CS50 Week 4

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Today's Agenda

Pointers

Memory Management

Input/Output (I/O)
Redirection
File I/O

Pointers (1)

int x = 80 0x77AF address + value

Pointers (2)

A pointers value is an address.

int
$$x = 50$$
;

$$int* ptr = &x$$

50 0x123

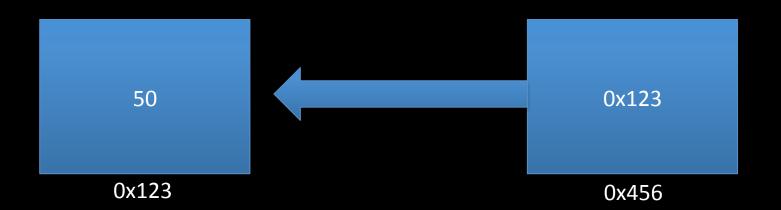
0x123

0x456

Pointers (2)

A pointers value is an address.

```
int x = 50; int* ptr = &x;
```



Pointers (3)

```
// declare a pointer
                 int* ptr;
// get an address and store it in a pointer
                int x = 50;
                 ptr = &x;
 // go to the address and print its value
           printf("%d\n", *ptr)
```

Pointer Syntax

* operator gets a value from an address & operator gets an address for a value

Pointer Practice

Sketch on paper:

$$z = x*y;$$
int $x = 2$, $y = 8$, $z = 12$
 $int* ptr_x = &x$
 $int* ptr_y = &y$
 $int* ptr_z = &z$
 $y = *ptr_x;$
 $*ptr_x = x*y;$
 $ptr_x = x*y;$

Memory Management

Heap vs Stack

Stack: metadata, read-only variables, all locals

Heap: memory allocated dynamically.

malloc()

malloc() example

```
int* ptr = malloc(sizeof(int));
int* ptr = malloc(10*sizeof(int));
    What's the difference?
Remember to always free()
```

Input/Output (I/O)

Input is Input, Output is Output

Examples of input: command line arguments,

GetString()

Examples of output: printed pyramid, game of fifteen.

Redirection

So far, we've usually had to type all of our input.

All of our output went to the terminal immediately.

What if this isn't convenient?

Command Line I/O aka Redirection

Tools that are part of the OS:

```
> >> 2> < |
```

Let's see some examples.

File I/O

What if we want to use files in our programs?

```
FILE* f = fopen(<fname>, <mode>)
modes: "w", "r", "rw", "a" among others
Like malloc(), remember to fclose()
```

File I/O

Functions to know & love:

```
fopen(), fwrite(),
fread(), fgets(),
fputs(), fgetc(),
fputc(), fclose()
```

Quiz next week!

I will do attempt to write a practice Quiz. I will email it to you and post it online if I do.