

Advanced C Concepts

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Outline

- 1 Preprocessor Directives
- 2 Pointers and Memory
 - Pointers, Arrays, and Strings

#include Reviewed

- Includes global or local header files
- Header files are just files that get inserted instead of the `#include` statement
- No protection against multiple inclusion!
 - will cause problems with `#define`, `struct`, ...
- Can be overcome by conditional compilation
 - `#if / #ifdef / #else / #endif`
 - evaluates `#define` macros and selectively passes code to the compiler

Preprocessor conditionals

- `#ifdef macro`
 - only includes the subsequent code if *macro* was `#defined`
- `#ifndef macro`
 - only includes the subsequent code if *macro* was not `#defined`
- `#if expression`
 - only includes the subsequent code if *expression* is true
- `#else`
 - reverses the effects of the previous `#if`
- `#elif expression`
 - combines `#else` with the effects of `#if`
- `#endif`
 - ends the conditional block started by `#if` or `#ifdef`
 - each `#if` or `#ifdef` needs exactly one `#endif`

#ifdef / #else Example

Example (What does this code print)

```
#define DEBUG 1                // turn on debugging

int main(void)
{
#ifdef DEBUG
    printf("debugging is on, DEBUG is %d\n", DEBUG);
#else
    printf("debugging is off, DEBUG is not defined\n");
#endif

    return 0;
}
```

Answer

debugging is on, DEBUG is 1

#ifdef / #else Example

Example (What does this code print)

```
#define DEBUG 0                // turn on debugging

int main(void)
{
#ifdef DEBUG
    printf("debugging is on, DEBUG is %d\n", DEBUG);
#else
    printf("debugging is off, DEBUG is not defined\n");
#endif

    return 0;
}
```

Answer

debugging is on, DEBUG is 0

#if / #elif Example

Example (What does this code print)

```
#define DEBUG_LEVEL 3           // define debug level to be 3

int main(void)
{
    #if DEBUG_LEVEL < 1        // test the actual value of DEBUG_LEVEL
        printf("debugging is off\n");
    #elif DEBUG_LEVEL == 1
        printf("debugging is on\n");
    #else
        printf("debugging is verbose, DEBUG_LEVEL is %d\n", DEBUG_LEVEL);
    #endif

    return 0;
}
```

Answer

```
debugging is verbose, DEBUG_LEVEL is 3
```

#include Protection

Example (a protected header file `profit.h`)

```
#ifndef PROFIT_H           // only if PROFIT_H was not defined yet
#define PROFIT_H         // now define PROFIT_H for protection

struct Profit            // definition of a 'Profit' structure
{
    int    year;
    double dollars;
};

#endif                   // PROFIT_H
```

How does this header protection work?

- `PROFIT_H` is not `#defined` to begin with
- `PROFIT_H` gets defined the first time `profit.h` gets `#included`
- The next time `profit.h` gets `#included`, everything between the `#ifndef` and `#endif` is ignored!

Copying Strings

- A String is an array of `characters`
 - one character after the other in memory
- Strings need to be copied character by character
 - loop that stops when the end of string is reached

String Copying Example

Example

```
int main(void)
{
    char b[8], a[6] = "Hello";    // two character arrays
    int i = 0;                    // index for copying string a to b

    do {                          // loop to copy string a to b
        b[i] = a[i];              // copy one character at a time
    } while (a[i++] != '\0')      // until we have reached the end of the string

    printf("%s\n", b);           // now we can print the string copy b

    return 0;
}
```

Explanation

- String `a` gets copied to `b` character by character
- Integer `i` counts up the current index into the array
- `'\0'` denotes the end of the string
 - needs to be copied before finishing the loop

Printing Strings Revisited

Example (How does this all work?)

```
int main(void)
{
    char s[6] = "HELLO";           // (1) how much space is needed for this string?

    printf("%s\n", s);           // (2) how does printf print the string s?

    return 0;
}
```

Answer

- 1 the string `s` needs memory space for 6 characters
- 2 `printf()` reads the string from the memory location of `s`
→ let's do a little experiment

Pointer Variables

Example (A Character Pointer)

```
int main(void)
{
    char s[6] = "Hello";

    char *p;                // a pointer variable

    p = s;                  // store the address of 's' in p

    printf("%s\n", s);
    printf("%s\n", p);     // the same string as 's' (not a copy!)

    return 0;
}
```

Explanation

- `char *` is a character pointer type.
- `p` is called a character pointer variable.
 - stores the memory address of a character
 - (the first character ('H') of the string "Hello")

The Address Operator &

- The ampersand character `&` is the address operator.
 - It returns the memory address of any variable
- For an array, the name of the array is a shortcut to the memory address of the first element

Example

```
int main(void)
{
    char s[6] = "Hello";           // the same string as in the previous example

    printf("%s\n", s);            // shortcut notation
    printf("%s\n", &s[0]);        // exactly the same as the above!

    return 0;
}
```

Printing Memory Addressess using %p

Example (Printing a Memory Address)

```
int main(void)
{
    char s[6] = "Hello";

    char *p = s;

    printf("%p\n", s);           // while we won't know upfront what the
    printf("%p\n", &s[0]);      // memory address is, all three printf()
    printf("%p\n", p);         // will print the same address

    return 0;
}
```

Explanation

- `%p` prints a memory address (in hexadecimal notation)
- all three `printf()`'s are equivalent
 - ⇒ print the same address!

More Pointer Examples

Example (Pointers to other types than char)

```
int main(void)
{
    char aCharacter = 'A';           // some normal variables
    int anInteger   = 12345;
    double aDouble  = 12.45;

    char *a = &aCharacter;          // pointers to different types
    int *b = &anInteger;            // storing the addresses of the
    double *c = &aDouble;           // corresponding variables above

    printf("%p %p %p\n", a, b, c); // print the three addresses

    return 0;
}
```

Explanation

- Every variable occupies space in memory
 - ⇒ pointers can be defined for any type!
- Different variables are stored in different memory locations
 - ⇒ all addresses printed in the example will be different!

Pointers to Pointers

Example

```
int main(void)
{
    int x = 7;                // normal integer variable

    int *a = &x;             // pointer to the address of x
    int **b = &a;           // pointer to the address of a

    printf("%p %p\n", a, b); // a and b are different!

    return 0;
}
```

Explanation

- Like normal variables, pointers occupy memory space as well!
 - ⇒ `&a` will return the address of the pointer `a`
- `int **b` is a pointer to a pointer
 - every additional `*` adds a level of indirection

How to use Pointers – de-referencing using *

- The question is how can memory be accessed using a pointer?
- The asterisk (star) character * is the de-referencing operator.
 - It accesses the content of the memory address pointed to by a pointer.
 - opposite of the & operator!
- Allows to manipulate variables indirectly
 - without knowing the name of the variable at the point where it gets manipulated

Pointer de-referencing example

Example (What does this program print?)

```
int main(void)
{
    int x = 5;
    int *p = &x;           // p now points to the address of x

    int y = *p;           // get the value at the address pointed to by p

    *p = 7;               // set the value at the address pointed to by p

    printf("x = %d, y = %d\n", x, y);

    return 0;
}
```

Answer

x = 7, y = 5

Call-by-reference through Pointers

Example (What does this program print?)

```
void manipulate(int *p)
{
    *p = *p / 2;           // change the memory content pointed to by p
}

int main(void)
{
    int x = 8;

    manipulate(&x);      // pass address of variable x so x can be manipulated

    printf("x = %d\n", x);

    return 0;
}
```

Answer

x = 4

Pointer Arithmetic

- Pointers store memory addresses
 - just numbers telling the processor which memory cell to access
- Adding `1` to a pointer makes it point to the next memory location
- Subtracting `1` from a pointer makes it point to the previous memory location
- Subtracting two pointers from each other shows how much space is between the memory locations pointed to by the pointers
- Pointers “know” the sizes of the variables they point to
 - adding to an `int` pointer will probably result in a different address than adding to a `char` pointer

Pointers and Arrays

- Arrays store elements of the same kind in adjacent memory addresses
 - Pointers can store array locations
 - Pointer and array notations are often interchangeable
 - E.g. for `char *p`
 - `p[4]` is the same as `*(p + 4)`
 - `&p[4]` is the same as `(p + 4)`
- ⇒ Strings can be represented by pointers as well as arrays

Pointer and Array Example: Strings

Example (What does this program print?)

```
void print(char *text)
{
    printf("%s\n", text);    // print the string pointed to by 'text'
}

int main(void)
{
    char s[10] = "fantastic"; // a string
    char *p = s;             // a pointer to the same string

    *(p + 3) = '\\0';        // manipulate the memory pointed to by p+3

    print(s);                // print the string s

    return 0;
}
```

Answer

fan

Copying Strings revisited

Example (a more efficient string copy)

```
void string_copy(char *dst, char *src) // copy a string from src to dst
{
    while (*dst++ = *src++) ;        // copy and test each character
}

int main(void)
{
    char b[8], *a = "Hello";        // destination array and source string
    string_copy(b, a);              // copy a to b
    printf("%s\n", b);              // now we can print the string copy b
    return 0;
}
```

Explanation

- in C each assignment has a value that can be tested
- any non-zero result is treated as TRUE in C
- the end-of-string character `\0` is treated as FALSE

Arrays of Pointers

- A pointer is just another data type
 - ⇒ arrays of pointers can be defined like any other array
- E.g. `int *x[6]`
 - an array of 6 integer pointers
- E.g. `char *a[4]`
 - an array of 4 character pointers
 - ⇒ an array of 4 strings

Array of Strings Example

Example (What does this program print?)

```
int main(void)
{
    char *s[3] = { "one", "two", "three" };

    printf("%s\n", s[1]);

    return 0;
}
```

Answer

two

Passing Command Line Parameters

Example (Command Line Parameters)

```
int main(int argc, char *argv[])           // a main() that takes parameters
{
    int i;

    printf("argc = %d\n", argc);           // print the number of parameters

    for (i = 0; i < argc; i++)             // loop through all parameters
        printf("argv[%d] = '%s'\n", i, argv[i]); // and print each one of them

    return 0;
}
```

Points to remember

- Command line parameters are passed as an array of strings (`argv`)
- The first argument (`argc`) contains the number of elements in the array
- `argv[0]` always contains the program name itself

Pointers to Structs

Example (What does this program print?)

```
struct Student
{
    char *name;           // student name
    long  num;           // student ID
};

int main(void)
{
    struct Student s;    // a student variable s
    struct Student *p = &s; // a pointer to that variable

    (*p).name = "Peter"; // set the name
    (*p).num  = 1234567; // and student ID

    printf("%s's ID is %ld\n", s.name, s.num);

    return 0;
}
```

Answer

Peter's ID is 1234567

Shortcut Notation

Example (Shortcut Notation)

```
struct Student
{
    char *name;           // student name
    long  num;           // student ID
};

int main(void)
{
    struct Student s;    // a student variable s
    struct Student *p = &s; // a pointer to that variable

    p->name = "Peter";   // set the name -- shortcut notation
    p->num  = 1234567;   // and student ID -- shortcut notation

    printf("%s's ID is %ld\n", s.name, s.num);

    return 0;
}
```

Explanation

`p->x` is a shortcut for `(*p).x`

Pointers to Remember

- Call by Reference can be implemented through Pointers
 - can save copying lots of data
 - allows functions to indirectly manipulate data
- Beware of Invalid Pointers!
 - no run-time checking for array boundaries and pointer validity
 - accessing invalid memory may crash your program
 - ⇒ never de-reference uninitialised pointers
 - ⇒ never de-reference NULL pointers
 - ⇒ never de-reference expired pointers

Uninitialised Pointer Error Example

Example (What is Wrong with this Program?)

```
int main(void)
{
    int *p;           // an uninitialised pointer

    *p = 7;          // ERROR: THE PROGRAM WILL PROBABLY CRASH HERE

    printf("*p = %d\n", *p);

    return 0;
}
```

Explanation

- `p` does not point to a valid address!
- typical errors are `Bus Error` and `Segmentation Fault`

NULL Pointer Error Example

Example (What is Wrong with this Program?)

```
int main(void)
{
    int *p = 0;           // a NULL pointer

    *p = 7;              // ERROR: THE PROGRAM WILL PROBABLY CRASH HERE

    printf("*p = %d\n", *p);

    return 0;
}
```

Explanation

- 0 (NULL) is not a valid memory address!
- unlike Java, there are no NULL pointer exceptions!
- typical errors are `Bus Error` and `Segmentation Fault`

Expired Pointer Error Example

Example (What is Wrong with this Program?)

```
int *function(void)    // a function that returns an integer pointer
{
    int x = 2;

    return &x;        // THIS IS WRONG: x will expire at the end of 'function'
}

int main(void)
{
    int *p = function(); // assign the return value of function to p

    *p = 7;            // ERROR: THE PROGRAM WILL PROBABLY CRASH HERE

    return 0;
}
```

Explanation

- `x` expires at end of `function()`, memory will be re-used!
- will probably only crash sometimes!
 - one of the hardest errors to find and correct!