UCLA

CS 31:
Introduction To Computer Science I

Howard A. Stahl

A Few Odds And Ends…

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Allocates Memory?

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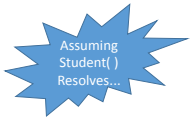

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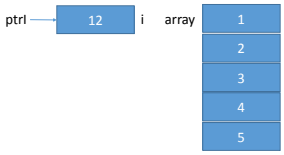

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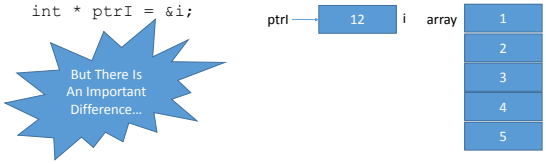

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- Pointers Can Move But Arrays Can't…

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int array2[5]={7,8,9,10,11};
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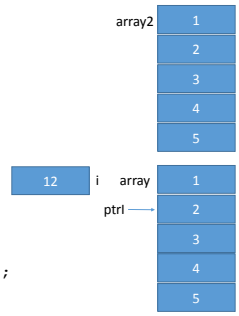

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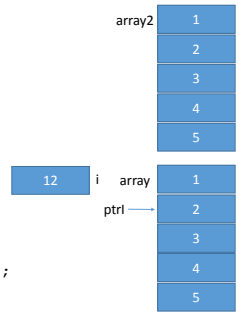

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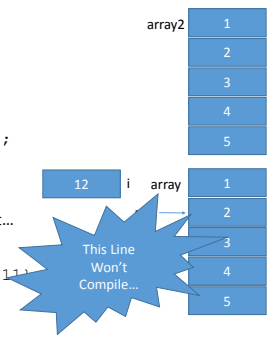

Equivalencies

- Arrays Are Pointer Variables
- Pointers Can Move But Arrays Can't Move Because They Are Fixed Pointers
- The Arrow Cannot Move (Be Changed)
- The Box It Points To Change Be Changed However…
- `int array[ 5 ]` Is Implemented As A: `int * const array`

The Issue Of `const`

- `const` Always Means "Fixed"
- The Question Is "What Are We Fixing In…"

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const int NUM_MONTHS=12;
const double SALARY=12.50;
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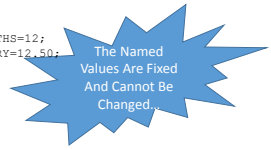

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The Named Values Are Fixed And Cannot Be Changed…

`const` Applies To The Datatype `int` Or `double`…

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Example #2:

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void foo( const int & i);
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class Foo {
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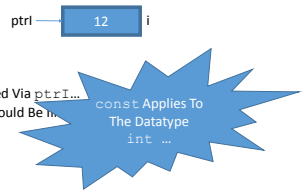

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Question 5 Hint

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char msg[100] = "UC Los Angeles";
deleteCapitals(msg);
cout << msg << endl;
```

- Should Print: `" os ngeles"`

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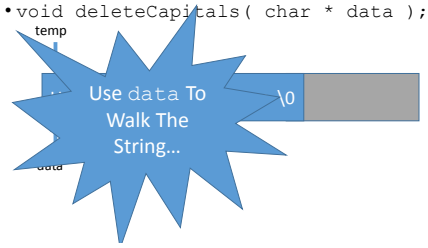

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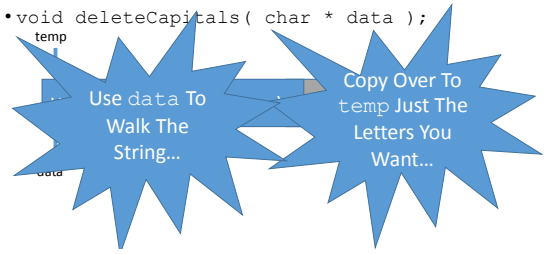

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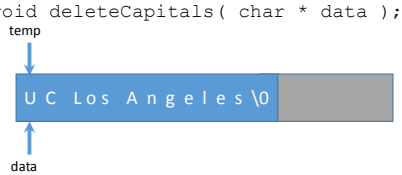

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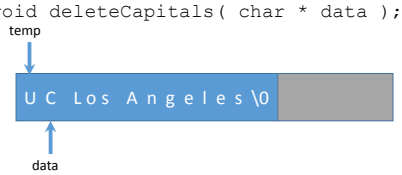

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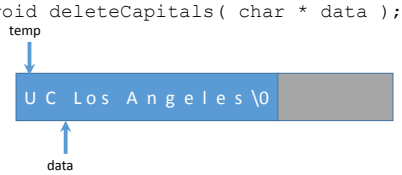

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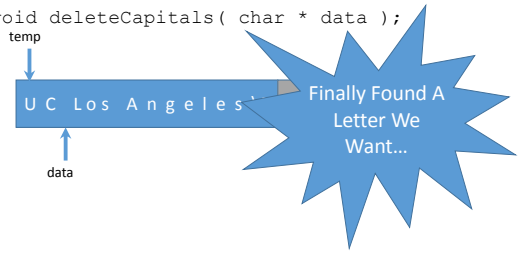

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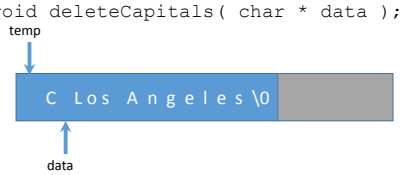

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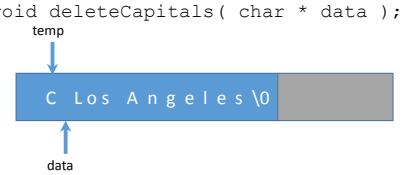

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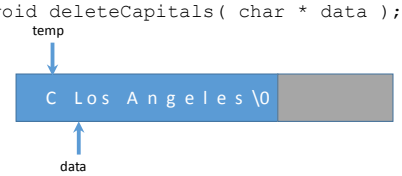

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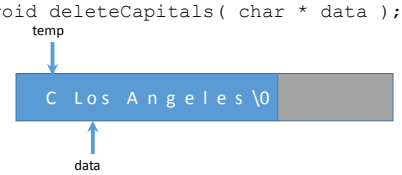

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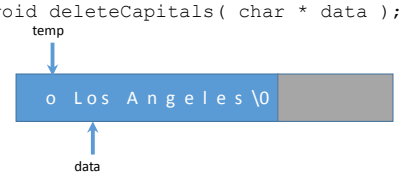

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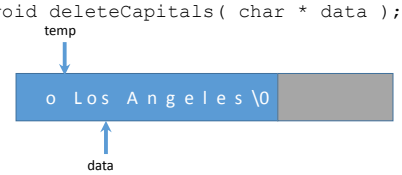

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- One Very Important Final Point!
- Be Sure To Copy Over The Ending NULL Character To Be Sure The Data You Produce Is A Valid C-String