

Intermediate Programming

Day 13

Outline

- Exercise 12
- Lifetime and scope
- `structs`
- `typedef`
- Random numbers
- Review questions

Exercise 12

Declare and define **search**.

bsearch.c

```
...
int *search( int *start , int *end , int s_val );

int main( void ) {
    ...
}

int *search( int *start , int *end , int s_val )
{
    if( start==end ) return NULL;
    int *mid = start + (end-start)/2;
    if( *mid==s_val ) return mid;
    else if( *mid<s_val ) return search( mid+1 , end , s_val );
    else return search( start , mid , s_val );
}
```

Exercise 12

Compute the index of the matching element

bsearch.c

```
...
int *search( int *start , int *end , int s_val );

int main( void ) {
    ...
    int arr1[] = { 11, 119, 318, 518, 573, 750, 757, 809, 813, 994 };

    // example of a successful search
    pos = search(arr1, arr1 + 10, 809);
    assert(pos != NULL);
    assert(*pos == 809);
    // TODO: compute the index of the matching element
    index = pos - arr1;
    assert(7 == index);
    ...
}

int *search( int *start , int *end , int s_val )
{
    if( start==end ) return NULL;
    int *mid = start + (end-start)/2;
    if( *mid==s_val ) return mid;
    else if( *mid<s_val ) return search( mid+1 , end , s_val );
    else return search( start , mid , s_val );
}
```

Exercise 12

Declare the `unit` array.

sudokuHelper.c

```
...
int *makeCol( int *table ) {
    int *unit = malloc( sizeof(int) * SIZE );
    if( !unit )
    {
        fprintf( stderr , "[ERROR] Failed to allocate unit\n" );
        return NULL;
    }
    ...
}

int *makeCube( int *table ) {
    int *unit = malloc( sizeof(int) * SIZE );
    if( !unit )
    {
        fprintf( stderr , "[ERROR] Failed to allocate unit\n" );
        return NULL;
    }
    ...
}
...
```

Exercise 12

Call **check** on current row
and add to variable **good**

sudokuHelper.c

```
...
int checkRows( int table[][SIZE] ) {
    int good = 0;
    for (int r = 0; r < SIZE; r++) {
        good += check( table[r] );
    }
    return ( good==SIZE);
}
...
```

Exercise 12

Call **makeCol** on current column and assign result to variable **column**

sudokuHelper.c

```
...
int checkCols( int table[][SIZE] ) {
    int good = 0;
    int *column;
    for( int c=0 ; c<SIZE ; c++ ) {
        column = makeCol( table[0]+c );
        good += check(column);
    }
    return ( good==SIZE );
}
...
```

Exercise 12

Call **makeCube** on current cube and assign result to variable **cube**

sudokuHelper.c

```
...
int checkCubes(int table[][SIZE]) {
    int good = 0;
    int *cube;
    for( int r=0 ; r<SIZE ; r+=3)
        for( int c=0 ; c<SIZE ; c+=3 ) {
            cube = makeCube( table[r]+c );
            good += check(cube);
        }
    return (good == SIZE);
}
...
```


Exercise 12

Find and fix the
memory leaks

```
>> valgrind --leak-check=full ./main puzzle1.txt
...
==3710153== HEAP SUMMARY:
==3710153==      in use at exit: 1,120 bytes in 19 blocks
==3710153==    total heap usage: 21 allocs, 2 frees, 10,336 bytes allocated
==3710153==
==3710153== 324 bytes in 9 blocks are definitely lost in loss record 1 of 3
==3710153==    at 0x484186F: malloc (vg_replace_malloc.c:381)
==3710153==    by 0x4013F9: makeCol (sudokuHelpers.c:22)
==3710153==    by 0x4015A7: checkCols (sudokuHelpers.c:85)
==3710153==    by 0x401317: main (in /home/misha/CS220/exercises/ex12/main)
```

Exercise 12

Find and fix the
memory leaks

sudokuHelper.c

```
...
21. int* makeCol(int *table) {
22.     int *unit = malloc( sizeof(int) * SIZE );
23.     if( !unit )
24.     {
25.         fprintf( stderr , "[ERROR] Failed to allocate unit\n" );
26.         return NULL;
27.     }
...
81. int checkCols( int table[][SIZE] ) {
82.     int good = 0;
83.     int * column;
84.     for( int c=0 ; c<SIZE ; c++ ) {
85.         column = makeCol( table[0]+c );
86.         good += check(column);
87.     }
88.     return ( good==SIZE );
89. }
...
```

```
>> valgrind --leak-check=full ./main puzzle1.txt
```

```
...
```

```
==3710153== HEAP SUMMARY:
```

```
==3710153==      in use at exit: 1,120 bytes in 19 blocks
```

```
==3710153==    total heap usage: 21 allocs, 2 frees, 10,336 bytes allocated
```

```
==3710153==
```

```
==3710153== 324 bytes in 9 blocks are definitely lost in loss record 1 of 3
```

```
==3710153==    at 0x484186F: malloc (vg_replace_malloc.c:381)
```

```
==3710153==    by 0x4013F9: makeCol (sudokuHelpers.c:22)
```

```
==3710153==    by 0x4015A7: checkCols (sudokuHelpers.c:85)
```

```
==3710153==    by 0x401317: main (in /home/misha/CS220/exercises/ex12/main)
```

Exercise 12

Find and fix the
memory leaks

sudokuHelper.c

```
...
21. int* makeCol(int *table) {
22.     int *unit = malloc( sizeof(int) * SIZE );
23.     if( !unit )
24.     {
25.         fprintf( stderr , "[ERROR] Failed to allocate unit\n" );
26.         return NULL;
27.     }
...
81. int checkCols( int table[][SIZE] ) {
82.     int good = 0;
83.     int * column;
84.     for( int c=0 ; c<SIZE ; c++ ) {
85.         column = makeCol( table[0]+c );
86.         good += check(column);
87.         free( column );
88.     }
89.     return ( good==SIZE );
90. }
91. int checkCubes(int table[][SIZE]) {
92.     int good = 0;
93.     int * cube;
94.     for (int r = 0; r < SIZE; r += 3)
95.         for (int c = 0; c < SIZE; c += 3) {
96.             cube = makeCube( table[r]+c );
97.             good += check(cube);
98.             free( cube );
99.         }
100.     return ( good==SIZE );
101. }
...
```

Exercise 12

Find and fix the
memory leaks

sudokuHelper.c

```
...
21. int* makeCol(int *table) {
22.     int *unit = malloc( sizeof(int) * SIZE );
23.     if( !unit )
24.     {
25.         fprintf( stderr , "[ERROR] Failed to allocate unit\n" );
26.         return NULL;
27.     }
...
81. int checkCols( int table[][SIZE] ) {
82.     int good = 0;
83.     int * column;
84.     for( int c=0 ; c<SIZE ; c++ ) {
85.         column = makeCol( table[0]+c );
86.         good += check(column);
87.         free( column );
88.     }
```

```
>> valgrind --leak-check=full ./main puzzle1.txt
```

```
...
```

```
==3717575== HEAP SUMMARY:
```

```
==3717575==      in use at exit: 472 bytes in 1 blocks
```

```
==3717575==    total heap usage: 21 allocs, 20 frees, 10,336 bytes allocated
```

```
==3717575==
```

```
==3717575== LEAK SUMMARY:
```

```
==3717575==    definitely lost: 0 bytes in 0 blocks
```

```
==3717575==    indirectly lost: 0 bytes in 0 blocks
```

```
==3717575==    possibly lost: 0 bytes in 0 blocks
```

```
==3717575==    still reachable: 472 bytes in 1 blocks
```

```
==3717575==    suppressed: 0 bytes in 0 blocks
```

```
    {
        r]+c );
```

Exercise 12

Find and fix the
memory leaks

sudoku.c

```
...
5.  int main(int argc, char * argv[]) {
6.
7.      if (argc < 2) {
8.          fprintf(stderr, "invalid program call\n");
9.          return 1; // incorrect program usage
10.     }
11.     FILE* infile = fopen(argv[1], "r");
...
...     Read the board from the file
...
28.     if (checkRows(puzzle) && checkCols(puzzle) && checkCubes(puzzle))
29.         printf("puzzle is correctly solved\n");
30.     else
31.         printf("puzzle is not [correctly] solved\n");
32.     return 0;
33. }
```

```
>> valgrind --leak-check=full --show-leak-kinds=all ./main puzzle1.txt
...
==3923831== HEAP SUMMARY:
==3923831==      in use at exit: 472 bytes in 1 blocks
==3923831==    total heap usage: 21 allocs, 20 frees, 10,336 bytes allocated
==3923831==
==3923831== 472 bytes in 1 blocks are still reachable in loss record 1 of 1
==3923831==    at 0x484186F: malloc (vg_replace_malloc.c:381)
==3923831==    by 0x48FA46E: __fopen_internal (iofopen.c:65)
==3923831==    by 0x4011E9: main (sudoku.c:11)
==3923831==
==3923831== LEAK SUMMARY:
```

Exercise 12

Find and fix the
memory leaks

sudoku.c

```
...
5.  int main(int argc, char * argv[]) {
6.
7.      if (argc < 2) {
8.          fprintf(stderr, "invalid program call\n");
9.          return 1; // incorrect program usage
10.     }
11.     FILE* infile = fopen(argv[1], "r");
...
...     Read the board from the file
...
28.     if (checkRows(puzzle) && checkCols(puzzle) && checkCubes(puzzle))
29.         printf("puzzle is correctly solved\n");
30.     else
31.         printf("puzzle is not [correctly] solved\n");
32.     fclose( infile );
33.     return 0;
34. }
```

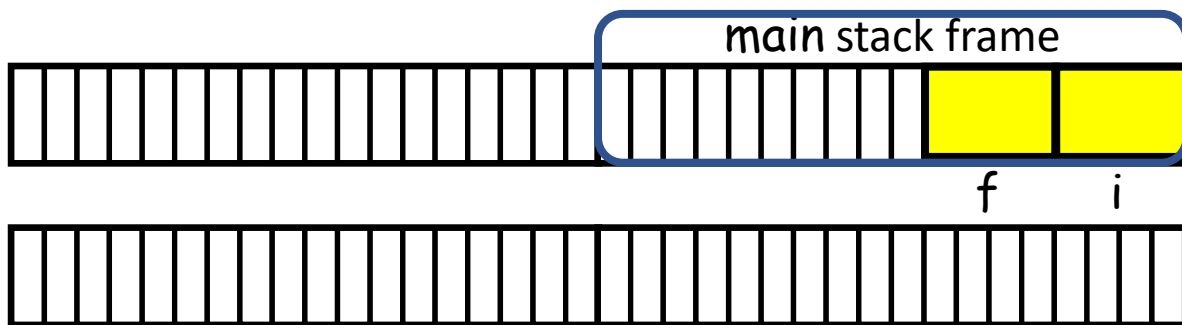
```
>> valgrind --leak-check=full --show-leak-kinds=all ./main puzzle1.txt
...
==3720658== HEAP SUMMARY:
==3720658==      in use at exit: 0 bytes in 0 blocks
==3720658==    total heap usage: 21 allocs, 21 frees, 10,336 bytes allocated
==3720658==
==3720658== All heap blocks were freed -- no leaks are possible
```

Outline

- Exercise 12
- Lifetime and scope
- `structs`
- `typedef`
- Random numbers
- Review questions

Variable lifetime and scope

- Variables declared in C programs have:
 - *lifetime*: How long is the variable in memory?
 - Both `f` and `i` have a lifetime equal to the duration of the `main` function
(They come into existence when `main`'s stack frame is created and disappear when it's gone)
 - *scope*: Where is the variable name accessible?
 - `f` is in scope from the point it is declared to the end of the `main` function (lines 4-7)
 - `i` is in scope for the `for` loop (lines 5-6)



```
1. #include <stdio.h>
2. int main( void )
3. {
4.     int f= 1;
5.     for(int i=2 ; i<6 ; i++ )
6.         f*= i;
7.     printf( "%d\n" , f);
8. }
```


Variable lifetime and scope

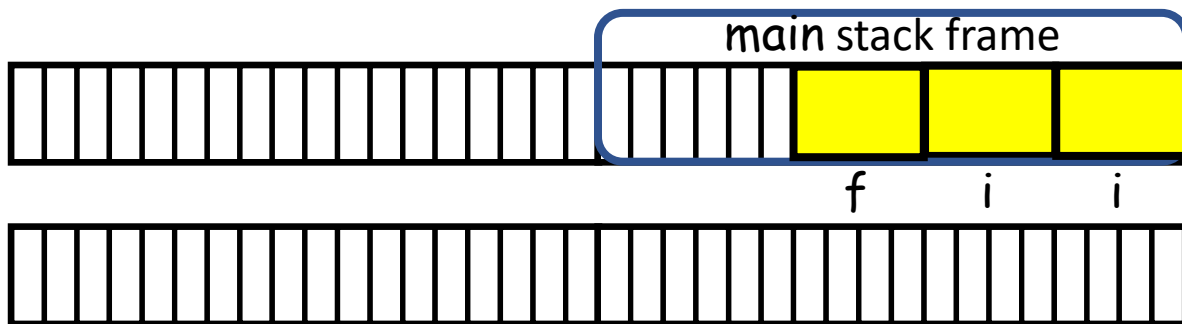
Q: What are the lifetimes of the variables `i`?

A: Both have a lifetime equal to the duration of the `main` function

Q: What are the scopes of the variables `i`?

A: The first comes into scope when it is declared, is *shadowed / hidden* during the `for` loop, and re-emerges after (lines 4, 7)

The second is in scope during the `for` loop (lines 5-6)



```
1. #include <stdio.h>
2. int main( void )
3. {
4.     int i,f=1;
5.     for(int i=2 ; i<6 ; i++ )
6.         f*= i;
7.     printf( "%d\n" , f);
8. }
```

Variable lifetime and scope

- Variables declared in C programs have lifetime and scope
 - In general, local variables have lifetime / scope equal to the function's duration (assuming they aren't shadowed / hidden by an inner variable with the same name and are declared at the beginning)

```
#include <stdio.h>
void foo( int i )
{
    static int count;
    printf( "%d] foo( %d )\n" , count++ , i );
}
int main( void )
{
    foo( 1 );
    foo( 7 );
    return 0;
}
```

Variable lifetime and scope

- Variables declared in C programs have lifetime and scope
 - In general, local variables have lifetime / scope equal to the function's duration (assuming they aren't shadowed / hidden by an inner variable with the same name and are declared at the beginning)
 - But... prefixing the variable declaration with the **static** keyword, extends the lifetime across all calls to that function
 - The variable is automatically initialized to have zero value

```
#include <stdio.h>
void foo( int i )
{
    static int count;
    printf( "%d] foo( %d )\n" , count++ , i );
}
int main( void )
{
    foo( 1 );
    foo( 7 );
    return 0;
}
```

```
>> ./a.out
0] foo( 1 )
1] foo( 7 )
>>
```

Variable lifetime and scope

- Variables declared in C programs have lifetime and scope
 - In general, local variables have lifetime / scope equal to the function's duration (assuming they aren't shadowed / hidden by an inner variable with the same name and are declared at the beginning)
 - But... prefixing the variable declaration with the **static** keyword, extends the lifetime across all calls to that function
 - The variable is automatically initialized to have zero value
 - If you declare and assign, the assignment only happens the first time the function is called.

```
#include <stdio.h>
void foo( int i )
{
    static int count=5;
    printf( "%d] foo( %d )\n" , count++ , i );
}
int main( void )
{
    foo( 1 );
    foo( 7 );
    return 0;
}
```

```
>> ./a.out
5] foo( 1 )
6] foo( 7 )
>>
```

Variable lifetime and scope

- Variables declared in C programs have lifetime and scope
 - In general, local variables have lifetime / scope equal to the function's duration (assuming they aren't shadowed / hidden by an inner variable with the same name and are declared at the beginning)
 - But... prefixing the variable declaration with the **static** keyword, extends the lifetime across all calls to that function
 - But the variable is still only scoped within the function

```
#include <stdio.h>
void foo( int i )
{
    static int count=5;
    printf( "%d] foo( %d )\n" , count++ , i );
}
int main( void )
{
    foo( 1 );
printf( "%d\n" , count );
    return 0;
}
```

Variable lifetime and scope

Note:

- Variable **Because a *static* variable's lifespan extends beyond the function call, it does not reside on the stack. (*static* variables are stored in the *data segment*.)**
 - In global scope (assigned to a hidden variable) the same name and are declared at the beginning)
 - But... prefixing the variable declaration with the **static** keyword, extends the lifetime across all calls to that function
 - But the variable is still only scoped within the function

n's duration

```
void foo( int i )  
{  
    static int count=5;  
    printf( "%d] foo( %d )\n" , count++ , i );  
}  
int main( void )  
{  
    foo( 1 );  
    printf( "%d\n" , count );  
    return 0;  
}
```

Variable lifetime and scope

- Variables declared in C programs have lifetime and scope
 - We can also define *global* variables outside of any function
 - They have a lifetime equal to the lifetime of the program
 - They are initialized to zero
 - They are accessible to any function following the declaration

```
#include <stdio.h>
int count;
void foo( int i )
{
    printf( "%d] foo( %d )\n" , count++ , i );
}
int main( void )
{
    foo( 1 );
    printf( "%d\n" , count );
    return 0;
}
```

```
>> ./a.out
0] foo( 1 )
1
>>
```

Variable lifetime and scope

- Variables declared in C programs have lifetime and scope
 - We can also define *global* variables outside of any function
 - They have a lifetime equal to the lifetime of the program
 - They are initialized to zero
 - They are accessible to any function following the declaration

Note:

Like **static** variables, global variables do not reside on the stack.
(They too are stored in the *data segment*.)

```
#include <stdio.h>
int count;
void foo( int i )
{
    printf( "%d] foo( %d )\n" , count++ , i );
}

main( void )

foo( 1 );
printf( "%d\n" , count );
return 0;
}
```

```
>> ./a.out
0] foo( 1 )
1
>>
```


Variable lifetime and scope

Global variables:

- Like functions, you can define global variables in one source file and use them in another.
- At compile time, the compiler only needs to know the declaration, not the definition.
- At link time, the linker will bind the declared variables to their definitions.

```
int count = 3;
```

foo.c

```
#include <stdio.h>
```

```
void incrementCount( int i )  
{
```

```
    extern int count;  
    count += i;
```

```
}
```

```
int main( void )  
{
```

```
    extern int count;  
    incrementCount( 5 );  
    printf( "%d\n" , count );  
    return 0;
```

```
}
```

main.c

Variable lifetime and scope

Global variables:

- Like functions, you can define global variables in one source file and use them in another.
- At compile time, the compiler only needs to know the declaration, not the definition.
- At link time, the linker will bind the declared variables to their definitions.
- The **extern** keyword can be used to declare global variables that are defined elsewhere (either in the same file or in other files).

```
int count = 3;
```

foo.c

```
#include <stdio.h>
```

```
void incrementCount( int i )
```

```
{
```

```
    extern int count;
```

```
    count += i;
```

```
}
```

```
int main( void )
```

```
{
```

```
    extern int count;
```

```
    incrementCount( 5 );
```

```
    printf( "%d\n" , count );
```

```
    return 0;
```

```
}
```

main.c

```
>> gcc main.c foo.c ...  
>> ./a.out  
8  
>>
```

Variable lifetime and scope

You can also declare the variable outside of a function call so that all (subsequent) functions calls have access to it.

needs to know the declaration, not the definition.

- At link time, the linker will bind the declared variables to their definitions.
- The **extern** keyword can be used to declare global variables that are defined elsewhere (either in the same file or in other files).

```
int count = 3;
```

foo.c

```
#include <stdio.h>
extern int count;
```

```
void incrementCount( int i )
{
    count += i;
}
int main( void )
{
    incrementCount( 5 );
    printf( "%d\n" , count );
    return 0;
}
```

main.c

```
>> gcc main.c foo.c ...
>> ./a.out
8
>>
```

Beware the global variable

Usage of global variables is generally discouraged

- ✗ Debugging is harder – less clear which function changed a global variable's value (since it could be any!)
- ✗ Global variables cross boundaries between program modules, undoing benefits of modular code
 - readability
 - testability
- ✗ In general, values should be conveyed via parameter passing and return values
- ✓ Boolean global variables could be useful for debugging if you only want to `printf` within one function based on a condition being met in a different function.

Outline

- Exercise 12
- Lifetime and scope
- **structs**
- `typedef`
- Random numbers
- Review questions

Structures (**structs**)

- If we have an application that stores students' ages and grades, we can represent a student's data by an array of **float** values. (E.g. by storing the data for **N** students in a **float** array of size **2N**.)

Q: What if we want to store other (non-numerical) data like names?

A: A structure is a collection of variables (often heterogeneously-typed) that are bundled together as a unit under a single name

Structures (**structs**)

- Use the **struct** keyword to define a new type

```
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
```

Structures (**structs**)

- Use the **struct** keyword to define a new type
 - It has a (type) name

```
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
```


Structures (**structs**)

- Use the **struct** keyword to define a new type
 - It has a (type) name
 - And a list of variables (members)

```
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
```

Structures (**structs**)

- Use the **struct** keyword to define a new type
 - It has a (type) name
 - And a list of variables (members)
- Variables of the type are declared using the **struct** keyword and the **struct** (type) name

```
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
```

```
struct Rec boss;  
struct Rec assistant;
```

Structures (**structs**)

- Use the **struct** keyword to define a new type
 - It has a (type) name
 - And a list of variables (members)
- Variables of the type are declared using the **struct** keyword and the **struct** (type) name
 - Can initialize members using array syntax
 - Variable order must match declaration order

```
boss = { 1 , "misha" , 0.f };
```

```
struct Rec  
{  
    unsigned int eNum;  
    const char * name;  
    float salary;  
};
```

```
struct Rec boss;  
struct Rec assistant;
```

Structures (**structs**)

- Use the **struct** keyword to define a new type
 - It has a (type) name
 - And a list of variables (members)
- Variables of the type are declared using the **struct** keyword and the **struct** (type) name
 - Can initialize members using array syntax
 - Or member-by-member, using the "." operator

```
boss = { 1 , "misha" , 0.f };
```

```
boss.eNum = 1;  
boss.name = "misha";  
boss.salary = 0.f;
```

```
struct Rec  
{  
    unsigned int eNum;  
    const char * name;  
    float salary;  
};
```

```
struct Rec boss;  
struct Rec assistant;
```

Structures (**structs**)

- When the compiler sees a **struct** type it creates enough memory on the stack to store all of its contents

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
int main( void )
{
    struct Rec rec;
    ...
    return 0;
}
```



address space

Structures (**structs**)

- When the compiler sees a **struct** type it creates enough memory on the stack to store all of its contents
 - You can get the size of the memory associated to a struct using **sizeof** ...

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
int main( void )
{
    struct Rec rec;
    printf( "Size: %d\n" ,
           (int)sizeof( rec ) );
    return 0;
}
```



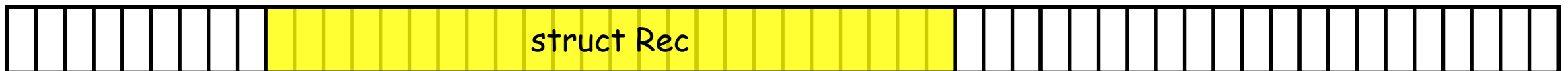
address space

Structures (**structs**)

- When the compiler sees a **struct** type it creates enough memory on the stack to store all of its contents
 - You can get the size of the memory associated to a struct using **sizeof** ... but this might be larger than the sum of its parts

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
int main( void )
{
    struct Rec rec;
    printf( "Size: %d\n" ,
           (int)sizeof( rec ) );
    return 0;
}
```

```
>> ./a.out
Size: 24
>>
```



address space

Structures (**structs**)

- When the compiler sees a **struct** type, it creates enough memory on the stack to store all of its contents
 - You can get the size of the memory associated with a struct using **sizeof** ... but this might be more than the sum of its parts

```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    unsigned int eNum;
```

```
    const char * name;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    printf( "%d + " , sizeof( unsigned int ) );
```

```
    printf( "%d + " , sizeof( const char* ) );
```

```
    printf( "%d = " , sizeof( float ) );
```

```
    printf( "%d\n" , sizeof( struct Rec ) );
```

```
    return 0;
```

```
}
```

```
>> ./a.out
```

```
4 + 8 + 4 = 24
```

```
>>
```



address space

Structures (**structs**)

- When the compiler sees a **struct** creates enough memory on the stack to store all of its contents
 - You can get the size of the memory allocated for a struct using **sizeof** ... but this might not be the sum of its parts

```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    unsigned int eNum;
```

```
    const char * name;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    struct Rec r;
```

```
    void *_r = &r;
```

```
    void *_e = &(r.eNum);
```

```
    void *_n = &(r.name);
```

```
    void *_s = &(r.salary);
```

```
    printf( "Size: %d\n" , sizeof( struct Rec ) );
```

```
    printf( "eNum offset: %d\n" , _e - _r );
```

```
    printf( "name offset: %d\n" , _n - _r );
```

```
    printf( "salary offset: %d\n" , _s - _r );
```

```
    return 0;
```

```
>> ./a.out
```

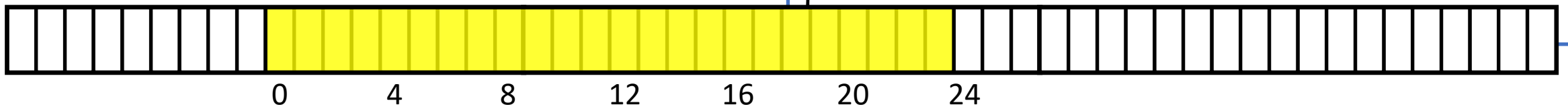
```
Size: 24
```

```
eNum offset: 0
```

```
name offset: 8
```

```
salary offset: 16
```

```
>>
```



Structures (**structs**)

- When the compiler sees a **struct** creates enough memory on the stack to store all of its contents
 - You can get the size of the memory allocated for a struct using **sizeof** ... but this might be more than the sum of its parts

```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    unsigned int eNum;
```

```
    const char * name;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    struct Rec r;
```

```
    void *_r = &r;
```

```
    void *_e = &(r.eNum);
```

```
    void *_n = &(r.name);
```

```
    void *_s = &(r.salary);
```

```
    printf( "Size: %d\n" , sizeof( struct Rec ) );
```

```
    printf( "eNum offset: %d\n" , _e - _r );
```

```
    printf( "name offset: %d\n" , _n - _r );
```

```
    printf( "salary offset: %d\n" , _s - _r );
```

```
    return 0;
```

```
>> ./a.out
```

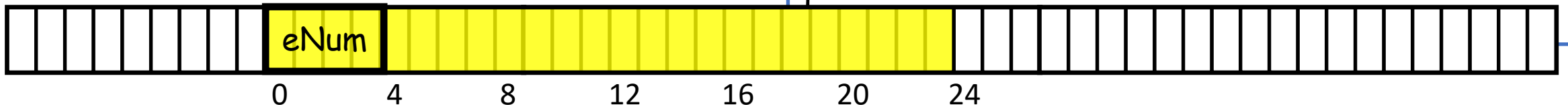
```
Size: 24
```

```
eNum offset: 0
```

```
name offset: 8
```

```
salary offset: 16
```

```
>>
```



Structures (**structs**)

- When the compiler sees a **struct** creates enough memory on the stack to store all of its contents
 - You can get the size of the memory allocated for a struct using **sizeof** ... but this might be more than the sum of its parts

```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    unsigned int eNum;
```

```
    const char * name;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    struct Rec r;
```

```
    void *_r = &r;
```

```
    void *_e = &(r.eNum);
```

```
    void *_n = &(r.name);
```

```
    void *_s = &(r.salary);
```

```
    printf( "Size: %d\n" , sizeof( struct Rec ) );
```

```
    printf( "eNum offset: %d\n" , _e - _r );
```

```
    printf( "name offset: %d\n" , _n - _r );
```

```
    printf( "salary offset: %d\n" , _s - _r );
```

```
    return 0;
```

```
>> ./a.out
```

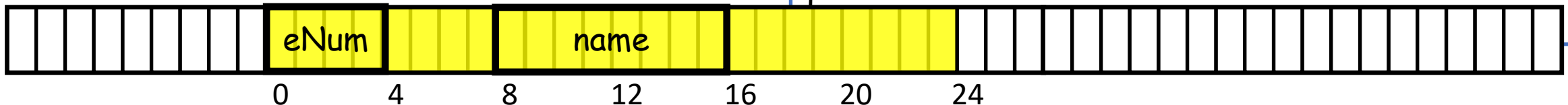
```
Size: 24
```

```
eNum offset: 0
```

```
name offset: 8
```

```
salary offset: 16
```

```
>>
```



Structures (**structs**)

- When the compiler sees a **struct** creates enough memory on the stack to store all of its contents
 - You can get the size of the memory allocated for a struct using **sizeof** ... but this might be more than the sum of its parts

```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    unsigned int eNum;
```

```
    const char * name;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    struct Rec r;
```

```
    void *_r = &r;
```

```
    void *_e = &(r.eNum);
```

```
    void *_n = &(r.name);
```

```
    void *_s = &(r.salary);
```

```
    printf( "Size: %d\n" , sizeof( struct Rec ) );
```

```
    printf( "eNum offset: %d\n" , _e - _r );
```

```
    printf( "name offset: %d\n" , _n - _r );
```

```
    printf( "salary offset: %d\n" , _s - _r );
```

```
    return 0;
```

```
>> ./a.out
```

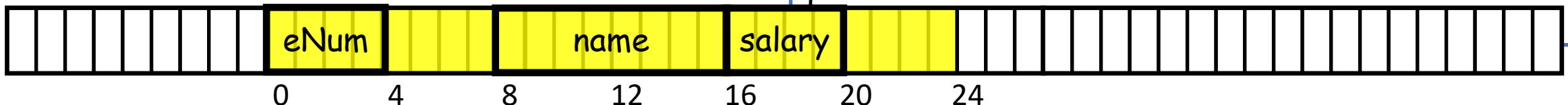
```
Size: 24
```

```
eNum offset: 0
```

```
name offset: 8
```

```
salary offset: 16
```

```
>>
```



Structures (**structs**)

- When the compiler sees a **struct** creates enough memory on the stack to store all of its contents
 - You can get the size of the memory allocated for a struct using **sizeof** ... but this might be more than the sum of its parts
 - The members are laid out in order but there may be added padding!

```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    unsigned int eNum;
```

```
    const char * name;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    struct Rec r;
```

```
    void *_r = &r;
```

```
    void *_e = &(r.eNum);
```

```
    void *_n = &(r.name);
```

```
    void *_s = &(r.salary);
```

```
    printf( "Size: %d\n" , sizeof( struct Rec ) );
```

```
    printf( "eNum offset: %d\n" , _e - _r );
```

```
    printf( "name offset: %d\n" , _n - _r );
```

```
    printf( "salary offset: %d\n" , _s - _r );
```

```
    return 0;
```

```
>> ./a.out
```

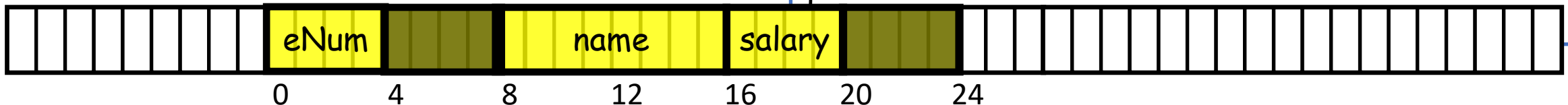
```
Size: 24
```

```
eNum offset: 0
```

```
name offset: 8
```

```
salary offset: 16
```

```
>>
```



Structures (**structs**)

- When the compiler sees a **struct** creates enough memory on the stack to store all of its contents

- You can get the size of the memory allocated for a struct using **sizeof** ... but this might be more than the sum of its parts
- The members are laid out in order but there may be added padding!
 1. Start members at offsets that are multiples of their alignment

```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    unsigned int eNum;
```

```
    const char * name;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    struct Rec r;
```

```
    void *_r = &r;
```

```
    void *_e = &(r.eNum);
```

```
    void *_n = &(r.name);
```

```
    void *_s = &(r.salary);
```

```
    printf( "Size: %d\n" , sizeof( struct Rec ) );
```

```
    printf( "eNum offset: %d\n" , _e - _r );
```

```
    printf( "name offset: %d\n" , _n - _r );
```

```
    printf( "salary offset: %d\n" , _s - _r );
```

```
    return 0;
```

```
>> ./a.out
```

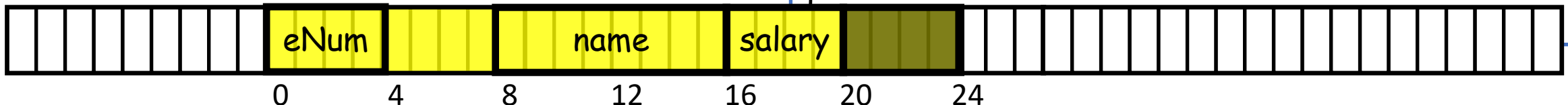
```
Size: 24
```

```
eNum offset: 0
```

```
name offset: 8
```

```
salary offset: 16
```

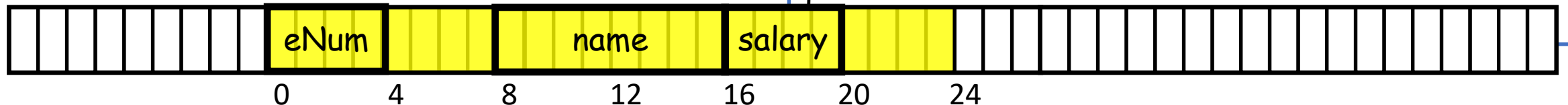
```
>>
```



Structures (**structs**)

- When the compiler sees a **struct** creates enough memory on the stack to store all of its contents

- You can get the size of the memory allocated for a struct using **sizeof** ... but this might be more than the sum of its parts
- The members are laid out in order but there may be added padding!
 1. Start members at offsets that are multiples of their alignment
 2. Size should be a multiple of the size of the largest member



```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    unsigned int eNum;
```

```
    const char * name;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    struct Rec r;
```

```
    void *_r = &r;
```

```
    void *_e = &(r.eNum);
```

```
    void *_n = &(r.name);
```

```
    void *_s = &(r.salary);
```

```
    printf( "Size: %d\n" , sizeof( struct Rec ) );
```

```
    printf( "eNum offset: %d\n" , _e - _r );
```

```
    printf( "name offset: %d\n" , _n - _r );
```

```
    printf( "salary offset: %d\n" , _s - _r );
```

```
    return 0;
```

```
>> ./a.out
```

```
Size: 24
```

```
eNum offset: 0
```

```
name offset: 8
```

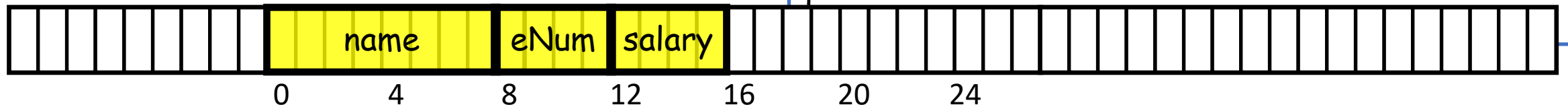
```
salary offset: 16
```

```
>>
```

Structures (**structs**)

- When the compiler sees a **struct** creates enough memory on the stack to store all of its contents

- You can get the size of the memory allocated for a struct using **sizeof** ... but this might be more than the sum of its parts
- The members are laid out in order but there may be added padding!
 1. Start members at offsets that are multiples of their alignment
 2. Size should be a multiple of the size of the largest member



```
#include <stdio.h>
```

```
struct Rec
```

```
{
```

```
    const char * name;
```

```
    unsigned int eNum;
```

```
    float salary;
```

```
};
```

```
int main( void )
```

```
{
```

```
    struct Rec r;
```

```
    void *_r = &r;
```

```
    void *_n = &(r.name);
```

```
    void *_e = &(r.eNum);
```

```
    void *_s = &(r.salary);
```

```
    printf( "Size: %d\n" , sizeof( struct Rec ) );
```

```
    printf( "name offset: %d\n" , _n - _r );
```

```
    printf( "eNum offset: %d\n" , _e - _r );
```

```
    printf( "salary offset: %d\n" , _s - _r );
```

```
    return 0;
```

```
>> ./a.out
```

```
Size: 16
```

```
name offset: 0
```

```
eNum offset: 8
```

```
salary offset: 12
```

```
>>
```


Structures (**structs**)

- Whole **structs** can be assigned values and copied, and/or passed into or returned from functions

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
struct Rec Increase( struct Rec r , float s)
{
    r.salary += s;
    return r;
}
int main( void )
{
    struct Rec boss = { 1 , "misha" , 0.f };
    printf( "%g\t" , boss.salary );
    boss = Increase( boss , 1e6f );
    printf( "%g\n" , boss.salary );
    return 0;
}
```

```
>> ./a.out
0          1e+06
>>
```

Structures (**structs**)

- Whole **structs** can be assigned values and copied, and/or passed into or returned from functions
 - On return, the entire **struct** (i.e. all its contents) is copied from the stack-frame of the called function to the stack-frame of the calling function

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
struct Rec Increase( struct Rec r , float s)
{
    r.salary += s;
    return r;
}
int main( void )
{
    struct Rec boss = { 1 , "misha" , 0.f };
    printf( "%g\t" , boss.salary );
    boss = Increase( boss , 1e6f );
    printf( "%g\n" , boss.salary );
    return 0;
}
```

```
>> ./a.out
0          1e+06
>>
```

Structures (**structs**)

- Whole **structs** can be assigned values and copied, and/or passed into or returned from functions
 - Arguments are passed by value so the function sees a copy of the data in the **struct**

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
void Increase( struct Rec r , float s)
{
    r.salary += s;
}
int main( void )
{
    struct Rec boss = { 1 , "misha" , 0.f };
    printf( "%g\t" , boss.salary );
    Increase( boss , 1e6f );
    printf( "%g\n" , boss.salary );
    return 0;
}
```

```
>> ./a.out
0      0
>>
```

Structures (**structs**)

- Whole **structs** can be assigned values and copied, and/or passed into or returned from functions
 - If you want to access the original data (or the **struct** is large and you don't want to duplicate it) you can pass a pointer
 - You can dereference the pointer and use the "." operator to access the member data

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
void Increase( struct Rec * r , float s)
{
    (*r).salary += s;
}
int main( void )
{
    struct Rec boss = { 1 , "misha" , 0.f };
    printf( "%g\t" , boss.salary );
    Increase( &boss , 1e6f );
    printf( "%g\n" , boss.salary );
    return 0;
}
```

```
>> ./a.out
0          1e+06
>>
```

Structures (**structs**)

- Whole **structs** can be assigned values and copied, and/or passed into or returned from functions
 - If you want to access the original data (or the **struct** is large and you don't want to duplicate it) you can pass a pointer
 - You can dereference the pointer and use the "." operator to access the member data
 - Or you can use the "->" operator to access the member data directly from the pointer

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
void Increase( struct Rec * r , float s)
{
    r->salary += s;
}
int main( void )
{
    struct Rec boss = { 1 , "misha" , 0.f };
    printf( "%g\t" , boss.salary );
    Increase( &boss , 1e6f );
    printf( "%g\n" , boss.salary );
    return 0;
}
```

```
>> ./a.out
0          1e+06
>>
```

Structures (**structs**)

- Whole **structs** can be assigned values and copied, and/or passed into or returned from functions
 - If a **struct** contains an array, the values are stored as part of the **struct**
 - ⇒ If a function returns the **struct**, the values are copied to the calling function
 - ⇒ Wrapping arrays within a **struct**, we can have functions that effectively return arrays.

```
#include <stdio.h>
struct FourInts
{
    int ints[4];
};
struct FourInts Init( void )
{
    struct FourInts fourInts;
    for( int i=0 ; i<4 ; i++ ) fourInts.ints[i] = i;
    return fourInts;
}
int main( void )
{
    struct FourInts fi = Init();
    for( int i=0 ; i<4 ; i++ )
        printf( "%d] %d\n" , i , fi.ints[i] );
    return 0;
}
```

```
>> ./a.out
0] 0
1] 1
2] 2
3] 3
>>
```

Structures (**structs**)

- You can nest **structs**
 - Since both "." and "->" associate left-to-right, the employee number of the lead is:
(mgmt.lead).eNum
(t->lead).eNum
mgmt.lead.eNum
t->lead.eNum

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
struct TeamRec
{
    struct Rec lead;
    struct Rec e1 , e2;
};
int main( void )
{
    ...
    struct TeamRec mgmt;
    mgmt.lead = boss;
    mgmt.lead.salary *=2;
    TeamRec *t = &mgmt;
    ...
}
```

Structures (**structs**)

- You can nest **structs**
- You can create arrays of **structs**
 - Statically, on the stack

```
#include <stdio.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
int main( void )
{
    struct Rec staff[10];
    for( int i=0 ; i<10 ; i++ )
    {
        staff[i].eNum = i;
        ...
    }
    return 0;
}
```


Structures (**structs**)

- You can nest **structs**
- You can create arrays of **structs**
 - Statically, on the stack
 - Or dynamically on the heap

```
#include <stdio.h>
#include <stdlib.h>
struct Rec
{
    unsigned int eNum;
    const char * name;
    float salary;
};
int main( void )
{
    struct Rec *staff;
    staff = malloc( sizeof( struct Rec )*10 );
    for( int i=0 ; i<10 ; i++ )
    {
        staff[i].eNum = i;
        ...
    }
    free( staff );
    return 0;
}
```

Structures (**structs**)

- You can nest **structs**
- You can create arrays of **structs**
 - Statically, on the stack
 - Or dynamically on the heap
- You can declare a **struct** inside of a **struct**

```
#include <stdio.h>
#include <stdlib.h>
struct Pixel
{
    struct
    {
        unsigned char r , g , b;
    } color;
    struct
    {
        int x , y;
    } position;
};
int main( void )
{
    struct Pixel p;
    p.color.r = p.color.g = p.color.b = 255;
    p.position.x = p.position.y = 0;
    ...
    return 0;
}
```

Structures (**structs**)

- You can nest **structs**
- You can create arrays of **structs**
 - Statically, on the stack
 - Or dynamically on the heap
- You can declare a **struct** inside of a **struct**
 - Note that these lines are simultaneously:
 - Defining an (unnamed) **struct** with three **unsigned chars**, and
 - Declaring a member **color** of that type.

```
#include <stdio.h>
#include <stdlib.h>
struct Pixel
{
    struct
    {
        unsigned char r , g , b;
    } color;
    struct
    {
        int x , y;
    } position;
};
int main( void )
{
    struct Pixel p;
    p.color.r = p.color.g = p.color.b = 255;
    p.position.x = p.position.y = 0;
    ...
    return 0;
}
```

Outline

- Exercise 12
- Lifetime and scope
- `structs`
- `typedef`
- Random numbers
- Review questions

typedef

- Declaring / passing a **struct** requires adding the **struct** keyword

```
#include <stdio.h>
struct Rec
{
    unsigned int emplNum;
    const char * name;
    float salary;
};
void PrintRec( struct Rec r )
{
    printf( "Number: %d\n" , r.emplNum );
    printf( "Name: %s\n" , r.name );
    printf( "Salary: %.2f\n" , r.salary );
}
int main( void )
{
    struct Rec boss = { 1 , "misha" , 0.f };
    PrintRec( boss );
    return 0;
}
```

```
>> ./a.out
Number: 1
Name: misha
Salary: 0.00
>>
```

typedef

- Declaring / passing a **struct** requires adding the **struct** keyword
- We can use the **typedef** keyword to define a new "type" that has the keyword **struct** baked in:

typedef <type> <alias>;

```
#include <stdio.h>
struct _Rec
{
    unsigned int emplNum;
    const char * name;
    float salary;
};
typedef struct _Rec Rec;
void PrintRec( Rec r )
{
    printf( "Number: %d\n" , r.emplNum );
    printf( "Name: %s\n" , r.name );
    printf( "Salary: %.2f\n" , r.salary );
}
int main( void )
{
    Rec boss = { 1 , "misha" , 0.f };
    PrintRec( boss );
    return 0;
}
```

typedef

- Declaring / passing a **struct** requires adding the **struct** keyword
- We can use the **typedef** keyword to define a new "type" that has the keyword **struct** baked in:

typedef <type> <alias>;

- We can even apply it to the definition of the **struct**

```
#include <stdio.h>
typedef struct _Rec
{
    unsigned int emplNum;
    const char * name;
    float salary;
} Rec;

void PrintRec( Rec r )
{
    printf( "Number: %d\n" , r.emplNum );
    printf( "Name: %s\n" , r.name );
    printf( "Salary: %.2f\n" , r.salary );
}

int main( void )
{
    Rec boss = { 1 , "misha" , 0.f };
    PrintRec( boss );
    return 0;
}
```

typedef

- Declaring / passing a **struct** requires adding the **struct** keyword
- We can use the **typedef** keyword to define a new "type" that has the keyword **struct** baked in:

typedef <type> <alias>;

- We can even apply it to the definition of the **struct**
- We can even omit the actual **struct** name altogether*

```
#include <stdio.h>
typedef struct
{
    unsigned int emplNum;
    const char * name;
    float salary;
} Rec;

void PrintRec( Rec r )
{
    printf( "Number: %d\n" , r.emplNum );
    printf( "Name: %s\n" , r.name );
    printf( "Salary: %.2f\n" , r.salary );
}

int main( void )
{
    Rec boss = { 1 , "misha" , 0.f };
    PrintRec( boss );
    return 0;
}
```

*This is OK unless we need to know the **struct**'s name within the **struct**.

Outline

- Exercise 12
- Lifetime and scope
- **structs**
- typedef
- Random numbers
- Review questions

Random numbers

`stdlib.h` declares two functions for generating random numbers

`int rand(void);`

- Returns a random integer value between 0 and **`RAND_MAX`**
- **`RAND_MAX`** is a constant (at least 32767)
- Each call to `rand` creates a new random number

```
#include <stdio.h>
#include <stdlib.h>

int main( void )
{
    printf( "%d < %d\n" , rand() , RAND_MAX );
    printf( "%d < %d\n" , rand() , RAND_MAX );
    return 0;
}
```

Random numbers

`stdlib.h` declares two functions for generating random numbers

`int rand(void);`

- Returns a random integer value between 0 and **`RAND_MAX`**
- **`RAND_MAX`** is a constant (at least 32767)
- Each call to `rand` creates a new random number

```
#include <stdio.h>
#include <stdlib.h>

int main( void )
{
    printf( "%d < %d\n" , rand() , RAND_MAX );
    printf( "%d < %d\n" , rand() , RAND_MAX );
    return 0;
}
```

```
>> ./a.out
1804289383 < 2147483647
846930886 < 2147483647
>>
```

Random numbers

`stdlib.h` declares two functions for generating random numbers

`void srand(unsigned int);`

- Seeds the random number generator
- Calling `rand` after the random number has been seeded will consistently generate the same set of random numbers.
- Useful for debugging (for consistency)
- Useful for trying different values

```
#include <stdio.h>
#include <stdlib.h>

int main( void )
{
    srand( 1 );
    printf( "%d , %d\n" , rand() , rand() );
    srand( 2 );
    printf( "%d , %d\n" , rand() , rand() );
    srand( 1 );
    printf( "%d , %d\n" , rand() , rand() );
    return 0;
}
```

Random numbers

`stdlib.h` declares two functions for generating random numbers

`void srand(unsigned int);`

- Seeds the random number generator
- Calling `rand` after the random number has been seeded will consistently generate the same set of random numbers.
- Useful for debugging (for consistency)
- Useful for trying different values

```
#include <stdio.h>
#include <stdlib.h>

int main( void )
{
    srand( 1 );
    printf( "%d , %d\n" , rand() , rand() );
    srand( 2 );
    printf( "%d , %d\n" , rand() , rand() );
    srand( 1 );
    printf( "%d , %d\n" , rand() , rand() );
    return 0;
}
```

```
>> ./a.out
846930886 , 1804289383
1738766719 , 1505335290
846930886 , 1804289383
>>
```

Warning:

Seeding the random number with a value of 1 has a special meaning. It re-seeds the random number generator to its original state.

On some machines the “original state” is being seeded with 0, so that `srand(0)` and `srand(1)` do the same thing.

- Seeds the random number generator
- Calling `rand` after the random number has been seeded will consistently generate the same set of random numbers.
- Useful for debugging (for consistency)
- Useful for trying different values

```
int main( void )
{
    srand( 1 );
    printf( "%d , %d\n" , rand() , rand() );
    srand( 2 );
    printf( "%d , %d\n" , rand() , rand() );
    srand( 1 );
    printf( "%d , %d\n" , rand() , rand() );
    return 0;
}
```

```
>> ./a.out
846930886 , 1804289383
1738766719 , 1505335290
846930886 , 1804289383
>>
```

Random numbers

We can use `rand` to generate random numbers in an integer range

```
#include <stdio.h>
#include <stdlib.h>

int myRand( int low , int high )
{
    return low + rand() % ( high - low );
}

int main( void )
{
    printf( "%d , %d\n" , myRand(2,6) , myRand(2,6) );
    printf( "%d , %d\n" , myRand(16,26) , myRand(16,26) );
    return 0;
}
```

```
>> ./a.out
3, 5
21, 23
>>
```

Random numbers

We Note:
This will create random numbers in the range [low,high).

```
#include <stdio.h>
#include <stdlib.h>

int myRand( int low , int high )
{
    return low + rand() % ( high - low );
}

int main( void )
{
    printf( "%d , %d\n" , myRand(2,6) , myRand(2,6) );
    printf( "%d , %d\n" , myRand(16,26) , myRand(16,26) );
    return 0;
}
```

```
>> ./a.out
3, 5
21, 23
>>
```


Random numbers

We can use `rand` to generate random numbers in a floating point range

```
#include <stdio.h>
#include <stdlib.h>

float myRand( float low , float high )
{
    return low + (float)rand() / RAND_MAX * ( high - low );
}

int main( void )
{
    printf( "%f , %f\n" , myRand(2,6) , myRand(2,6) );
    printf( "%f , %f\n" , myRand(16,26) , myRand(16,26) );
    return 0;
}
```

```
>> ./a.out
3.577532 , 5.360751
23.984400 , 23.830992
>>
```

Outline

- Exercise 12
- Lifetime and scope
- **structs**
- typedef
- Random numbers
- **Review questions**

Review questions

1. What is a **struct** in c?

A user defined type which is a collection of variables (often heterogeneously-typed) that are bundled together as a unit under a single name

Review questions

2. How are the fields of a **struct** passed into a function – by value or by reference?

By value

Review questions

3. What is the size of a **struct**? What is structure padding in C?

The size of a **struct** is at least the number of bytes needed to store the data. It may be padded either to align the members or to ensure that the size is a multiple of the largest member's size.

Review questions

4. What is the difference between lifetime and scope of a variable?

Lifetime describes how long the variable resides in memory.

Scope describes when it is accessible.

Review questions

5. What is variable shadowing (i.e. hiding)?

When a variable goes out of scope because another variable with the same name is brought into scope.

Review questions

6. What is the output of this program?

0; 3; 5; 2;

(Recall that global variables are initialized to zero.)

```
#include <stdio.h>
int foo;
void bar( void )
{
    int foo = 3;
    {
        extern int foo;
        printf( "%d; ", foo );
        foo = 2;
    }
    printf( "%d; ", foo );
}
void baz( void ) { printf( "%d; ", foo ); }
int main( void )
{
    {
        int foo = 5;
        bar();
        printf( "%d; ", foo );
    }
    baz();
    return 0;
}
```


Exercise 13

- Website -> Course Materials -> Exercise 13