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?



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