# Tutorial 08 - 10.12.2019

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Dynamic Memory Allocation, Recursion, Practice Project "Equation Solver"

# Today's Agenda

- Repetiton: "At runtime"
- Dynamic Memory Allocation
  - Malloc
  - Calloc
- Recursion
- Exercise 8.1: Practice Project Equation Solver

#### "At Runtime"

"At runtime" basically means "while the program is executing".

If you change a value inside your code, recompile it and run it again, you did not change that value at runtime. At runtime means that you don't have to change your code and therefore don't have to recompile it. The value will be determined during itthe progams execution lifecycle.

## Static vs. Dynamic Memory Allocation

Until now, in order to initialize an array we needed to now its exact size before the execution:

```
// We need to now in advance that the array
// has to store (at most) 80 elements
int my_array[80] = {0};
```

But what if we don't now how much memory we will need in advance. And what about the case that this amount is determined at runtime?

```
int var = ... // Determined at runtime
int my_array[var] = {0} // Doesn't work!!
```

We call the type of memory allocation we've used until now "static memory allocation".  In case the memory is not allocated in advance but at runtime we call this process "dynamic memory allocation".

## **Dynamic Allocation**

There are two ways we can dynamically allocate memory using malloc or calloc from the stdlib -library:

```
#include <stdlib.h>
```

```
int var = ... // Determined at runtime
int *my_array = malloc(sizeof(int) * var);
```

```
int var = ... // Determined at runtime
int *my_array = calloc(sizeof(int), var);
```

The difference between malloc and calloc is that calloc also initializes all the memory to 0, whereas malloc does not.

It is **very important to free up the memory** you dynamically allocated so other programs can make use of it after your program's execution is over.

```
#include <stdlib.h>

int var = ... // Determined at runtime
int *my_array = calloc(sizeof(int), var);

...
free(my_array);
```

```
See example_8_1_static_allocation.c,
example_8_2_dynamic_allocation_malloc.c and
example_8_3_dynamic_allocation_calloc.c on GitHub.
```

#### What is Recursion?

The basic concept of a recursively defined function is that f(n+1) is calculated based on f(n), f(n-1), f(n-1), ....

If for example f(n+1) can be fully calculated by knowing f(n) and f(n-1) you only have to know two values of f(...) belonging to to consecutive values a and a+1 in order to calculate f(...) for every value larger than these starting values.

## **Recursion Example:**

Task: Calculating the factorial of a number n largen than 0.

Traditional approach:

See example\_8\_4\_factorial\_loop.c on GitHub.

Recursive approach:

See example\_8\_5\_factorial\_recursion.c on GitHub.

## **Exercise 8.1: Practice Project - Equation Solver**

Write a program in which you defined a String inside the code which contains a mathematical expression and solve that expression.

#### Example:

```
char math_string[100] = "3*4+15+78-3*5";

// solve_equation is the function that you should write
// Its signature isn't required to look like this.
int result = solve_equation(math_string, 100); // returns 90
```

Of course you can also have the user dynamically input an equation, if you want.

You can set your desired level of difficulty and work your way up:

```
char easy_string[100] = "1+40-55-30+16";

char hard_string[100] = "1+40*60-55-30/16";
```

See additional-exercises for even harder strings to solve.

Additional Idea: Whenever an equal sign = is found inside a string the thing is treated as an equation.

#### Example:

```
char equation_1[100] = "3*4+15=27";
char equation_2[100] = "3*4+15=23";
char equation_3[100] = "3*4+15=4*5+7=5*5+2";

int result = solve_equation(equation_1, 100); // returns 1
int result = solve_equation(equation_2, 100); // returns 0
int result = solve_equation(equation_3, 100); // returns 1
```

### See You Next Week!

All code examples and exercise solutions (available right after my tutorial) on GitHub.

https://github.com/dostuffthatmatters/Engineering-Informatics-1-MSE-WS1920.



