

# Today's plan

- Announcement:
  - Homework 3 is extended to due on Feb 24 at 11pm.
  - Homework 4 is alive on Gradescope.
  - Find your mid-term project partner and register your team on Piazza.
- Review
- Ex 5-2

## Ex 5-1 - struct

- You have practiced how to write **structs** in C, pass it into a function using pointers/arrays.
- What is the output of the following program?

```
1      #include <stdio.h>
2      #include <stdlib.h>
3      #include <string.h>
4
5      typedef struct Foo {
6          char* data;
7      } Foo;
8
9      int main() {
10         Foo temp = { malloc(10) };
11         strcpy(temp.data, "0");
12         Foo test = temp;
13         strcpy(test.data, "220");
14         printf("%s, %s\n", temp.data, test.data);
15         free(temp.data);
16
17         return 0;
18     }
```

A 0, 0;  
B 0, 220  
C 220, 0  
D 220, 220  
E Unpredictable.

## Ex 5-1 - struct

- What is the output of the following program?

```
1      #include <stdio.h>
2      #include <stdlib.h>
3      #include <string.h>
4
5      typedef struct Foo {
6          char data[10];
7      } Foo;
8
9      int main() {
10         Foo temp;
11         strcpy(temp.data, "0");
12         Foo test = temp;
13         strcpy(test.data, "220");
14         printf("%s, %s\n", temp.data, test.data);
15
16         return 0;
17     }
```

A 0, 0  
B 0, 220  
C 220, 0  
D 220, 220  
E Unpredictable.

## Ex 5-1 - struct

- What is the output of the following program?

```
1      #include <stdio.h>
2
3      typedef struct Foo {
4          char data[10];
5          struct Foo *ptr;
6      } Foo;
7
8      int main() {
9          Foo foo[] = {
10             { "CS", foo + 1 },
11             { "220", foo + 2 },
12             { "fun!", foo }
13         };
14
15         for (int i = 0; i < 3; ++i)
16             printf("%s ", foo[i].ptr->data);
17
18         return 0;
19     }
```

- A CS 220 fun!
- B 220 fun! CS
- C fun CS 220
- D 220 CS fun!
- E Unpredictable.

# Binary file I/O

- Open with `"b"`, and use `fread` and `fwrite` to read and write in bytes.
- What does this program do? Please type your answers in the chat.

```
1  #include <stdio.h>
2  #include <stdlib.h>
3  typedef struct Data {
4      char* data;
5      size_t len;
6  } Data;
7
8  Data readAll(const char* filename) {
9      FILE* fp = fopen(filename, "rb");
10     Data result;
11     rewind(fp);
12     fseek(fp, 0L, SEEK_END);
13     result.len = ftell(fp);
14     result.data = malloc(result.len);
15     rewind(fp);
16     fread(result.data, result.len, 1, fp);
17     fclose(fp);
18     return result;
19 }
20 void writeAll(const char* filename, Data d) {
21     FILE* fp = fopen(filename, "wb");
22     fwrite(d.data, d.len, 1, fp);
23     fclose(fp);
24
25     int main() {
26         Data foo = readAll("foo.txt");
27         Data bar = readAll("bar.txt");
28         writeAll("foo.txt", bar);
29         writeAll("bar.txt", foo);
30         free(foo.data);
31         free(bar.data);
32         return 0;
33     }
```

# Bitwise operations

- What is the result of `(15 >> 2) || 7`?
  - A 7
  - B 15
  - C 0
  - D 1
  - E 8

# Bitwise operations

- What is the result of  $(15 \gg 2) \mid 7$ ?
  - A 7
  - B 15
  - C 0
  - D 1
  - E 8

# Bitwise operations

- Which of the following is true?
  - A a XOR b in C is written as: " $a \wedge b$ ".
  - B In C, " $2 \& 3$ " is a legal statement and is evaluated as "2".
  - C In C, " $2. \& 3.$ " is a legal statement and is evaluated as "2".
  - D In C, " $'2' \& '3'$ " is a legal statement and is evaluated as "2".
  - E In C, " $2 \wedge 3$ " is a legal statement and is evaluated as "1".



# Class exercises

Ex 5-2