15-122: Principles of Imperative Computation

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Everything has an address!

Well, anything you can name—all variables and functions.

We can use the address of operator, `&`, to find what this address is.

This is useful if we want to modify a variable in place.

For instance, if we want a function that doubles a given `int` and modifies it in place, we need to take a pointer to that `int`, since C is pass by value:

```c
#include <stdio.h>
#include "contracts.h"

void bad_mult_by_2(int x) {
  x = x * 2;
}
void mult_by_2(int *x) {
  REQUIRES(x != NULL);
  *x = *x * 2;
}
int main () {
  int a = 4;
  bad_mult_by_2(a);
  printf("%d\n", a);
  mult_by_2(&a);
  printf("%d\n", a);
  return 0;
}
```

The reason that `mult_by_2` works and the other function doesn't is that C passes a copy of its arguments in to the function it calls, so if you directly modify your argument you're only modifying *your copy* of it. In the second example, we're given the address where a variable is stored and we go there and update it.

`switch` statements

A `switch` statement is a different way of expressing a conditional.

The general format of this looks like:

```c
switch (e) {
  case c1:
    // do something
    break;
  case c2:
    // do something else
    break;
  // ...
  default:
    // do something in the default case
    break;
}
```

Each `ci` should evaluate to a constant integer type (this can be of any size, so `char`s, `int`s, `long long int`s, etc).

For example, consider this function that moves on a board. It takes direction (‘l’, ‘r’, ‘u’, or ‘d’) and prints an English description of the direction.

```c
void print_dir(char c) {
   switch (c) {
      case 'l':
         printf("Left\n");
         break;
      case 'r':
         printf("Right\n");
         break;
      case 'u':
         printf("Up\n");
         break;
      case 'd':
         printf("Down\n");
         break;
      default:
         fprintf(stderr, "Specify a valid direction!\n");
         break;
   }
}
```

The `break` statements here are important: If we don’t have them, we get fall-through, which is often useful, but can lead to unanticipated results.

Here’s some code that takes a positive number at most 10 and determines whether it is a perfect square:

```c
int is_perfect_square(int x) {
   REQUIRES(1 <= x && x <= 10);
   switch (x) {
      case 1:
      case 4:
      case 9:
         return 1;
         break;
      default:
         return 0;
         break;
   }
}
```

The behavior here is called fall-through. If misused, this can lead to confusing behavior. For example, let’s look at the following buggy code and its output.

```c
#include <stdio.h>
#include <stdlib.h>
int main(int argc, char **argv) {
   if (argc > 1) {
      int a = atoi(argv[1]);

      switch (a % 2) {
         case 0:
            printf("x is even!\n");
         default:
            printf("x is odd!\n");
      }
   }
   return 0;
}
```

There are two cases: when the input is odd and when it is even. Let's look at both of them.

```
$ ./badswitch 1
x is odd!
$ ./badswitch 2
x is even!
x is odd!
```

Note that there are some details about variables local to the body of one case that we'll give you with homework 8.

`structs` that aren't pointers

We've almost always used *pointers* to `structs` previously in this class.

We can also just use `structs`, without the pointer. We set a field of a `struct` with dot-notation, as follows:

```c
#define ARRAY_LENGTH 10
struct point {
   int x;
   int y;
};
int main () {
   struct point a;
   a.x = 3;
   a.y = 4;
   struct point *arr = xmalloc(ARRAY_LENGTH * sizeof(struct point));
   // Initialize the points to be on a line with slope 1
   for (int i = 0; i < ARRAY_LENGTH; i++) {
      arr[i].x = i;
      arr[i].y = i;
   }
}
```

The notation we've used throughout the semester to access a field of a pointer to a struct is `p->f`. This is just syntactic sugar for `(*p).f`.

Casting pointers to ints and signed to unsigned

Casting from pointers to integers and signed values to unsigned values is implementation-defined in C. (That is, C does not mandate the way that compilers should handle these details. For homework 8, we'll use the behaviors that GCC defines.)

A few details:

The GCC documentation specifies how casting from pointers to ints works:
`http://gcc.gnu.org/onlinedocs/gcc-4.3.5/gcc/Arrays-and-pointers-implementation.html#Arrays-and-pointers-implementation`

In assignment 8, we'll provide you with `INT(p)` and `VAL(x)` to cast between integers and pointers. You can look at their definitions to see how they work.

Make sure to review `http://www.cs.cmu.edu/~rjsimmon/15122-f13/20-types.pdf` for more details on casting.

What’s wrong with this code?

```
int *add_dumb(int a, int b) {
   int x = a + b;
   return &x;
}
```

```
int main () {
   int *A = xcalloc(10, sizeof(int));
   for (int i = 0; i < 10 * sizeof(int); i++) {
      *(A + i) = 0;
   }
   free(A);
   return 0;
}
```

```
void add_one(int a) {
   a = a + 1;
}
int main() {
   int x = 1;
   add_one(x);
   printf("%d\n", x);
   return 0;
}
```

```
int main() {
   int x = 0;
   if (x = 1)
      printf("woo\n");
   return 0;
}
```

```
int main() {
   char s[] = {‘a’, ‘b’, ‘c’};
   printf("%s\n", s);
   return 0;
}
```

```
int main () {
   char *y = "hello!";
   char *x = xmalloc(7 * sizeof(char));
   strncpy(x, y, strlen(y));
   printf("%zu\n", strlen(x));
   free(x);
   return 0;
}
```

```
int foo(char *s) {
   printf("The string is %s\n", s);
   free(s);
}
int main() {
   char *s = "hello";
   foo(s);
   return 0;
}
```