

Assign 2: - can do more than indicated spec  
 - ok if off by some # of digits, just understand it  
 - probably be of order  
 x86 80 bits, M2 64 bits for floating #

↑ register  
 gets put in 64 bits storage

( does not have a string type, terminates with ~~0~~  
 char s[] = "Hello World!"

<include string.h>

char \*s = "Hello!"

if you print \*s you get address of H

do x s get H

char s[100]

only fits 99

char not 100

b needs to fit 0

Valgrind?



"\0" ← 8 bits of 0

char \*s = ...

char \*t = \*s not copy  
 string, copy address

pointer - not all pointers have  
 addresses, give addr 0

int \*ptr = &a

dereference:

\*s += 1

pointer arithmetic  
 ++ - next address (4 bytes)

-- previous

+ regular

==, <=, <

Jump tables

array of pointers to functions

depends on interrupt # call funt

- sys calls to users

- interrupts to cpu

don't use size of array of strings

but doesn't know size of string

But can use for constant size types

x[7] = [0, ..., 9]

how big? ↑ 40 bytes bc each int is 4 bytes

arg c # of arguments

\*\* arg v pointer to a list of (pointers) which  
 points to each argument

arg v[4] means (name of prog) [arg 1] [arg 2] [arg 3]

use getopt on arg v

function pointers - points to executable

int main(void):

void (\*funt ptr)(int\*) = increment;

funt\_ptr(a)