

# CSCB09 Midterm Review

[github.com/tabeebyeammin/AMACSS](https://github.com/tabeebyeammin/AMACSS)

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# Agenda

- Unix Commands & File System
- C: Arrays, Pointers
- C: Dynamic Memory Allocation
- C: Makefiles

# Unix commands

- **pwd**: print working directory
- **ls** *[dir]*: show files in current directory or *dir* if specified
- **cd** *dir*: change working directory to *dir*
  - special symbols: ~, ., ..
- **cat** or **more** *file*: show contents of *file*
- **cp**, **mv** *[loc1] [loc2]*: copies or moves file/directoy from *loc1* to *loc2*
- **rm** *[-r] file*: remove file or directoy (-r lets your delete nonempty)
- **mkdir** *[dir]*: create directory

# More Useful Commands

- **grep** *[regex]*: globally search regex and print
- **chmod**: change access permissions (r,w,x) *chmod 644 text*
- **who**: displays users logged in right now
- **sort**: sorts a collection of data *sort -k4 text*
- **wc**: word count *wc -l*

- Name, owner, size, perms,
- Ls -l or stat to get info on a file
- Implemented in a data structure called inode: has inode number, unix maintains inode to disk location

## Directory

- Collection of files
- Every directory is a file itself
- Directory hierarchy is an acyclic graph, not a tree

# Hard Links & SoftLinks

## Hardlink

```
ln /Alice/ex1.c /Bob/ex1.c
```

- If ex1.c is removed, the directory entry gets removed, but the file itself is only removed if it no longer has any name/hard links

## Softlink

```
ln -s /Alice/ex1.c /Bob/ex1.c
```

- If /Alice/ex1.c is removed, the directory entry gets removed, and /Bob/ex1.c will be left with *dangling pointer*

# Permissions

Each file has read write and execute permissions for owning user, group and others

`rw-rw-rw-`

- first 3 refer to User perms, second 3 to Group, last 3 refer to Others

By default

`rw-r--r--`

- `chmod u+x fname`: give user execute perms
- `chmod g-r fname`: remove read perms from users in group
- `chmod a+rw fname`: all users all perms

C and stuff



# Arrays

```
int array[4] = {1,2,3,4};  
char string[6] = "CSCB09";
```

- Contiguous chunk of memory, list of items with the same type
- Size of array not stored in the array
- Exceed array bounds causes undefined behaviour
- Allocates in the stack from top down

# Pointers:

- Stores memory addresses of variables
- Is allocated in the **stack** just like any variable

```
int *ptr;
```

## Pointer Arithmetic

```
x[i] == *(x + i);
```

- Respects the type of the pointer
  - if you had int pointer `ptr` and did `*(ptr + 1)`, you would increment 4 bytes in memory instead of one to get to the next int box

## August 2017 Question 2a)

```
int a[4] = {0, 1, 2, 3};
int b = 1;
int *p = a;
p = p + b;
b++;
*p += b;
p = p + b;
*p += 2;
p--;
*p *= 4;
p = p - b;
*p = p - a;
```

What is a[0] a[1] a[2] and a[3]?

## August 2017 Question 2a)

```
int a[4] = {0, 1, 2, 3};  
int b = 1;  
int *p = a;  
p = p + b;  
b++;  
*p += b;  
p = p + b;  
*p += 2;  
p--;  
*p *= 4;  
p = p - b;  
*p = p - a;
```

$a[0] = 0$ ,  $a[1] = 3$ ,  $a[2] = 8$  and  $a[3] = 5$

# Allocating memory on demand

`malloc(# of items*size of each item in bytes)`

- Finds available place in memory that has the request capacity, reserves it, and returns a pointer to the reserved chunk

```
Node *newNode = (Node *)malloc(sizeof(Node));
```

- dynamically allocated memory is allocated on the **heap**
- malloc returns pointer without any attached data type so you have to cast it
- always release (**free**) all the memory you allocated, or you could have memory leaks

# Memory Allocation Question

August 2017 Question 2c) (too big to put on the slide)

# Structs

```
typedef struct a_name_for_struct
{
    char *string_field;
    int *int_field;
} new_type;
```

## How to use them?

- Declare a variable:

```
new_type v;
```

- Access a field:

```
v.int_field = 10;
```

- Pass them or return them from a function:

```
new_type update_values(new_type v, int value);
```

# In the memory model

This is how it would look like in memory:

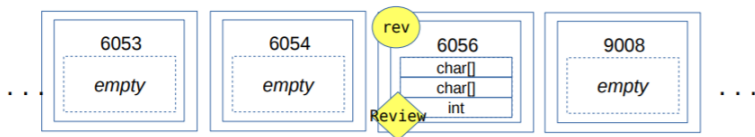


Figure 1: Structs in Memory

- ONE chubby box, inside that box are all the components of the struct
- It's NOT an array, but you can put an array inside a struct
- Passing a struct variable to a function makes a copy!
- Returning a struct variable from a function also makes a copy!
- Lots of data traffic this way, so we prefer using pointers



# Using pointers for structs

```
typedef struct a_name_for_struct
{
    int field_name;
} new_type;
```

## Using pointers means

- accessing fields with the -> operator

```
new_type v;
new_type *vp;
vp=&v;
vp->field_name=value;
```

- dynamically allocating in the heap

```
new_type v2 = (new_type *)malloc(sizeof(new_type));
```

## August 2017 Question 4, (Also May 2017 Question 2c)

```
struct student {
    int age;
    char *name;
}
// Increase the age of a student by amt.
void increase_age(struct student s, int amt) {
    s.age += amt;
}
int main() {
    struct student rob;
    rob.age = 10;
    increase_age(rob, 5);
    printf("%d should be 15\n", rob.age);
}
```

- Does this code do what it's supposed to?

## August 2017 Question 4, (Also May 2017 Question 2c)

```
struct student {
    int age;
    char *name;
}
// Increase the age of a student by amt.
void increase_age(struct student s, int amt) {
    s.age += amt;
}
int main() {
    struct student rob;
    rob.age = 10;
    increase_age(rob, 5);
    printf("%d should be 15\n", rob.age);
}
```

- We are changing a copy of rob, original stays the same

# Memory Model Review

- Memory for a process is called its address space
- Memory is a sequence of bytes
- Memory location is identifiable by an address
- Variables, pointers, function frames go in the **stack**
  - bottom-up
- Dynamically allocated memory (malloc) goes in the **heap**
  - top-down
- String literals go in **read-only data** (cannot be changed!)
- Global variables outside of functions go in **static data**

# Memory Model Worksheet Review

Write a program that declares 3 strings. The first named first should be set to the value “Monday”, and be stored on the stack frame for main. second should be a string literal with the value “Tuesday”. third should have value “Wednesday” and be on the heap. The pointers for second and third will be in stack frame for main.

# Memory Model Worksheet Review

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```
char first[6] = "Monday";  
char *second = "Tuesday";  
char *third = malloc(9*sizeof(char));  
strcpy(third, "Wednesday");
```

# Memory Model Worksheet Review

Add to your program so that it declares an array string list of 3 pointers to char and point the elements to first, second, and third, respectively. So now you have an array of strings. Where is the memory allocated for this array?

```
char first[6] = "Monday";  
char *second = "Tuesday";  
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# Memory Model Worksheet Review

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```
char first[6] = "Monday";  
char *second = "Tuesday";  
char *third = malloc(9*sizeof(char));  
strcpy(third, "Wednesday");
```

```
char *string_list[3];  
string_list[0] = first;  
string_list[1] = second;  
string_list[2] = third;
```

Memory for the array is located in the stack, in the frame for the function. **Note:** we can modify strings at index 0 and 2, but not 1.



# Memory Model Worksheet Review

Draw the memory model for the program

```
char first[6] = "Monday";  
char *second = "Tuesday";  
char *third = malloc(9*sizeof(char));  
strcpy(third, "Wednesday");
```

```
char *string_list[3];  
string_list[0] = first;  
string_list[1] = second;  
string_list[2] = third;
```

# Memory Model Worksheet Review

## Memory Diagram for malloc worksheet

s-l[0]	s25	s20	not 2second or 2third. ⇒ 2second[0]	
s-l[1]	r0	s21		
s-l[2]	h0	s22		
third	h0	s23	<u>RoData</u> T r0 U r1 e r2 s r3 d r4 a r5 y r6	
second	r0	s24		
f[0]	M	s25		
f[1]	o	s26		
f[2]	n	s27		
f[3]	d	s28		
f[4]	a	s29		
f[5]	y	s30	<u>Heap</u> w h0 e h1 d h2 n h3 e h4 s h5 d h6 a h7 y h8	
stk				

Figure 2: Memory Model

## August 2017 Question 5

Assume a linked list structure, which contains some information about a student, as follows:

```
typedef struct student {  
    int student_number;  
    char *last_name;  
    struct student *next;  
} Student;
```

Write a function that traverses a given student list and inserts a new student in alphabetical order. If the new student has the same last name as another student from the list, insert in ascending order of the student number. Note: The new student name passed to the function may be deallocated once the function exits, so make sure to create a new copy of the student name when inserting.

```
Student *insert_new_student  
(Student *list, int newStudentNo, char *newName) {
```

# Makefiles

- Manually calling gcc is not scalable for large number of files

```
myprogram: file1.c  
    gcc -Wall -o myprogram file1.c
```

- have a file titled make and create rules inside it like above

# Makefiles

- You can use the following patterns to represent target, all prereqs, first prereq and outdate prereqs

```
myprogram: file1.c file2.c  
    gcc -Wall -o myprogram file1.c
```

- `$@`: myprogram
- `^`: file1.c file2.c
- `$<`: file1.c
- `$?`: outdated prereqs

# Makefile Worksheet Review

```
dinner: pizza salad
pizza: cheese topping.peppers
    echo making pizza
    cat cheese topping.peppers > pizza
cheese:
    echo gooey cheese > cheese
topping.%.:
    echo yummy $@ > $@
salad:
    echo salad is healthy
```

- cheese is already created. Sequentially run the following and give **console output** and **files modified** for:
  - make salad
  - make pizza
  - make dinner

# Makefile Worksheet Review

**make salad** outputs

- echo salad is healthy
- salad is healthy

**make pizza** modifies topping.peppers and pizza and outputs

- echo yummy topping.peppers > topping.peppers
- echo making pizza
- making pizza
- cat cheese topping.peppers > pizza

**make dinner** outputs

- echo salad is healthy
- salad is healthy

# Additional Topics of Study

- Familiarize yourself with string libraries (`str[n]cmp`, `str[n]cpy`, `str[n]cat`)
- Familiarize yourself with input scanning functions (`scanf`, `fgets` etc.)
- Do Bianca's past papers in the exam repo:
  - August 2017 Questions 1f), 2, 3, 5, all of 4 except forks and signal questions
  - May 2017 Questions 1, 4 and maybe 2