```
// Implements a list of numbers using an array of fixed length
 1
 2
     #include <cs50.h>
 3
 4
     #include <stdio.h>
 5
 6
     int main(void)
 7
         // Prompt for number of numbers
 8
 9
         int capacity;
10
         do
11
12
             capacity = get_int("Capacity: ");
13
14
         while (capacity < 1);</pre>
15
16
         // Memory for numbers
17
         int numbers[capacity];
18
19
         // Prompt for numbers
20
         int size = 0;
21
         while (size < capacity)</pre>
22
23
             // Prompt for number
24
             int number = get int("Number: ");
25
26
             // Add to list
             numbers[size] = number;
27
28
             size++;
29
         }
30
         // Print numbers
31
32
         for (int i = 0; i < size; i++)
33
34
             printf("%i\n", numbers[i]);
35
         }
36
     }
```

```
// Implements a list of numbers using an array of dynamic length
 1
 2
 3
     #include <cs50.h>
     #include <stdio.h>
 4
 5
 6
     int main(void)
 7
 8
         // Memory for numbers
 9
         int *numbers = NULL;
10
         int capacity = 0;
11
12
         // Prompt for numbers (until EOF)
13
         int size = 0;
14
         while (true)
15
         {
             // Prompt for number
16
             int number = get int("Number: ");
17
18
19
             // Check for EOF
20
             if (number == INT MAX)
21
             {
22
                 break;
23
             }
24
25
             // Check whether enough space for number
26
             if (size == capacity)
27
                 // Allocate space for number
28
29
                 int *tmp = realloc(numbers, sizeof(int) * (size + 1));
                 if (!tmp)
30
31
                 {
32
                     if (numbers)
33
34
                         free(numbers);
35
36
                     return 1;
37
                 numbers = tmp;
38
39
                 capacity++;
40
             }
41
42
             // Add number to list
43
             numbers[size] = number;
44
             size++;
```

```
45
          }
46
47
          // Print numbers
          printf("\n");
for (int i = 0; i < size; i++)</pre>
48
49
50
51
               printf("%i\n", numbers[i]);
52
53
          }
54
          // Free memory
55
          if (numbers)
56
          {
57
               free(numbers);
58
59
          }
     }
```

```
// Implements a list of numbers using a linked list
 1
 2
 3
     #include <cs50.h>
     #include <stdio.h>
 5
 6
     typedef struct node
 7
 8
         int number;
 9
         struct node *next;
10
11
     node;
12
13
     int main(void)
14
15
         // Memory for numbers
         node *numbers = NULL;
16
17
18
         // Prompt for numbers (until EOF)
19
         while (true)
20
         {
21
             // Prompt for number
             int number = get_int("number: ");
22
23
24
             // Check for EOF
25
             if (number == INT MAX)
26
27
                 break;
28
             }
29
             // Allocate space for number
30
31
             node *n = malloc(sizeof(node));
32
             if (!n)
33
34
                 return 1;
35
36
37
             // Add number to list
38
             n->number = number;
39
             n->next = NULL;
40
             if (numbers)
41
42
                 for (node *ptr = numbers; ptr != NULL; ptr = ptr->next)
43
44
                     if (!ptr->next)
```

```
45
                     {
46
                         ptr->next = n;
47
                         break;
48
                     }
49
                 }
50
51
             else
52
53
                 numbers = n;
54
55
         }
56
57
        // Print numbers
58
         printf("\n");
59
         for (node *ptr = numbers; ptr != NULL; ptr = ptr->next)
60
61
             printf("%i\n", ptr->number);
62
         }
63
64
        // Free memory
65
         node *ptr = numbers;
66
        while (ptr != NULL)
67
         {
68
             node *next = ptr->next;
69
             free(ptr);
70
             ptr = next;
71
        }
72
     }
```

```
// http://valgrind.org/docs/manual/quick-start.html#quick-start.prepare
 1
 2
3
4
5
6
7
     #include <stdlib.h>
     void f(void)
         int *x = malloc(10 * sizeof(int));
x[10] = 0;
 8
     }
10
     int main(void)
11
12
          f();
13
          return 0;
14
15
     }
```

```
// Demonstrates structs
 1
2
    #include <cs50.h>
 3
    #include <stdio.h>
 4
    #include <string.h>
 6
 7
     #include "struct.h"
8
9
     int main(void)
10
         // Allocate space for students
11
12
         int enrollment = get int("Enrollment: ");
13
         student students[enrollment];
14
15
         // Prompt for students' names and dorms
16
         for (int i = 0; i < enrollment; i++)</pre>
17
         {
18
             students[i].name = get string("Name: ");
             students[i].dorm = get string("Dorm: ");
19
20
         }
21
22
         // Print students' names and dorms
23
         for (int i = 0; i < enrollment; i++)
24
         {
25
             printf("%s is in %s.\n", students[i].name, students[i].dorm);
26
         }
27
     }
```

```
// Demonstrates file I/O
 1
 2
 3
     #include <cs50.h>
    #include <stdio.h>
    #include <stdlib.h>
     #include <string.h>
 7
 8
     #include "struct.h"
9
10
    int main(void)
11
12
         // Allocate memory for students
         int enrollment = get int("Enrollment: ");
13
         student students[enrollment];
14
15
16
         // Prompt for students' names and dorms
         for (int i = 0; i < enrollment; i++)
17
18
19
             students[i].name = get string("Name: ");
             students[i].dorm = get string("Dorm: ");
20
21
         }
22
23
         // Save students to disk
24
         FILE *file = fopen("students.csv", "w");
25
         if (file)
26
         {
27
             for (int i = 0; i < enrollment; i++)</pre>
28
29
                 fprintf(file, "%s,%s\n", students[i].name, students[i].dorm);
30
             fclose(file);
31
32
         }
33
     }
```

```
// Represents a student

typedef struct

char *name;
char *dorm;

student;
```