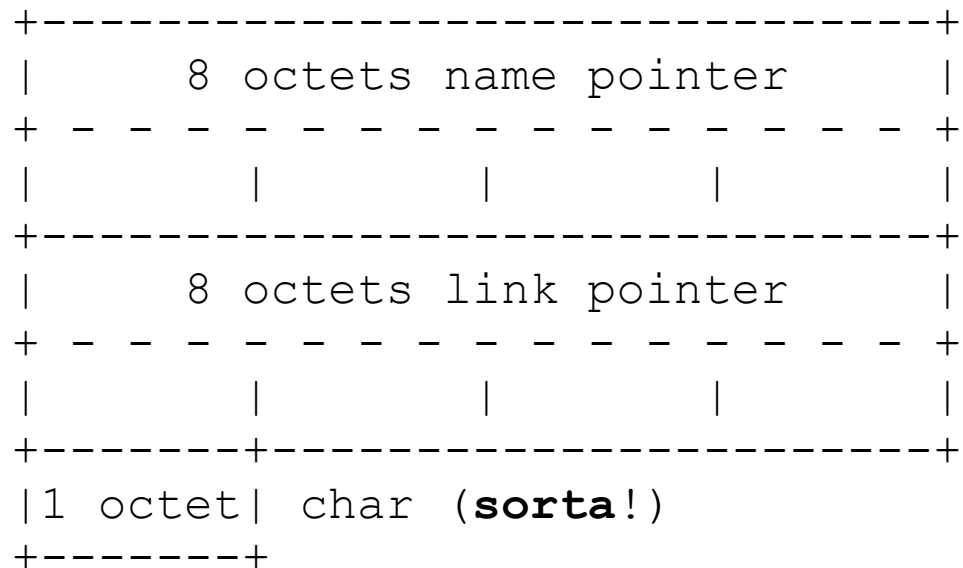
```
// structure with some info about a file
typedef struct _finfo {
    char *name;
    char *link;
    char isdir;
} finfo, *finfo_p;
```

```
finfo myvar;
myvar.name="foo";
myvar.link=NULL;
myvar.isdir=0;
```

Layout in memory

- Items in a struct are laid out as they would be if they were on the stack (and defined in the same sequence and the compiler hasn't optimised things)

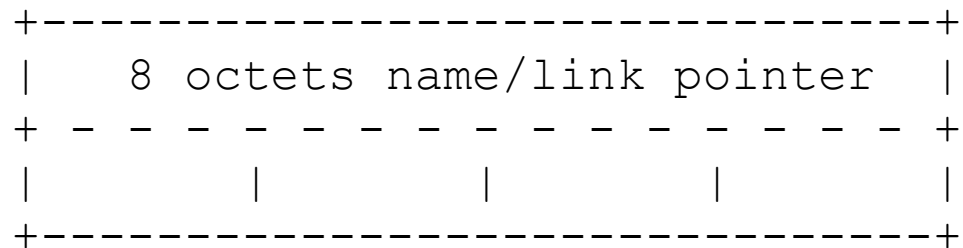
```
typedef struct _finfo {  
    char *name;  
    char *link;  
    char isder;  
} finfo, *finfo_p;
```



Unions

- Rarely used (we'll see use in sockaddr later)
- Kind of like a choice
- Memory layout: enough octets to fit biggest element of union

```
typedef union _uinfo {  
    char *name;  
    char *link;  
} uinfo, *uinfo_p;
```



```
uinfo myvar;  
myvar.name="foo";
```


C Programming Examples

- Ok, let's go play with more examples

<https://down.dsg.cs.tcd.ie/cs2014/examples/c-progs-3/README.html>