CS 241 #3 | *A day at the C Side*

Puzzle 1: What is the value of `p[strlen(p)]` , if p points to `"Sys"` ?

Hint: `strlen("") ==0` `strlen("@")==1`, `strlen(NULL)==`#@?#WT?!

Q1: How do I find out how to use ____< useful function or system call here>__?

```
$
```

Puzzle 2: How do I find out how to use `stat` in C?

Q2: What are the manual sections?

- Section 2:
- Section 3:
- Section 7:

Q3: How do I allocate and free heap memory in C?

- Allocate:
- Free:

Q4: Can I make a pointer *really free* by freeing it twice?

Q5: What do we call a pointer that has been free'd?

Best Practice: Always set free'd pointers to NULL.

```
1: // ... code ...
2: free(ptr);
3: ptr = 0;
```

Puzzle 3: Fix a custom string concatentation function:

```
 1: void mystrcat(char *dest, const char *src) {
 2:
 3:
 4:   while (*src) {
 5:
 6:
 7:     dest = src;
 8:
 9:
10:     src++; dest++;
11:
12:
13:   }
14: }
```

Puzzle 4 - Walk Through

Type	Variable	Memory Addr.
`const char *`	`src`	`0x1000`
`char *`	`dest`	`0x2000`

⇨ **Line 3:** What does `(*src)` do?

⇨ **Line 4:** What does `(dest = src)` do?

⇨ **Line 3..9:** When does the loop exit?

Address	Memory Contents
1000	'!'
1001	'2'
1002	'B'
1003	'\0'
…	
2000	'2'
2001	'B'
2002	'|'
2003	'\0'
2004	
2005	
2006	
…	

Puzzle 5: Fix my custom string duplication function

```
 1: char *mystrdup(const char *src) {
 2:
 3:
 4:   char *p = sizeof(src);
 5:
 6:
 7:   strcpy(src, p);
 8:
 9:
10:   return p;
11: }
```

Q6: What is the purpose of a file stream, just files?
A "file stream" (or "file descriptor" in system calls) is the base interface to EVERYTHING external to RAM. This includes:

-
-
-
- Standard Streams:
    - **`stdin`**:
    - **`stdout`**:
    - **`stderr`**:

Q7: Writing to file streams: `fprintf`
What if the output of the following code snippet?

```
1: fprintf(stderr, "CS 241: ");
2: fprintf(stdout, "System ");
3: fprintf(stderr, "Programming ");
4: fprintf(stdout, "\n");
```

⇨ Result:

Q8: What is asprintf()?

```
int asprintf(char **strp, const char *fmt, ...)
```

⇨ **`char **strp`:**

⇨ **`const char *fmt`:**

Puzzle 6: Pointer Arithmetic

```
 1: // Count the number of elements in an int-array
 2: // before the number -1 appears in the array:
 3: int count_before(int *array) {
 4:   int *ptr = array;
 5:
 6:
 7:   while (*ptr != -1) { ptr++; }
 8:
 9:
10:   return (ptr - array) / _____________;
11: }
```

Debug Less: Use `assert` e.g. `assert(ptr && counter > 5);`
C provides the library macro assert that be used to find bugs in debugging and completely disappear in production code! Two modes:

- Debug mode (-g flag):
- Production mode (#NDEBUG):

Best Practice: Always assert pre-conditions and assumptions.

Puzzle 7: Putting it altogether

```
 1: // Sum an array of positive numbers, storing
 2: // the result in `result` (by ref)
 3: // and use asprintf to return a text version of result
 4: char* mysum(const int *ptr,  int *result) {
 5:
 6:
 7:
 8:
 9:   while ( *ptr ) {
10:
11:     sum += *(ptr++);
12:
13:   }
14:   char *text = NULL;
15:
16:   asprintf(
17:   return text;
18: }
19:
20:
21:
```