

Data types, arrays, pointer, memory storage classes, function calls

Jan Faigl

Department of Computer Science
Faculty of Electrical Engineering
Czech Technical University in Prague

Lecture 03

PRG(A) – C Programming Language



Overview of the Lecture

- Part 1 – Data Types
 - Numeric Types
 - Character Type
 - Logical Type
 - Type Cast
 - Arrays
 - Pointers
- Part 2 – Functions and Memory Classes
 - Functions and Passing Arguments
 - Program I/O
 - Hardware Resources
 - Scope of Variables
 - Memory Classes
- Part 3 – Assignment HW 02

K. N. King: chapters 7, 8, and 11

K. N. King: chapters 9, 10, and 18



Part I

Data Types



Outline

- Numeric Types
- Character Type
- Logical Type
- Type Cast
- Arrays
- Pointers



Basic Data Types

- Basic (built-in) types are numeric integer and floating types

Logical data type has been introduced in C99

- C data type keywords are

- Integer types: `int`, `long`, `short`, and `char`

Range “modifiers”: `signed`, `unsigned`

- Floating types: `float`, `double`

May also be used as `long double`

- Character type: `char`

Can be also used as the integer type

- Data type with empty set of possible values: `void`

- Logical data type: `_Bool`

- Size of the memory representation depends on the system, compiler, etc.

- The actual size of the data type can be determined by the `sizeof` operator

- New data type can be introduced by the `typedef` keyword



Basic Numeric Types

■ Integer Types – `int`, `long`, `short`, `char`

`char` – integer number in the range of single byte or character

- Size of the allocated memory by numeric variable depends on the computer architecture and/or compiler

Type `int` usually has 4 bytes even on 64-bits systems

- The size of the memory representation can be find out by the operator `sizeof()` with one argument name of the type or variable.

```
int i;
printf("%lu\n", sizeof(int));
printf("ui size: %lu\n", sizeof(i));
```

[lec03/types.c](#)

■ Floating types – `float`, `double`

Depends on the implementation, usually according to the IEEE Standard 754 (1985) (or as IEC 60559)

- `float` – 32-bit IEEE 754
- `double` – 64-bit IEEE 754

http://www.tutorialspoint.com/cprogramming/c_data_types.htm



Integer Data Types

- Size of the integer data types are not defined by the C norm but by the implementation

They can differ by the implementation, especially for 16-bits vs 64-bits computational environments.

- The C norm defines that for the range of the types, it holds that

- `short` \leq `int` \leq `long`

- `unsigned short` \leq `unsigned` \leq `unsigned long`

- The fundamental data type `int` has usually 4 bytes representation on 32-bit and 64-bit architectures

Notice, on 64-bit architecture, a pointer is 8 bytes long vs int

- Data type size the minimal and maximal value

Type	Min value	Max value
<code>short</code>	-32,768	32,767
<code>int</code>	-2,147,483,648	2,147,483,647
<code>unsigned int</code>	0	4,294,967,295



Signed and Unsigned Integer Types

- In addition to the number of bytes representing integer types, we can further distinguish
 - **signed** (default) and
 - **unsigned** data types

A variable of unsigned type cannot represent negative number

- Example (1 byte):

unsigned char: values from 0 to 255

signed char: values from -128 to 127

```
1 unsigned char uc = 127;
2 char su = 127;
3
4 printf("The value of uc=%i and su=%i\n", uc, su);
5 uc = uc + 2;
6 su = su + 2;
7 printf("The value of uc=%i and su=%i\n", uc, su);
```

lec03/signed_unsigned_char.c



Coding of Negative Values

- **Signed magnitude representation** – the sign is encoded by the first bit (from the left), which supports an easy determination of the absolute value. The representation has two zeros. *Direct encoding*
- **Ones' complement** – a negative value corresponds to the bit negation of the positive value. The representation has two zeros. *Inverse encoding*
- **Two's-complement** – the negative value is stored as a positive value after bit negation increased by one. Only a single representation of zero.

■ $121_{(10)}$	$0111\ 1001_{(2)}$
■ $-121_{(10)}$	$1111\ 1001_{(2)}$
■ $0_{(10)}$	$0000\ 0000_{(2)}$
■ $-0_{(10)}$	$1000\ 0000_{(2)}$
■ $121_{(10)}$	$0111\ 1001_{(2)}$
■ $-121_{(10)}$	$1000\ 0110_{(2)}$
■ $0_{(10)}$	$0000\ 0000_{(2)}$
■ $-0_{(10)}$	$1111\ 1111_{(2)}$
■ $121_{(10)}$	$0111\ 1001_{(2)}$
■ $-121_{(10)}$	$1000\ 0110_{(2)}$
■ $-121_{(10)}$	$1000\ 0111_{(2)}$
■ $127_{(10)}$	$0111\ 1111_{(2)}$
■ $-128_{(10)}$	$1000\ 0000_{(2)}$
■ $-1_{(10)}$	$1111\ 1111_{(2)}$



Integer Data Types with Defined Size

- A particular size of the integer data types can be specified, e.g., by the data types defined in the header file `<stdint.h>`

IEEE Std 1003.1-2001

<code>int8_t</code>	<code>uint8_t</code>
<code>int16_t</code>	<code>uint16_t</code>
<code>int32_t</code>	<code>uint32_t</code>

`lec03/inttypes.c`

<http://pubs.opengroup.org/onlinepubs/009695399/basedefs/stdint.h.html>



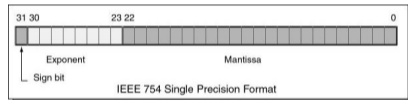
Floating Types

- C provides three floating types
 - `float` – Single-precision floating-point *Suitable for local computations with one decimal point*
 - `double` – Double-precision floating-point *Usually fine for most of the programs*
 - `long double` – Extended-precision floating-point *Rarely used*

- C does not define the precision, but it is mostly IEEE 754

ISO/IEC/IEEE 60559:2011

- `float` – 32 bits (4 bytes) with sign (1 bit), exponent (8 bits), and mantissa (23 bits)



- `double` – 64 bits (8 bytes) with sign, exponent, and mantissa
 - `s` – 1 bit sign (+ or -)
 - `Exponent` – 11 bits, i.e., 2048 numbers
 - `Mantissa` – 52 bits \approx 4.5 quadrillions numbers

4 503 599 627 370 496

- A rational number x is stored according to $x = (-1)^s \text{Mantissa} \cdot 2^{\text{Exponent} - \text{Bias}}$.
- `Bias` allows to store exponent always as positive number.

It can be further tuned, e.g., $\text{Bias} = 2^{eb-1} - 1$, where eb is the number bits of the exponent.



Example of float Values Representation

Representation of the value 85.125 (float)

- 85 corresponds $1010101_{(2)}$.
- 0.125 corresponds 001
 - $0.125/2^{-1} = 0.25 \quad | \quad 0$
 - $0.125/2^{-2} = 0.50 \quad | \quad 0$
 - $0.125/2^{-3} = 1.00 \quad | \quad 1$
- 85.125 corresponds $1010101.001_{(2)} = 1.010101001_{(2)} \times 2^6$.
- Bias for float is 127.
- Exponent is $127 + 6 = 133$
- 133 corresponds $10000101_{(2)}$.
- Normalized mantissa $010101001_{(2)}$ that is filled by zeros to 23 bits (from the right, it is decimal number).
- **0 - 1000 0101 - 0101 0100 1000 0000 0000 000.**
- **01000010 10101010 01000000 00000000.**
- In hexadecimal system **0x42 0xaa 0x40 0x00**, thus **0x42aa4000**.

Representation of the value 0.1 (float)

- 0.1 is periodic in binary system
 1. $0.1 * 2 = 0.2 \quad | \quad 0$
 2. $0.2 * 2 = 0.4 \quad | \quad 0$
 3. $0.4 * 2 = 0.8 \quad | \quad 0$
 4. $0.8 * 2 = 1.6 \quad | \quad 1$
 5. $0.6 * 2 = 1.2 \quad | \quad 1$
 6. $0.2 * 2 = 0.4 \quad | \quad 0$
- Repeated pattern 0011, 23 bits represents lower value.
- $0.1_{(10)} \sim 0.0001\ 1001\ 1001\ 1001\ 1001\ 1001\ 100_{(2)} = 1,1001\ 1001\ 1001\ 1001\ 1001\ 100_{(2)} \times 2^{-4}$.
- Exponent is $127 - 4 = 123$ that corresponds $0111\ 1011_{(2)}$.
- Normalized mantissa $\pm 100\ 1100\ 1100\ 1100\ 1100\ 1100$.
- **0 - 0111 1011 - 100 1100 1100 1100 1100 1100.**
- **00111101 11001100 11001100 11001100.**
- In hexadecimal system **0x3d 0xcc 0xcc 0xcc**, thus **0x3dcccccc**.
- **In practice, 0.1 is encoded as a little bit higher value 0x3dcccccd, because its absolute error is lower.**

[lec07/floats.c](#)



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- Numeric Types
- **Character Type**
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- Type Cast
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Character – char

- A single character (letter) is of the `char` type
- It represents an integer number (byte)

Character encoding (graphics symbols), e.g., ASCII – American Standard Code for Information Interchange.

- The value of `char` can be written as *constant*, e.g., `'a'`.

```
1 char c = 'a';  
2  
3 printf("The value is %i or as char '%c'\n", c, c);
```

lec03/char.c

```
clang char.c && ./a.out  
The value is 97 or as char 'a'
```

- There are defined several control characters for output devices

*The so-called **escape sequences***

- `\t` – tabular, `\n` – newline,
- `\a` – beep, `\b` – backspace, `\r` – carriage return,
- `\f` – form feed, `\v` – vertical space



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Boolean type – `_Bool`

- In **C99**, the logical data type `_Bool` has been introduced
`_Bool` logic_variable;
- The value *true* is any value of the type `int` different from 0
- In the header file `stdbool.h`, values of `true` and `false` are defined together with the type `bool`

Using preprocessor

```
#define false 0
#define true 1

#define bool _Bool
```

- In the former (ANSI) C, an explicit data type for logical values is not defined
 - A similar definition as in `<stdbool.h>` can be used

```
#define FALSE 0
#define TRUE 1
```



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Type Conversions – Cast

- Type conversion transforms value of some type to the value of different type
- Type conversion can be
 - **Implicit** – automatically, e.g., by the compiler for assignment
 - **Explicit** – must be prescribed using the **cast operator**
- Type conversion of the **int** type to the **double** type is implicit

Value of the int type can be used in the expression, where a value of the double type is expected. The int value is automatically converted to the double value.

Examp^l

```
double x;  
int i = 1;
```

```
x = i; // the int value 1 is automatically converted  
      // to the value 1.0 of the double type
```

- **Implicit type conversion is safe**



Explicit Type Conversion

- Transformation of values of the **double** type to the **int** type has to be **explicitly** prescribed by the **cast operator**
- The fractional part is truncated

Příklad

```
double x = 1.2; // declaration of the double variable
int i;         // declaration of the int variable
int i = (int)x; // value 1.2 of the double type is
               // truncated to 1 of the int type
```

- **Explicit type conversion can be potentially dangerous**

Examples

```
double d = 1e30;
int i = (int)d;

// i is -2147483648
// which is ~ -2e9 vs 1e30
```

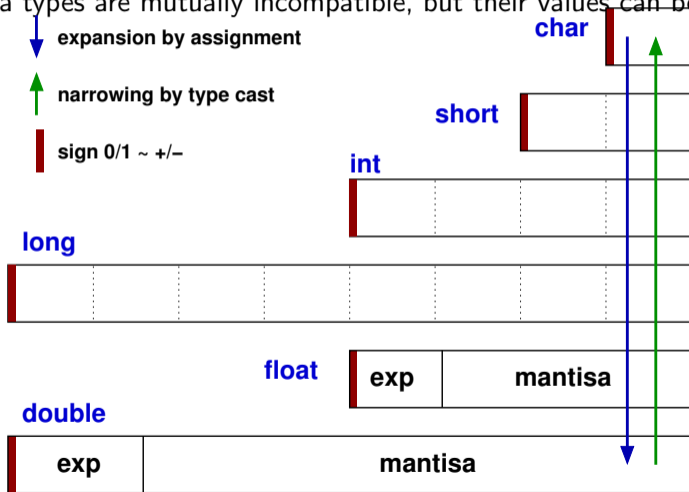
```
long l = 5000000000L;
int i = (int)l;

// i is 705032704
// (truncated to 4 bytes)
lec03/demo-type_conversion.c
```



Type Cast of Numeric Types

- The basic data types are mutually incompatible, but their values can be transformed by type cast



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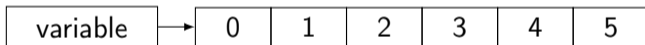
Array

- A data structure to store **several data values of the same type**

Values are stored in a continues block of memory

- Each element has identical size, and thus its relative address from the beginning of the array is uniquely defined
 - Elements can be addressed by order of the element in the array

“address” = size_of_element * index_of_element_in_the_array



- The variable of the **array type** represents the address of the memory, where the particular values are stored

Address = 1st_element_address + size_of_the_type * index_of_the_element

- The memory is allocated by the definition of the array variable
 - The array always has a particular size, i.e., defined by the number of the elements or automatically allocated by the compiler
- **Once the array is defined, its size cannot be changed!**



Array Definition

- Definition consists of the type (of the array elements), name of the variable, and size (the number of elements) in the `[]` brackets

`type variable [];`

- `[]` is also the array subscripting operator

`array_variable [index]`

Example of array of `int` elements

```
int array[10];
```

i.e., $10 \times \text{sizeof(int)}$

```
printf("Size of array %lu\n", sizeof(array));  
printf("Item %i of the array is %i\n", 4, array[4]);
```

Size of array 40

Item 4 of the array is -5728

Values of individual elements are not initialized!

C does not check validity of the array index during the program run time!



Arrays – Example

- Definition of 1D and two-dimensional arrays

```
/* 1D array with elements of the char type */
char simple_array[10];

/* 2D array with elements of the int type */
int two_dimensional_array[2][2];
```

- Accessing elements of the array

```
m[1][2] = 2*1;
```

- Example of the array definition and accessing its elements

```
1 #include <stdio.h>
2
3 int main(void)
4 {
5     int array[5];
6
7     printf("Size of array: %lu\n", sizeof(array));
8     for (int i = 0; i < 5; ++i) {
9         printf("Item[%i] = %i\n", i, array[i]);
10    }
11    return 0;
12 }
```

```
Size of array: 20
Item[0] = 1
Item[1] = 0
Item[2] = 740314624
Item[3] = 0
Item[4] = 0
```

lec03/array.c



Array in a Function and as a Function Argument

- Array defined in a function is a local variable

```
void fce(int n)
{
```

The of the local variable is only within the block (function).

```
    int array[n];
    // we can use array here
    {
        int array2[n*2];
    } // end of the block destroy local variables
    // here, array2 no longer exists
} // after end of the function, a variable is automatically destroyed
```

- Array (as any other local variable) is automatically created at the definition, and it is automatically destroyed at the end of the block (function);

The memory is automatically allocated and released.

- Local variables are stored at the **stack**, which is usually relatively small
 - Therefore, it may be suitable to allocate a large array dynamically (in the so called **heap** memory) using **pointers**
- Array can be argument of a function

```
void fce(int array[]);
```

However, the value is passed as **pointer!**



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Pointer

- Pointer is a variable which **value is an address** where the value of some type is stored
- Pointer *refers* to the memory location where a value (e.g., of another variable) is stored
- **Pointer is of type** of the data it can refer

Type is important for the pointer arithmetic

- Pointer to a value (variable) of primitive types: `char`, `int`, ...
- “Pointer to an array”; pointer to function; **pointer to a pointer**
- Pointer can be also without type, i.e., **void** pointer
 - Size of the variable (data) cannot be determined from the void pointer
 - The pointer can point to any address
- Empty address is defined by the symbolic constant **NULL**

C99 – int value 0 can be used as well

Validity of the pointer address is not guaranteed!

Pointers allow to write efficient codes, but they can also be sources of many bugs. Therefore, acquired knowledge of the indirect addressing and memory organization is crucial.



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Address and Indirect Operators

■ Address operator – &

- It returns the address of the memory location, where the value of the variable is stored
&variable

■ Indirect operator – *

- It returns the **l-value** corresponding to the value at the address stored in the pointer variable
***variable_of_the_pointer_type**
- It allows to read and write values of the memory location addressed by the value of the pointer, e.g., pointer to the `int` type as `int *p`

```
*p = 10; // write value 10 to the address stored in the p variable
```

```
int a = *p; // read value from the address stored in p
```

- The address can be printed using `"%p"` in the `printf()` function

```
int a = 10;  
int *p = &a;
```

```
printf("Value of a %i, address of a %p\n", a, &a);  
printf("Value of p %p, address of p %p\n", p, &p);
```

```
Value of a 10, address of a 0x7fffffff95c
```

```
Value of p 0x7fffffff95c, address of p 0x7fffffff950
```



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int a = 10;  
int *p = &a;
```

```
printf("Value of a %i, address of a %p\n", a, &a);  
printf("Value of p %p, address of p %p\n", p, &p);
```

```
Value of a 10, address of a 0x7fffffff95c
```

```
Value of p 0x7fffffff95c, address of p 0x7fffffff950
```



Pointer – Examples 1/2

```
int i = 10; // variable of the int type
           // &i - adressa of the variable i

int *pi;   // declaration of the pointer to int
           // pi pointer to the value of the int type
           // *pi value of the int type

pi = &i;   // set address of i to pi

int b;     // int variable

b = *pi;   // set content of the addressed reference
           // by the pi pointer to the to the variable b
```



Pointer – Examples 2/2

```
printf("i: %d -- pi: %p\n", i, pi); // 10 0x7fffffff8fc
printf("&i: %p -- *pi: %d\n", &i, *pi); // 0x7fffffff8fc 10
printf("*(&i): %d -- &(*pi): %p\n", *(&i), &(*pi));

printf("i: %d -- *pj: %d\n", i, *pj); // 10 10
i = 20;
printf("i: %d -- *pj: %d\n", i, *pj); // 20 20

printf("sizeof(i): %lu\n", sizeof(i)); // 4
printf("sizeof(pi): %lu\n", sizeof(pi)); // 8

long l = (long)pi;
printf("0x%lx %p\n", l, pi); /* print l as hex -- %lx */
// 0x7fffffff8fc 0x7fffffff8fc

l = 10;
pi = (int*)l; /* possible but it is nonsense */
printf("l: 0x%lx %p\n", l, pi); // 0xa 0xa
```

lec03/pointers.c



Pointers and Coding Style

- The **pointer type** is denoted by the `*` symbol
- `*` can be attached to the type name or the variable name
- `*` attached to the variable name is preferred to avoid oversight errors

```
char* a, b, c;
```

```
char *a, *b, *c;
```

Only a is the pointer

All variables are pointers

- Pointer to a pointer to a value of `char` type is `char **a`;
- Writing pointer type (without variable): `char*` or `char**`
- Pointer to a value of empty type

```
void *ptr
```

- Guaranteed not valid address has the symbolic name `NULL`
Defined as a preprocessor macro (0 can be used in C99)
- Variables in C are not automatically initialized, and therefore, pointers can reference any address in the memory
- Thus, it may be suitable to **explicitly** initialize pointers to `0` or `NULL`

*E.g., `int *i = NULL;`*



Part II

Functions and Memory Classes



Outline

- **Functions and Passing Arguments**
- Program I/O
- Hardware Resources
- Scope of Variables
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Passing Arguments to Function

- In C, **function argument is passed by its value**
- Arguments are local variables (allocated on the stack), and they are initialized by the values passed to the function

```
void fce(int a, char *b)
{ /*
a - local variable of the int type (stored on the stack)
b - local variable of the pointer to char type (the value
    is address) the variable b is stored on the stack */
}
```

- Change of the local variable does not change the value of the variable (passed to the function) outside the function
- However, by passing a pointer, we have access to the address of the original variable

We can achieve a similar behaviour as passing by reference.



Passing Arguments – Example

- The variable `a` is passed by its value
- The variable `b` “implements calling by reference”

```
void fce(int a, char* b)
{
    a += 1;
    (*b)++;
}
int a = 10;
char b = 'A';
printf("Before call a: %d b: %c\n", a, b);
fce(a, &b);
printf("After call a: %d b: %c\n", a, b);
```

- Program output
Before call a: 10 b: A
After call a: 10 b: B

lec03/function_call.c



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Passing Arguments to the Program

- We can pass arguments to the `main()` function during program execution

```

1 #include <stdio.h>
2
3 int main(int argc, char *argv[])
4 {
5     printf("Number of arguments %i\n", argc);
6     for (int i = 0; i < argc; ++i) {
7         printf("argv[%i] = %s\n", i, argv[i]);
8     }
9     return argc > 1 ? 0 : 1;
10 }

```

```

clang demo-arg.c -o arg
./arg one two three

Number of arguments 4
argv[0] = ./arg
argv[1] = one
argv[2] = two
argv[3] = three

lec03/demo-arg.c

```

- The program return value is passed by `return` in `main()`

```
./arg >/dev/null; echo $?
```

```
1
```

- In shell, the program return value is stored in `$?` , which can be print by `echo`

```
./arg first >/dev/null; echo $?
```

```
0
```

- `>/dev/null` redirect the standard output to `/dev/null`

Reminder



Program Interaction using `stdin`, `stdout`, and `stderr`

- The main function `int main(int argc, char *argv[])`

- We can pass arguments to the program as text strings
- We can receive return value of the program

By convention, 0 without error, other values indicate some problem

- At runtime, we can read from `stdin` and print to `stdout`

E.g., using `scanf()` or `printf()`

- We can redirect `stdin` and `stdout` from/to a file

In such a case, the program does not wait for the user input (pressing "Enter")

- In addition to `stdin` and `stdout`, each (terminal) program has standard error output (`stderr`), which can be also redirected

```
./program <stdin.txt >stdout.txt 2>stderr.txt
```

- Instead of `scanf()` and `printf()` we can use `fscanf()` and `fprintf()`
 - The first argument of the functions is a file, but they behave identically
 - Files `stdin`, `stdout` and `stderr` are defined in `<stdio.h>`



Program Output Redirection – Example

```

1  #include <stdio.h>
2
3  int main(int argc, char *argv[])
4  {
5      int ret = 0;
6
7      fprintf(stdout, "Program has been called as %s\n", argv[0]);
8      if (argc > 1) {
9          fprintf(stdout, "1st argument is %s\n", argv[1]);
10     } else {
11         fprintf(stdout, "1st argument is not given\n");
12         fprintf(stderr, "At least one argument must be given!\n");
13         ret = -1;
14     }
15     return ret;
16 }
```

lec03/demo-stdout.c

■ Example of the output – `clang demo-stdout.c -o demo-stdout`

```

./demo-stdout; echo $?
Program has been called as ./demo-stdout
1st argument is not given
At least one argument must be given!
255
```

```

./demo-stdout 2>stderr
Program has been called as ./demo-stdout
1st argument is not given

./demo-stdout ARGUMENT 1>stdout; echo $?
0
```



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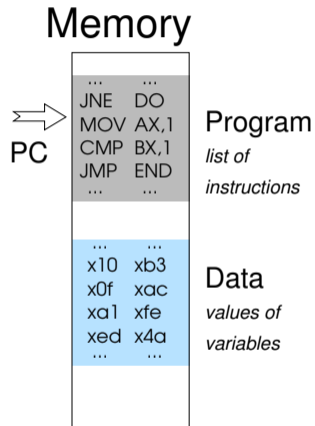


Computers with Program Stored in the Operating Memory

- A sequence of instructions is read from the computer operating memory
- It provides great flexibility in creating the list of instructions

The program can be arbitrarily changed
- The computer architectures with the shared memory for data and program
 - Von Neumann architecture

John von Neumann (1903–1957)
 - Program and data are in the same memory type
 - Address of the currently executed instruction is stored in the Program Counter (**PC**)

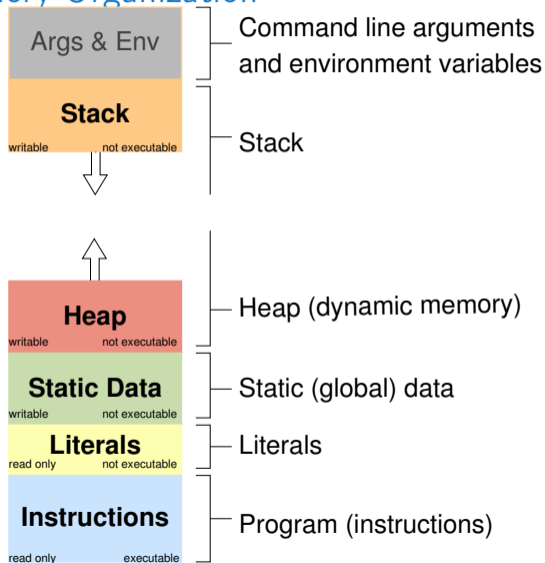


- The architecture also allows that a pointer can address not only to data but also to the part of the memory where the program is stored



Basic Memory Organization

- The memory of the program can be categorized into five parts
- **Stack** – local variables, function arguments, return value
Automatically managed
- **Heap** – **dynamic** memory (`malloc()`, `free()`)
Managed by the programmer
- **Static** – global or “local” **static** variables
Initialized at the program start
- **Literals** – values written in the source code, e.g., strings
Initialized at the program start
- **Program** – machine instructions
Initialized at the program start



Outline

- Functions and Passing Arguments
- Program I/O
- Hardware Resources
- **Scope of Variables**
- Memory Classes



Scope of Local Variables

- Local variables are declared (and valid) inside a block or function

```
1  int a = 1; // global variable
2
3  void function(void)
4  { // here, a represents the global variable
5    int a = 10; // local variable a shadowing the global a
6    if (a == 10) {
7        int a = 1; // new local variable a; access to the
8                    // former local a is shadowed
9        int b = 20; // local variable valid inside the block
10       a = b + 10; // the value of the variable a is 11
11    } // end of the block
12    // here, the value of a is 10, it is the local
13    // variable from the line 5
14
15    b = 10; // b is not valid (declared) variable
16 }
```

- Global variables are accessible “everywhere” in the program, but they can be shadowed by a local variable of the same name, which can be solved by the specifier `extern` in a block

http://www.tutorialspoint.com/cprogramming/c_scope_rules.htm



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Variables and Memory Allocation

- **Memory allocation** is determination of the memory space for storing variable value
- For **local variables** (the function arguments), the memory is allocated during the function call
 - The memory is allocated until the function return
 - It is automatically allocated from reserved space called **Stack**
The memory is released for the further usage.
 - The exceptions are local variables with the specifier **static**
 - Regarding the scope, they are local variables
 - But the value is preserved after the function/block end
 - They are stored in the static part of the memory
- Dynamic allocation of the memory – library, e.g., `<stdlib.h>`
 - The memory allocation is by the **malloc()** function
Alternative memory management libraries exist, e.g., with garbage collector – boehm-gc
 - The memory is allocated from the reserved part of the memory called **Heap**



Stack

- Memory blocks allocated to local variables and function arguments are organized in into **stack**
- The memory blocks are “pushed” and “popped”
 - The last added block is always popped first

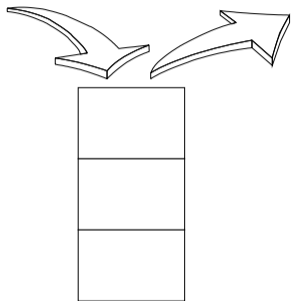
LIFO – last in, first out

- The function call is also stored in the stack

The return value and also the value of the “program counter” denoted the location of the program at which the function has been called.

- The variables for the function arguments are allocated on the stack

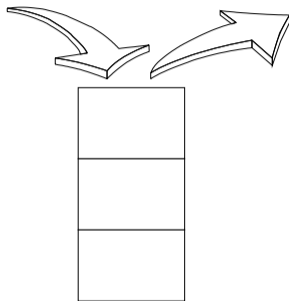
By repeated recursive function call, the memory reserved for the stack can be depleted, and the program is terminated with an error



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By repeated recursive function call, the memory reserved for the stack can be depleted, and the program is terminated with an error



Recursive Function Call – Example

```
#include <stdio.h>

void printValue(int v)
{
    printf("value: %i\n", v);
    printValue(v + 1);
}

int main(void)
{
    printValue(1);
}
```

lec03/demo-stack_overflow.c

- Try yourself to execute the program with a limited stack size

```
clang demo-stack_overflow.c
ulimit -s 1000; ./a.out | tail -n 3
value: 31730
value: 31731
Segmentation fault

ulimit -s 10000; ./a.out | tail -n 3
value: 319816
value: 319817
Segmentation fault
```



Recursive Function Call – Example

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#include <stdio.h>

void printValue(int v)
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}
```

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value: 319816
value: 319817
Segmentation fault
```



Comment – Coding Style and **return** 1/2

- The **return** statement terminates the function call and pass the value (if any) to the calling function

```
int doSomethingUseful() {  
    int ret = -1;  
    ...  
    return ret;  
}
```

- How many times **return** should be placed in a function?

```
int doSomething() {  
    if (  
        !cond1  
        && cond2  
        && cond3  
    ) {  
        ... do some long code ...  
    }  
    return 0;  
}
```

```
int doSomething() {  
    if (cond1) {  
        return 0;  
    }  
    if (!cond2) {  
        return 0;  
    }  
    if (!cond3) {  
        return 0;  
    }  
    ... some long code ....  
    return 0;  
}
```

<http://llvm.org/docs/CodingStandards.html>



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}
```

```
int doSomething() {  
    if (cond1) {  
        return 0;  
    }  
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        return 0;  
    }  
    if (!cond3) {  
        return 0;  
    }  
    ... some long code ....  
    return 0;  
}
```

<http://llvm.org/docs/CodingStandards.html>



Comment – Coding Style and `return` 2/2

- Calling `return` at the beginning can be helpful

E.g., we can terminate the function based on the value of the passed arguments.

- Coding style can prescribe to use only a single return in a function

Provides a great advantage to identify the return, e.g., for further processing of the function return value.

- It is not recommended to use `else` immediately after `return` (or other interruption of the program flow), e.g.,

```
case 10:
    if (...) {
        ...
        return 1;
    } else {
        if (cond) {
            ...
            return -1;
        } else {
            break;
        }
    }
}
```

```
case 10:
    if (...) {
        ...
        return 1;
    } else {
        if (cond) {
            ...
            return -1;
        }
    }
    break;
```



Outline

- Functions and Passing Arguments
- Program I/O
- Hardware Resources
- Scope of Variables
- **Memory Classes**



Variables

- Variables denote a particular part of the memory and can be divided according to the type of allocation
 - **Static** allocation is performed for the definition of **static** and global variables. The memory space is allocated during the program start. The memory is never released (only at the program exit).
 - **Automatic** allocation is performed for the definition of local variables. The memory space is allocated on the **stack**, and the memory of the variable is automatically released at the end of the variable scope.
 - **Dynamic** allocation is not directly supported by the C programming language, but it is provided by library functions

E.g., `malloc()` and `free()` from the standard C library `<stdlib.h>` or `<malloc.h>`

http://gribblelab.org/CBootcamp/7_Memory_Stack_vs_Heap.html



Variable Definition/Declaration

- The variable definition/declaration has general form
declaration-specifiers declarators;
- Declaration specifiers are:
 - **Storage classes:** at most one of the `auto`, `static`, `extern`, `register`
Using `extern` it becomes the variable declaration
 - **Type quantifiers:** `const`, `volatile`, `restrict`
None or more type quantifiers are allowed
 - **Type specifiers:** `void`, `char`, `short`, `int`, `long`, `float`, `signed`, `unsigned`. In addition, `struct` and `union` type specifiers can be used. Finally, own types defined by `typedef` can be used as well.

Reminder from the 1st lecture.



Variables – Storage Classes Specifiers (SCS)

- **auto** (local) – Temporary (automatic) variable is used for local variables declared inside a function or block. Implicit specifier, the variables is on the **stack**.
- **register** – Recommendation (to the compiler) to store the variable in the CPU register (to speedup).
- **static**
 - Inside a block `{...}` – the variable is defined as static, and its value is preserved even after leaving the block It exists for the whole program run. It is stored in the **static (global) part of the data memory (static data)**.
 - Outside a block – the variable is stored in the **static data**, but its visibility is restricted to a module
- **extern** – extends the visibility of the (static) variables from a module to the other parts of the program Global variables with the **extern** specifier are in the **static data**.



■ Header file `vardec.h`

```
1 extern int global_variable;
```

`lec03/vardec.h`■ Source file `vardec.c`

```
1 #include <stdio.h>
2 #include "vardec.h"
3
4 static int module_variable;
5 int global_variable;
6
7 void function(int p)
8 {
9     int lv = 0; /* local variable */
10    static int lsv = 0; /* local static variable */
11    lv += 1;
12    lsv += 1;
13    printf("func: p%d, lv %d, lsv %d\n", p, lv, lsv);
14 }
15 int main(void)
16 {
17     int local;
18     function(1);
19     function(1);
20     function(1);
21     return 0;
22 }
```

■ Output

```
1 func: p 1, lv 1, slv 1
2 func: p 1, lv 1, slv 2
3 func: p 1, lv 1, slv 3
```

`lec03/vardec.c`

Comment – Variables and Assignment

- Variables are defined by the type name and name of the variable

- Lower case names of variables are preferred
- Use underscore `_` or *camelCase* for multi-word names

<https://en.wikipedia.org/wiki/CamelCase>

- Define each variable on a new line

```
int n;  
int number_of_items;
```

- The assignment statement is the assignment operating `=` and `;`

- The left side of the assignment must be the **l-value – location-value, left-value** – it has to represent a memory location where the value can be stored
 - Assignment is an expression, and it can be used whenever an expression of the particular type is allowed
- Storing the value to left side is a side effect.*

```
/* int c, i, j; */  
i = j = 10;  
if ((c = 5) == 5) {  
    fprintf(stdout, "c is 5 \n");  
} else {  
    fprintf(stdout, "c is not 5\n");  
}
```

lec03/assign.c



Part III

Part 3 – Assignment HW 02



HW 02 / HW 2 – Assignment

Topic: Prime Factorization

(B3B36PRG) Mandatory: **2 points**; Optional: **none**; Bonus : **4 points**

(BAB36PRGA) Mandatory: **3 points**; Optional: **none**; Bonus : **5 points**

- **Motivation:** Loops, variables and their internal representation in a computational task
- **Goal:** Familiarize with the algorithmic solution of the computational task
- **Assignment:** <https://cw.fel.cvut.cz/wiki/courses/b3b36prg/hw/hw02>
<https://cw.fel.cvut.cz/wiki/courses/bab36prga/hw/hw2>
 - Read sequence of positive integer values, less than 10^8 , but still representable as 64-bit integer, and compute their prime factorization using Sieve of Eratosthenes
https://en.wikipedia.org/wiki/Sieve_of_Eratosthenes
 - **Bonus assignment** – an extension of the prime factorization for integer values with up to 100 digits. Notice, the input values are such that, the the greatest number in the factorization is always less than 10^6 .
- (B3B36PRG) **Deadline:** 12.03.2021, 23:59 AoE (bonus 20.5.2022, 23:59 CEST)
- (BAB36PRGA) **Deadline:** 26.03.2021, 23:59 AoE (bonus 20.5.2022, 23:59 CEST)



Summary of the Lecture



Topics Discussed

- Data types
 - Arrays
 - Pointers
 - Memory Classes
- Next: Arrays, strings, and pointers.



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- Data types
- Arrays
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