struct Exam 2	array Exam 2	->
Exam 2
padding Exam 2	static (variable) Exam 2	static (function) Exam 2
passed by reference Exam 2	passed by value Exam 2	Makefile Exam 2
l-value of a variable Exam 2	r-value Exam 2	NULL pointer location Exam 2
malloc Exam 2	calloc Exam 2	free Exam 2
function pointer that can point to strcat Exam 2	interpreted language Exam 2	compiled language Exam 2

3

Operator to access a member of a struct from a pointer to that struct

2

A homogenous collection, accessed by index

1

A heterogenous collection, accessed by member name

6

Modifier which makes the function ”private” to that file

5

Modifier which has the variable be maintained for the lifecycle of the program

4

Used to increase the size of a struct to allow members to align with the multiple of their data type size

9

Specifies how to create a project including dependencies and other commands

8

How all other data types other then arrays are passed into functions

7

How arrays are passed into functions

12

Location 0 in memory

11

The data held by a variable

10

The address of the variable

15

Function to deallocate space in the heap

14

Function to grap initialized data (all 0's) from the heap

13

Function to grap uninitialized data from the heap

18

Language in which program translation takes place all at once before execution

17

Language in which program translation takes place line by line when running

16

char *(*cat)(char *, char*);

strongly typed language Exam 2	weakly typed language Exam 2	statically typed language Exam 2
dynamically typed language Exam 2	union Exam 2	heap Exam 2
text Exam 2	stack Exam 2	data Exam 2

21

A language where type checking takes place at compilation

20

A language that allows flexibility with its type rules

19

A language that does not allow operations between different data types

24

Segment in memory where dynamically allocated memory is located

23

A data type in C in which all member elements share the same space in memory

22

A language where type checking takes place when the program is running

27

Segment in memory where global memory is stored

26

Segment in memory where data for a function call is located

25

Segment in memory where executable code is located