# HELP SESSION 1 HW1 and C Review



C S 3 7 0

COLORADO STATE UNIVERSITY

## Outline

- Overview of the assignment
- C Review
- Dynamic Memory
- Makefile
- Remote Lab Machines

# **Overview of Assignment**

- Required files:
  - Driver.c
  - Primes.c
  - Primes.h
  - Makefile

## Driver.c

- Takes in one command line argument
  - $\Rightarrow$  Perform argument check
- Set the seed with srand()
  - atoi()
- Invoke functions in Primes.c
  - float running\_ratio = get\_running\_ratio();
- What should be included in Driver.c so that it can call the functions in Primes.c?

## Primes.c

- int random\_in\_range(int lower\_bound, int upper\_bound)
- float get\_running\_ratio()
- int get\_prime\_count (int \*array, int arraySize)

You are encouraged to define new functions as you see fit. However, the above three functions must be included.

# int random\_in\_range(int lower\_bound, int upper\_bound)

- Returns a random number in range [a,b)
- Given to you in write up

### int get\_prime\_count (int \*array, int arraySize)

• Returns to get\_running\_ratio() the number of primes in each array.

# float get\_running\_ratio();

- Controls flow of the program
- 1. Calculate the number of iterations for your loop. The iteration should start with 1.
- 2. Allocate an array with the appropriate number of elements on each iteration.
- 3. Populate the array with random integers.
- 4. Calls get\_prime\_count()
- 5. Calculate the prime/composite (non-prime) ratio
- 6. Keep track of the iteration with the largest count of prime numbers.
- 7. Keep a running sum of the ratio of (prime/non-prime)
- 8. Returns average ratio across all iterations
  - => (running sum-from step (7)) / total iterations of step (1)

## C review

- The following slides are based on material gathered from CS370- Spring2022 Help Session 1.
- Materials and images found on the following websites:
  - 1. https://iq.opengenus.org/pointers-in-c/
  - 2. https://www.geeksforgeeks.org/difference-between-malloc-and-calloc-with-examples/
  - 3. https://www.cprogramming.com/tutorial/makefiles.html

## **C** review: Pointers

- A pointer declared datatype \*var\_name is a reference to a section of memory allocated for some type of object.
- \* operator is the de-referencing operator.
  - It has dual meaning.
    - 1) declaring a pointer int \*p;
    - 2) Accessing what the pointer is pointing to printf("%d", \*p);
      - Warning regarding dangling pointers!!!!

## References

- The & operator is used to obtain the address of an object so that it may be assigned to a pointer.
- int \*p;
- If int x = 5; and p = & x
- Then return \*p equals?

```
#include<stdio.h>
int *fun()
{
    static int x = 5;
    return &x;
]
int main()
{
    int *p = fun();
    printf("%d",*p);
}
```

Image taken from:

https://iq.opengenus.org/pointers-in-c/

# References continued

- Use the & operator to pass an object by address.
- Why?
- Its less costly than copying the object.

```
void passByValue(int n) {
    a = 5;
}
    void passByAddress(int *b) {
    *b = 10;
}
int main(void) {
    int c = 10;
    passbyValue(c);
    passbyAddress(&c);
    return ∅;
}
```

C Copy

Image taken from:

https://iq.opengenus.org/pointers-in-c/

## Arrays

- Declaring an array
  - Data\_type array\_name [ array\_size ];
  - Data\_type array\_name[n] = {x0,x1,x2,x3, ... xn-1} where (x0,...,xn-1) are objects of the data\_type and n is the size of the array.

NOTE: this is how you declare and innitialize an array on the stack. Your assignment requires you to do so on the heap. More on that next!

NOTE: [n] may be omitted in favor of []. Which implies you do not have to give a size when you declare and initialize in the same step.

 Indexing in arrays -zero based index Array\_name[0] = 5 return Array\_name[0] -> returns 5

## Arrays as pointers

- Int my\_array[] = {1,2,3,4,5};
- Int \*p = my\_array;
- What does p contain? What about \*p?
- Int x = \*(p+i) equivalent to x = p[i]
- p= &my\_array[2]
- What does p contain?
- My\_array[i] is equivalent to \*(my\_array+i)

## More operations on pointers

#### • \*p++

Says give me the value at p, then increment p such that it points to the next element. By how much is it incremented?

#### • \*++p

Says increment p and give me the value that p is now pointing to.

• ++\*p

Says increment the value at p

## **Pointers and Strings**

- A string in C is an array of char types.
- It is terminated by '\0' which is the null character.
- char my\_string[] ="Hello World!"
- What is the size of my\_string?
- Check it yourself
- printf("%lu\n", (sizeof(my\_string)/sizeof(char)));

### Arrays as pointers

```
int array[10];
int *ptr1 = array;
ptr1[0] = 1;
*(array + 1) = 2;
*(1 + array) = 2;
array[2] = 4;
```

Image taken from:

https://iq.opengenus.org/pointers-in-c/

## THE HEAP!

- Your assignment requires you to allocate on the heap.
- void\* malloc(size\_t size);

"allocates memory block of given size (in bytes) and returns a pointer to the beginning of the block. "

malloc() doesn't initialize the allocated memory.

void\* calloc(size\_t num, size\_t size);

Similar to malloc but initiallises the memory to zero

https://www.geeksforgeeks.org/difference-between-malloc-and-calloc-with-examples/

# Free() and Valgrind

- You need to free the memory you allocate
- How do you check for memory leaks?

Valgrind: A program for tracking memory leaks and errors.

Command: valgrind -q --leak-check=full ./a.out

To see the line where the memory leak occurred compile with -g flag gcc -o test -g test.c

See this helpful lab from CS253 taught by Jack Applin for instructions on how to use valgrind NOTE: This lab is in c++ but valgrind works all the same.

Please don't use c++ code or compiler. https://https://www.cs.colostate.edu/~cs253/Spring22/La b/Valgrind

## Sample array on the heap and using free()

```
#include <stdio.h>
#include <stdlib.h>
int main()
    int* arr;
    arr = (int*)malloc(5 * sizeof(int)); // 5*4bytes = 20 bytes
    free(arr);
    arr = (int*)calloc(5, sizeof(int));
    free(arr);
    return (0);
```

Image taken from:

https://www.geeksforgeeks.org/difference-between-malloc-and-calloc-with-examples/

## Makefile

- A Makefile is simply a way of associating short names, called targets, with a series of commands to execute when the action is requested
  - Default target: make
  - Alternate target: make clean

## Makefile continued

- Basic macro: CC=gcc
  - Convert a macro to its value in a target: \$(CC)
  - Ex: \$(CC) a\_source\_file.c gets expanded to gcc a\_source\_file.c
- To execute: make
- To clean: make clean

## Makefile Sample

files=Program1.c Program2.c

out\_exe= Program1

```
$(out_exe): $(files)
```

```
$(CC) -o $(out_exe) $(files)
```

tar:

```
tar -cvzf John_Doe.tar *.c *.h *.txt Makefile clean:
```

```
rm -f $(out_exe) *.o
```

Save with filename makefile or Makefile Note indentation is by using a Tab

# Makefile Sample with math.h library

You may need math.h library to use mathematical formulas. E.g., sqrt()

- files=Program1.c Program2.c
- out\_exe= Program1

\$(out\_exe): \$(files)

\$(CC) -o \$(out\_exe) \$(files) -lm

tar:

```
tar -cvzf John_Doe.tar *.c *.h *.txt Makefile clean:
```

```
rm -f $(out_exe) *.o
```

# Compile A Program Using Makefile & Run

• To compile via Makefile

\$ make

• To clean

\$ make clean

• To make a tar:

\$ make tar

# Remote A Lab Machine by SSH

ssh <user\_id>@<lab\_machine\_name>.cs.colostate.edu

You can look at Infospaces

- <u>Choosing a Remote Machine for SSH</u>
- <u>Remote Login From Windows via SSH</u>
- <u>Remote Login From Mac OSX via SSH</u>

## Any questions?



## Acknowledgements

 These slides are based on contributions of current and past CS370 instructors and TAs, including Jack Applin, Abhishek Yeluri, Kevin Bruhwiler, Yashwant Malaiya, Shrideep Pallickara, Jeff Jernberg, and Md Nazmul Islam.