

# Arrays, Strings, and Pointers

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Lecture 04

PRG – Programming in C

# Overview of the Lecture

- Part 1 – Arrays

  - Arrays

  - Variable-Length Array

  - Multidimensional Arrays

  - Arrays and Pointers

*K. N. King: chapters 8 and 12*

- Part 2 – Strings

  - String Literals and Variables

  - Reading Strings

  - C String Library

*K. N. King: chapters 13*

- Part 3 – Pointers

  - Pointers

  - `const` Specifier

  - Pointers to Functions

  - Dynamic Allocation

*K. N. King: chapters 11, 12, 17*

- Part 4 – Assignment HW 03

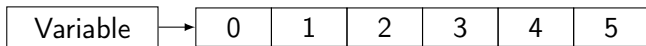
- Part 5 – Coding examples (optional)

Part I

Arrays

# Array

- Data structure to store **a sequence of values of the same type.**



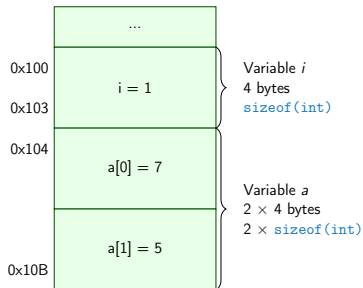
*Array represents a continuous block of memory.*

- The variable name (**identifier**) represents the address of the memory where the first element of the array is stored.
- The array is defined as `type array_name[No. of elements]`.
  - No. of elements is an **constant expression**.
- In C99, the size of the array can be computed during the run time, that is why the array is called **Variable-Length Array (VLA)**. *A non constant expression.*
- Array definition as a local variable allocates the memory on the stack. *If not defined as static.*
- **Array variable is passed to a function as a pointer** (the address of the allocated memory).

## Array – Visualization of the Allocation and Assignment of Values

- An array type variable refers to the beginning of memory where individual array elements are allocated.
- Access to the array elements is realized by the index operator `[]` that computes the address of the particular element depending on the memory represent of the element type as `index * sizeof(type)`.

```
1 int i;  
2 int a[2];  
3  
4 i = 1;  
5  
6 a[1] = 5;  
7 a[0] = 7;
```



*In the example, the variable allocation starts from the address  $0 \times 100$  for visualization and understandability. Automatic variables on the stack are usually allocated from the upper address to the lower ones.*

## Arrays – Example 1/2 – Array Variable Definition

```

1  #include <stdio.h>
2
3  int main(void)
4  {
5      int array[10];
6
7      for (int i = 0; i < 10; i++) {
8          array[i] = i;
9      }
10
11     int n = 5;
12     int array2[n * 2];
13
14     for (int i = 0; i < 10; i++) {
15         array2[i] = 3 * i - 2 * i * i;
16     }
17
18     printf("Size of array: %lu\n", sizeof(array));
19     for (int i = 0; i < 10; ++i) {
20         printf("array[%i]=%+2i \t array2[%i]=%6i\n", i, array[i], i, array2[i]);
21     }
22     return 0;
23 }

```

```

Size of array: 40
array[0]=+0    array2[0]=    0
array[1]=+1    array2[1]=    1
array[2]=+2    array2[2]=   -2
array[3]=+3    array2[3]=   -9
array[4]=+4    array2[4]=  -20
array[5]=+5    array2[5]=  -35
array[6]=+6    array2[6]=  -54
array[7]=+7    array2[7]=  -77
array[8]=+8    array2[8]= -104
array[9]=+9    array2[9]= -135

```

lec04/demo-array.c

## Arrays – Example 2/2 – Array Variable Definition with Initialization

```
1 #include <stdio.h>
2
3 int main(void)
4 {
5     int array[5] = {0, 1, 2, 3, 4};
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] = 0
Item[1] = 1
Item[2] = 2
Item[3] = 3
Item[4] = 4
```

lec04/array-init.c

### ■ Array initialization

```
double d[] = {0.1, 0.4, 0.5}; // initialization of the array
char str[] = "hallo"; // initialization with the text literal
char s[] = {'h', 'a', 'l', 'l', 'o', '\0'}; //elements
int m[3][3] = { { 1, 2, 3 }, { 4, 5 ,6 }, { 7, 8, 9 } }; // 2D array
char cmd[][10] = { "start", "stop", "pause" }; // we need to define no. of columns
```

## Array Initialization

- An array (as any other variable) is not initialized by default.
- The array can be explicitly initialized by listing the particular values in { and }.

```
int a[5]; // elements of the array a are not initialized

/* elements of the array b are initialized
   to the particular values in the given order */
int b[5] = { 1, 2, 3, 4, 5 };
```

- In C99, **designated initializers** can be used to explicitly initialize specific elements only.
- Using designated initializers, the initialization can be in an arbitrary order.

```
int a[5] = { [3] = 1, [4] = 2 };
int b[5] = { [4] = 6, [1] = 0 };
```



## Variable-Length Array (VLA)

- **C99** allows determining the array size during the program run time, not as compile-time constant expression, but the VLA cannot be initialized in the definition.
- Array size can be a function argument.

```
void fce(int n)
{
    // int local_array[n] = { 1, 2 }; initialization is not allowed
    int local_array[n]; // variable length array

    printf("sizeof(local_array) = %lu\n", sizeof(local_array));
    printf("length of array = %lu\n", sizeof(local_array) / sizeof(int));
    for (int i = 0; i < n; ++i) {
        local_array[i] = i * i;
    }
}

int main(int argc, char *argv[])
{
    fce(argc);
    return 0;
}
```

lec04/fce\_var\_array.c

## Variable-Length Array (C99) – Example

```
1 #include <stdio.h>
2 enum { ERROR_OK = 0, ERROR_NUMBER_VALUES = 100, ERROR_NUMBER = 101 };
3 int main(void)
4 {
5     int i, n;
6     printf("Enter the number of integers to be read: ");
7     if (scanf("%d", &n) != 1 && n > 0) {
8         return ERROR_NUMBER_VALUES;
9     }
10
11     int a[n]; /* variable length array */
12     for (i = 0; i < n; ++i) {
13         if (scanf("%d", &a[i]) != 1) {
14             return ERROR_NUMBER;
15         } // we always read n values or return ERROR_NUMBER
16     }
17     printf("Entered numbers in reverse order: ");
18     for (i = n - 1; i >= 0; --i) {
19         printf(" %d", a[i]);
20     }
21     printf("\n");
22     return ERROR_OK;
23 }
```

lec04/vla.c

## Multidimensional Arrays

- Array can be defined as multidimensional, such as two-dimensional array for a matrix.

```
int m[3][3] = {  
    { 1, 2, 3 },  
    { 4, 5, 6 },  
    { 7, 8, 9 }  
};
```

```
Size of m: 36 == 36  
1 2 3  
4 5 6  
7 8 9
```

```
printf("Size of m: %lu == %lu\n", sizeof(m), 3*3*sizeof(int));  
for (int r = 0; r < 3; ++r) {  
    for (int c = 0; c < 3; ++c) {  
        printf("%3i", m[r][c]); // space only for 1-2 digit(s) numbers  
    }  
    printf("\n");  
}
```

lec04/matrix.c

## Multidimensional Array and Memory Representation

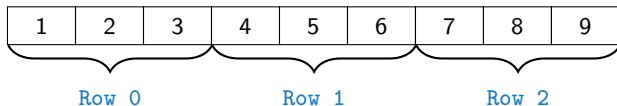
- Multidimensional array is **always** a continuous block of memory.

*For example, `int a[3][3];` represents allocated memory of the size `9*sizeof(int)`, i.e., usually 36 bytes.*

```
int m[3][3] = { { 1, 2, 3 }, { 4, 5, 6 }, { 7, 8, 9 } };
```

```
int *pm = (int *)m; // pointer to an allocated continuous memory block
printf("m[0][0]=%i m[1][0]=%i\n", m[0][0], m[1][0]); // 1 4
printf("pm[0]=%i pm[3]=%i\n", m[0][0], m[1][0]); // 1 4
```

lec04/matrix.c



- Two-dimensional array can be defined as pointer to a pointer, e.g., `int **a;`.
  - In general, a pointer (`int **a`) does not necessarily refer to a continuous memory.
  - Therefore, when accessing to `a` as to one-dimensional array
 

```
int *b = (int *)a;
```

 the access to the second (and further) row is not guaranteed.
  - **It depends how the memory is allocated!**

## Initialization of Multidimensional Array

- Multidimensional array can also be initialized during the definition.

*Two-dimensional array is initialized row by row.*

- Using designated initializers, the other elements are set to 0.

```
void print(int m[3][3])
```

```
{
    for (int r = 0; r < 3; ++r) {
        for (int c = 0; c < 3; ++c) {
            printf("%4i", m[r][c]);
        }
        printf("\n");
    }
}
```

```
int m0[3][3];
int m1[3][3] = { 1, 2, 3, 4, 5, 6, 7, 8, 9 };
int m2[3][3] = { 1, 2, 3 };
int m3[3][3] = { [0][0] = 1, [1][1] = 2, [2][2] = 3 };
```

```
print(m0);
print(m1);
print(m2);
print(m3);
```

```
m0 - not initialized
-584032767743694227
```

```
  0  1  0
740314624  0  0
```

```
m1 - init by rows
 1  2  3
 4  5  6
 7  8  9
```

```
m2 - partial init
 1  2  3
 0  0  0
 0  0  0
```

```
m3 - indexed init
 1  0  0
 0  2  0
 0  0  3
```

[lec04/array\\_inits.c](#)

## Array vs Pointer 1/2

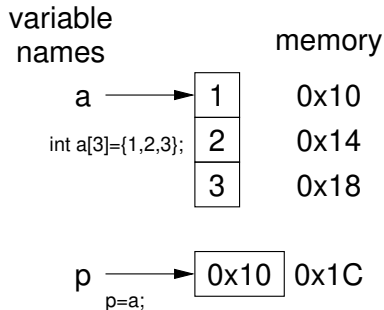
- Variable of the type array of `int` values `int a[3] = {1,2,3};`

`a` refers to the address of the 1<sup>st</sup> element of `a`.

- Pointer variable `int *p = a;`

Pointer `p` contains the address of the 1<sup>st</sup> element.

- Value `a[0]` directly represents the value at the address `0x10`.



- Value of `p` is the address `0x10`, where the value of the 1<sup>st</sup> element of the array is stored.
- Assignment `p = a` is legal. *The pointer value is set to the address of the first element.*
- Access to the 2<sup>nd</sup> element can be made by `a[1]` or `p[1]`.
- Both ways provide the requested elements; however, pointer access is based on the **Pointer Arithmetic**.

## Array vs Pointer 2/2

- Pointer (variable) refers to the memory, typically allocated for some data/values.  
*We consider a proper usage of the pointers (without dynamic allocation for now).*
- Array (variable) refers to a continuous block of memory, where we store sequence of values of the same type.

```
int *p; //pointer (address) where a value of int type is stored
int a[10]; //a continuous block of memory for 10 int values

sizeof(p); //no.of bytes for storing the address (8 for 64-bit)
sizeof(a); //size of the allocated array is 10*sizeof(int)
```

- Both variables refer to a memory, but the compiler works differently with them.
  - Array variable is identified of the memory, where values of the array's elements are stored.  
*Compiler (linker) substitute the name with a particular direct memory address.*
  - Pointer contains an address, at which the particular value is stored (**indirect addressing**).

<http://eli.thegreenplace.net/2009/10/21/are-pointers-and-arrays-equivalent-in-c>

- **However, an array is passed to a function as a pointer!**

## Example – Passing Array to Function 1/2

```
void fce(int array[])
{
    int local_array[] = {2, 4, 6};
    printf("sizeof(array) = %lu -- sizeof(local_array) = %lu\n",
        sizeof(array), sizeof(local_array));
    for (int i = 0; i < 3; ++i) {
        printf("array[%i]=%i local_array[%i]=%i\n", i, array[i], i,
            local_array[i]);
    }
}

...
int array[] = {1, 2, 3};
fce(array);
```

`lec04/fce_array.c`

- Compiled program (by `gcc -std=c99` at `amd64`) provides the following outputs.
  - `sizeof(array)` returns the size of **8 bytes** (64-bit address).
  - `sizeof(local_array)` returns **12 bytes** (3×4 bytes corresponding to three `int` values).
- **Array is passed to a function as a pointer to the first element!**



## Example – Passing Array to Function 2/2

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

```
...  
int array[] = {1, 2, 3};  
fce(array);
```

lec04/fce\_array.c

- `clang` (with default settings) warns the user about using `int*` instead of `int[]`.

```
fce_array.c:7:16: warning: sizeof on array function parameter will return  
size of 'int *' instead of 'int []' [-Wsizeof-array-argument]  
    sizeof(array), sizeof(local_array));  
    ^
```

```
fce_array.c:3:14: note: declared here  
void fce(int array[])  
    ^
```

1 warning generated.

- The program can be compiled anyway; however, we cannot rely on the value of `sizeof`.
- **Pointer does not carry information about the size of the allocated memory!**

## Example – Passing Pointer to Array

- We need to pass the number of elements (size) of the array.

*It works also for dynamically allocated arrays.*

```
1  #include <stdio.h>
2
3  void fce(int n, int *array); //array is local variable (pointer)
4  int main(void)
5  {
6      int array[] = {1, 2, 3};
7      fce(sizeof(array)/sizeof(int), array); // number of elements
8      return 0;
9  }
10
11 void fce(int n, int *array) //array is local variable (pointer)
12 { // we can modify the memory defined (allocated) in main()
13     int local_array[] = {2, 4, 6};
14     printf("sizeof(array) = %lu, n = %i -- sizeof(local_array) = %lu\n",
15           sizeof(array), n, sizeof(local_array));
16     for (int i = 0; i < 3 && i < n; ++i) { // ! Do the test for n
17         printf("array[%i]=%i local_array[%i]=%i\n", i, array[i], i, local_array[i]);
18     }
19 }
```

lec04/fce\_pointer.c

- Using `array` in `fce()`, we can access to the array defined in `main()`.

## 2D Array as a Function Argument

- Function argument cannot be declared as the type `[] []`, e.g.,

```
int fce(int a[] []) × not allowed
```

a compiler cannot determine the index for accessing the array elements, for `a[i][j]` the address arithmetic is used differently.

For `int m[row][col]` the element `m[i][j]` is at the address `*(m + (col * i + j)*sizeof(int))`

- It is possible to declare a function as follows.

- `int fce(int a[] [13]);` – *the number of columns is provided*

- or `int fce(int a[3][3]);`

- or in C99 as `int fce(int n, int m, int a[n][m]);` or

- `int fce(int n, int m, int a[][m]);`

- **We need to define the no. of columns** for accessing a continuous block of memory as 2D array (matrix).

*The compiler needs to be instructed how to determine the address of the matrix cell.*

## Casting Pointer to Array

- A **pointer** can be explicitly cast to an array of the particular size.

*The pointer has to refer to a continuous block of memory of the corresponding size, regardless how the memory has been allocated.*

```
int (*p)[3] = (int(*)[3])m; // pointer to array of int           Size of p: 8
                                                                    Size of *p: 12
printf("Size of p: %lu\n", sizeof(p));
printf("Size of *p: %lu\n", sizeof(*p)); // 3 * sizeof(int) = 12
```

- It helps to use functions for 2D arrays with one dimensional array or a pointer, because

```
void print(int rows, int cols, int array[rows][cols]);
...
int array[9];
int *p = array;

print(3, 3, p); //is not allowed
```

- would end with a warning (error).

```
warning: incompatible pointer types passing 'int *' to parameter of type 'int (*)[*]' [-Wincompatible-pointer-types]
    print(3, 3, p);
```

# Part II

## Strings

# String Literals

- It is a sequence of characters (and control characters – escape sequences) enclosed within double quotes.

`"String literal with the end of line \n"`

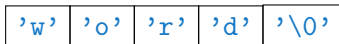
- String literals separated by white spaces are joined together, e.g.,

`"String literal" " with the end of line \n"`

is concatenated to

`"String literal with the end of line \n"`.

- String literal is stored in an array of `char` values terminated by the character `'\0'`, e.g., string literal `"word"` is stored as follows.



*The length of the array must be longer than the text itself!*

## Referencing String Literal

- String literal can be used wherever `char*` pointer can be used.
- The pointer `p` defined as

```
char* p = "abc";
```

points to the first character of the given literal `"abc"`.

- String literal can be referenced by pointer to char; the type `char*`.

```
char *sp = "ABC";  
printf("Size of ps %lu\n", sizeof(sp));  
printf(" ps '%s'\n", sp);
```

```
Size of ps 8
```

```
ps 'ABC'
```

- Size of the pointer is 8 bytes (64-bit architecture).
- String is terminated by `'\0'`.

## String Literals, Character Literals

- Pointers can be subscripted (indexed as arrays), and thus also string literals can be subscripted.

```
char c = "abc"[2];
```

- A function to convert integer digit to hexadecimal character can be defined as follows.

```
char digit_to_hex_char(int digit)
{
    return "0123456789ABCDEF"[digit];
}
```

*We need to assure (programmatically) `digit` would be within the range 0–15.*

- Having a pointer to a string literal, we can attempt to modify it.

```
char *p = "123";
*p = '0'; // This may cause undefined behaviour!
```

**Notice, the program may crash or behave erratically!**

*Be aware of difference between text literals and string variables.*



## String Variables

- Any one-dimensional array of characters can be used to store a `string`.
- Initialization of a string variable.

```
char str[9] = "B3B36PRG"; // declaration with the size
```

- Compiler automatically adds the `'\0'`.

*There must be space for it!*

- Initialization can be also by particular elements.

```
char str[9] = { 'B', '3', 'B', '3', '6', 'P', 'R', 'G', '\0' };
```

*Do not forget null character!*

- If the size of the array is defined larger than the actual initializing string, the rest of elements is set to `'\0'`.  
*Consistent behavior of the array initialization.*
- Specification of the length of the array can be omitted – it is computed by the compiler.

```
char str[] = "B3B36PRG";
```

- **Strings are arrays terminated by `'\0'`.**

## Example – Initialization of String Variables

- String variables can be initialized as an array of characters.

```
char str[] = "123";  
char s[] = {'5', '6', '7' };
```

```
printf("Size of str %lu\n", sizeof(str));  
printf("Size of s %lu\n", sizeof(s));  
printf("str '%s'\n", str);  
printf(" s '%s'\n", s);
```

```
Size of str 4  
Size of s 3  
str '123'  
s '567123'
```

lec04/array\_str.c

- If the string is not terminated by `'\0'`, as for the `char s[]` variable, the listing continues to the first occurrence of `'\0'`.

## Character Arrays vs. Character Pointers

- The string variable is a character array, while pointer can refer to string literal.

```
char str1[] = "B3B36PRG"; // initialized string variable
char *str2 = "B3B36PRG"; // pointer to string literal
```

```
printf("str1 \"%s\"\n", str1);
printf("str2 \"%s\"\n", str2);
```

```
printf("size of str1 %u\n", sizeof(str1));
printf("size of str2 %u\n", sizeof(str2));
```

lec04/string\_var\_vs\_ptr.c

- Pointer referring to string literal cannot be modified.

*It does not represents a writable memory!*

- Pointer to the first element of the array (string variable) can be used.

```
#define STR_LEN 10 // best practice for string lengths
char str[STR_LEN + 1] // to avoid forgetting \0
char *p = str;
```

*Notice the practice for defining size of string.*

## Reading Strings 1/2

- Program arguments are passed to the program as arguments of the `main()` function.

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

*Appropriate memory allocation is handled by the compiler and program loader.*

- Reading strings in run time can be performed by `scanf()`.
- **Notice, using a simple control character `%s` may cause erratic behaviour**, characters may be stored out of the dedicated size.

```
char str0[4] = "PRG"; // +1 \0
char str1[5]; // +1 for \0
printf("String str0 = '%s'\n", str0);
printf("Enter 4 chars: ");
if (scanf("%s", str1) == 1) {
    printf("You entered string '%s'\n", str1);
}
printf("String str0 = '%s'\n", str0);
```

Example of the program output:

```
String str0 = 'PRG'
```

```
Enter 4 chars: 1234567
```

```
You entered string '1234567'
```

```
String str0 = '67'
```

`lec04/str_scanf-bad.c`

- Reading more characters than the size of the array `str1` causes overwriting the elements of `str0`.

## Reading Strings 2/2

- The maximal number of characters read by the `scanf()` can be set to 4 by the control string `"%4s"`.

```
char str0[4] = "PRG";
char str1[5];
...
if (scanf("%4s", str1) == 1) {
    printf("You entered string '%s'\n", str1);
}
printf("String str0 = '%s'\n", str0);
```

Example of the program output:

```
String str0 = 'PRG'
Enter 4 chars: 1234567
You entered string '1234'
String str0 = 'PRG'
```

`lec04/str_scanf-limit.c`

- `scanf()` skips white space before starting to read the next string.
- Alternative function to read strings from the `stdin` can be `gets()` or char-by-char using `getchar()`.
  - `gets()` reads all characters until it finds a new-line character. E.g., `'\n'`.
  - `getchar()` – read characters in a loop.
- `scanf()` and `gets()` automatically add `'\0'` at the end of the string.

*For your custom `read_line`, you need to handle it by yourself.*

## Getting the Length of the String

- In C, string is an array (`char []`) or pointer (`char*`) referring to a part of the memory where the sequence of characters is stored.
- String is terminated by the `'\0'` character.
- Length of the string can be determined by sequential counting of the characters until the `'\0'` character.

```
int getLength(char *str)
{
    int ret = 0;
    while (str && (*str++) != '\0') {
        ret++;
    }
    return ret;
}

for (int i = 0; i < argc; ++i) {
    printf("argv[%i]: getLength = %i -- strlen = %lu\n", i,
        getLength(argv[i]), strlen(argv[i]));
}
```

- String functions are in standard string library `<string.h>`.
- String length – `strlen()`.
- **The string length query has linear complexity with its length –  $O(n)$ .**

lec04/string\_length.c

## Selected Function of the Standard C Library

- The `<string.h>` library contains function for copying and comparing strings.

- `char* strcpy(char *dst, char *src);`
- `int strcmp(const char *s1, const char *s2);`
- Functions assume sufficient size of the allocated memory for the strings.
- There are functions with explicit maximal length of the strings.

```
char* strncpy(char *dst, char *src, size_t len);
```

```
int strncmp(const char *s1, const char *s2, size_t len);
```

- Parsing a string to a number – `<stdlib.h>`.

- `atoi()`, `atof()` – parsing integers and floats.
- `long strtol(const char *nptr, char **endptr, int base);`
- `double strtod(const char *nptr, char **restrict endptr);`

Functions `atoi()` and `atof()` are „*obsolete*“, but can be faster.

- Alternatively also `sscanf()` can be used.

See `man strcpy`, `strncmp`, `strtol`, `strtod`, `sscanf`.

# Part III

## Pointers



## Pointers – Overview

- Pointer is a variable to store a memory address.
- Pointer is defined as an ordinary variable, where the name must be preceded by an asterisk, e.g., `int *p;`.
- Two operators are directly related to pointers.

- **&** – Address operator.

**&variable**

- Returns address of the variable.

- **\*** – Indirection operator.

**\*pointer\_variable**

- Returns **l-value** corresponding to the value at the address stored in the pointer variable.

- The address can be printed using `"%p"` in `printf()`.
- Guaranteed invalid memory is defined as `NULL` or just as `0` (in C99).
- Pointer to a value of the empty type is `void *ptr;`

Variables are not automatically initialized in C.

Pointers can refer to an arbitrary address.

## Definition of Pointer Variables

- Definition of ordinary variables provide the way to “mark” a memory with the value to use the mark in the program.
- Pointers work similarly, but the value can be any memory address, e.g., where the value of some other variable is stored.

```
int *p;    // points only to integers
double *q; // points only to doubles
char *r;   // points only to characters

int i;     // int variable i
int *pi = &i; // pointer to the int value
            // the value of pi is the address where the value of i is stored
*pi = 10;  // will set the value of i to 10
```

- Without the allocated memory, we cannot set the value using pointer and indirection operator.

```
int *p;
*p = 10; //Wrong, p points to somewhere in the memory
        //The program can behave erratically
```

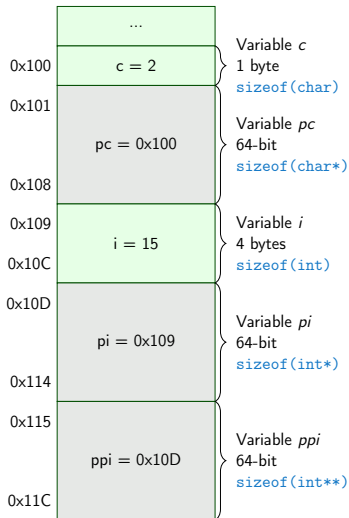
# Pointers – Visualization of the Allocation and Value Assignment

- Pointers are variables that stores addresses of other variables.

```

1 char c;
2
3 c = 10;
4
5 char *pc;
6
7 pc = &c;
8
9 int i = 17;
10 int *pi = &i;
11
12 *pi = 15;
13 *pc = 2;
14
15 int **ppi = &pi;

```



## Pointer Arithmetic

- Arithmetic operations  $+$  and  $-$  are defined for pointers and integers.
  - `pointer = pointer of the same type +/- and integer number (int)`.
  - Shorter syntax can be used – `pointer += 1` and unary operators `pointer++`.
- Arithmetic operations are useful for pointers that refer to memory block where several values of the same type are stored.
  - Array, specifically when it is passed to a function.
  - Dynamically allocated memory, which behaves as array, but allocated in **heap** and not **stack**.
- Adding an int value and the pointer, the results is the address to the next element.

```
int a[10];  
int *p = a;
```

```
int i = *(p+2); // refers to address of the 3rd element
```

- The advance the address in the pointer accordingly, we need the size of element type; hence, a pointer to the value of a particular type.
- `(p+2)` is equivalent to the address computed as follows.

`address of p + 2*sizeof(int)`

## Pointer Arithmetic, Arrays, and Subscripting

- Arrays passed as arguments to functions are pointers to the first element of the array.
- Using pointer arithmetic, we can address particular elements.
- We can use subscripting operator `[]` to access particular element.

```
1 #define N 10
2
3 int a[N];
4 int *pa = a;
5 int sum = 0;
6
7 for (int i = 0; i < N; ++i) {
8     *(pa+i) = i; // initialization of the array a
9 }
10 int *p = &a[0]; // address of the 1st element
11 for (int i = 0; i < N; ++i, ++p) {
12     printf("array[%i] = %i\n", i, pa[i]);
13     sum += *p; // add the value at the address of p
14 }
```

The compiler uses `p[i]` as `*(p+i)`.

- Even though the internal representation is different – we can use pointers as one-dimensional arrays almost transparently.

*Special attention must be taken for memory allocation and multidimensional arrays!*

## Example – Pointer Arithmetic

```
1  int a[] = {1, 2, 3, 4};
2  int b[] = {[3] = 10, [1] = 1, [2] = 5, [0] = 0}; //initialization
3
4  // b = a; It is not possible to assign arrays
5  for (int i = 0; i < 4; ++i) {
6      printf("a[%i] =%3i    b[%i] =%3i\n", i, a[i], i, b[i]);
7  }
8
9  int *p = a; //you can use *p = &a[0], but not *p = &a
10 a[2] = 99;
11
12 printf("\nPrint content of the array 'a' with pointer arithmetic\n");
13 for (int i = 0; i < 4; ++i) {
14     printf("a[%i] =%3i    p+%i =%3i\n", i, a[i], i, *(p+i));
15 }
```

```
a[0] = 1    b[0] = 0
a[1] = 2    b[1] = 1
a[2] = 3    b[2] = 5
a[3] = 4    b[3] = 10
```

Print content of the array 'a' using pointer arithmetic

```
a[0] = 1    p+0 = 1
a[1] = 2    p+1 = 2
a[2] = 99   p+2 = 99
a[3] = 4    p+3 = 4
```

## Pointer Arithmetic – Subtracting

- Subtracting an integer from a pointer.

```
int a[10] = { 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 };
```

```
int *p = &a[8]; // p points to the 8th element (starting from 0)
```

```
int *q = p - 3; // q points to the 5th element (starting from 0)
```

```
p -= 6; // p points to the 2nd element (starting from 0)
```

- Subtracting two pointers results to distance between the pointers (no. of elements).

```
int i
```

```
int *q = &a[5];
```

```
int *p = &a[1];
```

```
i = p - q; // i is 4
```

```
i = q - p; // i is -4
```

- It is defined only for pointers referring to the same continuous block of memory (array).
- Performing arithmetic on a pointer that does not point to an array element causes undefined behaviour.

## Pointers as Function Arguments

- Pointers can be used to pass the memory address of a variable to a function.
- Using the pointer, the memory can be filled with a new value, like in `scanf()`.
- Consider an example of swapping values of two variables.

```
1 void swap(int x, int y)
2 {
3     int z;
4     z = x;
5     x = y;
6     y = z;
7 }
8 int a, b;
9 swap(a, b);
```

```
1 void swap(int *x, int *y)
2 {
3     int z;
4     z = *x;
5     *x = *y;
6     *y = z;
7 }
8 int a, b;
9 swap(&a, &b);
```

- The left variant does not propagate the local changes to the calling function.



## Pointers as Return Values

- A function may also return a pointer value.
- Such a return value can be a pointer to an external variable.
- It can also be a local variable defined `static`.
- But **never return a pointer to an automatic local variable.**

```
1  int* fnc(void)
2  {
3      int i;      // i is a local (automatic) variable
4                  // allocated on the stack
5      ...        // it is valid only within the function
6      return &i; // passing pointer to the i is legal,
7                  // but the address will not be valid
8                  // address of the automatically
9                  // destroyed local variable a
10                 // after ending the function
11 }
```

- However, returning pointer to dynamically allocated memory is common.

## Pointers to Constant Variables and Constant Pointers

- The keyword `const` can be writable before the type name or before the variable name.
- There are 3 options how to define a pointer with `const`.
  - (a) `const int *ptr;` – pointer to a const variable.
    - Pointer cannot be used to change value of the variable.
  - (b) `int *const ptr;` – constant pointer.
    - The pointer can be set during initialization, but it cannot be set to another address after that.
  - (c) `const int *const ptr;` – constant pointer to a constant variable.
    - Combines two cases above.

[lec04/const\\_pointers.c](#)

Further variants of (a) and (c) are as follows.

- `const int *` can be written as `int const *`.
- `const int * const` can also be written as `int const * const`.

`const` can on the left or on the right side from the type name.
- Further complex definitions can be, e.g., `int ** const ptr;`

*A constant pointer to refer to the int value.*

## Example – Pointer to Constant Variable

- It is not allowed to change variable using pointer to constant variable.

```
1  int v = 10;
2  int v2 = 20;
3
4  const int *ptr = &v;
5  printf("*ptr: %d\n", *ptr);
6
7  *ptr = 11; /* THIS IS NOT ALLOWED! */
8
9  v = 11; /* We can modify the original variable */
10 printf("*ptr: %d\n", *ptr);
11
12 ptr = &v2; /* We can assign new address to ptr */
13 printf("*ptr: %d\n", *ptr);
```

lec04/const\_pointers.c

## Example – Const Pointer

- Constant pointer cannot be changed once it is initialized.
- Definition `int *const ptr;` can be read from the right to the left.
  - `ptr` – variable (name) that is
  - `*const` – constant pointer
  - `int` – to a variable/value of the `int` type.

```
1 int v = 10;
2 int v2 = 20;
3 int *const ptr = &v;
4 printf("v: %d *ptr: %d\n", v, *ptr);
5
6 *ptr = 11; /* We can modify addressed value */
7 printf("v: %d\n", v);
8
9 ptr = &v2; /* THIS IS NOT ALLOWED! */
```

lec04/const\_pointers.c

## Example – Constant Pointer to Constant Variable

- Value of the constant pointer to a constant variable cannot be changed, and the pointer cannot be used to change value of the addressed variable.
- Definition `const int *const ptr;` can be read from the right to the left.
  - `ptr` – variable (name) that is
  - `*const` – const pointer
  - `const int` – to a variable of the `const int` type.

```
1 int v = 10;
2 int v2 = 20;
3 const int *const ptr = &v;
4
5 printf("v: %d *ptr: %d\n", v, *ptr);
6
7 ptr = &v2; /* THIS IS NOT ALLOWED! */
8 *ptr = 11; /* THIS IS NOT ALLOWED! */
```

lec04/const\_pointers.c

## Pointers to Functions

- Implementation of a function is stored in a memory, and similarly, as for a variable, we can refer a memory location with the function implementation.
- Pointer to function allows to dynamically call a particular function according to the value of the pointer.
- Function is identified (except the name) by its arguments and return value. Therefore, these are also a part of the definition of the pointer to the function.
- Function (a function call) is the function name and `()`, i.e.,  

```
return_type function_name(function arguments);
```
- Pointer to a function is defined as  

```
return_type (*pointer)(function arguments);
```
- It can be used to specify a particular implementation, e.g., for sorting custom data using the `qsort()` algorithm provided by the standard library `<stdlib.h>`.

## Example – Pointer to Function 1/2

- Indirection operator `*` is used similarly as for variables.

```
double do_nothing(int v); /* function prototype */
```

```
double (*function_p)(int v); /* pointer to function */
```

```
function_p = do_nothing; /* assign the pointer */
```

```
(*function_p)(10); /* call the function */
```

- Brackets `(*function_p)` “help us” to read the pointer definition.

*We can imagine that the name of the function is enclosed by the brackets. Definition of the pointer to the function is similar to the function prototype.*

- Calling a function using pointer to the function is similar to an ordinary function call. Instead of the function name, we use the variable of the pointer to the function type.

## Example – Pointer to Function 2/2

- In the case of a function that returns a pointer, we use it similarly.

```
double* compute(int v);
```

```
double* (*function_p)(int v);
```

```
^^^^^^^^^^^^^^^^----- substitute a function name
```

```
function_p = compute;
```

- Example of the pointer to function usage – [lec04/pointer\\_fnc.c](#).
- Pointers to functions allows to implement a dynamic link of the function call determined during the program run time.

*In object oriented programming, the dynamic link is a crucial feature to implement polymorphism.*



## Dynamic Storage Allocation

- A dynamic allocation of the memory block with the `size` can be performed by `malloc()`.

```
void* malloc(size); from the <stdlib.h>
```

- The **memory manager** handle the allocated memory (from the **heap** memory class).
  - **The size is not a part of the pointer.**
  - Return value is of the `void*` type – cast is required.
  - **The programmer is fully responsible for the allocated memory.**
- Example of the memory allocation for 10 values of the `int` type.

```
1 int *int_array;  
2 int_array = (int*)malloc(10 * sizeof(int));
```

- The usage is similar to array (pointer arithmetic and subscripting).
- The allocated memory must be explicitly **released**.

```
void free(pointer);
```

- By calling `free()`, the memory manager release the memory at the address stored in the pointer value.

**The pointer value is not changed! It has the previous address that is no longer valid!**

## Example – Dynamic Allocation 1/3

- If allocation may fail, `malloc()` returns `NULL` and we should test the return value.  
*Unless, we intentionally take the risk of erratic behaviour of the program.*
- The most straightforward handle of the allocation failure is to report the error and terminate the program execution. *We can implement our custom function for dynamic allocation.*

```
1 void* mem_alloc(size_t size)
2 {
3     void *ptr = malloc(size); //call malloc to allocate memory
4
5     if (ptr == NULL) {
6         fprintf(stderr, "Error: allocation fail"); // report error
7         exit(-1); // and exit program on allocation failure
8     }
9     return ptr;
10 }
```

lec04/malloc\_demo.c

## Example – Dynamic Allocation 2/3

- Filling the dynamically allocated array, just the memory address is sufficient.

```
1 void fill_array(int* array, int size)
2 {
3     for (int i = 0; i < size; ++i) {
4         *(array++) = random() % 10; // pointer arithmetic
5         //array[i] = random() % 10; // array notation using subscript operator
6     }
7 }
```

- After memory is released by `free()`, the pointer variable still contains the same address.
- Use a custom function to set the pointer to the guaranteed invalid address (`NULL` or `0`).

*Passing pointer to a pointer is required to set the value of the variable, which is the pointer.*

```
1 void mem_release(void **ptr)
2 {
3     // 1st test ptr is valid pointer, and also *ptr is a valid
4     if (ptr != NULL && *ptr != NULL) {
5         free(*ptr);
6         *ptr = NULL;
7     }
8 }
```

lec04/malloc\_demo.c

## Example – Dynamic Allocation 3/3

```
1  int main(int argc, char *argv[])
2  {
3      int *int_array;
4      const int size = 4;
5
6      int_array = mem_alloc(sizeof(int) * size);
7      fill_array(int_array, size);
8      int *cur = int_array;
9      for (int i = 0; i < size; ++i, cur++) {
10         printf("Array[%d] = %d\n", i, *cur);
11     }
12     mem_release((void*)&int_array); // we do not need type cast to
13     // void**, it is just to highlight we are passing pointer-to-pointer
14     return 0;
```

lec04/malloc\_demo.c

## Standard Function for Dynamic Allocation

- `void* malloc(size_t size);` – allocates (no initialization) a block of the memory `size` bytes in length.
- `void* calloc(size_t number, size_t size);` – allocates memory for the **number** objects, each `size` bytes in length, and clears them.
- `void* realloc(void *ptr, size_t size)` – resizes a previously allocated block of memory `size` bytes in length.
  - It tries to enlarge the previous block; if there is a continuous block of the available memory of the `size` in length, starting from `ptr`.
  - If it is not possible, a new (larger) block is allocated.
    - The previous block is copied into the new one.
    - The previous block is released (calling `free()`). *The value `ptr` is not changed.*
    - The return value points to the enlarged block.
  - It returns `NULL` if allocation fails.
  - *It might release the allocated memory if a smaller size is given. It can act as `free()`.*

See `man malloc`, `man calloc`, `man realloc`.

## Using `realloc()`

- The behaviour of the `realloc()` function is further specified.
  - It does not initialize the bytes added to the block.
  - If it cannot enlarge the memory, it returns a null pointer, and the old memory block is untouched.
  - If it is called with null pointer as the argument, it behaves as `malloc()`.
  - If it is called with 0 as the second argument (`size`), it frees the memory block as `free()`.

```
int size = 10;
int *array = mem_alloc(size * sizeof(int)); // allocate 10 integers
... // do some code such as reading integers from a file

int *t = realloc(array, (size + 10)* sizeof(int)); // try to enlarge
if (t) {
    array = t; // realloc handle possible allocation of new memory block, and thus
              // it is safe to overwrite array by t
    size += 10; // now, we are sure array can hold 10 more int values
} else { // realloc fail, report and exit
    fprintf(stderr, "ERROR: realloc fail\n");
}
```

## Restricted Pointers

- In C99, the keyword `restrict` can be used in the pointer definition.

```
int * restrict p;
```

- The pointer defined using `restrict` is called **restricted pointer**.
- The main intent of the restricted pointers is following.
  - If `p` points to an object that is later modified, the object is not accessed in any way other than through `p`.
- It is used in several standard functions, such as `memcpy()` from `<string.h>`.

```
void *memcpy(void * restrict dst, const void * restrict src, size_t len);
```

- In `memcpy()`, it indicates `src` and `dst` should not overlap, but it is not guaranteed.
- It provides useful documentation, but its main intention is to provide information to the compiler to produce more efficient code (similarly to `register` keyword).

# Part IV

## Part 4 – Assignment HW 03



## HW 03 – Assignment

### Topic: Caesar Cipher

Mandatory: **2 points**; Optional: **none**; Bonus : **2 points**

- **Motivation:** Experience a solution of the optimization task.
- **Goal:** Familiarize with the dynamic allocation.
- **Assignment:** <https://cw.fel.cvut.cz/wiki/courses/b3b36prg/hw/hw03>
  - Read two text messages and print decode message to the output.
  - Both messages (the encoded and the poorly received) have the same length.
  - Determine the best match of the decoded and received messages based on the shift value of the Caesar cipher. [https://en.wikipedia.org/wiki/Caesar\\_cipher](https://en.wikipedia.org/wiki/Caesar_cipher)
  - Optimization of the Hamming distance. [https://en.wikipedia.org/wiki/Hamming\\_distance](https://en.wikipedia.org/wiki/Hamming_distance)
  - **Bonus assignment** – an extension for missing characters in the received message.  
[https://en.wikipedia.org/wiki/Levenshtein\\_distance](https://en.wikipedia.org/wiki/Levenshtein_distance)
- **Deadline:** **06.04.2024, 23:59 AoE** (bonus 24.05.2024, 23:59 CEST).

## Summary of the Lecture

# Topics Discussed

- Arrays
  - Variable-Length Arrays
  - Arrays and Pointers
- Strings
- Pointers
  - Pointer Arithmetic
  - Dynamic Storage Allocation
  
- Next: Data types: struct, union, enum, and bit fields