# C/C++ Common Bugs

Presenter: Yu-Cheng Chen

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#### Problem 1: Array v.s. Pointer

```
#include <stdio.h>
   #include <string.h>
   int main(void) {
       char *start = "this is a string";
       start[4] = '\0';
       printf("%s\n", start);
Segmentation fault
指標指向字串首,不可以進行 random access。
   #include <stdio.h>
   #include <string.h>
   int main(void) {
       char start[] = "this is a string";
       start[4] = '\0';
       printf("%s\n", start);
this
非指標宣告即可 random access。
```

```
#include <stdio.h>
#include <string.h>
int main() {
                                             this
 char string[] = "this is a string";
                                             IS
 char *start;
 start = string;
                                              а
 start = strtok(start, " ");
                                             string
 while (start != NULL) {
   printf("%s\n", start);
   start = strtok(NULL, " ");
                                      start 指標已經在第一個 loop 被 strtok 切開,
 start = string;
                                      第二個 loop 讀就只剩下切開後的第一 part。
 start = strtok(start, " ");
 while (start != NULL) {
   printf("%s\n", start);
                                             this
   start = strtok(NULL, " ");
```

Explain why a character is missing.

```
#include <stdio.h>
int main() {
  FILE *fp = fopen("file", "wb");
  for (int i = 0; i < 256; i++)
   fputc(i, fp);
  fclose(fp);
  fp = fopen("file", "rb");
  int count = 0;
  char c;
 while ((c = fgetc(fp)) != EOF)
    count++;
  printf("count = %d\n", count);
```

因為數字 255 寫進檔案裡是 FF,代表 EOF。所以不會被底下 while 迴圈吃進去。

```
Why is our lab number incorrect?
   #include <stdio.h>
   int main() {
     long int lab_tel = 035731603;
     printf("my lab's telephone number is %ld\n", lab_tel);
my lab's telephone number is 7844739
前面多加了一個 0。C++中以 0 開頭表示八進制。35731603 轉成十進制即
7844739 •
```

```
#include <stdio.h>
    int main() {
      int a[10];
      if (a == &a)
        printf("yes\n");
      else
        printf("no\n");
      if (a + 1 == &a + 1)
        printf("yes\n");
      else
        printf("no\n");
error: comparison between distinct pointer types 'int*' and 'int (*)[10]' lacks a cast [-
fpermissive]
在紅字行&前或後加*即可跑出 yes。
```

Answer the size of "file" in Linux and Windows, and explain.

```
#include <stdio.h>
   int main() {
     FILE *fp = fopen("file", "w");
     fputs("hello\n", fp);
     fputs("hello", fp);
     fputs("hello\n", fp);
     fclose(fp);
Windows: 19 bytes
Linux: 17 bytes
Windows 換行符是\r\n;Linux 則是\n。因此 windows 的檔案會多 2 bytes。
```

Hint: NEVER NEVER run this. Otherwise, your hard disk will crash. Just tell what i wrong with this program.

```
#include <stdio.h>
int main() {
    FILE *fp = fopen("file", "wb");
    for (char c = 0; c < 256; c++) {
        fputc(c, fp);
    }
    fclose(fp);
}
char 的範圍是-128~127, unsigned 的話則是 0~255。所以 c 永遠加不到 256, c < 255 會一直成立,形成無窮迴圈。
```

```
#include <stdio.h>
#define inc(x) ((x)++)
#define square(x) (x * x)
int main() {
   int i = 3, j = 4;
   printf("%d\n", square(i + j));
   printf("%d %d\n", square(inc(i)), i);
}
```

巨集要在變數前後加括號,且不能用遞增、遞減運算子。上述 code 應改成

```
#include <stdio.h>
#define inc(x) ((x)+1)
#define square(x) ((x) * (x))
int main() {
  int i = 3, j = 4;
  printf("%d\n", square(i + j));
  printf("%d %d\n", square(inc(i)), i);
}
```

```
C:\Users\user\Desktop\test.exe

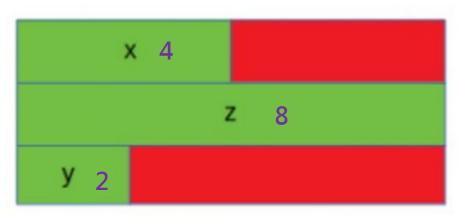
49
16 3

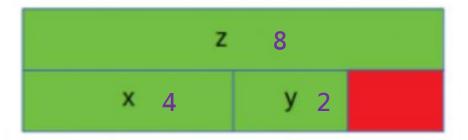
Process returned 0 (0x0) execution time: 1.441 s

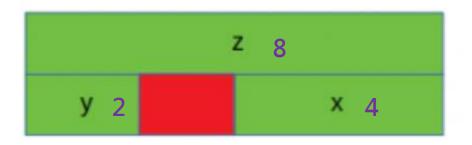
Press any key to continue.
```

Is size of for a struct equal to the sum of size of of each member? - GeeksforGeeks

```
#include <stdio.h>
   struct csie {
     char c; // 1
     short s; // 2
     int i; // 4
     double e; // 8
   };
   struct ceis {
     char c; // 1
     double e; // 8
     int i; // 4
     short s; // 2
   };
   int main() {
     printf("csie = %d\n", sizeof(struct csie));
     printf("ceis = %d\n", sizeof(struct ceis));
csie = 16
ceis = 24
compiler 會自動對齊(padding)。
```







```
#include <stdio.h>
    #include <string.h>
    int main() {
      char source[] = "This is a string.";
      char destination[4];
      int i = 5;
      strcpy(destination, source);
      printf("i is %d\n", i);
      printf("source is [%s]\n", source);
      printf("destination is [%s]\n", destination);
i is 5
source is [ is a string.]
destination is [This is a string.]
```

```
On stack memory:
low address
                                             high address
           source
after strcpy()
   target
           source
```

```
// header.h
   #include <stdio.h>
   static int val = 0;
   void set(int x);
   // impl.c
   #include "header.h"
   void set(int x) {
     val = x;
   // main.c
   #include "header.h"
   int main() {
     set(100);
     if (val == 100)
       printf("val == 100\n");
     else
       printf("val != 100\n");
val != 100
```

static int 在一個 c 檔會產生一個值,兩個 c 檔就會產生兩個值,而這兩個值不會同步。要同步則需宣告 extern。

```
Why can't you open the file?
   #include <stdio.h>
   int main() {
     char filename[80];
     printf("input file name: ");
     fgets(filename, 79, stdin);
     FILE *fp = fopen(filename, "r");
     // try assert(fp != NULL);
     fclose(fp);
fgets 會讀到輸入的\n。導致 filename = "record.txt\n"。
```

```
#include <stdio.h>
    int main() {
      int i = 2147483647;
      unsigned int ui = 2147483647;
      if (i + 1 < 0)
        printf("i + 1 < 0 \setminus n");
      if (ui + 1 > 0)
        printf("ui + 1 > 0 \setminus n");
      if (ui + 1 > i + 1)
        printf("ui + 1 > i + 1 \setminus n");
ui + 1 > 0
ui+1 在 unsigned int 範圍內,沒有發生 overflow。至於為何-2147483648>0,則
參考這篇: (https://iter01.com/593349.html)
```

C/C++ 中的算術及其陷阱 | IT人 (iter01.com)

```
#include <stdio.h>
    int main() {
      unsigned int ui = 2147483647;
      if (ui + 1 > 0)
        printf("ui + 1 > 0 \n");
      if (ui + 1 < -1)
        printf("ui + 1 < -1\n");</pre>
ui + 1 > 0
ui + 1 < -1
```

當一個 signed int 和一個 unsigned int 進行比較時, signed int 會被自動轉型成 unsigned int 進行比較。 因此 -1 => 4294967295

```
#include <stdio.h>
   int main() {
      int i = -13;
     if ((i / 2) == (i >> 1))
       printf("yes\n");
     else
       printf("no\n");
no
i / 2 == -6
i >> 1 == -7
```

```
#include <stdio.h>
   #include <stdlib.h>
   int compare(const void *a, const void *b) {
     return (*(int *)a - *(int *)b);
   int main() {
     int values[] = {-2147483640, 50, 100};
     qsort(values, 3, sizeof(int), compare);
     for (int n = 0; n < 3; n++)
        printf("%d ", values[n]);
50 100 -2147483640
因為 a-b 會發生 overflow。
```

```
#include <stdio.h>
#include <assert.h>
int main() {
   FILE *fp = fopen(__FILE__, "r");
   assert(fp != NULL);
   int c;
   while ((c = fgetc(fp)) != EOF)
      putchar(c);
   fclose(fp);
}
```

Output 會印出自己這份檔案的內容。因為\_\_FILE\_\_是 compiler 預先定義好的變數,表示自己這份檔案。因此上述 code 做的事就是自己讀自己然後印出來。使用-E (下圖)就能在第 4 行看到 fopen 直接被編譯器轉成檔名:

```
# 3 "problem19.c" 2
# 3 "problem19.c"
int main() {
  FILE *fp = fopen("problem19.c", "r");
# 5 "problem19.c" 3 4
((void) sizeof ((
# 5 "problem19.c"
fp !=
# 5 "problem19.c" 3 4
((void *)0)) ? 1 : 0), __extension__ ({ if (
# 5 "problem19.c"
fp !=
# 5 "problem19.c" 3 4
((void *)0)); else assert fail (
# 5 "problem19.c"
 "fp != NULL"
# 5 "problem19.c" 3 4
 , "problem19.c", 5, __extension __PRETTY_FUNCTION__); }))
# 5 "problem19.c"
 int c;
 while ((c = fgetc(fp)) !=
# 7 "problem19.c" 3 4
                           (-1)
# 7 "problem19.c"
    putchar(c);
  fclose(fp);
```

```
#include <stdio.h>
   #define SWAP(x, y) x ^= y ^= x ^= y
   int main() {
     int i = 3, j = 5;
     printf("%d %d\n", i, j);
     SWAP(i, j);
     printf("%d %d\n", i, j);
     SWAP(i, i);
     printf("%d\n", i);
3 5
53
先做 x^=y。此時 x=6, y=5。 (x=x \text{ XOR } y)
再做 y^=x。此時 x=6, y=3。
最後 x^=y。此時 x=5, y=3。
自己和自己做 XOR 則會變 0。
```

#### XOR Swap Algorithm:

Step	Operation	Register 1	Register 2	Reduction
0	Initial value	A	B	_
1	R1 := R1 XOR R2	$A \oplus B$	В	_
2	R2 := R1 XOR R2	$A\oplus B$	$(A \oplus B) \oplus B = A \oplus (B \oplus B)$ = $A \oplus 0$ = $A$	L2 L4 L3
3	R1 := R1 XOR R2	$(A \oplus B) \oplus A = (B \oplus A) \oplus A$ = $B \oplus (A \oplus A)$ = $B \oplus 0$ = $B$	A	L1 L2 L4 L3

```
#include <stdio.h>
int main() {
   int i = 3;
   i = i++++i;
   printf("%d\n", i);
}
```

```
#include <stdio.h>
   int *bar(int t) {
      int i = t;
      int *temp = &i;
      printf("temp is %d, (*temp) is %d\n", temp, *temp);
      return temp;
   void foo(int a, int b) {
      int i;
      int *temp = &i;
      *temp = a + b;
   int main() {
      int *a;
      a = bar(10);
      printf("a is %d, (*a) is %d \n", a, *a);
      foo(10, 20);
      printf("a is %d, (*a) is %d \n", a, *a);
temp is 6422248, (*temp) is 10
a is 6422248, (*a) is 10
a is 6422248, (*a) is 6422476
```

local 變數的生命週期只會在函式內。因此呼叫了 foo 後就會把原本 a 的位址蓋 掉了。

```
#include <stdio.h>
   int main() {
     char i = 1;
     char j;
     scanf("%d", &j);
     if (i & j)
       printf("yes.\n");
     else
       printf("no.\n");
   Input:
no.
因為 char 分配給 j 的空間只有 1byte,而 scanf("%d")卻配了 4byte的 int 空間給
j。導致其侵占到了i的空間。使i的空間裡的值變成0。
```

```
Hint: Visual C++ 6.0
   // 程式將 i 調整為偶數後再乘以 5
   #include <stdio.h>
   int main() {
    int i = 3;
    // 檢驗 i 是否為奇數
    if (i % 2 == 1) // 成功
      i++;
     i *= 5; // 變成偶數後再乘以 5
     printf("%d\n", i);
15
```

因為 Visual C++ 6.0 是使用 Big5 編碼,所以會遇到許功蓋問題,功的結尾是反斜線('),也就是下一行續寫的意思,導致 i++被判定成上一行註解的後面,被當成了註解的一部分,所以才會沒有加到。

```
#include <cstdio>
#include <iostream>
#include <map>
#include <string>
#define FuncDef(cmd) void cmd_##cmd() { printf("cmd: "#cmd"\n"); }
#define RegFunc(cmd) m[#cmd] = cmd_##cmd;
std::map<std::string, void(*)()> m;
FuncDef(quit);
FuncDef(help);
int main() {
  RegFunc(quit);
  RegFunc(help);
  std::string cmd;
  while (getline(std::cin, cmd)) {
    if (m.count(cmd)) (*m[cmd])();
    else printf("Not support %s\n", cmd.c_str());
```

```
C:\Users\user\Desktop\problem26.exe
```

```
quit
cmd: quit
help
cmd: help
abcd
Not support abcd
```

Macro '#' and "##"

 '#' means replace target with "string" (with double quote)

 #define mkstr(s) #s
 printf(mkstr(geeksforgeeks)); // printf("geeksforgeeks");
 "##" means replace target with str (plain text replacement)
 #define concat(a, b) a##b
 int xy = 30;
 printf("%d", concat(x, y)); // concat(x, y) = xy

```
#include <stdio.h>
   #include <stdlib.h>
   int main() {
     int *p = (int *) malloc(sizeof(int));
     int *q = (int *) realloc(p, sizeof(int));
     *p = 1;
     *q = 2;
     if (p == q)
       printf("%d %d\n", *p, *q);
2 2
因為 p 和 q 指向同一個記憶體位址。
```

```
#include <iostream>
#include <vector>
#include <numeric>
#include <functional>
int main() {
    std::vector<float> v{1.5, 2.5, 3.5};
    float sum = std::accumulate(v.begin(), v.end(), 0);
    std::cout << sum << std::endl;
}</pre>
```

若 init 值是 int,則 accumulate 會將傳入的值都視為 int。因此上例雖傳入 1.5, 2.5, 3.5,但實際上會被視為 1, 2, 3 去做總和,因此得到 6。這邊必 須將 0 改為 0.0 才能得到正確答案 7.5。

```
#include <iostream>
    #include <string>
    using std::string;
    void add_argument(string name, string long_name, string
desc, bool required = false) {
        std::cout << "long version " << required << std::endl;
    }
    void add_argument(string name, string desc, bool required =
false) {
        std::cout << "short version " << required << std::endl;
    }
    int main() {
        add_argument("-h", "--help", "Show Help Menu");
}</pre>
```

```
using std::string;
void add_argument(string name, string long_name, string desc, bool required = false)
   std::cout << "long version " << required << std::endl;
}
void add_argument(string name, string desc, bool required = false) {
   std::cout << "short version " << required << std::endl;
}
int main() {
   string t = "definitely a string";
   add_argument("-h", "--help", t);  // t has string type, long version will be use
   add_argument("-h", "--help", "Show Help Menu"); // short version
}</pre>
```

String constant does not have type string thus it's taken as bool, ended up in the short version function.

short version 1