

CS 33

Introduction to C Part 6

Numeric Conversions

```
short a;
```

```
int b;
```

```
float c;
```

```
b = a;    /* always works */
```

```
a = b;    /* sometimes works */
```

```
c = b;    /* sort of works */
```

```
b = c;    /* sometimes works */
```

Implicit Conversions (1)

```
float x, y=2.0;
```

```
int i=1, j=2;
```

```
x = i/j + y;
```

```
/* what's the value of x? */
```

Implicit Conversions (2)

```
float x, y=2.0;
```

```
int i=1, j=2;
```

```
float a, b;
```

```
a = i;
```

```
b = j;
```

```
x = a/b + y;
```

```
/* now what's the value of x? */
```

Explicit Conversions: Casts

```
float x, y=2.0;
```

```
int i=1, j=2;
```

```
x = (float)i / (float)j + y;
```

```
/* and now what's the value of x? */
```

Fun with Functions (1)

```
void ArrayDouble(int A[], int len) {  
    int i;  
    for (i=0; i<len; i++)  
        A[i] = 2*A[i];  
}
```

Fun with Functions (2)

```
void ArrayBop(int A[],  
             int len,  
             int (*func)(int)) {  
    int i;  
    for (i=0; i<len; i++)  
        A[i] = (*func)(A[i]);  
}
```

Fun with Functions (3)

```
int triple(int arg) {  
    return 3*arg;  
}
```

```
int main() {  
    int A[20];  
    ... /* initialize A */  
    ArrayBop(A, 20, triple);  
    return 0;  
}
```


Swap, Revisited

```
void swap(int *i, int *j) {  
    int *tmp;  
    tmp = j; j = i; i = tmp;  
}  
/* can we make this generic? */
```

Casts, Revisited

- Two purposes

- coercion

```
int i, j;
```

```
float a; //sizeof(float) == 4
```

```
a = (float)i / (float)j;
```

done for
primitive types

- intimidation

```
float x, y;
```

```
swap((int *) &x, (int *) &y);
```

done for
pointer types

Quiz 1

- Will this work?

```
double x, y; //sizeof(double) == 8
```

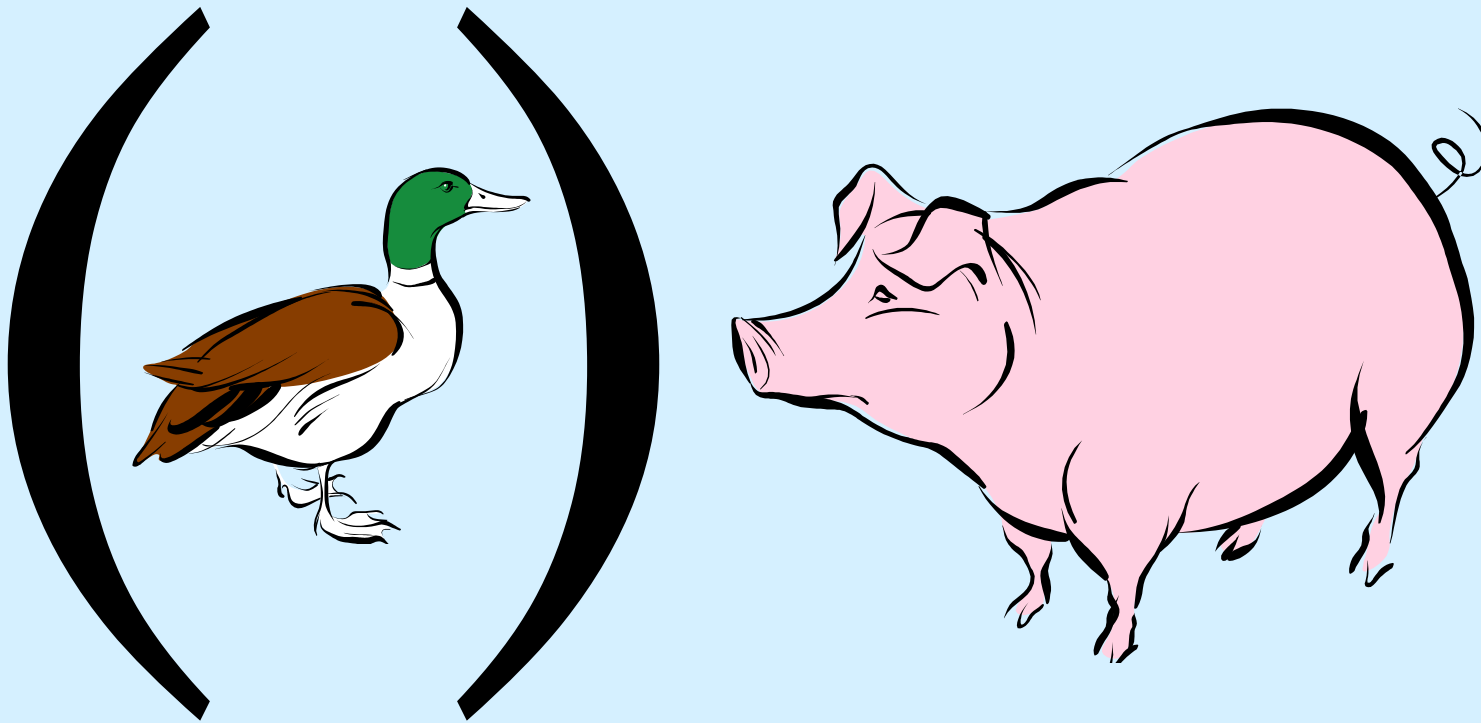
```
...
```

```
swap ( (int *) &x, (int *) &y );
```

a) yes

b) no

Intimidation



Nothing, and More ...

- ***void* means, literally, nothing:**

```
void NotMuch(void) {  
    printf("I return nothing\n");  
}
```

- **What does *void ** mean?**
 - it's a pointer to anything you feel like
 - » a generic pointer

Rules

- **Use with other pointers**

```
int *x;  
void *y;  
x = y; /* legal */  
y = x; /* legal */
```

- **Dereferencing**

```
void *z;  
*z; /* illegal! */
```

An Application: Generic Swap

```
void gswap (void *p1, void *p2,  
           int size) {  
    int i;  
    for (i=0; i < size; i++) {  
        char tmp;  
        tmp = ((char *)p1)[i];  
        ((char *)p1)[i] = ((char *)p2)[i];  
        ((char *)p2)[i] = tmp;  
    }  
}
```

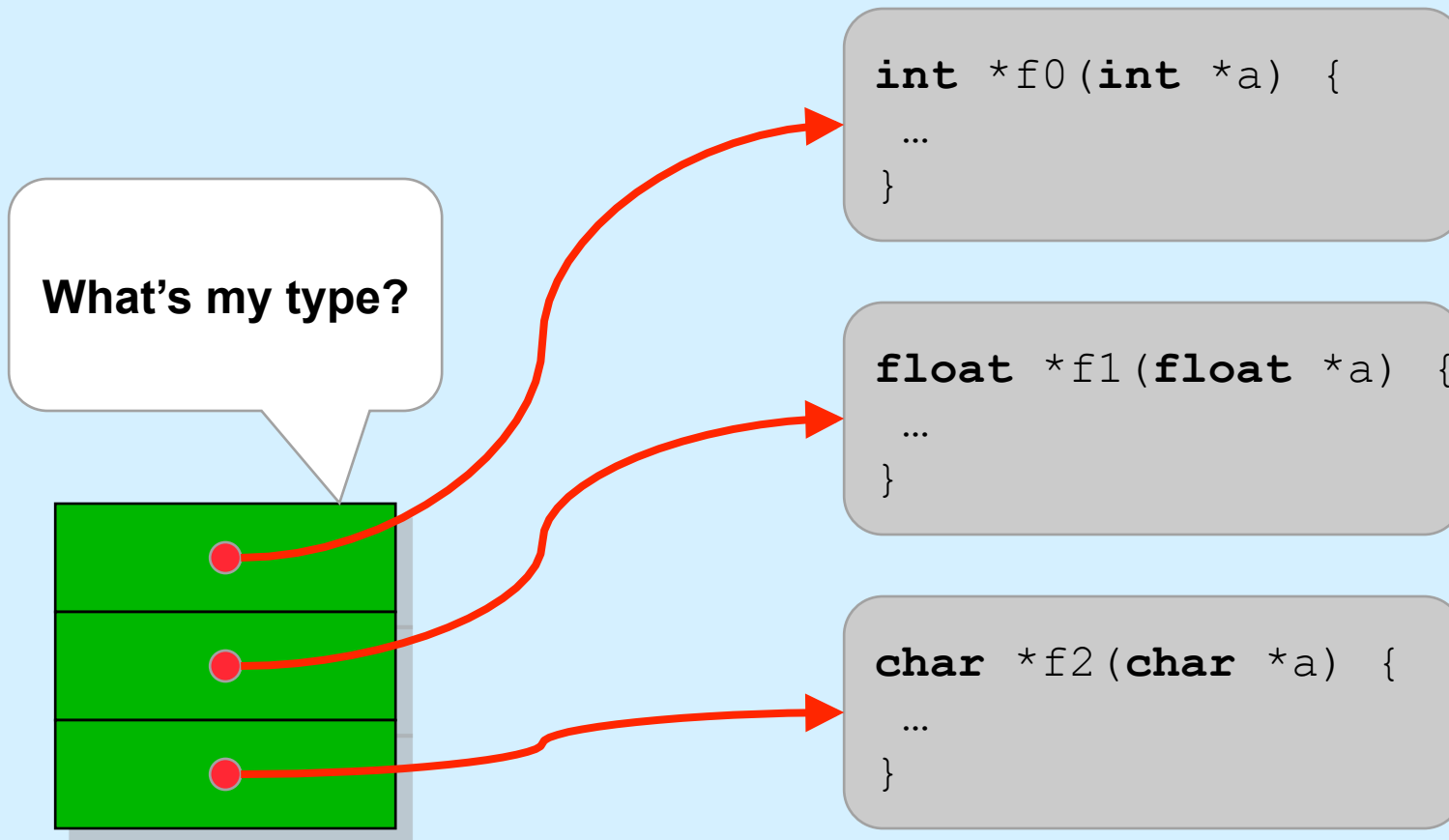
Using Generic Swap

```
short a, b;  
gswap(&a, &b, sizeof(short));
```

```
int x, y;  
gswap(&x, &y, sizeof(int));
```

```
int A[] = {1, 2, 3}, B[] = {7, 8, 9};  
gswap(A, B, sizeof(A));
```


For Our Next Trick ...



Working Our Way There ...

- **An array of 3 ints**

- `int A[3];`

- **An array of 3 int *s**

- `int *A[3];`

- **A func returning an int *, taking an int ***

- `int *f(int *);`

- **A pointer to such a func**

- `int *(*pf)(int *);`

There ...

- **An array of func pointers**

– `int * (*pf[3]) (int *) ;`

- **An array of generic func pointers**

– `void * (*pf[3]) (void *) ;`

Using It

```
int *f0(int *a) { *a += 1; return a; }
float *f1(float *a) { *a += 1; return a; }
char *f2(char *a) { *a += 1; return a; }
int main() {
    int x = 1;
    int *p;
    void *(*pf[3])(void *);
    pf[0] = (void *(*)(void *))f0;
    pf[1] = (void *(*)(void *))f1;
    pf[2] = (void *(*)(void *))f2;
    p = pf[0](&x);
    printf("%d\n", *p);
    return 0;
}
```

```
$ ./funcptr
2
$
```

Quiz 2

```
int *f0(int *a) { *a += 1; return a; }
float *f1(float *a) { *a += 1; return a; }
char *f2(char *a) { *a += 1; return a; }
int main() {
    int x = 1;
    int *p;
    void *(*pf[3])(void *);
    pf[0] = (void *(*)(void *))f0;
    pf[1] = (void *(*)(void *))f1;
    pf[2] = (void *(*)(void *))f2;
    p = pf[1](&x); // was pf[0]
    printf("%d\n", *p);
    return 0;
}
```

What is printed?

- a) 2
- b) 2.5
- c) something different from the above
- d) nothing: syntax error

Casts, Yet Again

- They tell the C compiler:
“Shut up, I know what I’m doing!”

- Sometimes true

```
pf[0] = (void * (*) (void *)) f0;
```

- Sometimes false

```
long f = 7;  
(void (*) (int)) f(2);
```

Laziness ...

- Why type the declaration

```
void * (*f) (void *, void *);
```

- You could, instead, type

```
MyType f;
```

- (If, of course, you can somehow define *MyType* to mean the right thing)

typedef

- **Allows one to create new names for existing types**

```
typedef int *IntP_t;
```

```
IntP_t x;
```

– means the same as

```
int *x;
```


More typedefs

```
typedef struct complex {  
    float real;  
    float imag;  
} complex_t;
```

```
complex_t i, *ip;
```

And ...

```
typedef void * (*MyFunc_t) (void *, void *);
```

```
MyFunc_t f;
```

```
// you must do its definition the long way
```

```
void *f(void *a1, void *a2) {
```

```
    ...
```

```
}
```