

Memory and C Programming

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What is Memory?

What is Memory?

- I can't recall...

I remember now:

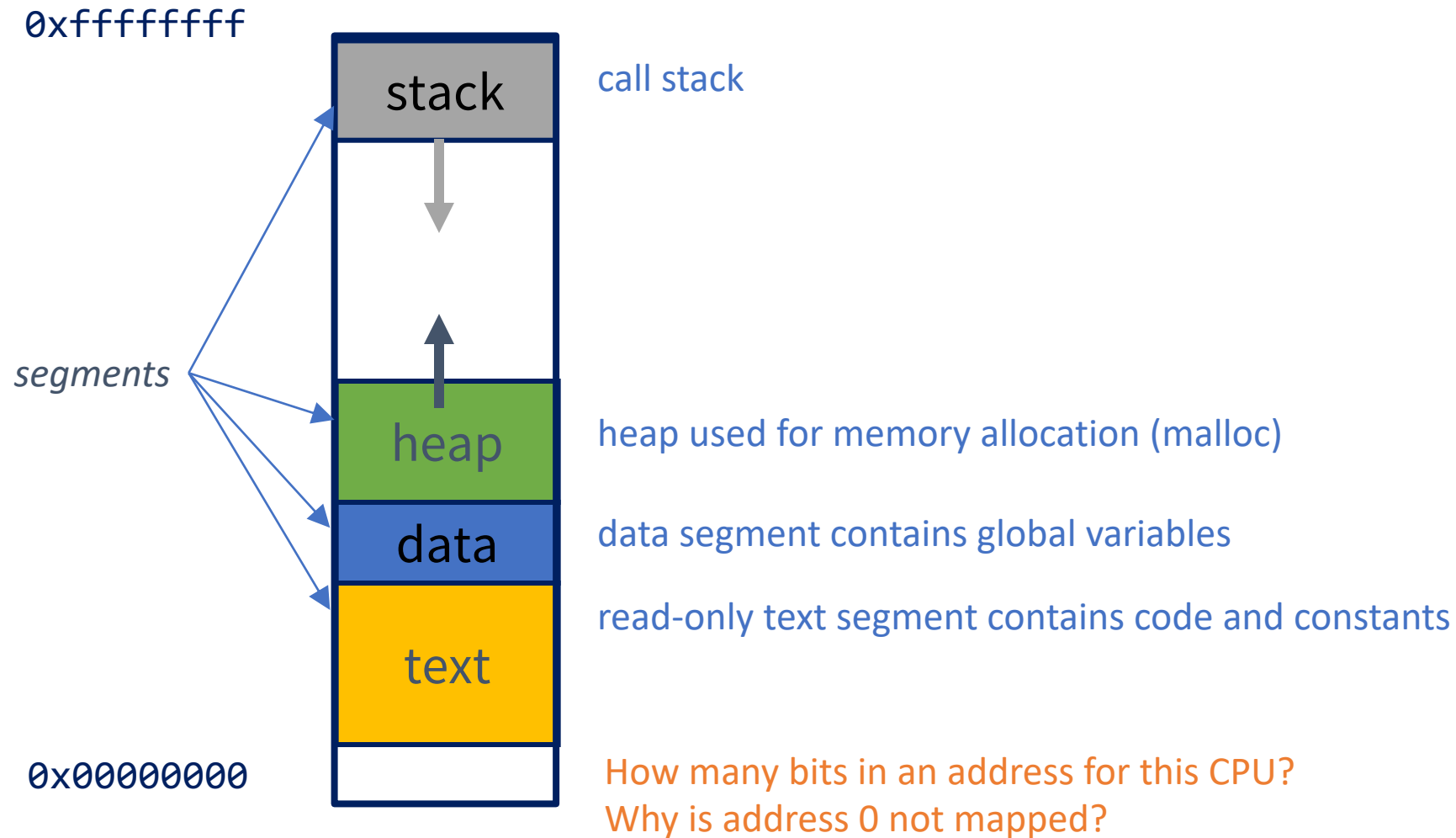
- Memory is an array of bytes
- An index into this array is called an "address"
- A variable holding an address is called a "pointer"

Types of memory

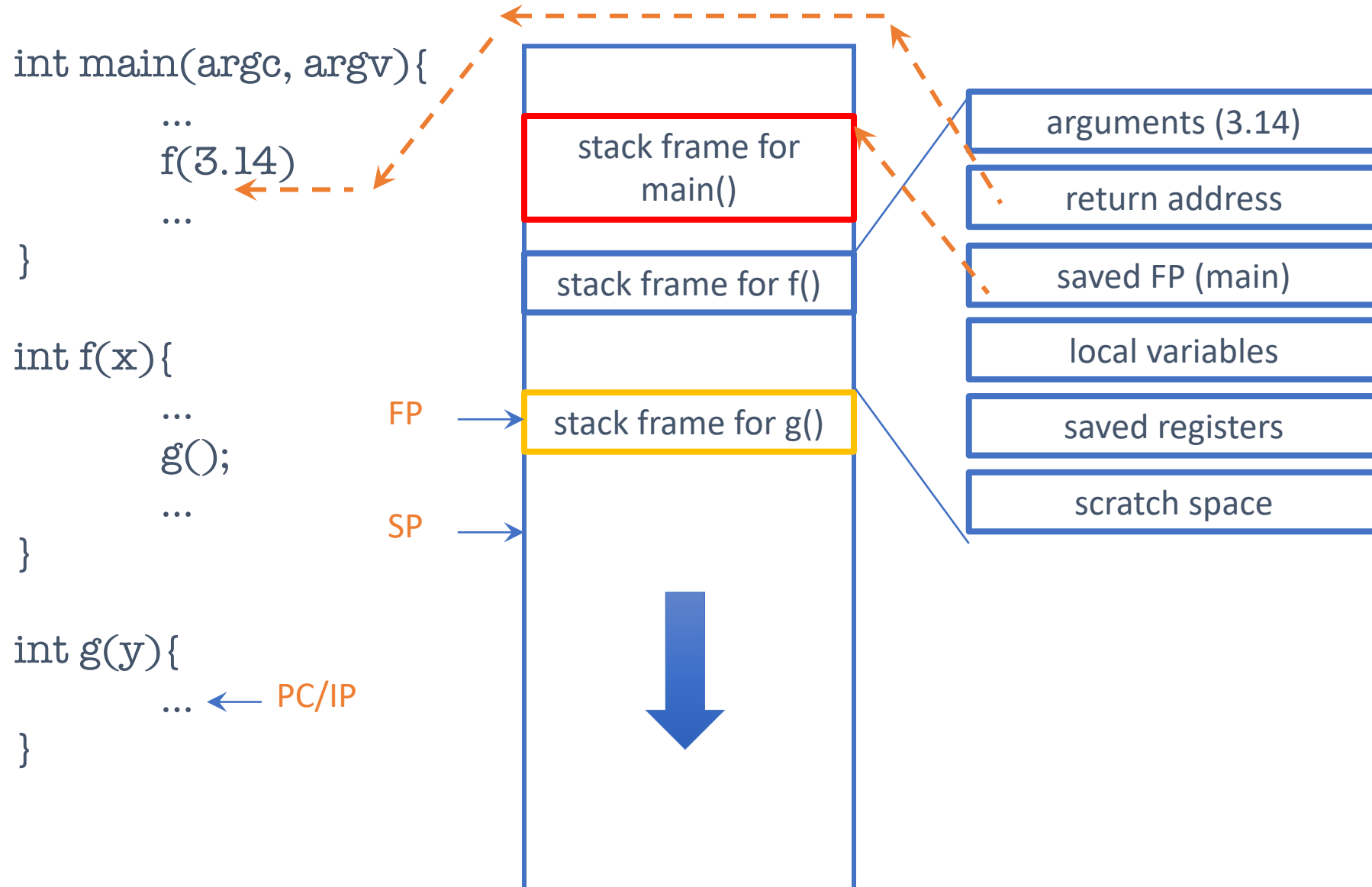
- Code: machine instructions (read-only)
- Read-only data (string constants etc.)
- Global variables
- Heap: dynamically allocated memory
- Stack

You can store your data in global variables, on the heap, or on the stack

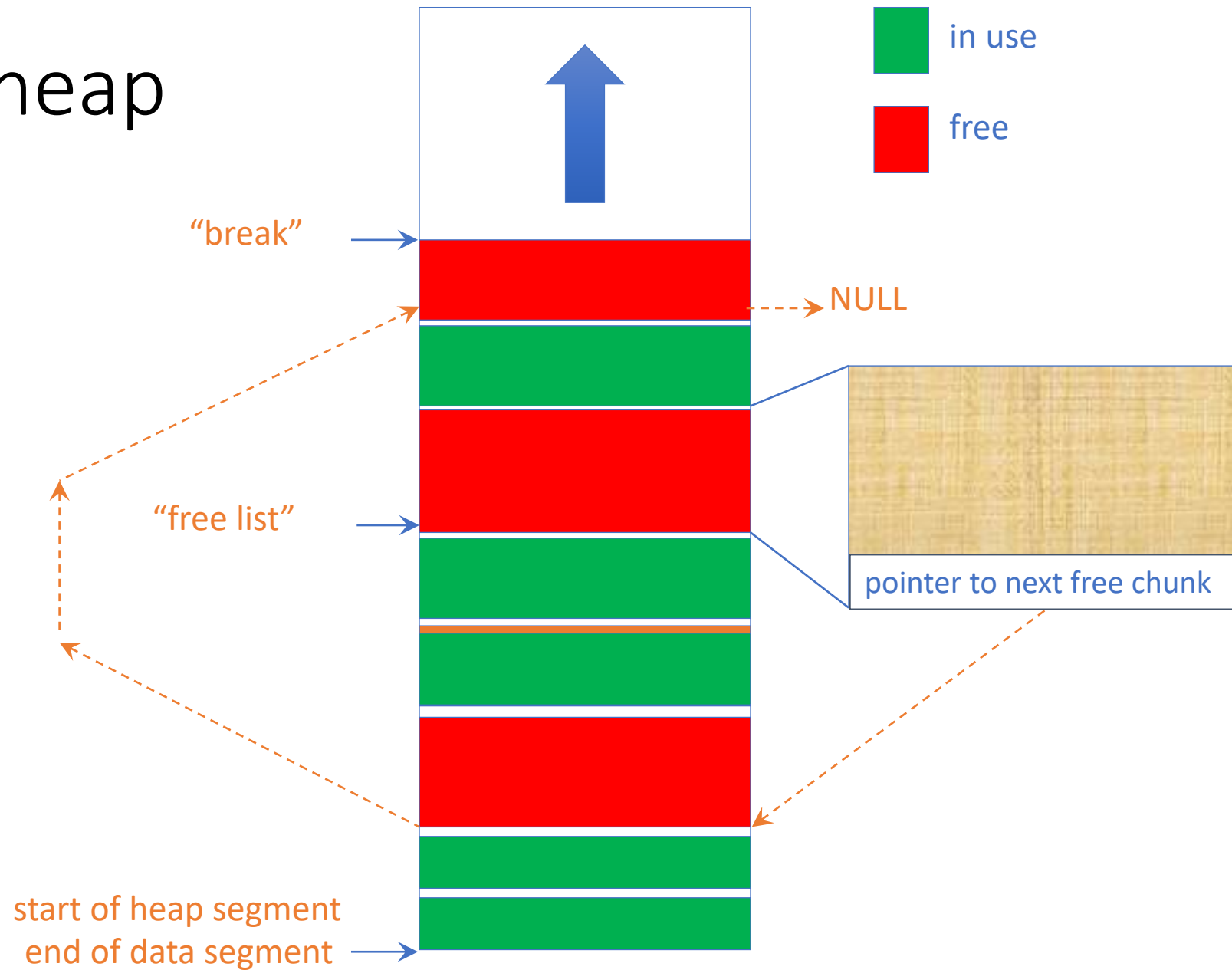
Logical view of process memory



Review: stack (aka call stack)



Review: heap



Three types of data memory

	Global	Heap	Stack
allocated	at start of process	using malloc()	at start of function call
initial state	as specified or 0 otherwise	junk	as specified or junk otherwise
released	at end of process	using free()	at end of function call

C Programming

- Like Java programming, but
 - no garbage collection
 - no type safety
 - no object-orientation, polymorphism, container types, ...
- Instead:
 - "structs"
 - pointers
 - malloc/free

Hello World

```
int main()  
{  
    printf("Hello World\n");  
    return 0;  
}
```

Structs

```
struct square  
{  
    int width, height;  
};
```

```
typedef struct square square_t;
```

Pointers

```
void f()
{
    square_t sq1, sq2;    // on the stack!
    square_t* ptr = &sq1; // a pointer

    ptr->width = 300;
    ...
}
```

malloc/free

```
void f()
{
    square_t* ptr = malloc( sizeof(square_t) );

    ptr->width = 300;
    ...
    free(ptr);
    ...
}
```

Project P0

- Implement a queue *and* a test program
- Has to be done by each student individually
 - by next Friday 6pm, so you have one week
- Tar file with instructions (README file) on CMS