计算机系统结构 Lab01

练习1 gcc

使用编辑器打开并修改glory.c

```
nano glory.c
```

将宏定义修改为

```
1  #define V0 3
2  #define V1 3
3  #define V2 1
4  #define V3 3
```

保存修改,编译并运行

```
gcc glory.c -o glory
./glory
```

输出结果:

练习2 gdb

逐步调试程序,输出结果如下:

1. How do you pass command line arguments to a program when using gdb?

```
By using command run arg1 "arg2" ..., for exmple:
```

```
(gdb) run hello world
```

2. How do you set a breakpoint which only occurs when a set of conditions is true (e.g. when certain variables are a certain value)?

By using command break line-or-function if expr, for example:

```
(gdb) break 11 if a==1
(gdb) break main if i==1
```

3. How do you execute the next line of C code in the program after stopping at a breakpoint?

By using command next.

4. If the next line of code is a function call, you'll execute the whole function call at once if you use your answer to #3. How do you tell GDB that you want to debug the code inside the function instead?

By using command step.

- 5. **How do you resume the program after stopping at a breakpoint?**By using command continue.
- 6. How can you see the value of a variable (or even an expression like 1+2) in gdb?

```
By using command print [[OPTION]... --] [/FMT] [EXP], for example: (gdb)print a
```

7. How do you configure gdb so it prints the value of a variable after every step? First, set a breakpoint. After the breakpoint being hit, use command display[/FMT]

```
EXP , for example:
```

```
(gdb)display a
```

(gdb)print a+5

8. How do you print a list of all variables and their values in the current function?

By using command info locals and info args.

9. How do you exit out of gdb?

By using command quit.

练习3调试

编译完成后,进入gdb,设置断点并开始执行程序。

```
(gdb) break ll_equal
(gdb) run
```

触发断点之后,使用 continue 继续执行,当第二次进入 11_equal 函数之后报错。 查看报错处的变量与参数。

```
(gdb) info locals
(gbd) info agrs
```

结果如下:

可见第11行对空指针 b 进行了数据访问,因而造成非法内存操作。应在访问指针前先判断指针是否为空,修改后代码如下:

```
int ll_equal(const node* a, const node* b) {
 1
             while (a != NULL && b != NULL) {
 2
                      if (a->val != b->val)
 3
 4
                              return 0;
 5
                      a = a->next;
6
                      b = b->next;
 7
8
             /* lists are equal if a and b are both null */
9
             return a == b;
10
     }
```

练习4 Make初步

编译并执行,运行结果如下:

```
mcx@mcx-virtual-machine:~/code/lab0$ make wc
cc wc.c -o wc
mcx@mcx-virtual-machine:~/code/lab0$ ./wc wc.c
mcx@mcx-virtual-machine:~/code/lab0$ wc wc.c
9 23 145 wc.c
```

两次运行结果不同的原因是 ./wc 中的 ./ 代指当前目录,这条命令执行的程序为当前目录下的 wc 文件; 而直接使用 wc 会执行位于系统path目录下的 wc 程序, 执行 which wc 可以发现 wc 指代 /usr/bin/wc .

修改 wc.c 中 wc 函数,代码如下:

```
void wc(FILE *ofile, FILE *infile, char *inname) {
 1
 2
          char ch;
 3
          int cCount = 0, wCount = 0, lCount = 0;
         int in_word = 0;
 4
 5
              if(!ofile) ofile = stdout;
             if(!infile) infile = stdin;
 6
 7
              if(!inname) inname = "";
 8
          while(!feof(infile)){
 9
              ch = fgetc(infile);
              if(ch!=EOF) cCount++;
10
11
              if(ch>=33&&ch<=126){
12
                  if(!in_word){
                      in\_word = 1;
13
14
                      wCount++;
15
                  }
16
              }else in_word = 0;
              if(ch == '\n') lCount++;
17
18
          fprintf(ofile, "%8d%8d%8d\t%s\n", 1Count, wCount, cCount, inname);
19
20
     }
21
```