

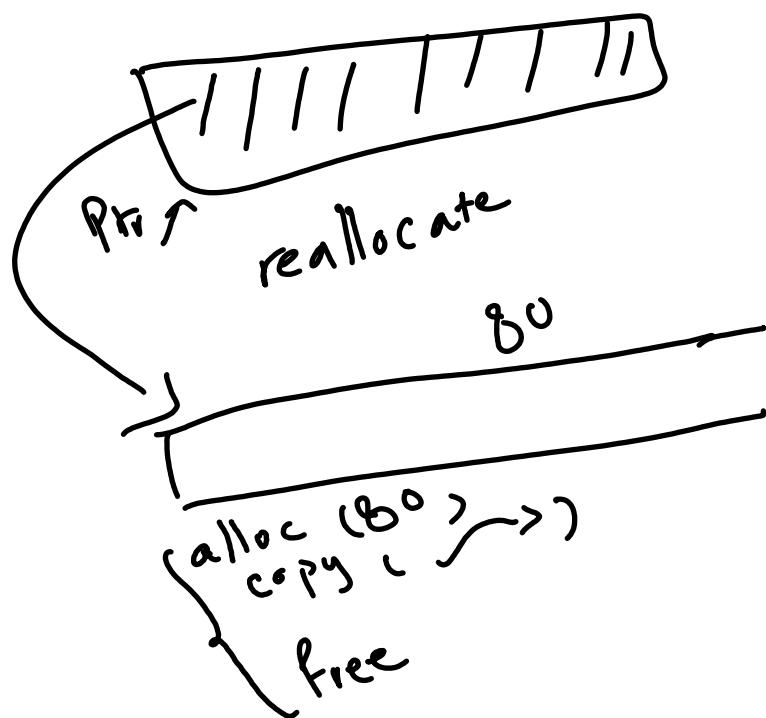
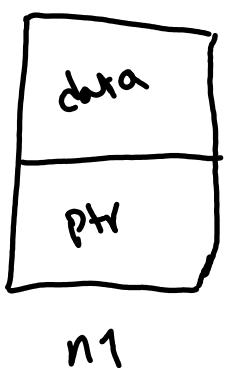
- Structures
- linked-list
- union vs. structure
- How a C/C++ program is compiled?
- macro
- Debugging a C/C++ program

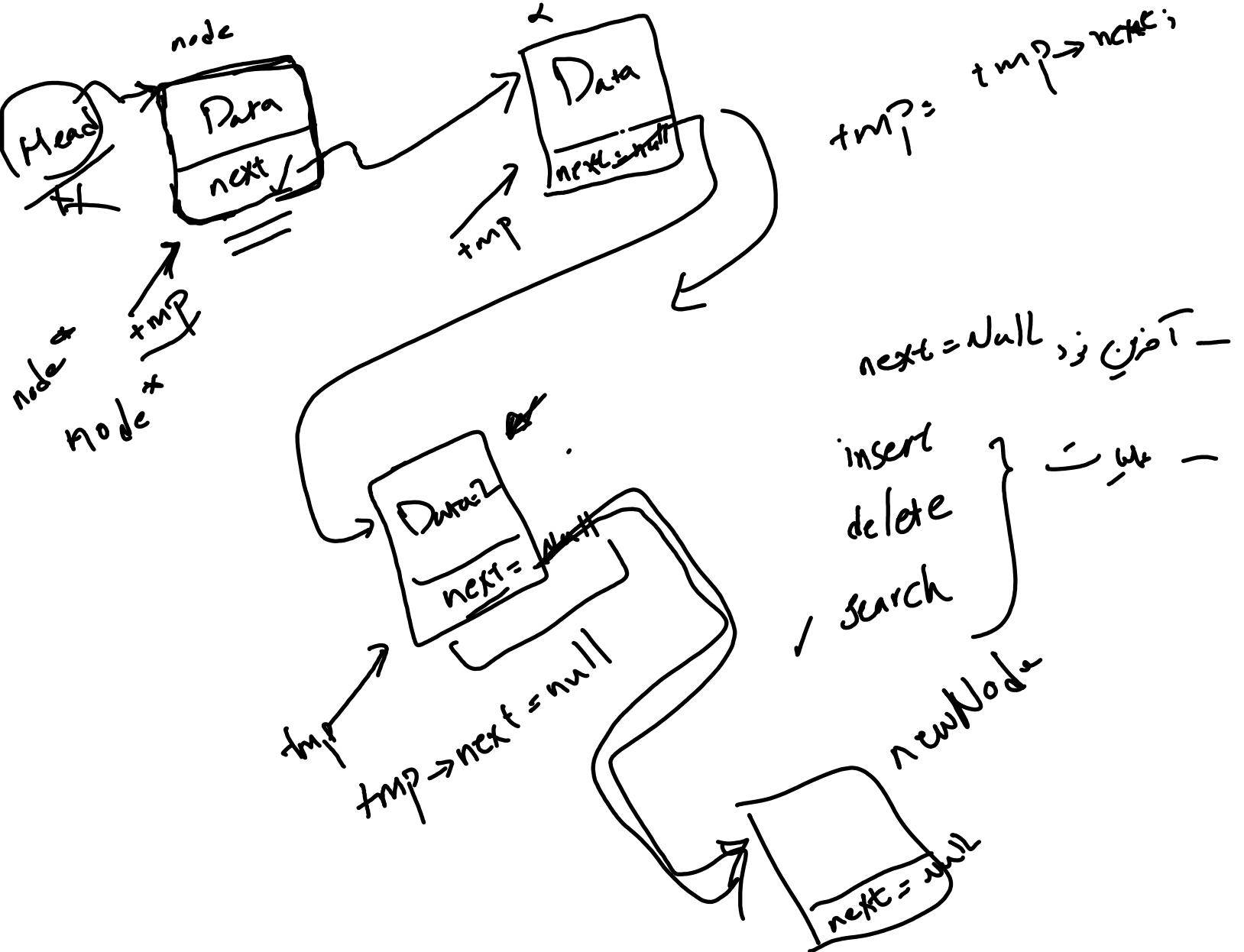
struct: ساختار ملحوظی از نوع اول
دست

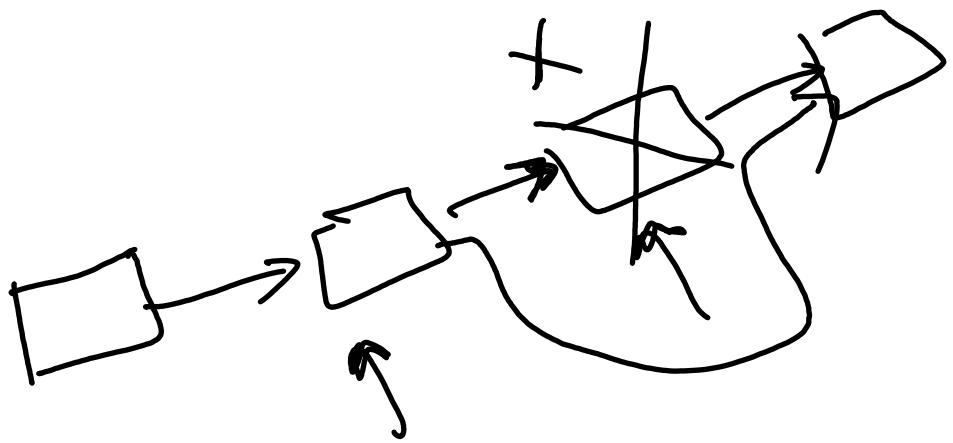
struct { " " } این کوچک است و این نوع اول دست

`int *ptr = (int *) malloc(8)`

linked-list







union vs structure

derived data type

union

struct student {

int no;

float avg

char name[100];

j;

student St_struct;

4 byte 4 byte 20 byte

no | avg | name

st_struct

union

student {

→ int no; 4

→ float avg; 4

→ char name[100];
100
};

student

St_union;

avg 100 byte
no

11111111111111111111

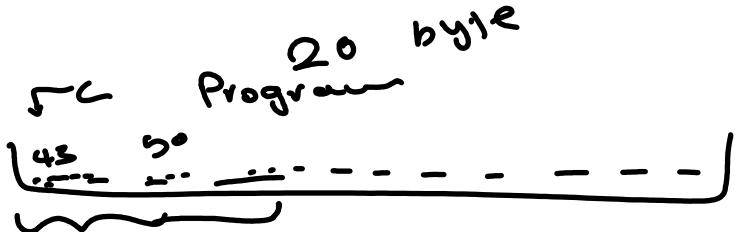
..... St_union

name

St.no = 12;

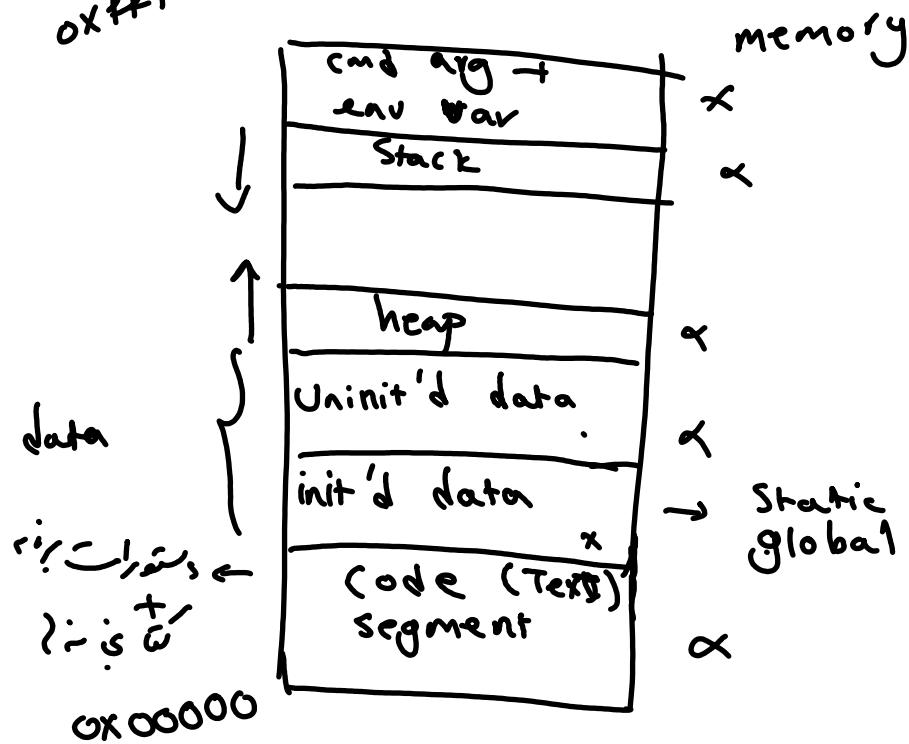
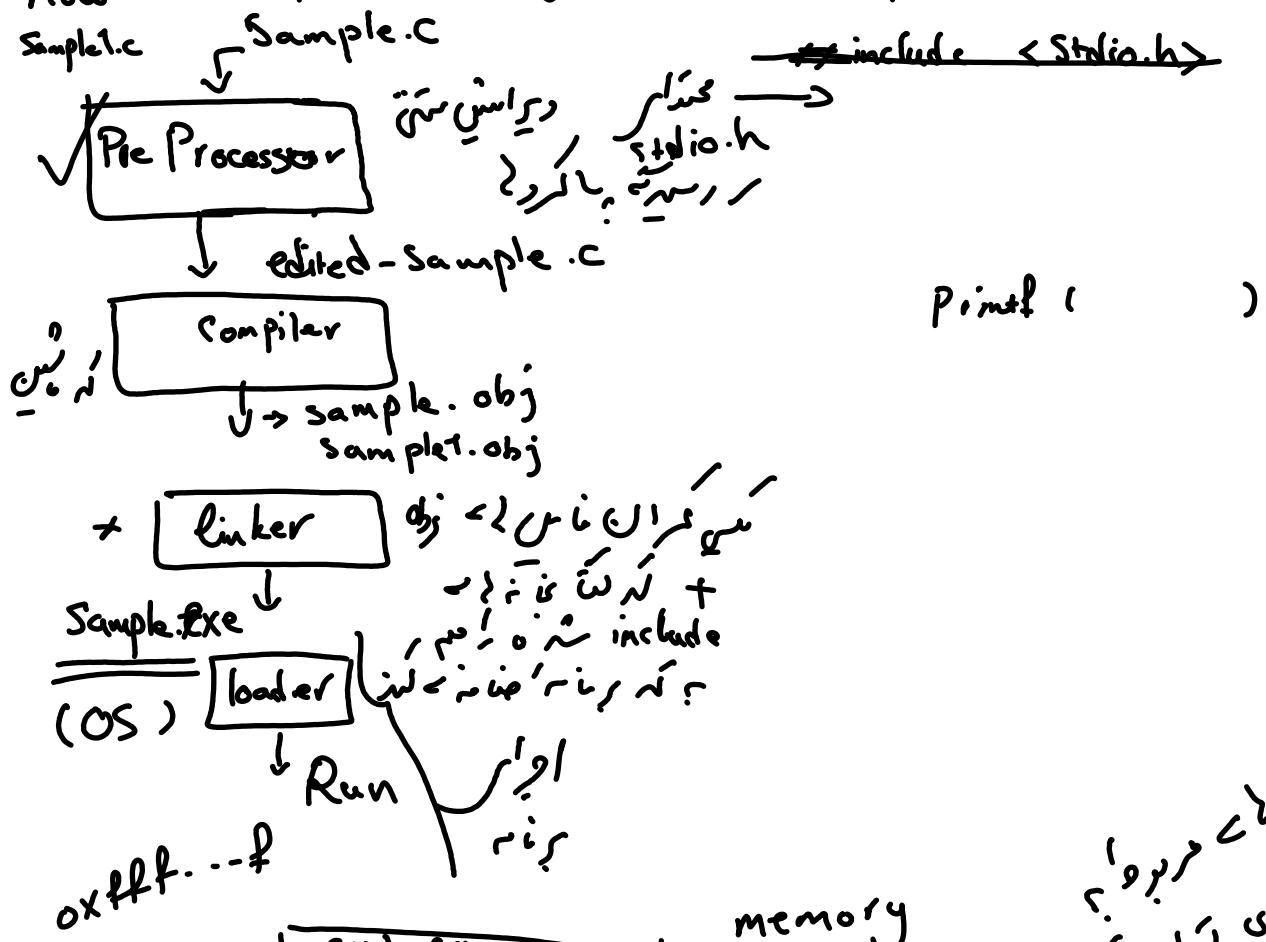
→ St.avg = 11.5;

printf("%s", St.name)



data.i → 125

How a C/C++ Program is Compiled into an executable code?



فَهُ : مَحْلِمَةً مَرْبُوْلَةً
دَيْنَهُ لَزْنَى نَوَّافَعَ كَسْكَسَ
أَسْنَانَهُ أَرْدَلَهُ بَلْبَلَهُ
بَلْبَلَهُ بَلْبَلَهُ دَيْنَهُ دَيْنَهُ

initialized ∞, \bar{m}
 $\in m_1$

Static int a = 10;

macro

~~#~~ AAA
~~#define~~
~~#ifdef~~

The diagram illustrates the flow of macro definitions from a header file to a source file. On the left, a header file named 'AAA.h' contains a '#include' directive. An arrow points from this directive to a source file named 'AAA.cpp'. The source file contains several macro definitions: '#define DEBUG', '#define DEBUG', '#ifdef DEBUG', and '#endif'. A red double-headed arrow connects the '#define DEBUG' in the header to the '#define DEBUG' in the source file. Another red double-headed arrow connects the '#ifdef DEBUG' in the source file to the '#ifndef DEBUG' in the source file.

define - AAA # حذف اور #endit (Priaff ("-----"))

end if

ص: یعنی اس بتوانید که خودنی را چوڑ دکن.

- # Debugging with an IDE
- Break points (step over, step into, step out)
 - watch a variable
 - memory
 - assembly code
 - call stack

