

CSC209 Week 6 Notes

Hyungmo Gu

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Struct 1 of 3

- Introducing Structs

- **struct/structures** is like dictionary in Python or object in Javascript
- there are differences between array and structure

	array	structure
data of same type	yes	not required
declaration details	type and number of elements (array [] notation)	types of members (struct keyword)
access via ...	index notation	dot notation

- items in struct is called **member**
- items in array is called **element**

```
1  #include <stdio.h>
2  #include <string.h>
3
4  int main() {
5      struct student {
6          char first_name[20];
7          char last_name[20];
8          int year;
9          float gpa;
10     };
11
12     struct student good_student;
```

```
13     strcpy(good_student.first_name, "Jo");
14     strcpy(good_student.last_name, "Smith");
15     good_student.year = 2;
16     good_student.gpa = 3.2;
17
18     printf("Name: %s %s\n", good_student.first_name, good_student.
19 last_name);
20     printf("Year %d. GPA %.2f\n", good_student.year, good_student.
21 gpa);
22     return 0;
23 }
24
```

Listing 1: struct_example_1.c

Struct 2 of 3

– Using Structs in Functions

- * Array pass function by **reference** (of the pointer of first element).
 - Changing value inside affects outside
- * Struct pass function by **value** like int and string.
 - Changing value in function doesn't affect value outside
 - Pointer used to pass by **reference**

```
1     #include <stdio.h>
2     #include <string.h>
3
4     struct student {
5         ...
6     };
7
8     void change(struct student *s) { // <- passes by
9 reference
10         ...
11     };
12
13     int main(void) {
14         struct student good_student;
15         ...
16         change(&good_student); // <- to pass function by
17 reference (This is too cool!!!)
18         ...
19         return 0;
20     }
21
```

Listing 2: struct_example_2.c

Struct 3 of 3

- Pointer to Structs

- $(*p).student_name$ is hard to define, and read
- $p->student_name$ is the same as above, but easier to read.
 - * This is called **syntactic sugar**

```
1  #include <stdio.h>
2  #include <string.h>
3
4  struct student {
5      char first_name[20];
6      char last_name[20];
7      int year;
8      float gpa;
9
10 };
11
12 int main(void) {
13     struct student s;
14     struct student *p;
15
16     ...
17
18     (*p).gpa = 3.0;
19     p->year = 3; //<- HERE!!
20
21     strcpy(p->first_name, "Hello");
22
23     ...
24     return 0;
25 }
26
```

Listing 3: struct_example_3.c

Dynamic memory allocation (malloc()) 1 of 5

- Introduction

- Heap and Static Memory
 - * **Heap memory:** Memory space controlled by programmer.
 - Programmer must clear memory after use
 - * **Static memory:** Memory space controlled by computer

– Malloc

- * Allocates heap memory
- * Is in *stdlib* package
- * **Syntax:** void *malloc(size_t size);
 - returns pointer
 - *size_t* is int

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  int *set_i_heap() {
5      int *j_pt = malloc(sizeof(int)); // <-HERE!!
6      *j_pt = 5;
7      return j_pt;
8  }
9
10 ...
11
12
```

Listing 4: dynamic_mem_example_1.c