

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

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Pointer Tracing

Pointer Tracing Practice

```
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:

```
int x = 57;
```

```
int *iPtr;
```

```
iPtr = &x;
```

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

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printf(format: "*iPtr: %d\n", *iPtr);
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iPtr = iPtr + 4;
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printf(format: "iPtr: %d\n", iPtr);
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```
printf(format: "*iPtr: %d\n", *iPtr);
```

```
*iPtr = 5;
```

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

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

Prints:

```
int x = 57;
```

```
int *iPtr;
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```
iPtr = &x;
```

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

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

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iPtr = iPtr + 4;
```

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

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

```
*iPtr = 5;
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```
printf(format: "Modified *iPtr: %d\n", *iPtr);
```

0x1110	57
0x1111	NULL
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0x1120	97
0x1121	0x1112
0x1122	j

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Pointer Tracing

Pointer Tracing
Practice

Prints:

```
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);
```

0x1110	57
0x1111	NULL
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0x1116	e
0x1117	\0
0x1118	99
0x1119	0x1118
0x1120	97
0x1121	0x1112
0x1122	j

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Pointer Tracing

Trace the following code with box and arrow notation

```
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;
```

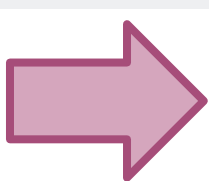
```
printf( format: "\nPoint 2: \n");  
printf( format: "\tiPtr: %d\n", *iPtr);  
printf( format: "\tjPtr: %d\n", *jPtr);  
printf( format: "\tkPtr: %d\n", *kPtr);
```

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Pointer Tracing

Trace the following code with box and arrow notation

Check out the recording for the walkthrough!



```
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);  
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);
```

x

y

z

iPtr

jPtr

kPtr

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Pointer Tracing

Trace the following code with box and arrow notation

Check out the recording for the walkthrough!

```
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);
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);
```

x

y

99

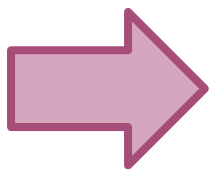
z

5

iPtr

jPtr

kPtr



Memory

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Memory

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

**Otherwise I can
give some hints...**

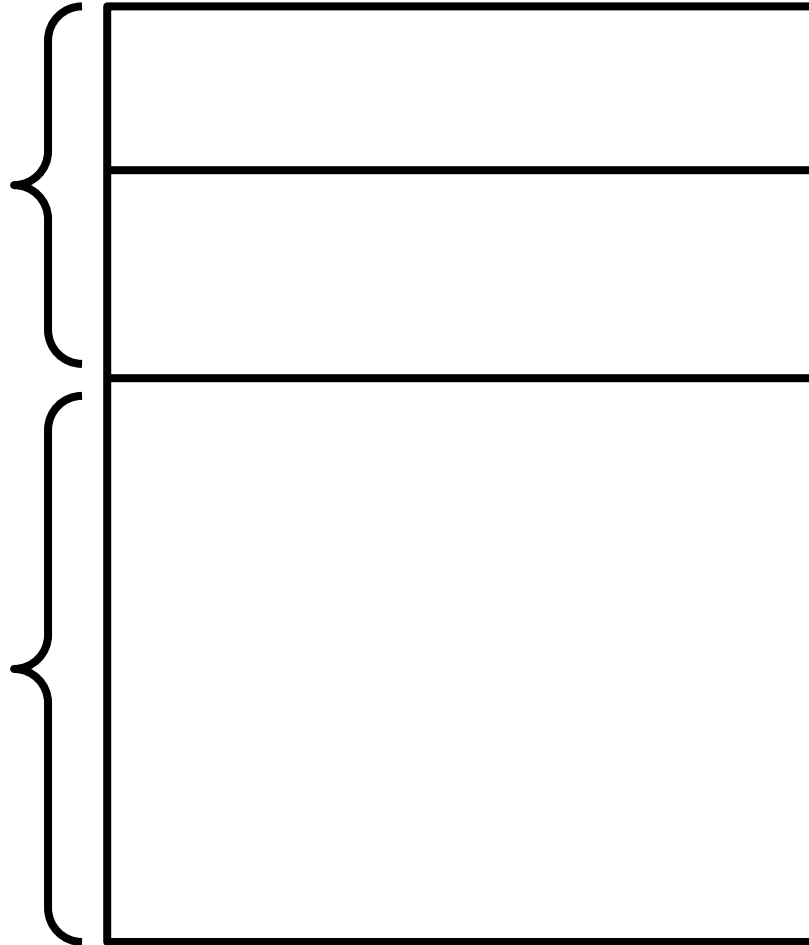
Memory

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Memory

Memory

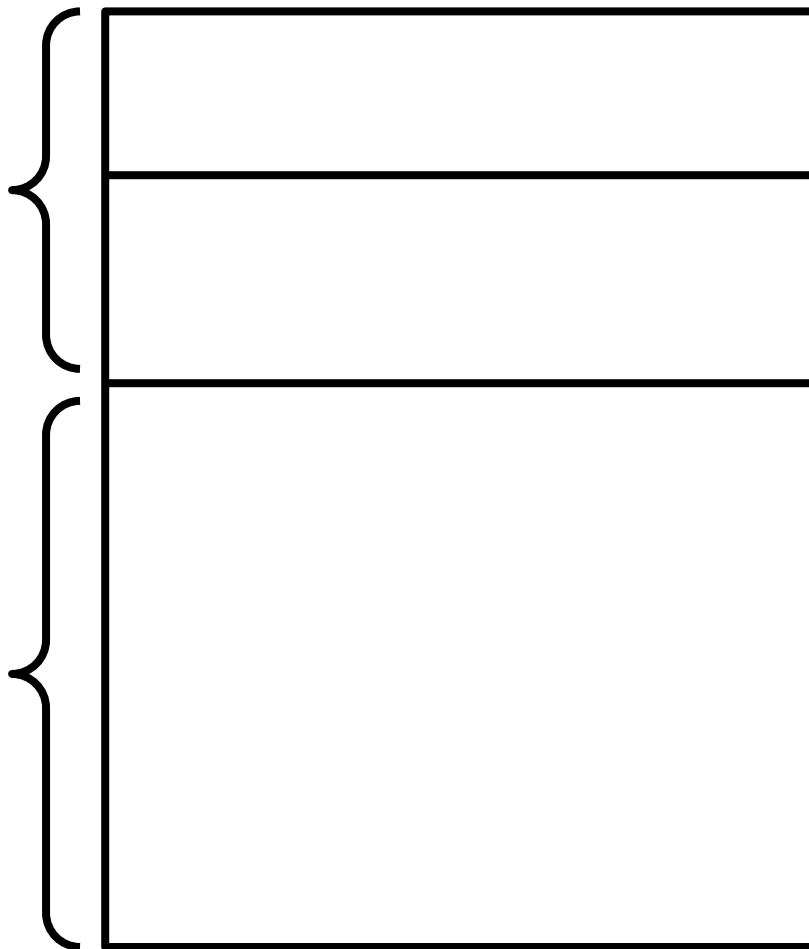
SER 334
Memory



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Memory

Memory



Contents:

Stack

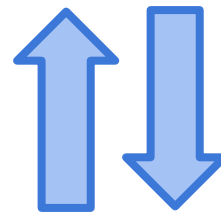
Text/Code

Heap

Global & Static
Variables/Objects

Static
Memory

Dynamic
Memory

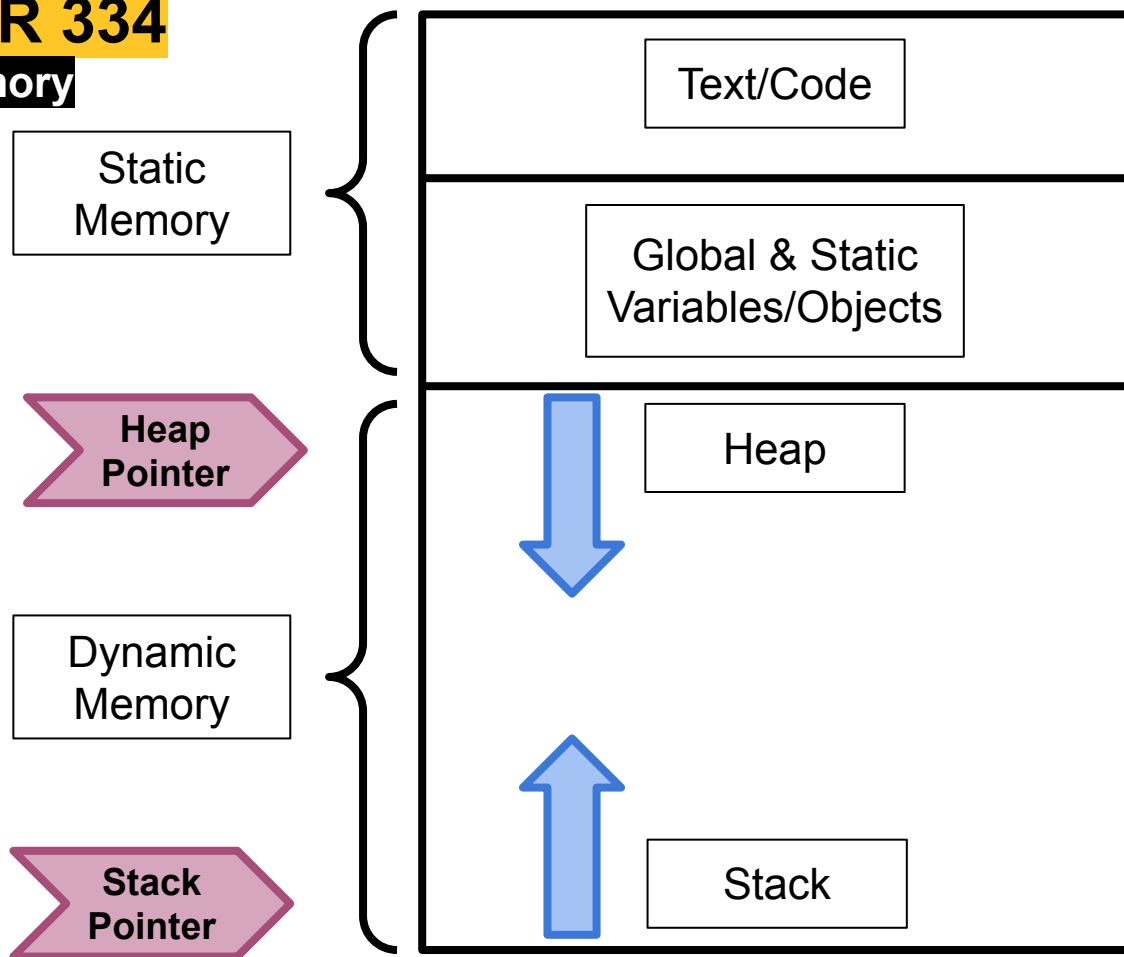


**Stack
Pointer**

**Heap
Pointer**

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Memory



Which type of memory is deallocated when it passes out of scope?

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Memory

Static
Memory

Heap
Pointer

Dynamic
Memory

Stack
Pointer

Memory

Text/Code

Global & Static
Variables/Objects

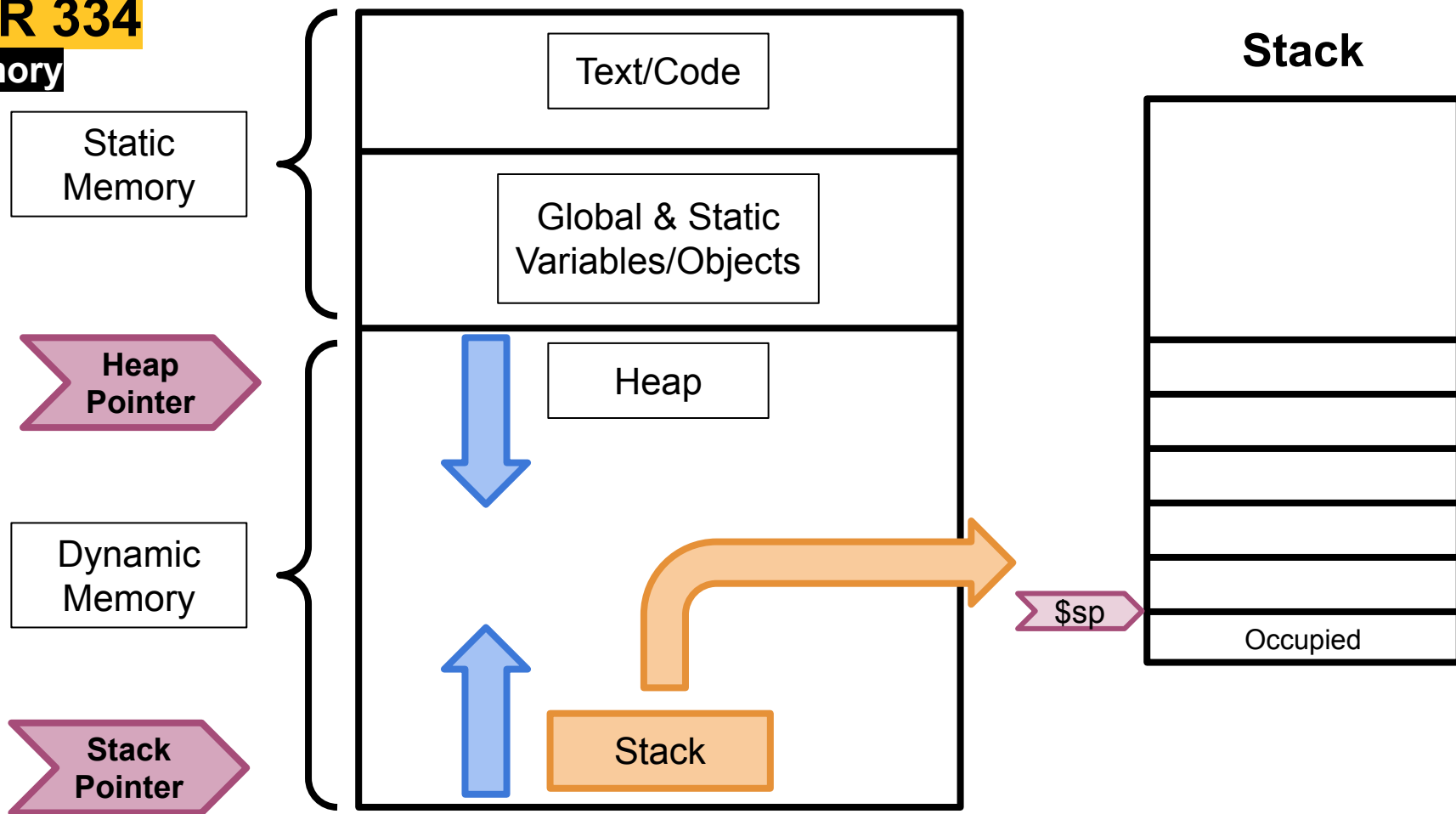
Heap

Stack

Stack

\$sp

Occupied



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Memory

Static
Memory

Heap
Pointer

Dynamic
Memory

Stack
Pointer

Memory

Text/Code

Global & Static
Variables/Objects

Heap

Stack

Stack

\$sp

\$fp

\$sp

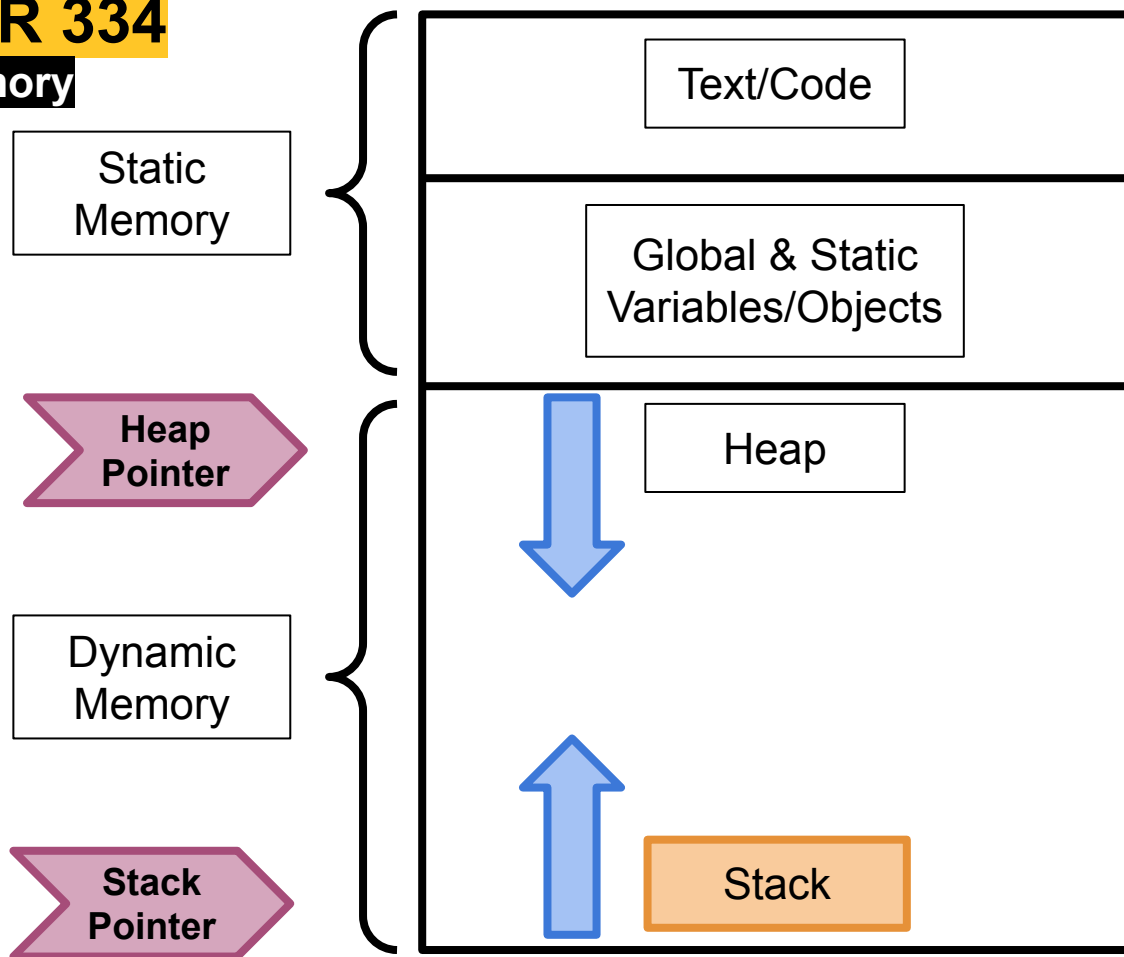
Stack Frame

Return Address

Occupied

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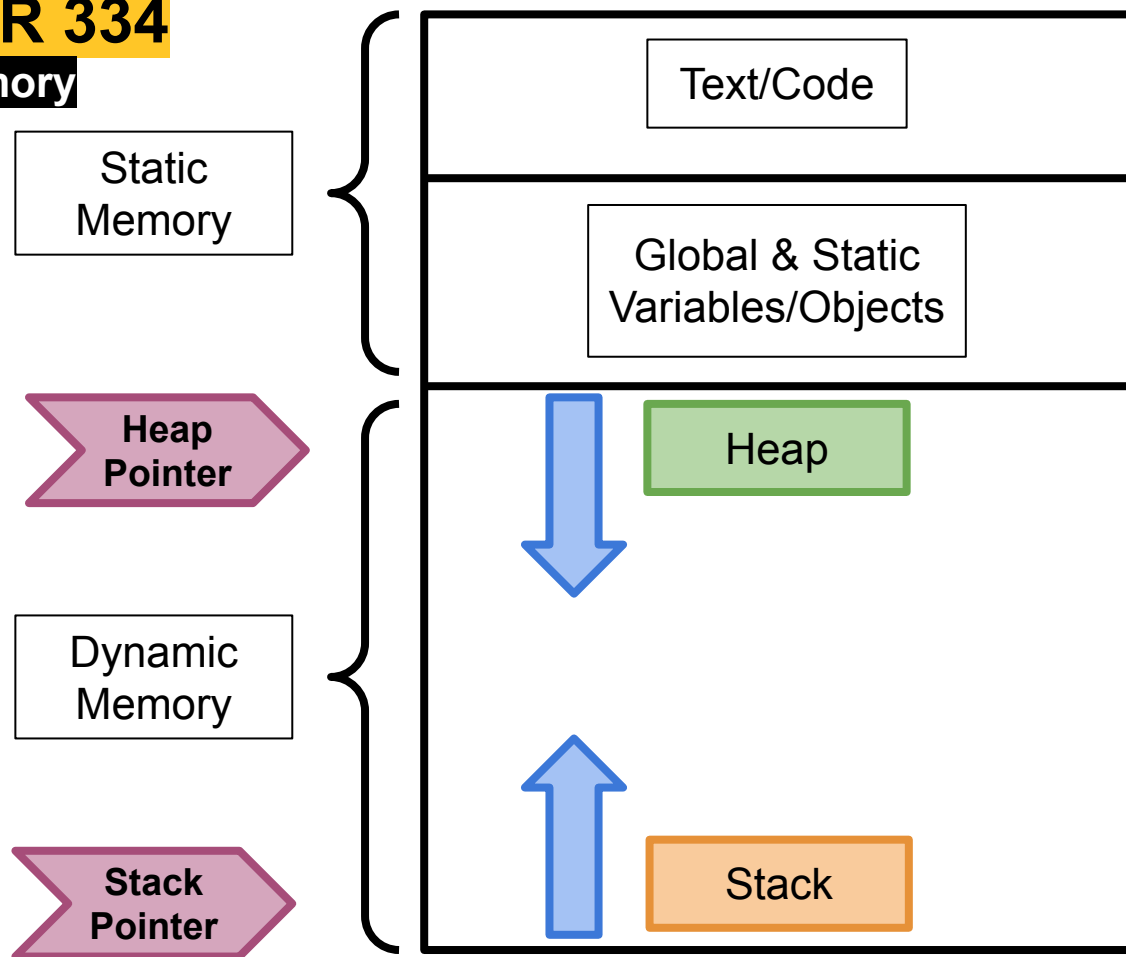
Memory



**What about
dynamic/run-time
memory allocation?**

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Memory



What's different with heap memory?

Which structure uses more memory?

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Structs

```
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];  
};
```

Which structure uses more memory?

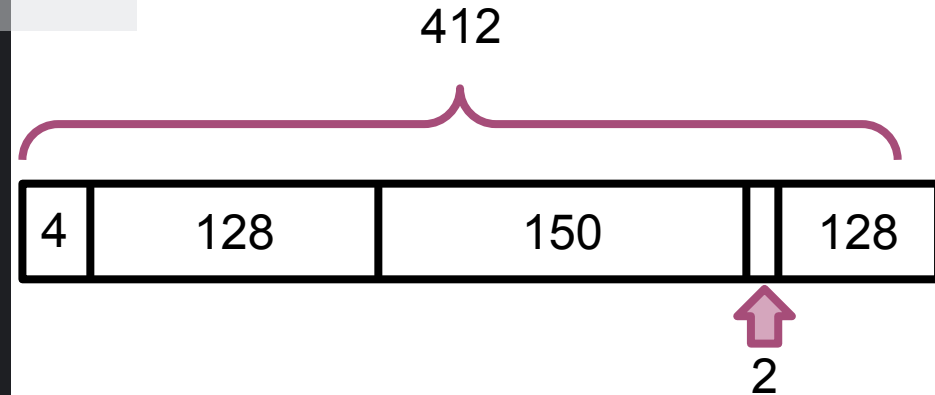
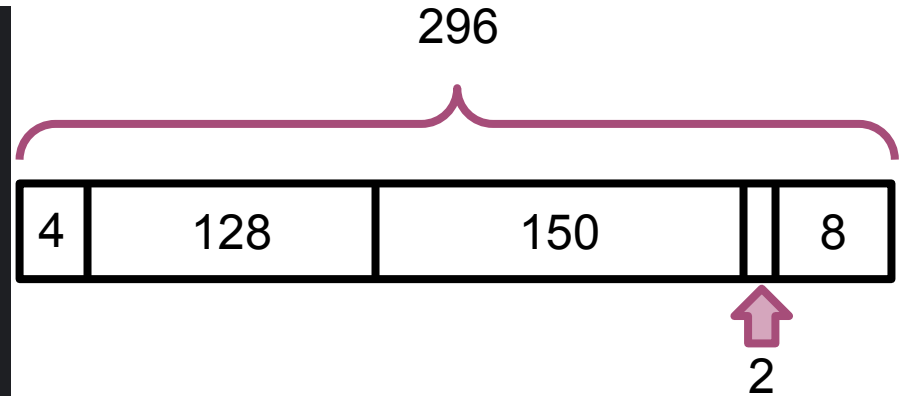
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Structs

```
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: "Katie");  
    strcpy(Dest: katie.department, Source: "Software Engineer");  
    katie.supervisor = &dani;
```

```
    katie2.employeeId = 2;  
    strcpy(Dest: katie2.name, Source: "Katie2");  
    strcpy(Dest: katie2.department, Source: "Software Engineer");  
    strcpy(Dest: katie2.supervisor, Source: &katie);
```

```
    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>



More Questions?

Check out our other resources!

tutoring.asu.edu



Academic Support

Academic Support Network (ASN) provides a variety of free services in-person and online to help currently enrolled ASU students succeed academically.

Services



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[Access the drop-in queue](#)

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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

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Online Study Hub

Online peer communities for students and tutors, YouTube channels, and Tutorbots.



What are online peer communities?

Individual courses have an online peer community that allows you to connect with your peers to post and answer questions and to develop study groups.



How can tutoring center videos help?

Videos can help supplement the learning you're doing in and outside of class and include step-by-step methods for how to understand concepts.



How does the Tutorbot work?

You can ask the Tutorbot questions about course concepts and the Tutorbot will recommend additional resources and examples to help address your questions.

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Business

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Uses of Accounting Info I

 [Peer Community](#)

ACC 241

Uses of Accounting Info II

 [Peer Community](#)

CIS 105

Computer Applications and Information Technology

 [Peer Community](#)

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

Additional Resources

- [Course Repo](#)
- [BMP File Format \(Wiki\)](#)
- [Linux Kernel API](#)