

arrays and strings: what's a char *?

- **Why not rely solely on string and vector classes?**
 - how are string and vector implemented?
 - lower level access can be more efficient (but be leery of claims that C-style arrays/strings *required* for efficiency)
 - real understanding comes when more levels of abstraction are understood
- **string and vector classes insulate programmers from inadvertent attempts to access memory that's not accessible**
 - what is the value of a pointer?
 - what is a segmentation violation?

Contiguous chunks of memory

- In C++ allocate using array form of new

```
int * a = new int[100];  
double * b = new double[300];
```

- new [] returns a pointer to a block of memory

➤ how big? where?

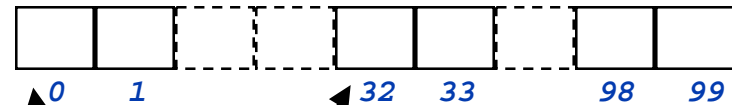
- size of chunk can be set at runtime, not the case with

```
int a[100];  
cin >> howBig;  
int a[howBig];
```



- delete [] a; // storage returned

```
int * a = new int[100];
```



a is a pointer

*a is an int

a[0] is an int (same as *a)

a[1] is an int

a+1 is a pointer

a+32 is a pointer

*(a+1) is an int (same as a[1])

*(a+99) is an int

*(a+100) is trouble

a+100 is valid for comparison

of pointer values

C-style contiguous chunks of memory

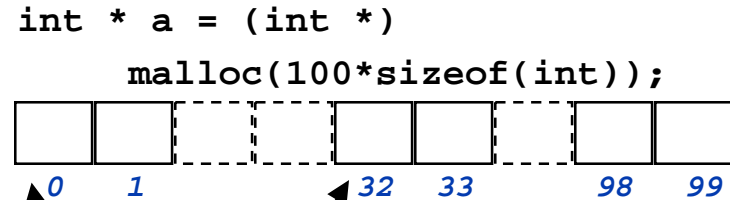
- In C, malloc is used to allocate memory

```
int * a = (int *)
    malloc(100 * sizeof(int));
double * d = (double *)
    malloc(200 * sizeof(double));
```

- malloc must be cast, is NOT type-safe (returns void *)

- void * is 'generic' type, can be cast to any pointer type

- free(d); // return storage
- We WILL NOT USE malloc/free



a is a pointer

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a+1 is a pointer

a+32 is a pointer

*(a+1) is an int (same as a[1])

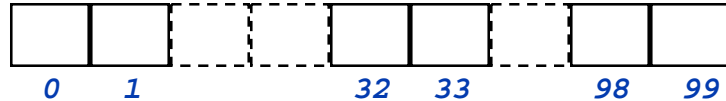
*(a+99) is an int

*(a+100) is trouble

a+100 is valid for comparison

Address calculations, what is sizeof(...)?

```
int * a = new int[100];
```



`a[33]` is the same as `*(a+33)`

if `a` is `0x00a0`, then `a+1` is

`0x00a4`, `a+2` is `0x00a8`

(think 160, 164, 168)

```
double * d = new double[200];
```



`*(d+33)` is the same as `d[33]`

if `d` is `0x00b0`, then `d+1` is

`0x00b8`, `d+2` is `0x00c0`

(think 176, 184, 192)

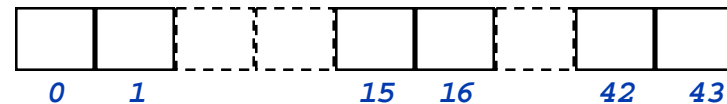
- `x` is a pointer, what is `x+33`?
 - a pointer, but where?
 - what does calculation depend on?
- result of adding an int to a pointer depends on size of object pointed to
- result of subtracting two pointers is an int:

`(d + 3) - d == _____`

More pointer arithmetic

- address one past the end of an array is ok for *pointer comparison only*
- what about `*(begin+44)`?
- what does `begin++` mean?
- how are pointers compared using `<` and using `==` ?
- what is value of `end - begin`?

```
char * a = new int[44];  
char * begin = a;  
char * end = a + 44;
```



```
while (begin < end)  
{  
    *begin = 'z';  
    begin++; // *begin++ = 'z'  
}
```

What is a C-style string?

- array of char terminated by sentinel '\0' char
 - sentinel char facilitates string functions
 - '\0' is null char, unfortunate terminology
 - how big an array is needed for string "hello"?
- a string is a pointer to the first character just as an array is a pointer to the first element
 - `char * s = new char[6];`
 - what is the value of s? of s[0]?
- `char *` string functions in `<cstring>` (or `<string.h>`)

C style strings/string functions

- **strlen is the # of characters in a string**
 - same as # elements in char array?

```
int strlen(char * s)
// pre: '\0' terminated
// post: returns # chars
{
    int count=0;
    while (*s++) count++;
    return count;
}
```

- **Are these less cryptic?**

```
while (s[count]) count++;
// OR, is this right?
char * t = s;
while (*t++);
return t-s;
```

- **what's "wrong" with this code?**

```
int countQs(char * s)
// pre: '\0' terminated
// post: returns # q's
{
    int count=0;
    for(k=0;k < strlen(s);k++)
        if (s[k]=='q') count++;
    return count;
}
```

- **how many chars examined for 10 character string?**
- **solution?**

More string functions (from < string.h >)

- strcpy copies strings
 - who supplies storage?
 - what's wrong with `s = t`?

```
char s[5];
char t[6];
char * h = "hello";
strcpy(s,h); // trouble!
strcpy(t,h); // ok
```

```
char * strcpy(char* t,char* s)
//pre: t, target, has space
//post: copies s to t,returns t
{
    int k=0;
    while (t[k] = s[k]) k++;
    return t;
}
```

- strncpy copies n chars (safer?)

- what about relational operators `<`, `==`, etc.?
- can't overload operators for pointers, no overloaded operators in C
- strcmp (also strncmp)
 - return 0 if equal
 - return neg if lhs < rhs
 - return pos if lhs > rhs

```
if (strcmp(s,t)==0) // equal
if (strcmp(s,t) < 0)// less
if (strcmp(s,t) > 0)// greater
```

Arrays and pointers

- These definitions are related, but not the same

```
int a[100];  
int * ap = new int[10];
```

- both a and ap represent 'arrays', but ap is an lvalue

- arrays converted to pointers for function calls:

```
char s[] = "hello";  
// prototype: int strlen(char * sp);  
cout << strlen(s) << endl;
```

- multidimensional arrays and arrays of arrays

```
int a[20][5];  
int * b[10]; for(k=0; k < 10; k++) b[k] = new int[30];
```

Coping with C instead of C++

- Only pass-by-value, no reference parameters

```
void changeIt(int * x)
{
    *x = 3;
}
int val = 13;
changeIt(&val);
cout << val << endl;
```

```
void changeIt(int & x)
{
    x = 3;
}
int val = 13;
changeIt(val);
cout << val << endl;
```

- To make an array (allocate and pass back)

```
void fillUp(int **x)
{
    *x = new int[100];
}
int * x;
fillUp(&x);
x[0] = 13;
```

what about `int *x[]` as param?
address-of operator is evil,
purposefully left out of java

Pointers Idioms in C

- **Typical purposes for pointers**

- sharing (just like C++)
- to represent arrays (multi-dimensional arrays are possible but different, why??)
- to simulate reference parameters (syntax is uglier)

- **Initializing pointers**

- use new (or new [])
`int * x = new int;`
- use another pointer
`int * y = x;`
- use 0 (i.e., NULL)
`int * z = 0;`
- use address-of operator ☹️
`int * zz = &i;`

- **Thus, in C, pointers pile up**

```
void fillUp (int **x)    // ??  
void fillUp (int ***x)  // ??  
void fillUp (int ****x) // ??
```

C++ and C-isms

- In C++ a struct is a class in which public is default
 - supports everything a class does, including inheritance
 - in C, a struct requires the word *struct*, typedef often used

```
typedef struct node_s
{
    int value;
    struct node_s * next;
} Node;
struct node_s * bar;
Node * foo;
```

- pointers to functions: use right-left-right rule (watch parens)

```
void foo(int (*df) (double,double));
typedef int (*iddfunc) (double,double);
void foo(iddfunc df);
```