

# Valgrind and C-Strings

COMP201 Lab3

Spring 2022



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# What is Valgrind?




Valgrind is:

- An open-source system memory debugger
- Used for memory **error** and **leak** detection
- Also Profiling
- Detect common memory errors in C and C++ programs

# Errors that Valgrind can detect and report:

- **Invalid read/write errors**
  - Reads or writes to a memory address which you did not allocate
- **Use of an uninitialized value**
  - Code uses a declared variable before any kind of explicit assignment
- **Invalid free error**
  - Code attempts to delete allocated memory twice
  - Delete memory that was not allocated

# Memory Errors Vs. Memory Leaks

- **Memory *leaks*:**
  - A program dynamically allocates memory and does not free it
  - won't cause a program to misbehave, crash, or give wrong answers
- **Memory errors:** 
  - Is a **red** alert.
  - Reading uninitialized memory
  - Writing past the end of a piece of memory,
  - Accessing freed memory, etc
  - Can have significant consequences.
  - Memory errors should never be treated casually or ignored

# How to compile:

➤ gcc -g -o Out sample.c →

-g → Enabling the Valgrind

Out → Output file

Sample.c → The program for compile

❖ Using -O0 is also a good idea! But...

# Example: Sample.c

- with a memory error and a memory leak.

```
//  
#include <stdlib.h>  
  
void f(void)  
{  
    int* x = malloc(10 * sizeof(int));  
    x[10] = 0;           // problem 1: heap block overrun  
}                        // problem 2: memory leak -- x not freed  
  
int main(void)  
{  
    f();  
    return 0;  
}  
//
```

# Memory error

➤ `valgrind --tool=memcheck ./out`

```
ntofighi21@njt:~/darsi/comp201/lab3$ valgrind --tool=memcheck ./out
==33826== Memcheck, a memory error detector
==33826== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
==33826== Using Valgrind-3.15.0 and LibVEX; rerun with -h for copyright info
==33826== Command: ./out
==33826==
==33826== Invalid write of size 4
==33826==    at 0x10916B: f (sample.c:6)
==33826==    by 0x109180: main (sample.c:11)
==33826== Address 0x4a57068 is 0 bytes after a block of size 40 alloc'd
==33826==    at 0x483B7F3: malloc (in /usr/lib/x86_64-linux-gnu/valgrind/vgpreload_memcheck-amd64-linux.so)
==33826==    by 0x10915E: f (sample.c:5)
==33826==    by 0x109180: main (sample.c:11)
==33826==
```

➤ `valgrind --tool=memcheck ./out`

```
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==33826==   by 0x109180: main (sample.c:11)
==33826== Address 0x4a57068 is 0 bytes after a block of size 40 alloc'd
==33826==   at 0x483B7F3: malloc (in /usr/lib/x86_64-linux-gnu/valgrind/vgpreload_memcheck-amd64-linux.so)
==33826==   by 0x10915E: f (sample.c:5)
==33826==   by 0x109180: main (sample.c:11)
==33826==
```



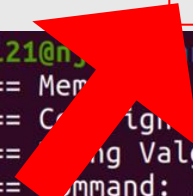
process ID



➤ `valgrind --tool=memcheck ./out`

## Types of error

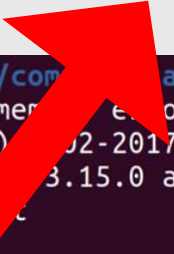
Here; The program wrote to some memory it should not have due to a heap block overrun.



```
ntofighi21@n...rsi/comp201/lab3$ valgrind --tool=memcheck ./out
==33826== Memcheck, a memory error detector
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==33826== Using Valgrind-3.15.0 and LibVEX; rerun with -h for copyright info
==33826== Command: ./out
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==33826== Address 0x4a57068 is 0 bytes after a block of size 40 alloc'd
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==33826==    by 0x10915E: f (sample.c:5)
==33826==    by 0x109180: main (sample.c:11)
==33826==
```

➤ `valgrind --tool=memcheck ./out`

Stack trace → where the problem occurred.



```
ntofighi21@njt:~/darsi/com...ab3$ valgrind --tool=memcheck ./out
==33826== Memcheck, a memory error detector
==33826== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
==33826== Using Valgrind 3.15.0 and LibVEX; rerun with -h for copyright info
==33826== Command: ./out
==33826==
==33826== Invalid write of size 4
==33826==    at 0x10916B: f (sample.c:6)
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==33826== Address 0x4a57068 is 0 bytes after a block of size 40 alloc'd
==33826==    at 0x483B7F3: malloc (in /usr/lib/x86_64-linux-gnu/valgrind/vgpreload_memcheck-amd64-linux.so)
==33826==    by 0x10915E: f (sample.c:5)
==33826==    by 0x109180: main (sample.c:11)
==33826==
```

# Memory error

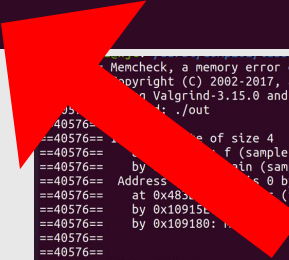
➤ `valgrind --tool=memcheck --leak-check=yes ./out`

```
==40576== Memcheck, a memory error detector
==40576== Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
==40576== Using Valgrind-3.15.0 and LibVEX; rerun with -h for copyright info
==40576== Command: ./out
==40576==
==40576== Invalid write of size 4
==40576==   at 0x109168: f (sample.c:6)
==40576==   by 0x109180: main (sample.c:11)
==40576== Address 0x4a57068 is 0 bytes after a block of size 40 alloc'd
==40576==   at 0x483B7F3: malloc (in /usr/lib/x86_64-linux-gnu/valgrind/vgpreload_memcheck-amd64-linux.so)
==40576==   by 0x10915E: f (sample.c:5)
==40576==   by 0x109180: main (sample.c:11)
==40576==
==40576== HEAP SUMMARY:
==40576==   in use at exit: 40 bytes in 1 blocks
==40576==   total heap usage: 1 allocs, 0 frees, 40 bytes allocated
==40576==
==40576== 40 bytes in 1 blocks are definitely lost in loss record 1 of 1
==40576==   at 0x483B7F3: malloc (in /usr/lib/x86_64-linux-gnu/valgrind/vgpreload_memcheck-amd64-linux.so)
==40576==   by 0x10915E: f (sample.c:5)
==40576==   by 0x109180: main (sample.c:11)
==40576==
==40576== LEAK SUMMARY:
==40576==   definitely lost: 40 bytes in 1 blocks
==40576==   indirectly lost: 0 bytes in 0 blocks
==40576==   possibly lost: 0 bytes in 0 blocks
==40576==   still reachable: 0 bytes in 0 blocks
==40576==   suppressed: 0 bytes in 0 blocks
==40576==
==40576== For lists of detected and suppressed errors, rerun with: -s
==40576== ERROR SUMMARY: 2 errors from 2 contexts (suppressed: 0 from 0)
***61eb3310a33: /data1/comp201/1/b336
```

# Memory error

➤ `valgrind --tool=memcheck --leak-check=yes ./out`

```
==40576== 40 bytes in 1 blocks are definitely lost in loss record 1 of 1
==40576==    at 0x483B7F3: malloc (in /usr/lib/x86_64-linux-gnu/valgrind/vgpreload_memcheck-amd64-linux.so)
==40576==    by 0x10915E: f (sample.c:5)
==40576==    by 0x109180: main (sample.c:11)
==40576==
```



```
Memcheck, a memory error detector
Copyright (C) 2002-2017, and GNU GPL'd, by Julian Seward et al.
on Valgrind-3.15.0 and LibVEX; rerun with -h for copyright info
./out
==40576==
==40576== 40 bytes in 1 blocks are definitely lost in loss record 1 of 1
==40576==    by 0x10915E: f (sample.c:5)
==40576==    by 0x109180: main (sample.c:11)
==40576==
==40576== HEAP SUMMARY:
==40576==   in use at exit: 40 bytes in 1 blocks
==40576==   total heap usage: 1 allocs, 0 frees, 40 bytes allocated
==40576==
==40576== 40 bytes in 1 blocks are definitely lost in loss record 1 of 1
==40576==    at 0x483B7F3: malloc (in /usr/lib/x86_64-linux-gnu/valgrind/vgpreload_memcheck-amd64-linux.so)
==40576==    by 0x10915E: f (sample.c:5)
==40576==    by 0x109180: main (sample.c:11)
==40576==
==40576== LEAK SUMMARY:
==40576==   definitely lost: 40 bytes in 1 blocks
==40576==   indirectly lost: 0 bytes in 0 blocks
==40576==   possibly lost: 0 bytes in 0 blocks
==40576==   still reachable: 0 bytes in 0 blocks
==40576==   suppressed: 0 bytes in 0 blocks
==40576==
==40576== For lists of detected and suppressed errors, rerun with: -s
==40576== ERROR SUMMARY: 2 errors from 2 contexts (suppressed: 0 from 0)
```

# Strings in C



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# C-Strings

- 1-D array of characters
- Terminated by **null** or **\0**
- Initializing a String
  - `char greeting[6] = {'H', 'e', 'l', 'l', 'o', '\0'};`
  - `char greeting[] = "Hello";`

Index	0	1	2	3	4	5
Variable	H	e	l	l	o	\0
Address	0x23451	0x23452	0x23453	0x23454	0x23455	0x23456

# Standard string functions in C

# strcat( )

- Concatenates two given strings.
- Concatenates source string at the end of destination string.
- `strcat ( char * destination, char * source );`

```
1  #include <stdio.h>
2  #include <string.h>
3
4  int main( )
5  {
6      char source[20] = " 201" ;
7      char target[20]= " comp" ;
8      printf ( "\nSource string = %s", source ) ;
9      printf ( "\nTarget string = %s", target ) ;
10     strcat(target, source);
11     printf ( "\nTarget string after strcat() = %s", target ) ;
12 }
```



# strcat( )

- Concatenates two given strings.
- Concatenates source string at the end of destination string.
- `strcat ( char * destination, char * source );`

```
1  #include <stdio.h>
2  #include <string.h>
3
4  int main( )
5  {
6      char source[20] = " 201" ;
7      char target[20]= " comp" ;
8      printf ( "\nSource string = %s", source ) ;
9      printf ( "\nTarget string = %s", target ) ;
10     strcat(target, source);
11     printf ( "\nTarget string after strcat() = %s", target ) ;
12 }
```

Output:

```
Source string =  201
Target string =  comp
Target string after strcat() =  comp 201
```

# strncat( )

- Concatenates (appends) portion of one string at the end of another string.
- `strncat ( char * destination, char * source, size_t num );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      char source[20] = " Spring2022" ;
6      char target[20]= " comp201" ;
7      printf ( "\nSource string = %s", source ) ;
8      printf ( "\nTarget string = %s", target ) ;
9      strncat ( target, source, 7 ) ;
10     printf ( "\nTarget string after strncat() = %s", target ) ;
11 }
```

# strncat( )

- Concatenates (appends) portion of one string at the end of another string.
- `strncat ( char * destination, char * source, size_t num );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      char source[20] = " Spring2022" ;
6      char target[20]= " comp201" ;
7      printf ( "\nSource string = %s", source ) ;
8      printf ( "\nTarget string = %s", target ) ;
9      strncat ( target, source, 7 ) ;
10     printf ( "\nTarget string after strncat() = %s", target ) ;
11 }
```

Output:

```
Source string =  Spring2022
Target string =  comp201
Target string after strncat() =  comp201 Spring
```

# strcpy( )

- Copies contents of one string into another string.
- `strcpy ( char * destination, char * source );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      char source[ ] = "comp201" ;
6      char target[20]= "" ;
7      printf ( "\nsource string = %s", source ) ;
8      printf ( "\ntarget string = %s", target ) ;
9      strcpy ( target, source ) ;
10     printf ( "\ntarget string after strcpy( ) = %s", target ) ;
11     return 0;
12 }
```

# strcpy( )

- Copies contents of one string into another string.
- `strcpy ( char * destination, char * source );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      char source[ ] = "comp201" ;
6      char target[20]= "" ;
7      printf ( "\nsource string = %s", source ) ;
8      printf ( "\ntarget string = %s", target ) ;
9      strcpy ( target, source ) ;
10     printf ( "\ntarget string after strcpy( ) = %s", target ) ;
11     return 0;
12 }
```

Output:

```
source string = comp201
target string = 
target string after strcpy( ) = comp201
```

# strncpy( )

- Copies portion of contents of one string into another string.
- `strncpy ( char * destination, char * source, size_t num );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      char source[ ] = "comp201" ;
6      char target[20]= "" ;
7      printf ( "\nsource string = %s", source ) ;
8      printf ( "\ntarget string = %s", target ) ;
9      strncpy ( target, source, 4 ) ;
10     printf ( "\ntarget string after strncpy( ) = %s", target ) ;
11     return 0;
12 }
```

# strncpy( )

- Copies portion of contents of one string into another string.
- `strncpy ( char * destination, char * source, size_t num );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      char source[ ] = "comp201" ;
6      char target[20]= "" ;
7      printf ( "\nsource string = %s", source ) ;
8      printf ( "\ntarget string = %s", target ) ;
9      strncpy ( target, source, 4 ) ;
10     printf ( "\ntarget string after strncpy( ) = %s", target ) ;
11     return 0;
12 }
```

Output:

```
source string = comp201
target string =
target string after strncpy( ) = comp
```

# strlen( )

- Gives the length of the given string.
- `strlen (char * str );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      int len;
6      char array[20]="comp201" ;
7      len = strlen(array) ;
8      printf ( "\nstring length  = %d \n" , len ) ;
9      return 0;
10 }
```



# strlen( )

- Gives the length of the given string.
- `strlen (char * str );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      int len;
6      char array[20]="comp201" ;
7      len = strlen(array) ;
8      printf ( "\nstring length  = %d \n" , len ) ;
9      return 0;
10 }
```

Output:

```
string length  = 7
```

# strcmp( )

- Compares two given strings and returns zero if they are same.
- If length of string1 < string2, it returns < 0 value.
- If length of string1 > string2, it returns > 0 value.
- `strcmp (char * str1, char * str2 );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      char str1[ ] = "comp" ;
6      char str2[ ] = "comp201" ;
7      int i, j, k ;
8      i = strcmp ( str1, "comp" ) ;
9      j = strcmp ( str1, str2 ) ;
10     k = strcmp ( str1, "c" ) ;
11     printf ( "\n%d \n%d \n%d", i, j, k ) ;
12     return 0;
13 }
```

# strcmp( )

- Compares two given strings and returns zero if they are same.
- If length of string1 < string2, it returns < 0 value.
- If length of string1 > string2, it returns > 0 value.
- `strcmp (char * str1, char * str2 );`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main( )
4  {
5      char str1[ ] = "comp" ;
6      char str2[ ] = "comp201" ;
7      int i, j, k ;
8      i = strcmp ( str1, "comp" ) ;
9      j = strcmp ( str1, str2 ) ;
10     k = strcmp ( str1, "c" ) ;
11     printf ( "\n%d \n%d \n%d", i, j, k ) ;
12     return 0;
13 }
```

Output:

```
0
-50
111
```

# strchr( )

- Returns pointer to the first occurrence of the character in a given string.
- `strchr(char *str, character);`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main ()
4  {
5      char string[55] = "This is a string for testing";
6      char *p;
7      p = strchr (string, 'i');
8      printf ("Character i is found at position %lu\n", p-string+1);
9      printf ("First occurrence of character \"i\" in \"%s\" is\" \" \"%s\"", string, p);
10     return 0;
11 }
```

# strchr( )

- Returns pointer to the first occurrence of the character in a given string.
- `strchr(char *str, character);`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main ()
4  {
5      char string[55] = "This is a string for testing";
6      char *p;
7      p = strchr (string, 'i');
8      printf ("Character i is found at position %lu\n", p-string+1);
9      printf ("First occurrence of character \"i\" in \"%s\" is\" \"\" \"%s\\\"\", string, p);
10     return 0;
11 }
```

Output:

```
Character i is found at position 3
First occurrence of character "i" in "This is a string for testing" is "is is a string for testing"
```

# strrchr( )

- Returns pointer to the last occurrence of the character in a given string.
- `strrchr(char *str, character);`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main ()
4  {
5      char string[55] = "This is a string for testing";
6      char *p;
7      p = strrchr (string, 'i');
8      printf ("Character i is found at position %lu\n", p-string+1);
9      printf ("Last occurrence of character \"i\" in \"%s\" is" \
10             " \"%s\"", string, p);
11      return 0;
12 }
```

# strrchr( )

- Returns pointer to the last occurrence of the character in a given string.
- `strrchr(char *str, character);`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main ()
4  {
5      char string[55] = "This is a string for testing";
6      char *p;
7      p = strrchr (string, 'i');
8      printf ("Character i is found at position %lu\n", p-string+1);
9      printf ("Last occurrence of character \"i\" in \"%s\" is \"\n
10             \" \"%s\"", string, p);
11      return 0;
12 }
```

Output: Character i is found at position 26  
Last occurrence of character "i" in "This is a string for testing" is "ing"

# strstr( )

- Returns pointer to the first occurrence of the string in a given string.
- `strstr(char *str1, char *str2);`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main ()
4  {
5      char string[55] = "This is a test string for testing";
6      char *p;
7      p = strstr (string, "test");
8      if(p)
9      {
10         printf("string found\n" );
11         printf ("First occurrence of string \"test\" in \"%s\" is\" \n", string, p);
12     }
13     else printf("string not found\n" );
14     return 0;
15 }
```



# strstr( )

- Returns pointer to the first occurrence of the string in a given string.
- `strstr(char *str1, char *str2);`

```
1  #include <stdio.h>
2  #include <string.h>
3  int main ()
4  {
5      char string[55] = "This is a test string for testing";
6      char *p;
7      p = strstr (string, "test");
8      if(p)
9      {
10         printf("string found\n" );
11         printf ("First occurrence of string \"test\" in \"%s\" is\"
12         \" \"%s\" ", string, p);
13     }
14     else printf("string not found\n" );
15     return 0;
```

Output:

```
string found
First occurrence of string "test" in "This is a test string for testing" is "test string for testing"
```

# strtok( )

- Tokenizes/parses the given string using delimiter.
- `strtok ( char * str, char * delimiters );`

```
1 #include <stdio.h>
2 #include <string.h>
3 int main ()
4 {
5     char string[50] = "Test,string1,Test,string2:Test:string3";
6     char *p;
7     printf ("String  \"%s\" is split into tokens:\n",string);
8     p = strtok (string, ",:");
9     while (p!= NULL)
10    {
11        printf ("%s\n",p);
12        p = strtok (NULL, ",:");
13    }
14    return 0;
15 }
```

# strtok( )

- Tokenizes/parses the given string using delimiter.
- `strtok ( char * str, char * delimiters );`

```
1 #include <stdio.h>
2 #include <string.h>
3 int main ()
4 {
5     char string[50] = "Test,string1,Test,string2:Test:string3";
6     char *p;
7     printf ("String  \"%s\" is split into tokens:\n",string);
8     p = strtok (string, ",:");
9     while (p!= NULL)
10    {
11        printf ("%s\n",p);
12        p = strtok (NULL, ",:");
13    }
14    return 0;
15 }
```

Output:

```
String is split into tokens:
Test
string1
Test
string2
Test
string3
```