PCRS-C Visualizer Mockup

With Sample Code Step-Through

To view as intended, use slideshow/full-page view mode.

Formatting legend

BOLD OUTLINE : (Current statement) Variables directly referenced, and their allocated memory

BRIGHT YELLOW : (Current statement) New assigned value and/or allocated memory

LIGHT YELLOW : (Current statement) Name for variable containing new assigned value

GREY : (Current statement) Pointer names & values associated with new assigned value

BRIGHT GREEN : Selected/Hovered Value

ORANGE : Pointer names & values associated with selected/hovered value

BLUE : On selection/hover of a pointer, highlights dereferenced pointer

Names	
Label	**Type**
num	int
c1	char
c2	char

main: 4			
0x124	16		
0x128	'a'	-	
0x12c			
0x130			
0x134			
0x138			
0x13c			
0x140			

```
// stepping through code: box denotes most recent statement
int num = 16;
char c1 = 'a';
char c2;
c2 = 'b';
long big_num = 3000000000;
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char

main: 4			
0x124	16		
0x128	'a'	'b'	
0x12c			
0x130			
0x134			
0x138			
0x13c			
0x140			

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long big_num = 3000000000;
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char

hover over 'num' row

main: 4

0x124	16			
0x128	'a'	'b'		
0x12c				
0x130				
0x134				
0x138				
0x13c				
0x140				

```
// stepping through code: box denotes most recent statement
int num = 16;
char c1 = 'a';
char c2;
c2 = 'b';
long big_num = 3000000000;
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char

hover over 'c1' row

main: 4				
0x124	16			
0x128	'a'	'b'		
0x12c				
0x130				
0x134				
0x138				
0x13c				
0x140				

```
// stepping through code: box denotes most recent statement
int num = 16;
char c1 = 'a';
char c2;
c2 = 'b';
long big_num = 3000000000;
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char
big_num	long

main: 4

0x124	16
0x128	'a' 'b'
0x12c	3 000 000 000
0x130	
0x134	
0x138	
0x13c	
0x140	

```
// stepping through code: box denotes most recent statement
int num = 16;
char c1 = 'a';
char c2;
c2 = 'b';
long big_num = 3000000000;
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char
big_num	long

hover over 'big_num' row

main: 4

0x124	16			
0x128	'a'	'b'		
0x12c	3 000 000 000			
0x130				
0x134				
0x138				
0x13c				
0x140				

```
// stepping through code: box denotes most recent statement
int num = 16;
char c1 = 'a';
char c2;
c2 = 'b';
```

```
long big_num = 3000000000;
```

```
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char
big_num	long
ptr	int *

main: 4	
0x124	16
0x128	'a' 'b'
0x12c	3 000 000 000
0x130	
0x134	0x124
0x138	
0x13c	
0x140	

```
// stepping through code: box denotes most recent statement
int num = 16;
char c1 = 'a';
char c2;
c2 = 'b';
long big_num = 3000000000;
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char
big_num	long
ptr	int *

hover over 'ptr' row

	main: 4
0x124	16
0x128	'a' 'b'
0x12c	
0x130	3 000 000 000
0x134	0x124
0x138	
0x13c	
0x140	

```
// stepping through code: box denotes most recent statement
int num = 16;
char c1 = 'a';
char c2;
c2 = 'b';
long big_num = 3000000000;
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char
big_num	long
ptr	int *

value was changed for existing variable

main: 4

0x124	32
0x128	'a' 'b'
0x12c	3 000 000 000
0x130	
0x134	0x124
0x138	
0x13c	
0x140	

```
// stepping through code: box denotes most recent statement
int num = 16;
char c1 = 'a';
char c2;
c2 = 'b';
long big_num = 3000000000;
int *ptr = &num;
*ptr = 32;
```

Names	
Label	**Type**
num	int
c1	char
c2	char
big_num	long
ptr	int *

hover over '32', '0x124' or 'num' row

main: 4

0x124	32
0x128	'a' 'b'
0x12c	
0x130	3 000 000 000
0x134	0x124
0x138	
0x13c	
0x140	

```
// stepping through code: box denotes most recent statement
int num = 16;
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