

# Operating Systems Lab (C+Unix)

**Enrico Bini**

University of Turin

# Outline

- 1 C: more on pointers

## Array of arrays (“matrices”)

- C allows declaring **bi-dimensional arrays**

```
<type> v[<DIM1>][<DIM2>;
```

- ▶ allocates an array *v* of *DIM1* *elements*.
- ▶ each *element* is an array of *DIM2* contiguous variables of type *<type>*

- Overall, it is allocated for *v* a contiguous amount of memory of `sizeof(<type>)*DIM1*DIM2` bytes

- ▶ The first element in memory is *v*[0][0] then *v*[0][1] and so on
- ▶ The element *v*[*i*][*DIM2*-1] (last element of “row” *i*) is followed by *v*[*i*+1][0] (first element of next “row”)
- ▶ The last element in memory is *v*[*DIM1*-1][*DIM2*-1]

- Example:

```
test-bi-array.c
```

```
int v[10][3];
```

- ▶ *v*[*i*][*j*] is the *j*-th element of the *i*-th array in *v*
- ▶ *v*[*i*] is the array of 3 int at position *i* in *v*
- ▶ *v* is an array of 10 arrays of 3 int variables

- **WARNING:** elements are addressed by *v*[*i*][*j*] and not by *v*[*i*,*j*]

# Array of pointers

- Pointers are variables
  - ▶ **Arrays of pointers** can be declared and used as arrays of any variable
- An array of pointers is declared by

```
<type> *v[<size>];
```

which statically allocates an array of <size> pointers to <type>

- Example of initialization:

```
char * p[] = {  
    "defghi",  
    "jklmnopqrst",  
    "abc"  
};
```

initializes:

- ▶ a vector `p` with three pointers `p[0]`, `p[1]` and `p[2]` (read/write)
- ▶ three strings pointed respectively by `p[0]`, `p[1]` and `p[2]` (read-only)
- *test-array-ptr.c*

## Usage of array of pointers: command-line arguments

- When commands are invoked at the shell, they may have a sequence of space-separated “*command-line arguments*”
- Example:

```
gcc -c my_file.c -o my_file
```

- ▶ the command is gcc
- ▶ 4 command-line arguments follow

- Command-line arguments can be read and used within a program
- We have been writing the main as

```
int main() { /* body */ }
```

however, to read command-line arguments it must be written as

```
int main(int argc, char *argv[]) { /* body */ }
```

- ▶ `argc`: number of space-separated strings at command line
- ▶ `argv`: array of pointers to each string

- *test-command-line.c*

# Pointers to pointers

- C allows the declaration of pointers to pointers, for example by

```
int **p;
```

- in this case:

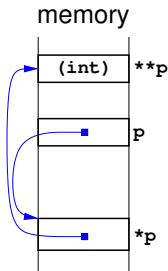
- ▶ p is a pointer of type (int \*\*) pointing to a memory address containing a variable of type int \*
- ▶ \*p is a pointer of type (int \*) pointing to a memory address containing a variable of type int
- ▶ \*\*p is an (int) variable

- Also variables of type

```
int **** p;
```

are possible. Then p is a pointer to a pointer to a pointer to a pointer (4 times!!) to a variable of type int

- I never saw in the code more than 2 levels of dereferencing
- *test-ptr-ptr.c*



# Pointers to functions

- The code of functions is in memory
- It is then possible to declare *pointers to functions*
- A pointer to a function is the address of the first instruction executed after the CALL assembly instruction
- A pointer to a function is declared by:

```
<type> (* var_name) (<param_types>);
```

- ▶ `var_name`, name of the function pointer;
- ▶ `type`, type returned by the function;
- ▶ `<param_types>`, list of input types;

- Different than a function returning a pointer to `<type>`

```
<type> * var_name(<param_types>);
```

- Arrays of `pointers to functions` are also possible, by:

```
<type> (* var_name[LEN]) (<param_types>);
```

- *test-fun-ptr.c*