SER 334 A Session

SI Session

Thursday, January 18th 2024

7:00 pm - 8:00 pm MST

Agenda

- Pointer Tracing
- Static and Heap Memory
- Structs
- Function Parameters
- Macros

SI Session Expectations

Thanks for coming to the **Enter course** SI session. We have a packed agenda and we are going to try to get through as many of our planned example problems as possible. This session will be recorded and shared with others.

- If after this you want to see additional examples, please visit the drop-in tutoring center.
- We will post the link in the chat now and at the end of the session.
  - tutoring.asu.edu
- Please keep in mind we are recording this session and it will be made available for you to review 24-48 hours after this session concludes.
- Finally, please be respectful to each other during the session.

Interact with us:

Zoom Features

Zoom Chat

- Use the chat feature to interact with the presenter and respond to presenter's questions.
- Annotations are encouraged

SER 334
Pointer Tracing

Pointer Tracing Practice

```c
int x = 57;

int *iPtr;

iPtr = &x;

printf( format: "iPtr: %d\n", iPtr);

printf( format: "*iPtr: %d\n", *iPtr);

iPtr = iPtr + 4;

printf( format: "iPtr: %d\n", iPtr);

printf( format: "*iPtr: %d\n", *iPtr);

*iPtr = 5;

printf( format: "Modified *iPtr: %d\n", *iPtr);
```

```
iPtr: -639633756
*iPtr: 57
iPtr: -639633740
*iPtr: 21
Modified *iPtr: 5
```

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Pointer Tracing

Pointer Tracing Practice

Prints:

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```

0x1110	57
0x1111	NULL
0x1112	K
0x1113	a
0x1114	t
0x1115	i
0x1116	e
0x1117	\0
0x1118	99
0x1119	0x1118
0x1120	97
0x1121	0x1112
0x1122	j

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Pointer Tracing

Pointer Tracing Practice

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0x1120	97
0x1121	0x1112
0x1122	j

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Pointer Tracing

Trace the following code with box and arrow notation

```c
int x = 57;
int y = 99;
int z = 8888;
int *iPtr;
int *jPtr = &z;
int *kPtr = &y;
iPtr = &x;

printf( format: "Point 1:\n");
printf( format: "\tiPtr: %d\n", *iPtr);
printf( format: "\tjPtr: %d\n", *jPtr);
printf( format: "\tkPtr: %d\n", *kPtr);

jPtr = kPtr;
*iPtr = 5;
kPtr = (int *) &jPtr;

printf( format: "\nPoint 2: \n");
printf( format: "\tiPtr: %d\n", *iPtr);
printf( format: "\tjPtr: %d\n", *jPtr);
printf( format: "\tkPtr: %d\n", *kPtr);
```

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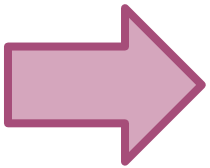
Pointer Tracing

Check out the recording for the walkthrough!



```c
int x = 57;
int y = 99;
int z = 8888;
int *iPtr;
int *jPtr = &y;
int *kPtr = &x;
iPtr = &z;

printf( format: "Point 1:\n");
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printf( format: "\tiPtr: %d\n", *iPtr);
printf( format: "\tjPtr: %d\n", *jPtr);
printf( format: "\tkPtr: %d\n", *kPtr);
```

Trace the following code with box and arrow notation

x

y

z

iPtr

jPtr

kPtr

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Pointer Tracing

Check out the recording for the walkthrough!

Trace the following code with box and arrow notation

```
int x = 57;
int y = 99;
int z = 8888;
int *iPtr;
int *jPtr = &y;
int *kPtr = &x;
iPtr = &z;
printf( format: "Point 1:\n");
printf( format: "\tiPtr: %d\n", *iPtr);
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kPtr = (int *) &jPtr;

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printf( format: "\tiPtr: %d\n", *iPtr);
printf( format: "\tjPtr: %d\n", *jPtr);
printf( format: "\tkPtr: %d\n", *kPtr);
```

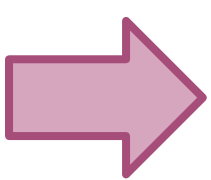

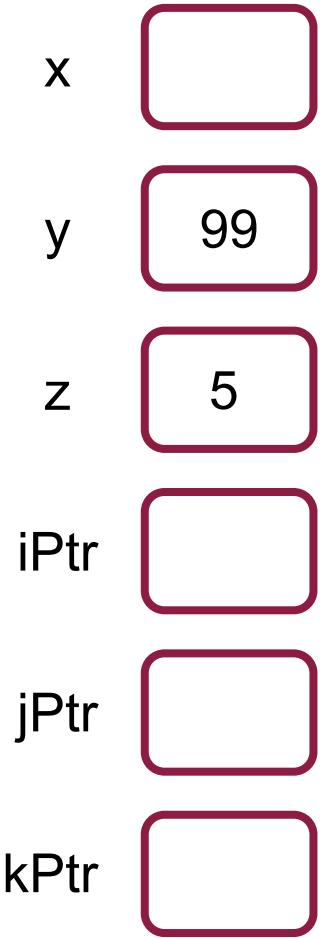

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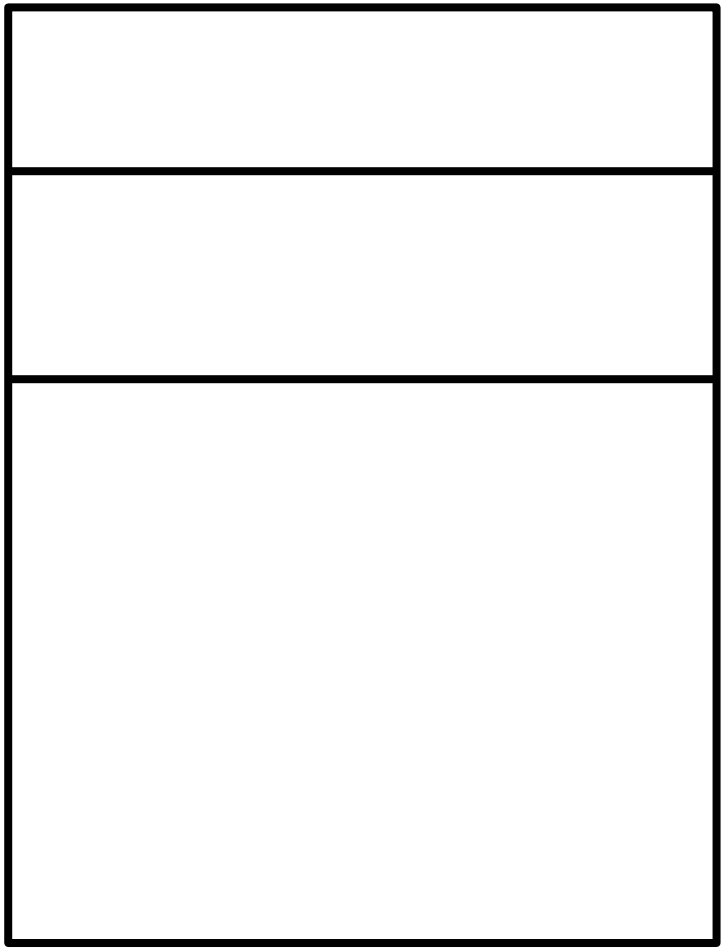
Memory

Memory



Does anyone want to fill in the memory diagram from here?

Otherwise I can give some hints…

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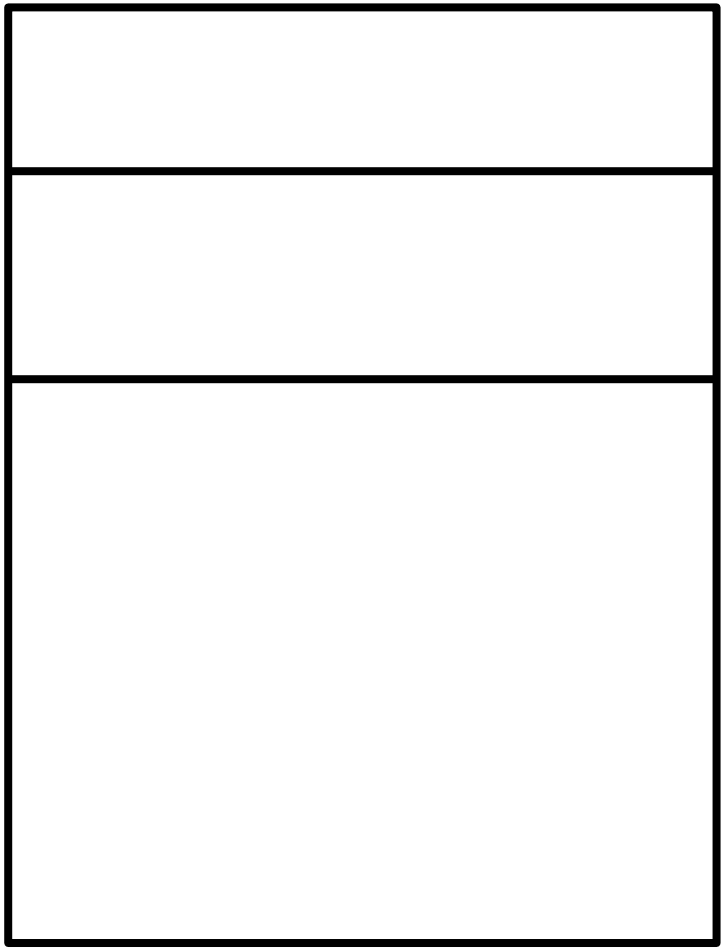
Memory



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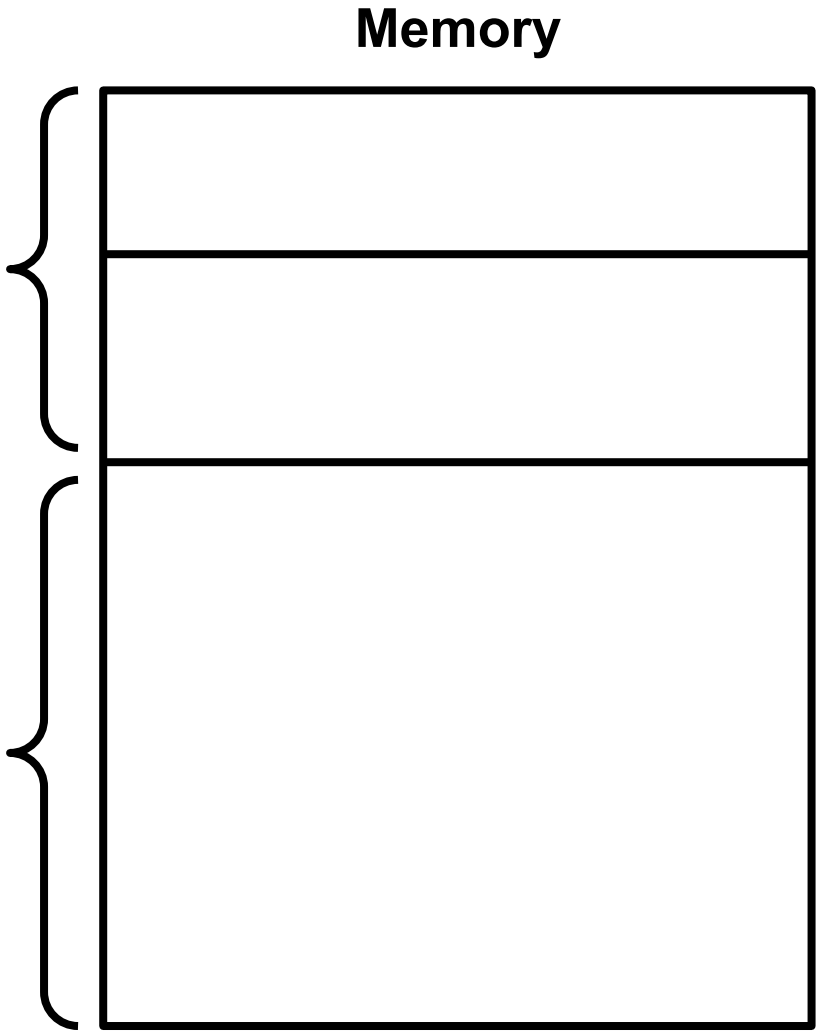
Memory



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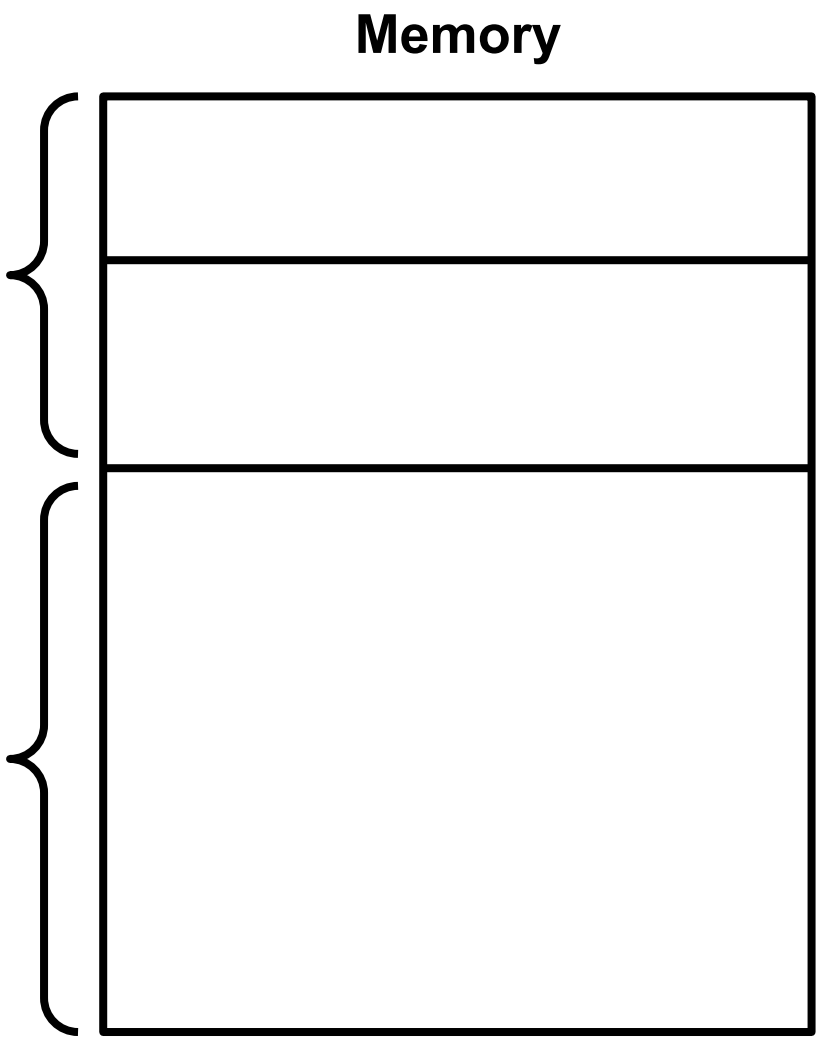
Memory



Contents:

- Stack
- Text/Code
- Heap
- Global & Static Variables/Objects
- Static Memory
- Dynamic Memory

Stack Pointer **Heap Pointer**

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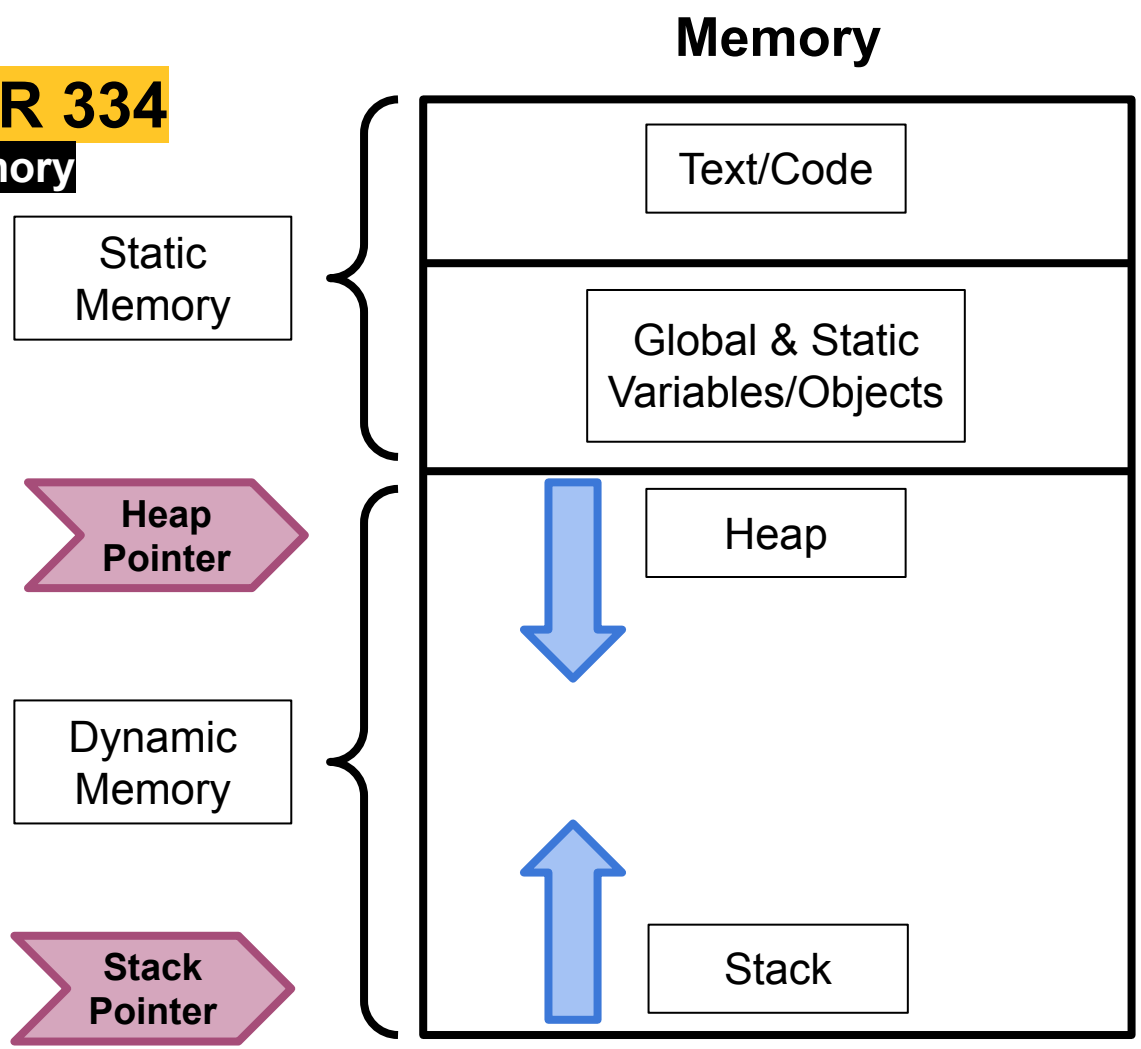
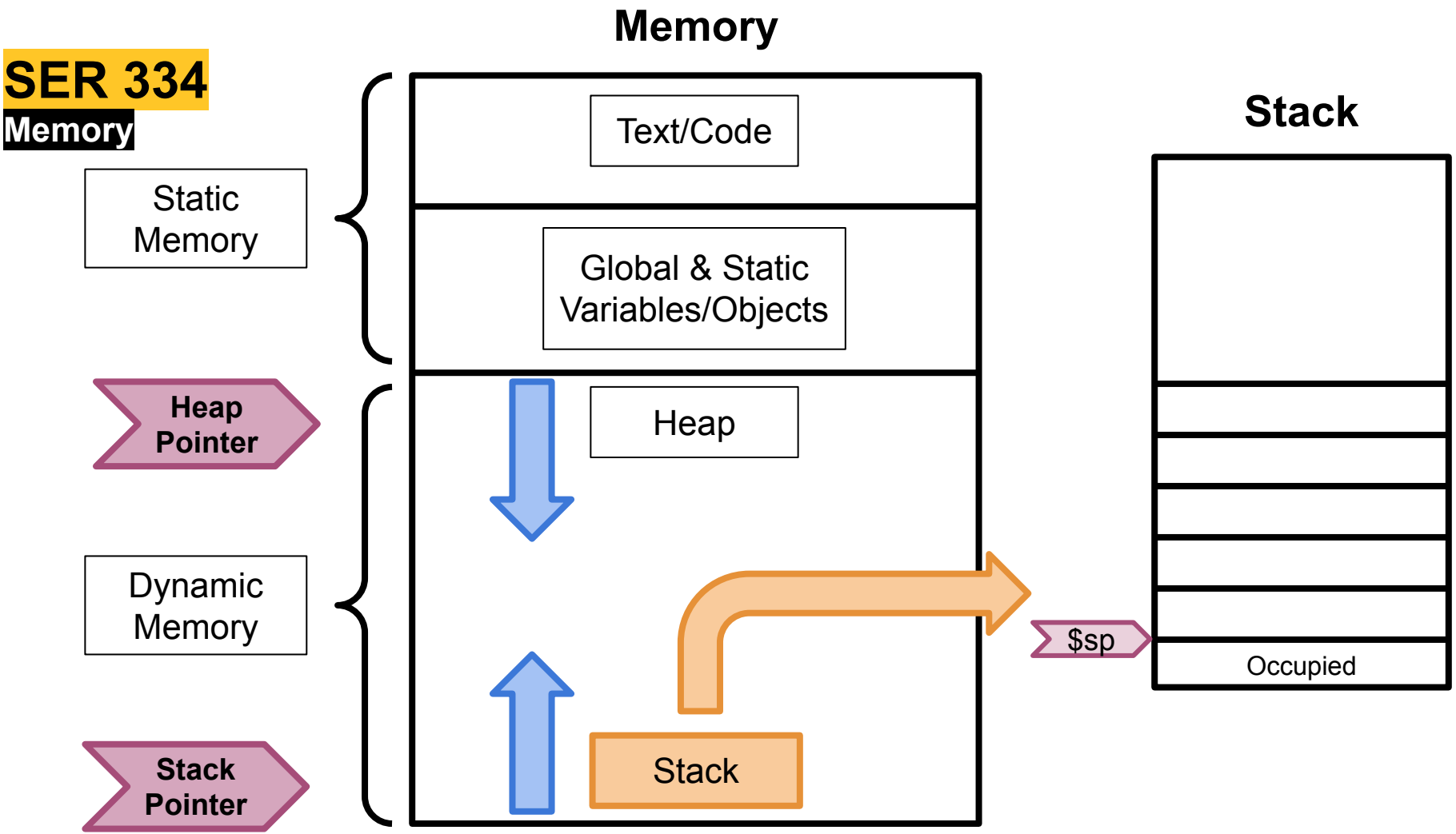
Memory



Which type of memory is deallocated when it passes out of scope?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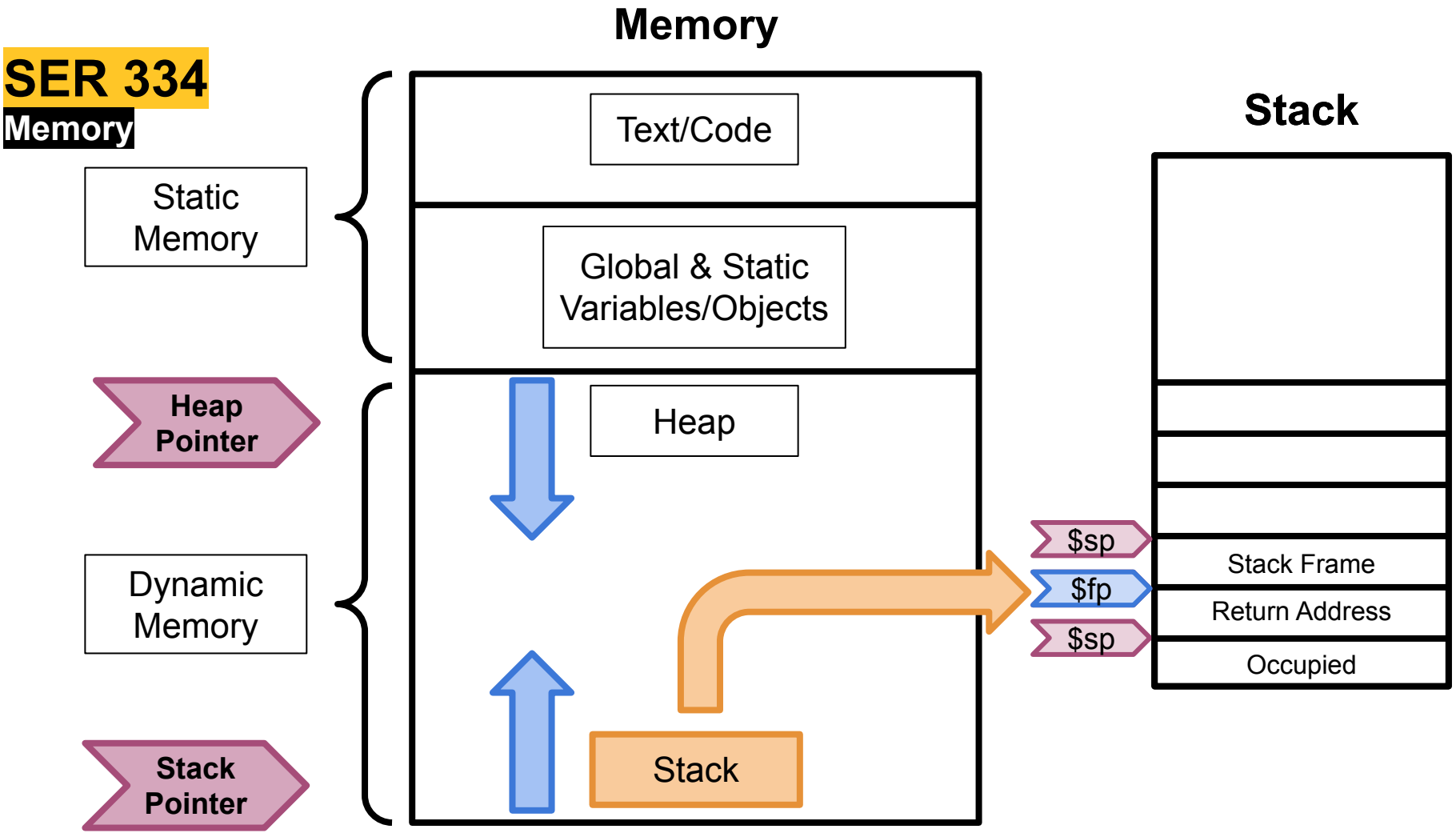
Memory
Memory
Static Memory
Text/Code
Global & Static Variables/Objects
Heap Pointer
Heap
Dynamic Memory
Stack Pointer
Stack
Stack
$sp
Occupied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Memory
Memory
Static Memory
Text/Code
Global & Static Variables/Objects
Heap Pointer
Heap
Dynamic Memory
Stack Pointer
Stack
Stack
$sp
$fp
$sp
Stack Frame
Return Address
Occupied

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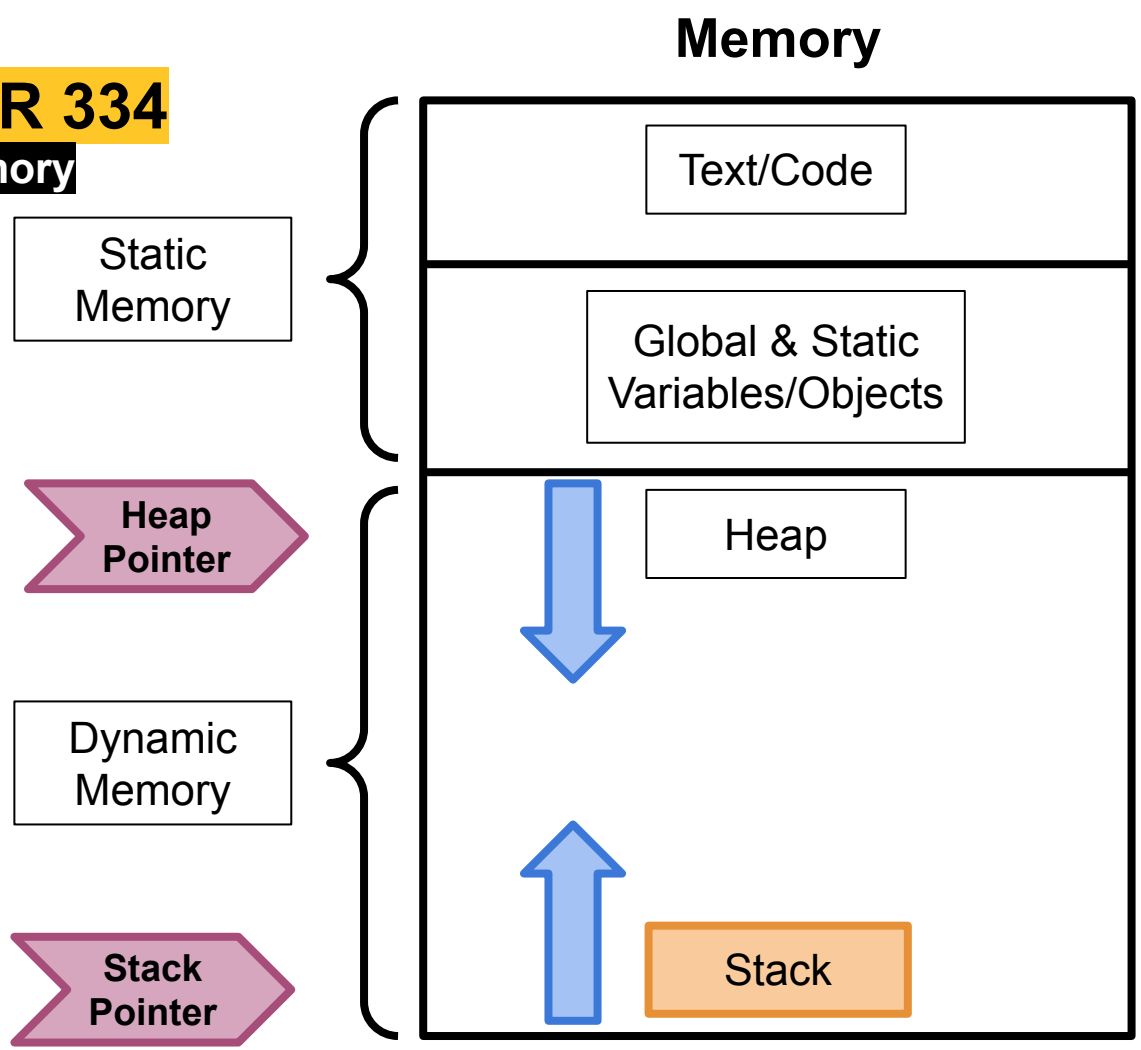
Memory



What about dynamic/run-time memory allocation?

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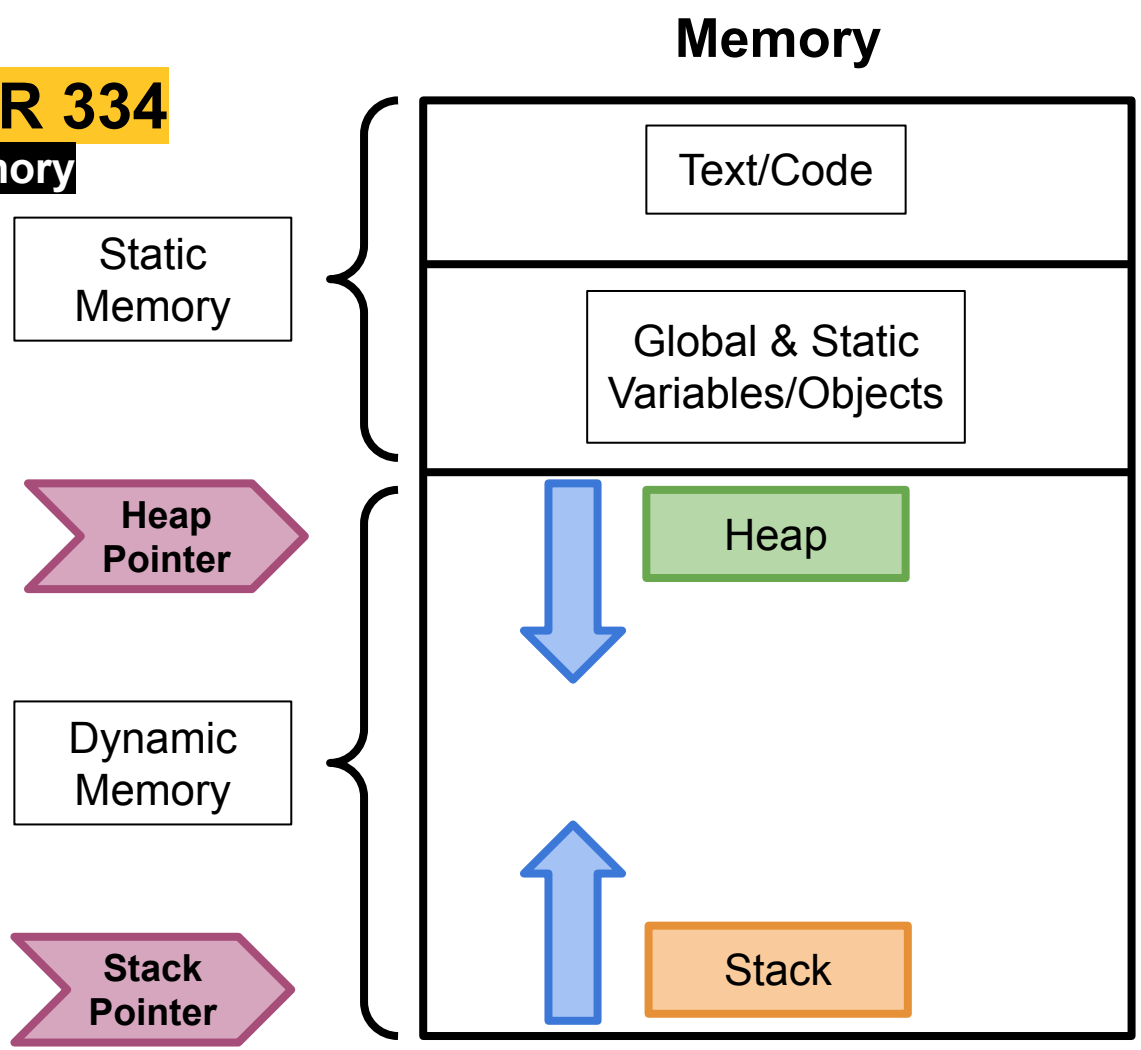
Memory



What's different with heap memory?

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Structs

Which structure uses more memory?

```
struct Employee {
    int employeeId;
    char name[128];
    char department[150];
    Employee *supervisor;
};


struct Employee2 {
    int employeeId;
    char name[128];
    char department[150];
    char supervisor[128];
};
```

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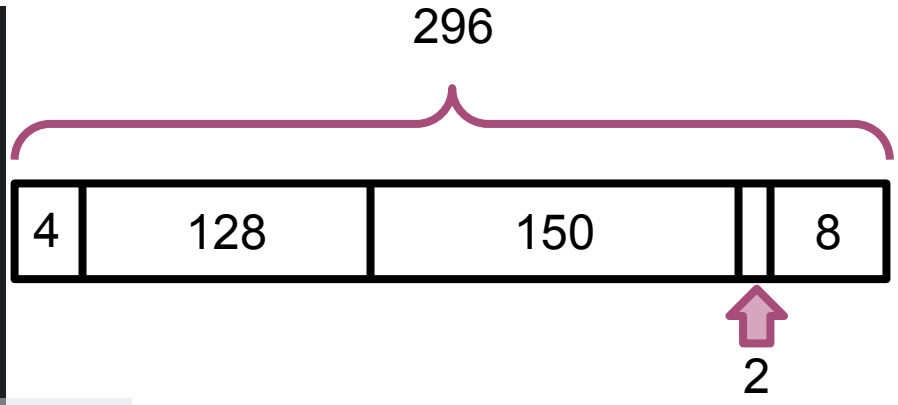
Structs

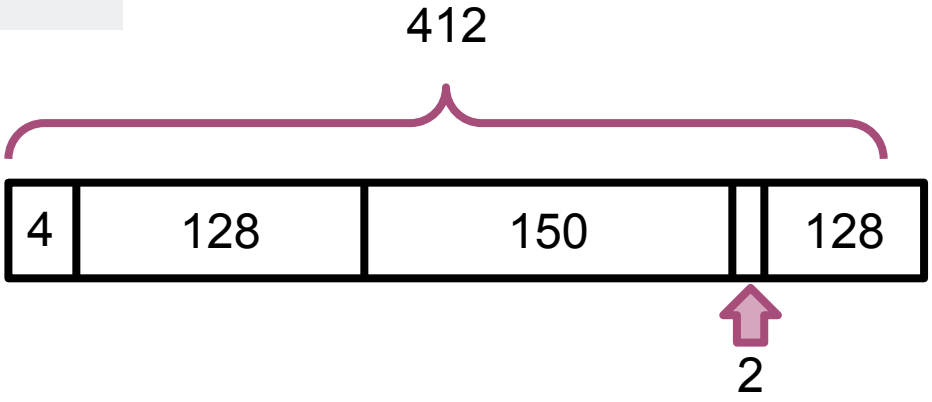
Which structure uses more memory?

```
struct Employee {
    int employeeId;
    char name[128];
    char department[150];
    Employee *supervisor;
};
```



*Check out the recording for a **GREAT** discussion!*

```
struct Employee2 {
    int employeeId;
    char name[128];
    char department[150];
    char supervisor[128];
};
```



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Structs

```
struct Employee {
    int employeeId;
    char name[128];
    char department[150];
    Employee *supervisor;
};
```

296

```
struct Employee2 {
    int employeeId;
    char name[128];
    char department[150];
    char supervisor[128];
};
```

412

```
struct Employee dani;
struct Employee katie;
struct Employee2 katie2;

int main() {
    dani.employeeId = 0;
    strcpy( Dest: dani.name, Source: "Dani");
    strcpy( Dest: dani.department, Source: "Program Coordinator");

    katie.employeeId = 1;
    strcpy( Dest: katie.name, Source: "Kat
    strcpy( Dest: katie.department, Sourc
    katie.supervisor = &dani;

    katie2.employeeId = 2;
    strcpy( Dest: katie2.name, Source: "Ka
    strcpy( Dest: katie2.department, Sour
    strcpy( Dest: katie2.supervisor, Sour


    printf( format: "Size of Dani: %llu\n", sizeof(dani));
    printf( format: "Size of Dani Super Pointer: %llu\n\n", sizeof(dani.supervisor));
    printf( format: "Size of Katie: %llu\n", sizeof(katie));
    printf( format: "Size of Katie Super Pointer: %llu\n\n", sizeof(katie.supervisor));
    printf( format: "Size of Katie2: %llu\n", sizeof(katie2));
    return 0;
}
```

```
Size of Dani: 296
Size of Dani Super Pointer: 8

Size of Katie: 296
Size of Katie Super Pointer: 8

Size of Katie2: 412
```

Upcoming Events

SI Sessions:

- Sunday, January 21st at 7:00 pm MST
- Monday, January 22nd at 7:00 pm MST

- Sunday, January 28th at 7:00 pm MST **Cancelled - good luck on Exam 1!**
- Monday, January 29th at 7:00 pm MST

Review Sessions:

- Exam 1 Review: Thursday, January 25th 7:00 pm - 9:00 pm MST

Questions?

Survey:

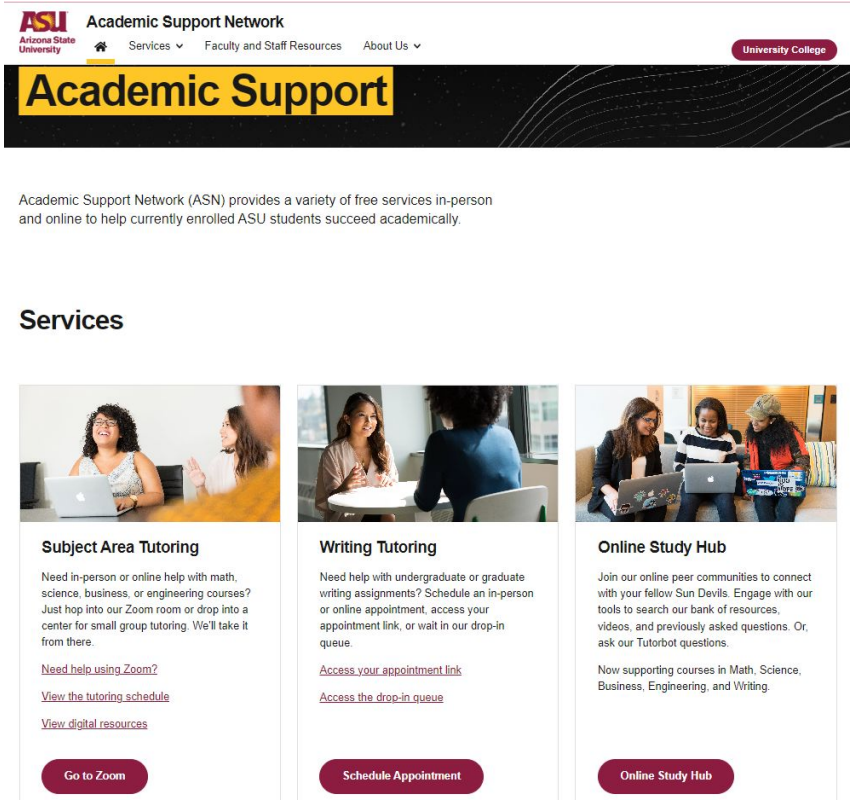
http://bit.ly/ASN2324

25

More Questions?

Check out our other resources!

tutoring.asu.edu

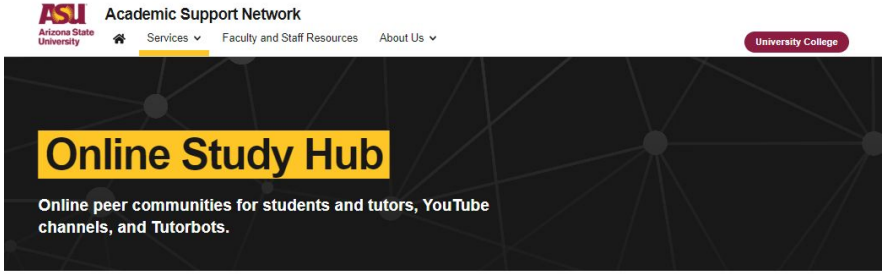


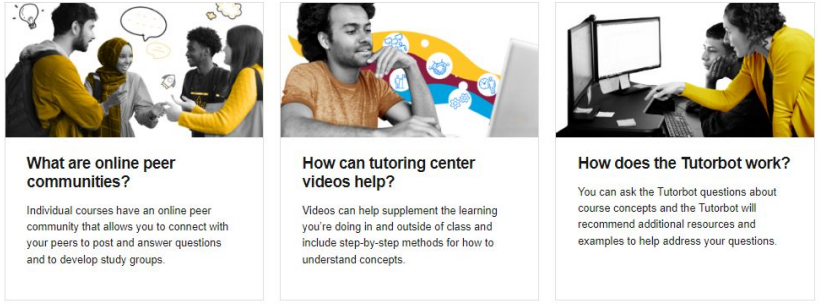
1. **Click on ‘Go to Zoom’ to log onto our Online Tutoring Center.**
2. **Click on ‘View the tutoring schedule’ to see when tutors are available for specific courses.**

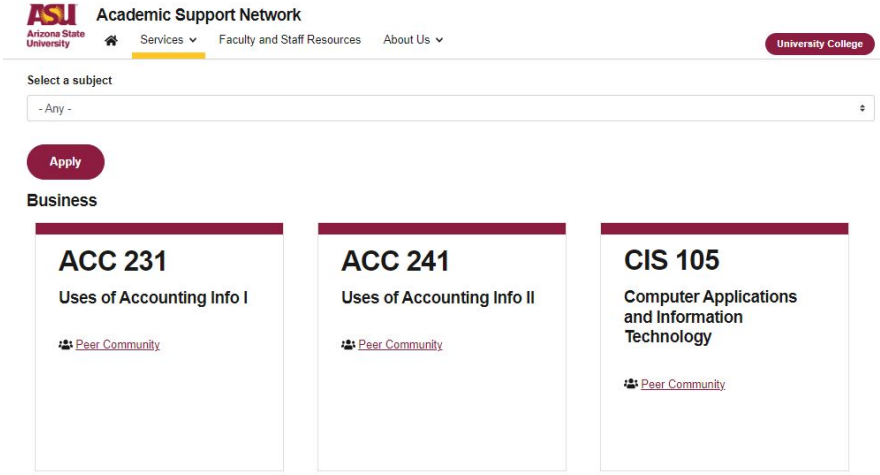
More Questions?

Check out our other resources!

tutoring.asu.edu/online-study-hub







Don't forget to check out the Online Study Hub for additional resources!

Additional Resources

- Course Repo
- BMP File Format (Wiki)
- Linux Kernel API