## One dimensional array:

base = 1 10 
$$\leftarrow$$
 loc(A[1]) = known  
2 20  
3 30  $\leftarrow$  loc(A[3]) = ?  
4 40  
i  $\rightarrow$  loc(A[1]) = ?

In general,
$$loc(A[i]) = loc(A[i]) + \omega*(i-1)$$

$$= loc(A[base]) + \omega*(i-base)$$

$$= loc(A[base]) + \omega*(i-base)$$

Ans:

For double, 
$$\omega = 8$$
 bytes

 $loc(A[10]) = (54DF)_{16}$ 

base = 10

From Formula,
$$loc(A[i]) = loc(A[base]) + \omega*(i-base)$$

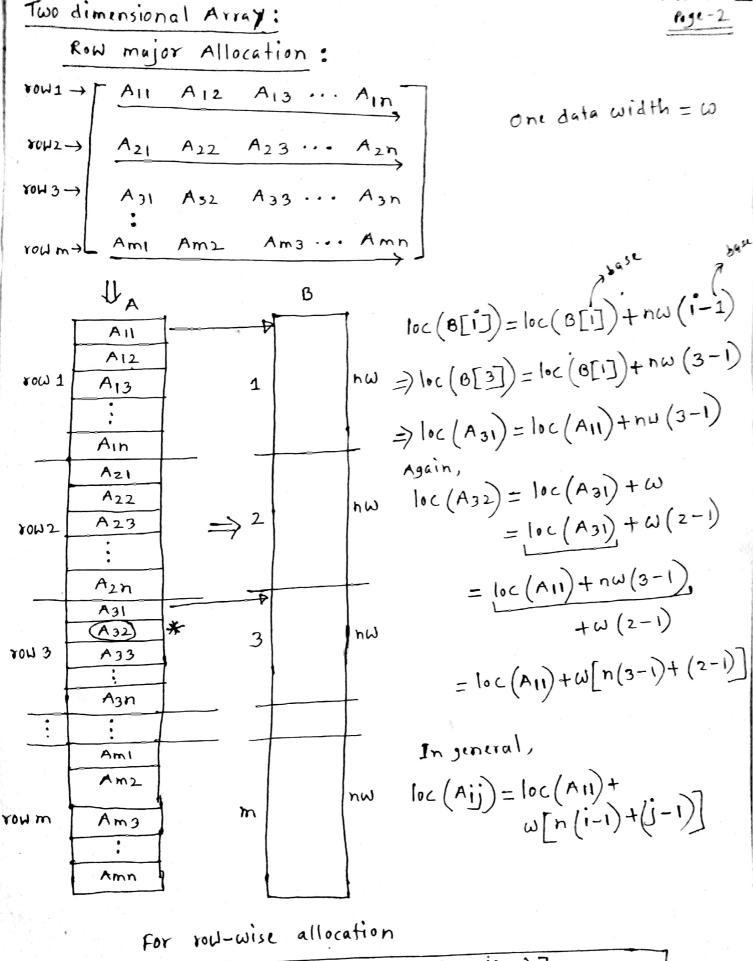
$$loc(A[i]) = loc(A[10]) + 8*(60-10)$$

$$= (scdf)_{16} + 8*50$$

$$= (scdf)_{16} + (400)_{10}$$

$$= (scdf)_{16} + (190)_{16} = (5E6f)_{16}$$

$$= (5Cdf)_{16} + (190)_{16} = (5E6f)_{16}$$



for column-wise allocation

if loc(A[0][0]) = (5(DF)16, Find Aloc(A[6][15]) float 1 [10] [20]; Assume row-major allocation

Ans:

For float, 
$$\omega = 4$$
 bytes

 $loc(A[0][0]) = (5CDF)_{16}$ 
 $i = 6$ 
 $j = 15$ 
 $m = 10$ 

$$\begin{aligned}
&\text{from firmula,} \\
&\text{loc}(A[i][j]) = \text{loc}(A[0][0]) + \omega[n(i-0) + (j-0)] \\
&= (5CDF)_{1} + 4[20(6-0) + (15-0)] \\
&= (5CDF)_{16} + 4[20*6+15] \\
&= (5CDF)_{16} + 4[120+15] \\
&= (5CDF)_{16} + 4*135 \\
&= (5CDF)_{16} + (540)_{16} \\
&= (5CDF)_{16} + (21c)_{16} \\
&= (5CDF)_{16} + (21c)_{16}
\end{aligned}$$

$$\begin{aligned}
&\text{lo}[540] \\
&\text{lo}[2-1] \\
&\text{lo}[2-1$$

$$\begin{array}{c|c}
16 & 540 \\
16 & 33 - 12 & C \\
16 & 2 - 1 & C
\end{array}$$

$$\begin{array}{c|c}
0 - 2 & C
\end{array}$$

$$\begin{array}{c|c}
5 & C & D & F \\
2 & 1 & C
\end{array}$$

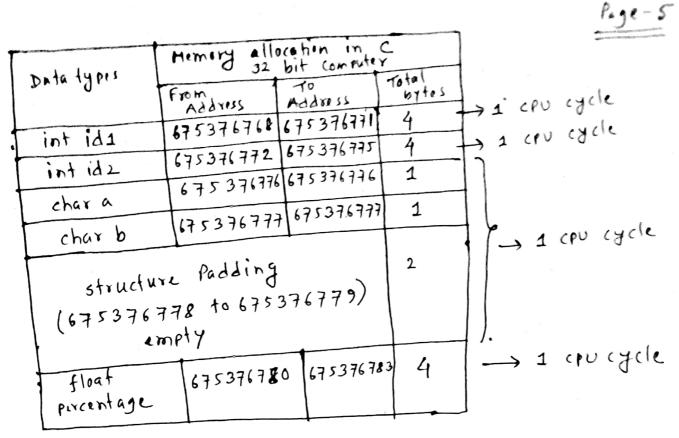
struct student {
int id1;
int id2;
char a;
char b;
float percentage;
};

Find Memory allocateon for this structure. Assume that 32 bit computer,

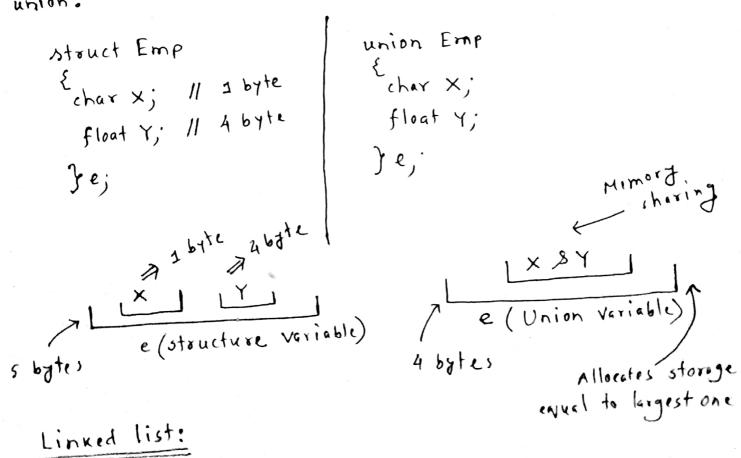
## Ans:

From structure

|   | 161        | id2                     | a              | ه             | ·   P2           | scentage => Total      |
|---|------------|-------------------------|----------------|---------------|------------------|------------------------|
|   | < 4 byte - |                         | }<br>> 1 67te- | > ← 1         | byte > <         | -4 byte→               |
|   |            | since 32                | bit com        | pute          | LY               |                        |
|   |            | Hord                    | size=          | - 4           | X & pil          |                        |
|   |            |                         |                | = 4           | × 1 by           | ite = 4 byte           |
|   |            | First cpu<br>second cpu | cycle =        | . id:<br>- id | L (4 by)         | byte)                  |
|   |            | second CPV<br>3rd CPV   | cycle          | - a           | , 0, 0,          |                        |
|   |            |                         |                |               | 1 2              | byte s                 |
|   |            | 4th CPU                 | cycl           | L =           | PEYCER           | itage (4 byte)         |
|   | Actual s   | itructure               | HIMIY          | j a           | llocation        | ofte structure padding |
| 1 | 141        | idz                     | a              | Ъ             | empty            | parcentage             |
|   | 4 bytes    | 4 bytes                 | 1 4            | 1<br>byte     | 2                | 4 bytes Total 16 bytes |
|   |            |                         |                | ald and       | VINCE CONTRACTOR | 15 man                 |



Difference between Memory Allocation of structure and union:



|                           | Address | data     | next |
|---------------------------|---------|----------|------|
|                           | 1001    | E        | 1003 |
|                           | 1002    |          |      |
|                           | 1003    | <b>A</b> | NULL |
|                           | 1004    |          |      |
| Mark Vings Agency and Add | 1005    | C        | 1007 |
| · .                       | 1006    |          |      |
|                           | 1007    | N        | 1009 |
|                           | 1008    |          |      |
|                           | 1009    | D        | 1001 |
| start                     | 1010    |          |      |
| 1005                      |         |          |      |

