

CSC 209 Review 7 Solution

August 26, 2020

1 Exercises

1. First, I need to justify if the following declarations are legal on an individual basis:

```
struct {int x, y;} x;  
struct {int x, y;} y;
```

The struct `struct {int x, y;} x;` is legal. `struct {int x, y;} x;` is equivalent to

```
1  struct {  
2      int x;  
3      int y;  
4  } x;
```

and 'x' beside struct represents variable of that type. It is used to declare struct and access members of the struct (e.g. `x.x`, `x.y`).

The same is true for `struct {int x, y;} y;`.

Second, I need to answer if both declarations of struct can appear in a program.

The answer is yes. Each structure has a separate name space for its members.

Notes

- **Declaring Structure Variables**
 - Struct can have many variables that represent the same struct

```
struct part {  
    int number;  
    char name[NAME_LEN+1];  
    int on hand;  
} part1, part2;
```

members of struct

variables that represent
this struct

- **Initializing Structure Variables**

- Struct can be initialized with preset values (like python class under `__init__`)

```
struct {  
    int number;  
    char name[NAME_LEN+1];  
    int on hand;  
} part1 = {528, "Disk drive", 10},  
    part2 = {914, "Printer cable", 5};
```

values
that initialize
structure variables

2. a) I need to declare structure variables named `c1`, `c2` and `c3`, each having members `real` and `imaginary` of type `double`.

The solution to this problem is:

```
1  struct {  
2      double real, imaginary;  
3  } c1, c2, c3;
```

- b) I need to modify the declaration in part a) so that

- `c1`'s members initially have the values 0.0 and 1.0
- `c2`'s members initially have the values 1.0 and 0.0
- `c3` is not initialized

The solution to this problem is:

```

1  struct {
2      double real, imaginary;
3  } c1 = {0.0, 1.0},
4      c2 = {1.0, 0.0},
5      c3;

```

Notes

- **Designated Initializer**

- Allows specific member variable to be initialized
- Allows member variables to be initialized in any order

Example



c) I need to write statements that copy the members of `c2` to `c1`.

Copying the members of `c2` and `c1` can be done in one statement.

Below is the solution to this problem:

```

1  c2 = c1

```

d) I need to write statements that add the corresponding members of `c1` and `c2` and store the result in `c3`.

The solution to this problem is:

```

1  struct {
2      double real, imaginary;
3  } c1 = {0.0, 1.0},

```

```
4      c2 = {1.0, 0.0},
5      c3;
6
7      ...
8
9      c3 = c1 + c2;
```

Notes

- member variables of struct contains two operators & and . (e.g &part1.number and part1.number)
- & accesses memory address of the member variable, where as . accesses value
- part1 = part2 copies contents in part2 to corresponding member variable in part1

```
struct {
    int number;
    char name[NAME_LEN+1];
    int on_hand;
} part1, part2;
```

3. a) I need to declare a tag named **complex** for a structure with two members **real** and **imaginary**, of type **double**

The solution to this problem is:

```
1      struct complex {
2          double real, imaginary;
3      };
```

Notes

- **Declaring a Structure Tag**
 - allows to use struct in function calls
 - allows to use the same struct in multiple files of a program



```
struct part {
    int number;
    char name[NAME_LEN+1];
    int on_hand;
};
```

- b) I need to use the `complex` tag to declare variables named `c1`, `c2`, `c3`.

The solution to this problem is:

```

1  struct complex {
2      double real, imaginary;
3  } c1, c2, c3;

```

- c) I need to write a function named `make_complex` that satisfies the following:

- The function `make_complex` should have two parameters (`real`, `imaginary`) of type `double`
- The function `make_complex` should store the two arguments in `complex` struct
- The function `make_complex` should return the struct

The solution to this problem is:

```

1  struct complex {
2      double real, imaginary;
3  };
4
5  struct complex (double real, double imaginary) {
6      struct complex c1;
7
8      c1.real = real;
9      c1.imaginary = imaginary;
10
11     return c1;
12 }

```

Notes

- **Declaring Variables Cont.**

- Once the struct tag is formed, it can be used to declare variables

Example

```
struct part part1, part2
```

- Structure tag can be combined with the declaration of structure variables.
 - * it's like creating a global variable (if it's outside of main), or local variable (if it's created inside a function) at the instant the struct is formed

```

struct part {
    int number;
    char name[NAME_LEN+1];
    int on_hand;
} part1, part2;

```

- Declared variables can set values the moment it's declared

Example

```
struct part part1 = {528, "Disk Drive", 10}
```

d) I need to write a function named `add_complex` that satisfies the following:

- The function `add_complex` should have 2 parameters of type `struct complex`
- The function `add_complex` should add the corresponding members of its arguments
- The function `add_complex` should return the result of type `struct complex`

The solution to this problem is:

```

1  struct complex {
2      double real, imaginary;
3  };
4
5  struct complex add_complex (struct complex c1, struct complex c2)
6  {
7      struct complex c3;
8
9      c3.real = c1.real + c2.real;
10     c3.imaginary = c1.imaginary + c2.imaginary;
11
12     return c3;
13 }
```

4. I need to repeat exercise 3 but using a type named `complex`.

```

a) typedef struct {
2     double real, imaginary;
3 } Complex;
```

```

b) typedef struct {
2     double real, imaginary;
3 } Complex;
4
5     ...
6
7     Complex c1, c2, c3;
```

```

c) typedef struct {
2     double real, imaginary;
3 } Complex;
4
5     Complex make_complex(double real, double imaginary) {
6         Complex c;
7
8         c.real = real;
```

```
9      c.imaginary = imaginary;
10
11      return c;
12  }
```

d)

```
typedef struct {
    double real, imaginary;
} Complex;

Complex add_complex(Complex c1, Complex c2) {
    Complex c3;

    c3.real = c1.real + c2.real;
    c3.imaginary = c1.imaginary + c2.imaginary;

    return c3;
}
```

Notes

- **Structure Type**

- Is an alternative to declaring a structure tag

```
typedef struct {
    int number;
    char name[NAME_LEN+1];
    int on_hand;
} Part;
```

- Allows us to define a genuine type name

Example

```
Part part1, part2;
```

- Once declared, cannot define a structure tag with the same name