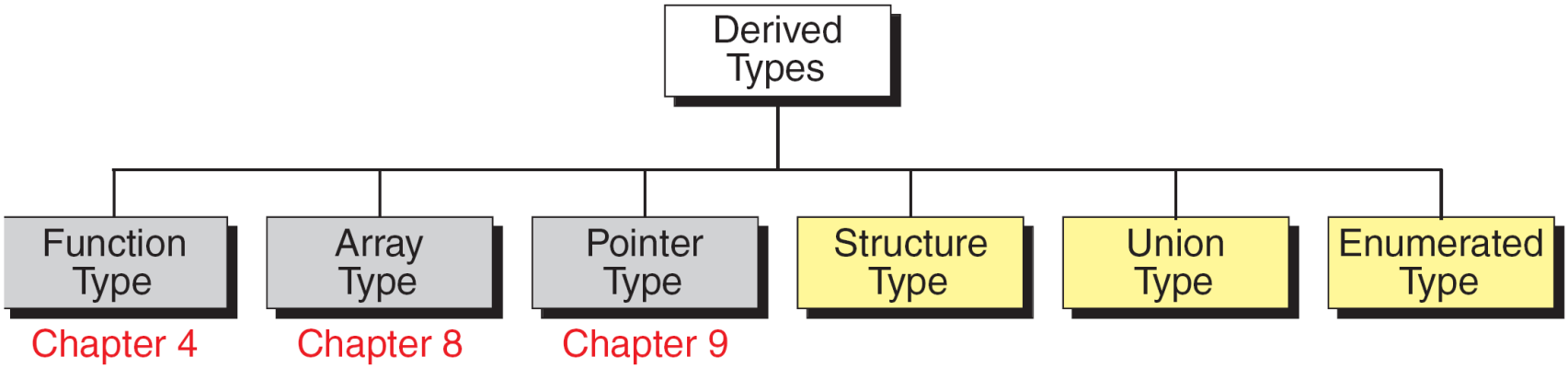
12. Enumerated, Structures, and Unions

[ECE10002/ITP10003] C Programming

Derived Types in C Language

- Basic types
  - char, short, int, long, long long
  - float, double float, long double
- Derived types



Agenda

- typedef
- Enumerated type
- Structures
- Unions

typedef

- Give existing data types new names to make a program more readable to the programmer.

  Ex) void* malloc(size_t size);

  - size_t is usually defined to unsigned int

  - Syntax: typedef <existing type> <new_type>;

    Ex) typedef unsigned int size_t; // in search.h

    Ex) typedef int INTEGER;
    INTEGER x; // equivalent to "int x;"

    Ex) typedef char* STRING;
    STRING stringPtrArray[20];

  - The new type can then be used anywhere a type is permitted.
    - Variable declaration, return type, formal parameters, …

Enumerated Type

- A set of values is a finite list of identifiers chosen by the programmer.
  Ex) Colors: RED, GREEN, BLUE, WHITE, PURPLE, …
  Buildings in HGU: HDH, OH, NMH, NTH, SU, …
  Days: SUN, MON, TUE, WED, THU, FRI, SAT

- Defining identifiers for color names

```
#define RED 0
#define GREEN 1
#define BLUE 2
#define WHITE 3
#define PURPLE 4
…
```

- Any better method to define multiple identifiers?

Enumerated Type

- Enumerated type: a data type whose set of values is a finite list of identifiers chosen by the programmer
  - Syntax: enum tag { identifier_list };
    Ex) enum Color { RED, BLUE, GREEN, WHITE };
- "enum tag" specifies a user-defined data type
  - Function parameter
    Ex) int func(enum Color curColor);
  - Variable declaration for enumerated type
    Ex) enum Color backgroundColor, foregroundColor;

Example

```
// definition of Color type
enum Color { RED, GREEN, BLUE, WHITE, PURPLE, … };
// variable declarations
enum Color x, y, z;

x = BLUE;
y = WHITE;
z = PURPLE;

if(x == BLUE){
    …
}

switch(y){
case WHITE:
    …
}
```

typedef/enum vs. #define

- typedef vs. #define
  - #define INTP int*

    INTP pa, pb; // same with “int* pa, pb;”
  - typedef int* INTP;

    INTP pa, pb; // same with “int *pa, *pb;”
- enum vs. #define
  - Using #define

    #define RED 0

    #define GREEN 1

    …
  - Using enum

    enum Color { RED, GREEN, … };
- Note! It is convention to use capital letters for enumerated names and defined constants

Using #define instead of enum

- Representing color using #define

```
// definition of Color symbols
#define RED 0
#define GREEN 1
#define BLUE 2
…

// variable declarations
int x, y, z;

x = BLUE;
y = WHITE;
z = PURPLE;

if(x == BLUE){
    …
}

switch(y){
case WHITE:
    …
}
```

- Representing color using #define and typedef

```
// definition of Color symbols
#define RED 0
#define GREEN 1
#define BLUE 2
…
typedef int Color;

// variable declarations
Color x, y, z;

x = BLUE;
y = WHITE;
z = PURPLE;

if(x == BLUE){
    …
}

switch(y){
case WHITE:
    …
}
```

Initializing Enumerated Constants

- Enumerated constants are assigned with integer values starting from 0

  Ex) enum Color { RED, GREEN, BLUE, WHITE, PURPLE, … };

  printf("RED = %d₩n", RED); // RED = 0

  printf("GREEN = %d₩n", GREEN); // GREEN = 1

- Initializing enumerated constants

  Ex) enum Months { JAN = 1, FEB, MAR, APR, MAY, JUN,
  JUL, AUG, SEP, OCT, NOV, DEC };

  enum TV { KBS1 = 9, KBS2 = 7, MBC = 11, SBS = 6 };

Agenda

- typedef
- Enumerated type
- Structures
- Unions

Structures

- Structure: collection of related elements, possibly of different types
  - Structure declaration defines a user-defined type

  Ex) FILE is a structure type defined in stdio.h

- Designed for complex entities composed of many properties or components

  Ex) student = (name, student#, major, …)

  window = (x, y, width, height, …)

  hotel room = (bedroom, bathroom, bed, phone, chair, …)

  doll = (head, body, arms, legs)

Structure Type Declaration

- Structure type declaration
  - Defining a user-defined data type.

```
struct [tag] {
    field list              // field (member variable) declarations
};
```

    - tag can be omitted

```
struct STUDENT {
    char id[10];
    char name[26];
    enum Major major;
};
```

```
typedef struct {
    char id[10];
    char name[26];
    enum Major major;
} STUDENT;
```

Structures

- Defining and using structures is like molding
  - Defining a structure : making molding frame
  - Declaring a structure variable : making a product by molding

Structure Variable Declaration

- “struct tag” specifies a user-defined data type
- Structure variable declaration

  struct tag var_name; // structure was defined w/o typedef

  Ex) struct STUDENT student[50];

  typename var_name; // structure was defined with typedef

  Ex) STUDENT student[50];

```
struct STUDENT {
    char id[10];
    char name[26];
    enum Major major;
};

struct STUDENT student[50];
```

```
typedef struct {
    char id[10];
    char name[26];
    enum Major major;
} STUDENT;

STUDENT student[50];
```

Accessing Structures

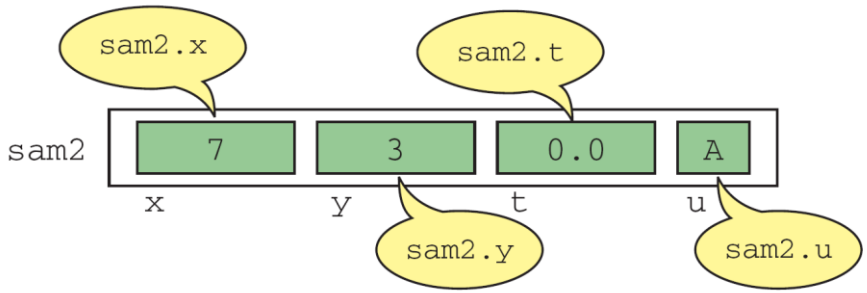
- Referencing individual fields: direct selection operator (.)

  Ex) SAMPLE sam2;

  printf("x: %d₩n", sam2.x);

  printf("t: %f₩n", sam2.t);

```
typedef struct
    {
     int   x;
     int   y;
     float t;
     char  u;
    } SAMPLE;
```



Examples of Structures

- Point

```
typedef struct {
    int x;
    int y;
} Point;
```

- Size

```
typedef struct {
    int width;
    int height;
} Size;
```

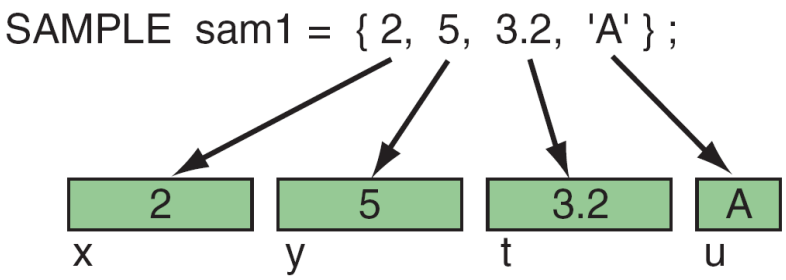
- Subtract points

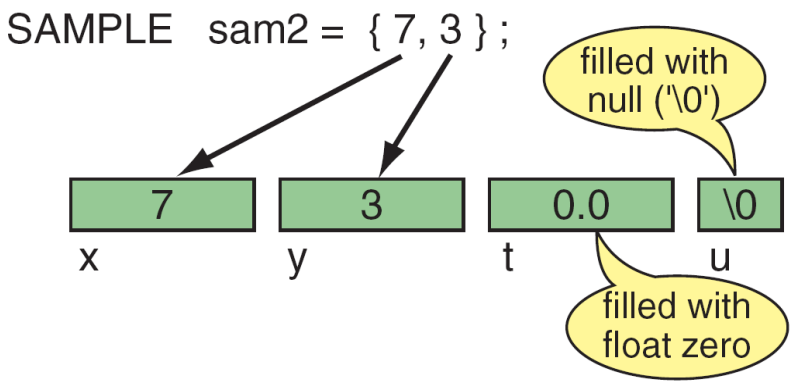
```
Size GetSize(Point p1, Point p2)
{
    Size s;
    s.width = abs(p1.x - p2.x);
    s.height = abs(p1.y - p2.y);

    return s;
}
```

Initialization

- Initialization of structure variables

```
typedef struct
    {
     int   x;
     int   y;
     float t;
     char  u;
    } SAMPLE;
```





Example: Multiply Fractions

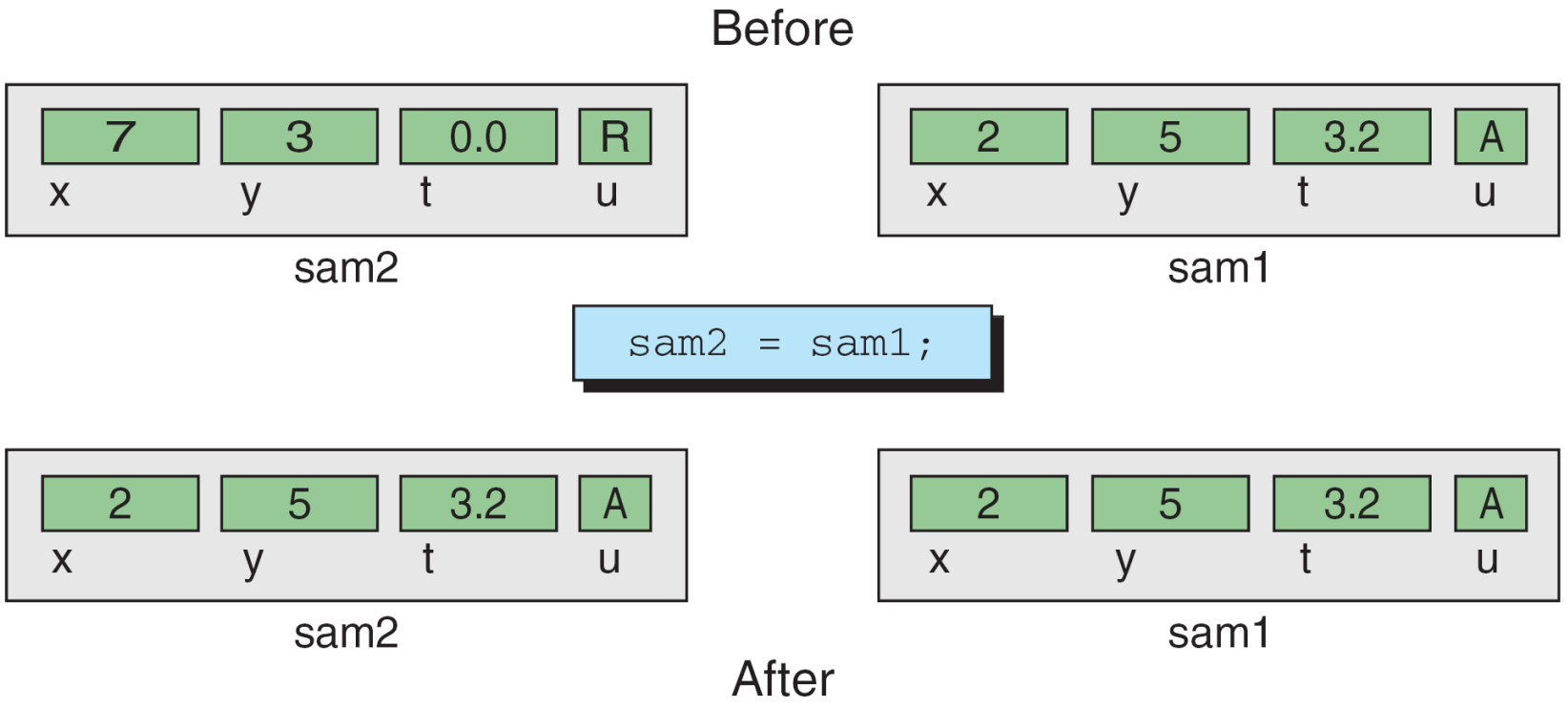
```
#include <stdio.h>
typedef  struct {
    int numerator;
    int denominator;
} Fraction;
```

```
int main ()
{
    Fraction  fr1;
    Fraction  fr2;
    Fraction  res;

    printf("Key first fraction in the form of  x/y: ");
    scanf ("%d /%d", &fr1.numerator, &fr1.denominator);
    printf("Key second fraction in the form of x/y: ");
    scanf ("%d /%d", &fr2.numerator, &fr2.denominator);

    res.numerator   = fr1.numerator   * fr2.numerator;
    res.denominator = fr1.denominator * fr2.denominator;
    printf("₩nThe result of %d/%d * %d/%d is %d/%d",
            fr1.numerator, fr1.denominator,
            fr2.numerator, fr2.denominator,
            res.numerator, res.denominator);
    return 0;
}           // main
```

	numerator	denominator
fr1		
fr2		
res		

Assignment of Structure Variables

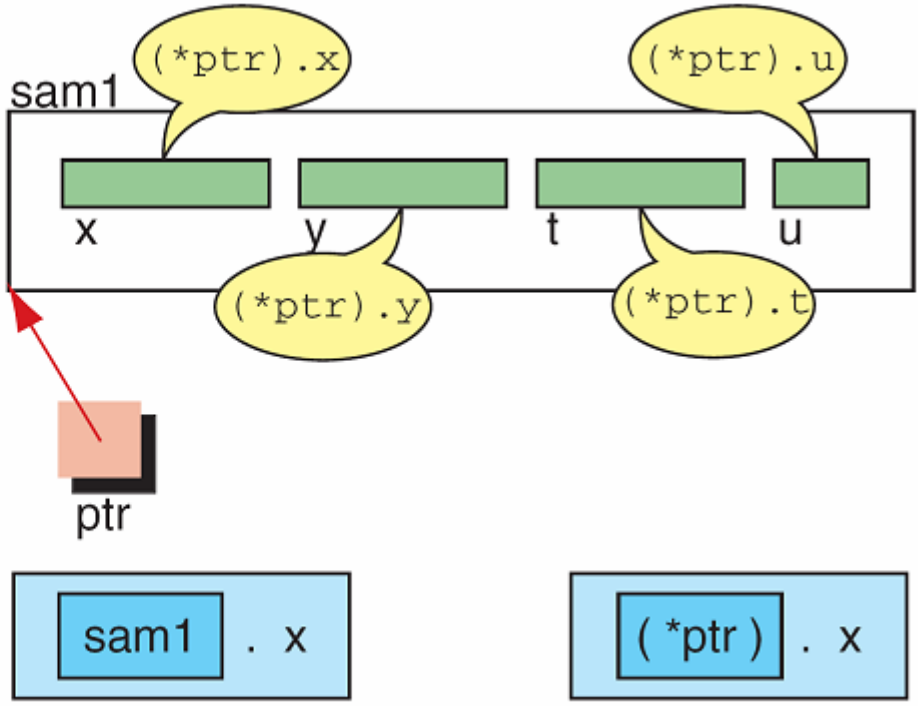
- Assignment is possible for structure variables.



Pointer To Structures

- Structures can also be accessed through pointers

```
typedef struct
   {
    int    x;
    int    y;
    float  t;
    char   u;
   } SAMPLE;
    …
    SAMPLE   sam1;
    SAMPLE*  ptr;
    …
    ptr = &sam1;
    …
```



Two Ways to Reference x

Accessing Structures Through Pointers

- Example

  SAMPLE sam1, *ptr = NULL;

  ptr = &sam1;

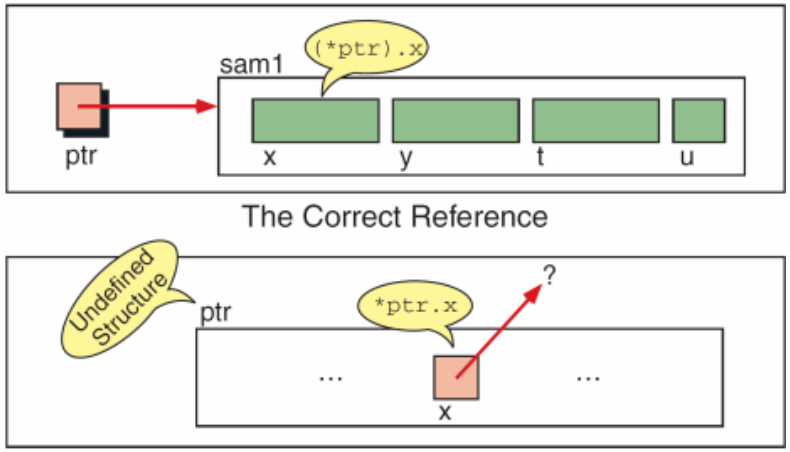
```
typedef struct
  {
   int   x;
   int   y;
   float t;
   char  u;
  } SAMPLE;
```

- Dereferencing pointer to structure
  - *ptr ≡ sam1

Accessing Structures Through Pointers

- Accessing field through pointer

```
*ptr.x = 100;          // incorrect (selection operator precedes
                       //        dereference operator)
(*ptr).x = 100;        // correct
```



- Indirect selection operator (->)
  - (*pointerName).fieldName ≡ pointerName->fieldName

Example: Clock

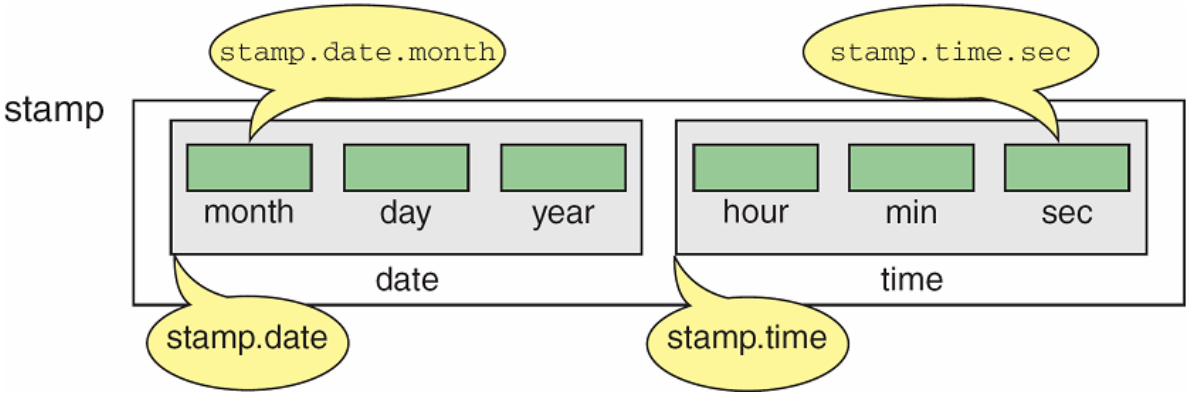
```
#include <stdio.h>

typedef struct {
   int hr, min, sec;
} CLOCK;

void increment (CLOCK* pClock);
void show      (CLOCK* pClock);

int main (void)
{
   int i = 0;

   CLOCK clock = {14, 38, 56};

   for(i = 0; i < 6; ++i) {
      increment (&clock);
      show (&clock);
   } // for

   return 0;
}              // main
```

hr	min	sec
14	38	56

```
// This function increments the time by one second.
void increment (CLOCK *pClock)
{
   (pClock->sec)++;
   if (pClock->sec == 60){
      pClock->sec = 0;
      (pClock->min)++;
      if (pClock->min == 60){
         pClock->min = 0;
         (pClock->hr)++;
         if (pClock->hr == 24)
            pClock->hr = 0;
       } // if 60 min
   } // if 60 sec
}              // increment

// This function shows the current time in military form.
void show (CLOCK * pClock)
{
   printf("%02d:%02d:%02d₩n",
        pClock->hr, pClock->min, pClock->sec);
}              // show
```

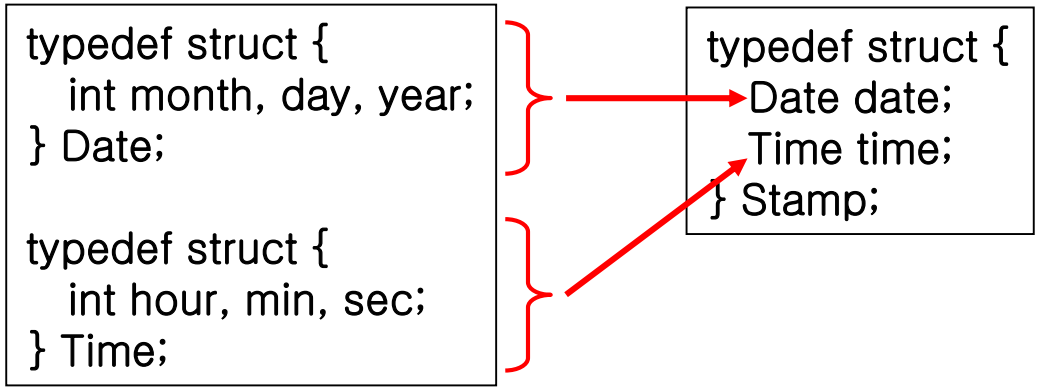
Nested Structures

- Nested structures: structure that includes another structure



Nested Structures

- Declaration of nested structures



- Accessing nested structures

  Ex) Stamp stamp;

  stamp.date.month = 11;

Structures and Functions

- Structure as function arguments and return value

```
int main()
{
   Fraction fr1, fr2, res;
   ...
   res = multFr(fr1, fr2);
}
```

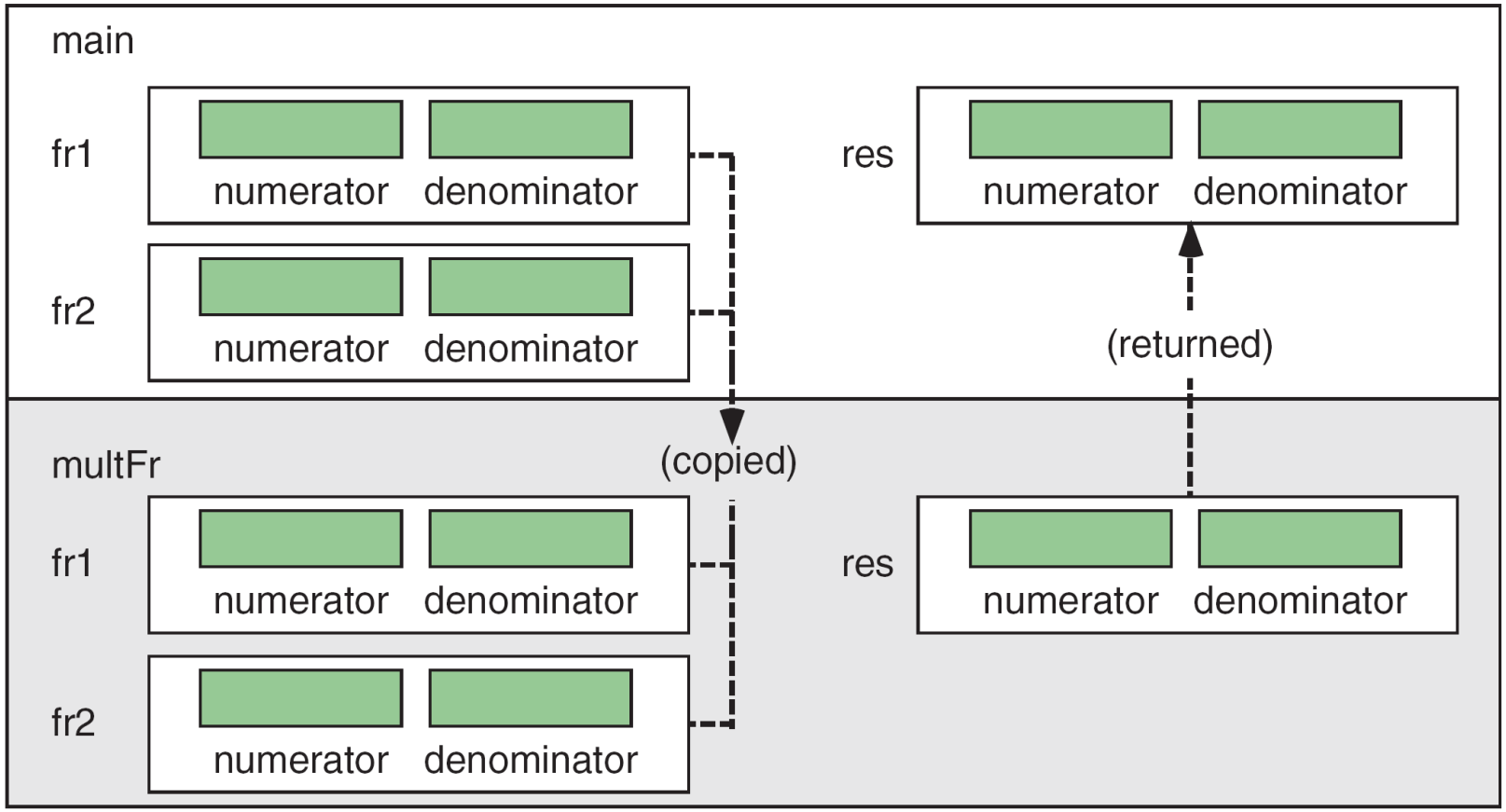
```
typedef  struct {
    int numerator;
    int denominator;
} Fraction;
```

  - Called function

```
Fraction multFr(Fraction fr1, Fraction fr2)
{
   Fraction res;
   res.numerator = fr1.numerator * fr2.numerator;
   res.denominator = fr1.denominator * fr2.denominator;
   return res;
}
```

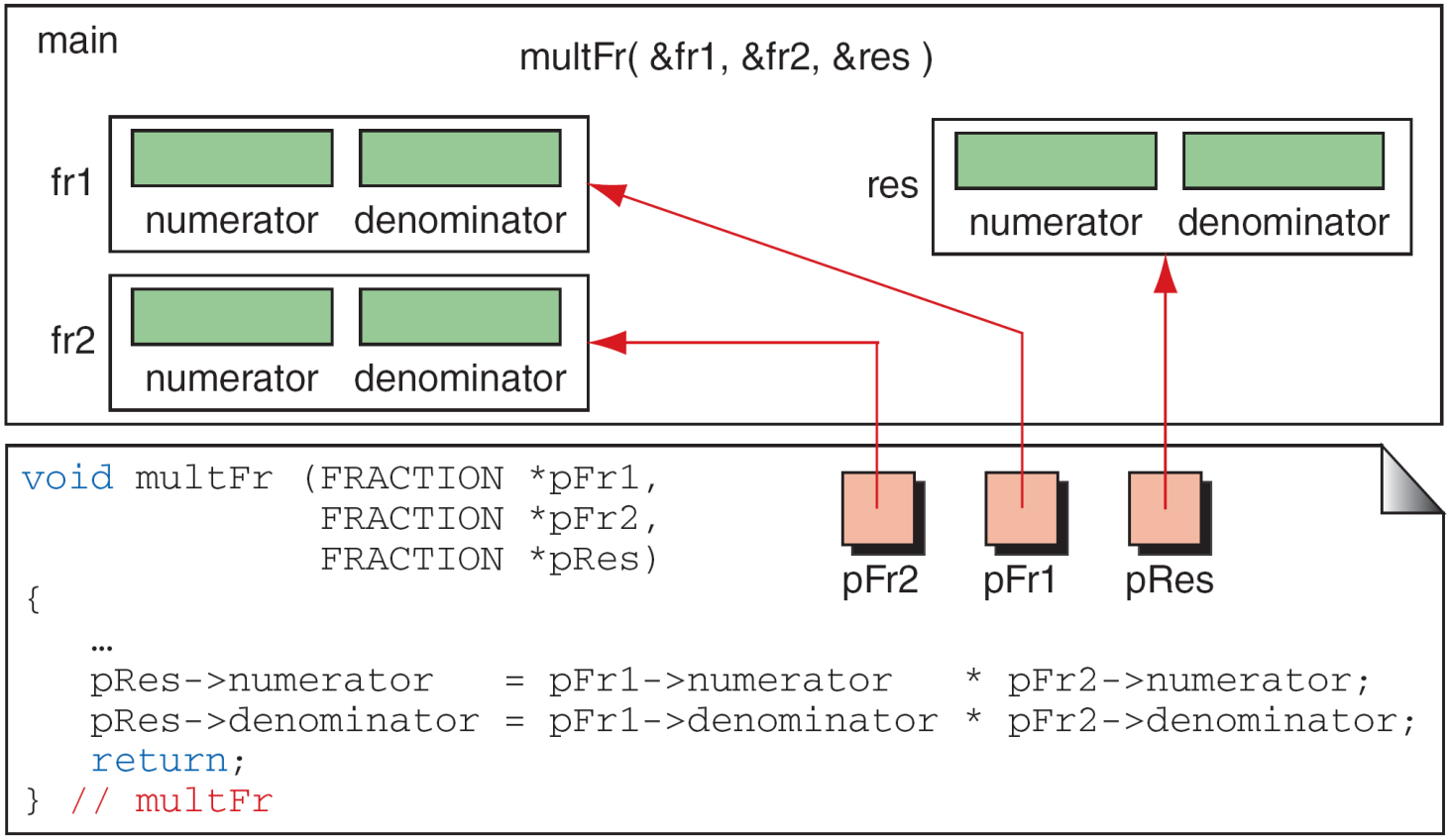
Structures and Functions

- Overhead in passing structures



Structures and Functions

- Passing pointer to structures




```
void multFr (FRACTION *pFr1,
             FRACTION *pFr2,
             FRACTION *pRes)
{
   …
   pRes->numerator   = pFr1->numerator   * pFr2->numerator;
   pRes->denominator = pFr1->denominator * pFr2->denominator;
   return;
} // multFr
```

Agenda

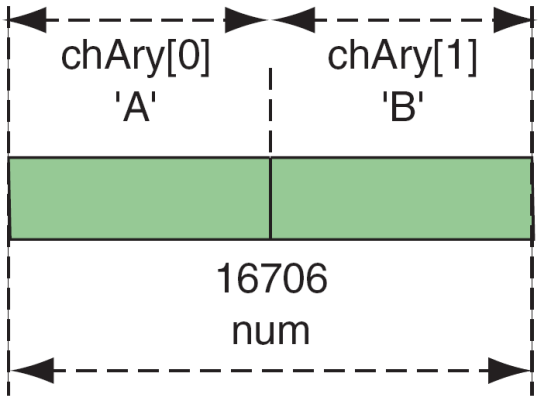
- typedef
- Enumerated type
- Structures
- Unions

Unions

- Union: a construct that allows memory to be shared by different types of data.
  - Syntax and usage are very similar to those of structures

Ex)

```
union shareData
   {
    char    chAry[2];
    short   num;
   };
```



Both `num` and `chAry` start at the same memory address. `chAry[0]` occupies the same memory as the most significant byte of `num`.

Example

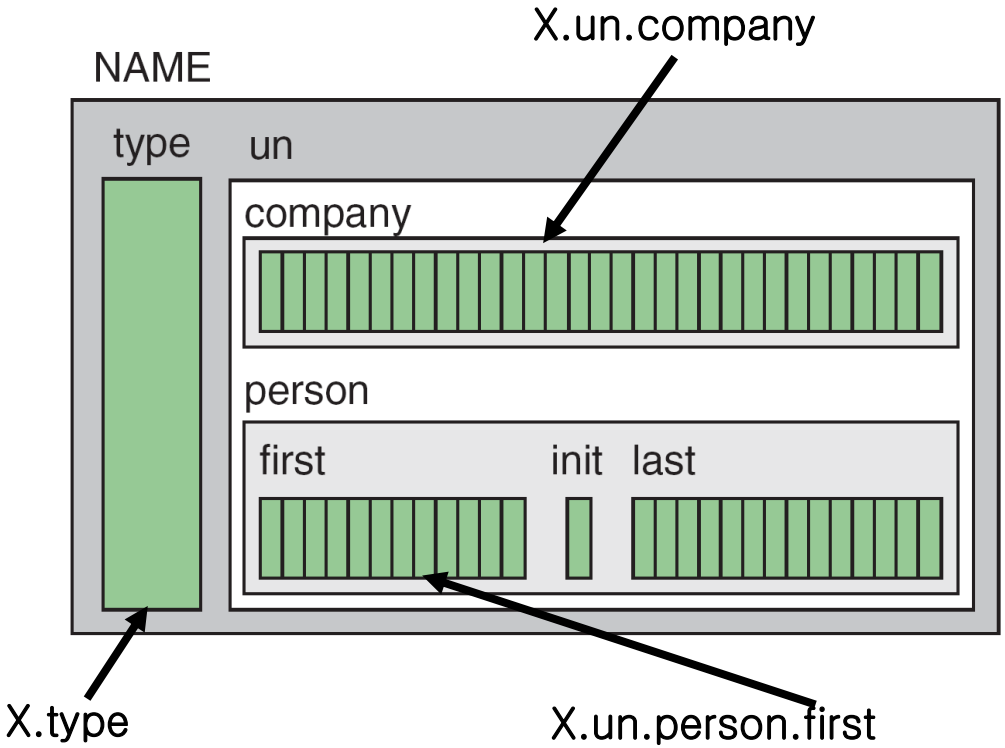
- Sharing the same memory for different fields

```
#include <stdio.h>

union MyUnion {
    int a;
    int b;
};

int main()
{
    union MyUnion u;      // u.a ≡ u.b

    u.a = 100;            // u.b is also modified
    u.b = 200;            // u.a is also modified

    printf("a = %d, b = %d₩n", u.a, u.b);    // a = 200, b = 200;

    return 0;
}
```

Structures and Unions

- A union can be a field of a structure and vice versa.

```
typedef struct
  {
   char  first[20];
   char  init;
   char  last[30];
  } PERSON;
typedef struct
  {
   char  type;
   union
     {
      char   company[40];
      PERSON person;
     } un;
  } NAME;
```



Example: Structures and Unions

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

typedef struct {
   char  first[20];
   char  init;
   char  last[30];
} PERSON;

typedef struct {
   char  type;                  // C: company, P: person
   union {
      char    company[40];
      PERSON  person;
   } un;
} NAME;

int main (void)
{
   NAME business = {'C', "ABC Company"};
   NAME friend;
   NAME names[2];
   friend.type = 'P';
   strcpy (friend.un.person.first, "Martha");
   strcpy (friend.un.person.last,"Washington");
   friend.un.person.init  = 'C';

   names[0] = business;
   names[1] = friend;

   for (int i = 0; i < 2; i++){
      switch (names[i].type) {
      case 'C':
         printf("Company: %s₩n",
         names[i].un.company);
         break;
      case 'P':
         printf("Friend:  %s %c %s₩n",
            names[i].un.person.first,
            names[i].un.person.init,
            names[i].un.person.last);
         break;
      default:
         printf("Error in type₩a₩n");
         break;
      } // switch
   } // for
   return 0;
}              // main
```