

# Arrays and Structures: Structures and Unions

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# Outline

1 Arrays

2 Structures

3 Unions

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# The Arrays as An ADT

- Arrays.
  - a set of pairs  $\langle \text{index}, \text{value} \rangle$ .
  - for each index, there is a value associated with that index.
  - a consecutive set of memory locations.
  - mathematical terms: *correspondence*, *mapping*, etc.

# Implementation of 1-D Array

- `int list[5]`
  - Five consecutive memory locations are allocated.
  - The address of `list[0]`: **base address**.
- `int list[5], *plist[5];`
  - sample **code** for the second.

variable	memory address
<code>list[0]</code>	base address = $b$
<code>list[1]</code>	$b + 1 \times \text{sizeof}(\text{int})$
<code>list[2]</code>	$b + 2 \times \text{sizeof}(\text{int})$
<code>list[3]</code>	$b + 3 \times \text{sizeof}(\text{int})$
<code>list[4]</code>	$b + 4 \times \text{sizeof}(\text{int})$

# Array in C

- Compare `int *list1` and `int list2[5]` in C.
  - Both `list1` and `list2` are pointers.
  - `list2` reserves **five** memory locations.
- Some notations:
  - `list2:`
  - `(list2+i):`
  - `*(list2+i):`

# Array in C

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  - Both `list1` and `list2` are pointers.
  - `list2` reserves **five** memory locations.
- Some notations:
  - `list2:` a pointer to `list2[0]`
  - `(list2+i):` `&list2[i]`
  - `*(list2+i):` `list2[i]`



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# Structures

- An array is a collection of data of **the same type**.
  - `int arr[] = { 0, 1, 2, 3, 4 };`
- A structure is a collection of **data items**, where each item is identified as to its type and name.

```
struct employee {  
    char name[10];  
    int age;  
    double salary;  
};  
struct employee person;
```

```
struct employee {  
    char name[10];  
    int age;  
    double salary;  
} person;
```

## Usage of a struct Variable

```
struct employee {  
    char name[10];  
    int age;  
    double salary;  
} person;  
  
strcpy(person.name, "Peter");  
person.age = 10;  
person.salary = 80000;
```

```
struct employee {  
    string name; // C++  
    int age;  
    double salary;  
} person;  
  
person.name = "Peter";  
person.age = 10;  
person.salary = 80000;
```

# typedef

```
typedef int COUNT;  
COUNT num1, num2;  
typedef struct employee HUMAN_BEING;  
  
HUMAN_BEING person1, person2;  
strcpy(person1.name, "Peter");  
person.age = 10;  
person.salary = 80000;
```

# A structure within a structure is possible

The usage:

```
typedef struct {  
    int month;  
    int day;  
    int year;  
} date;
```

```
typedef struct {  
    char name[10];  
    int age;  
    float salary;  
    date birthday;  
} HUMAN_BEING;
```

```
HUMAN_BEING person;  
person.birthday.month = 10;  
person.birthday.day = 31;  
person.birthday.year = 1979;
```

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# Unions

- Similar to structures.
- The fields of a union must **share their memory space**.
- Only one field of the union is **active** at any given time.

```
typedef struct {  
    int sex;  
    union {  
        int kid;  
        int beard;  
    } u;  
} SEX_TYPE;
```

## Characteristics of Unions (code)

- The size of the union is the size of the **largest** member.
- Only one member can contain data at the same time.

```
union union1 {  
    int x;  
    int y;  
} U1;  
  
union union2 {  
    int arr[10];  
    char y;  
} U2;
```

```
int size1 = sizeof(U1);  
int size2 = sizeof(U2);  
printf("Sizeof U1: %d\n", size1);  
printf("Sizeof U2: %d\n", size2);
```



## An Application Example

\*binary tree (only leaf nodes have data)

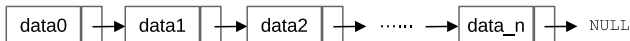
```
struct Node {  
    bool is_leaf;  
    struct Node* left;  
    struct Node* right;  
    double data;  
};
```

```
struct Node {  
    bool is_leaf;  
    union {  
        struct {  
            struct Node* left;  
            struct Node* right;  
        } internal;  
        double data;  
    } info;  
};
```

Reference: GeeksforGeeks

# Self-Referential Structures

One or more of its components is a pointer pointing to itself.



```
struct Node {  
    int data;  
    struct Node* link;  
};  
typedef struct Node list;
```

```
list item0, item1, item2;  
item0.data = data0;  
item1.data = data1;  
item2.data = data2;  
item0.link = &item1;  
item1.link = &item2;  
item2.link = NULL;
```

# Discussions