Announcements: Test 1 Information

- Test 1 will be held **Monday, February 5th, 2018 from 6-7:50pm**
  
  - Students will be randomly assigned to a test room and seating zone. These assignments will be posted on Submitty at the end of the week.
  
  - Please fill in the “Are you left or right handed?” submission on Submitty. We factor this into seating assignments for the exam.
  
  - No make-ups will be given except for pre-approved absence or illness, and a written excuse from the Dean of Students or the Student Experience office or the RPI Health Center will be required.
  
  - If you have a letter from Disability Services for Students and you have not already emailed it to **ds_instructors@cs.rpi.edu**, please do so ASAP. Erica Eberwein will be in contact with you about your accommodations for the test.

- **Coverage:** Lectures 1-6, Labs 1-3, and Homeworks 1-2.
  
  - Practice problems from previous exams are available on the course website. Solutions to the problems will be posted on Saturday night. The best way to prepare is to completely work through and write out your solution to each problem, before looking at the answers.

- **OPTIONAL:** Prepare a 2 page, black & white, 8.5x11”, portrait orientation .pdf of notes you would like to have during the exam. This may be digitally prepared or handwritten and scanned or photographed. The file may be no bigger than 2MB. You will upload this file to Submitty (“Exam 1 Notes Upload”) before Sunday night @11:59pm. We will print this and attach it to your exam.

- **Bring to the exam room:**
  
  - Your Rensselaer photo ID card.
  
  - Pencil(s) & eraser (pens are ok, but not recommended). The exam will involve handwriting code on paper (and other short answer problem solving). Neat legible handwriting is appreciated. We will be somewhat forgiving to minor syntax errors – it will be graded by humans not computers :)
  
  - Do not bring your own scratch paper. We will provide scratch paper.
  
  - Computers, cell-phones, smart watches, calculators, music players, etc. are not permitted. Please do not bring your laptop, books, backpack, etc. to the exam room – leave everything in your dorm room. **Unless you are coming directly from another class or sports/club meeting.**

Review from Lectures 3 & 4

- C++ class syntax, designing classes, classes vs. structs;

- Passing comparison functions to sort; Non-member operators.

- More fun with const and reference (the ‘&’)

Bowling Overview

- Some of you may not have read the assignment yet and may not be familiar with ten pin bowling.

- The basic principle is that there are ten “frames”. Each frame starts with 10 pins at the end of a bowling lane.

- The player rolls their ball down the lane (this is called a “throw”), and tries to knock down all 10 pins.

- If they do this on the first throw, this is called a **strike**.

- If they do not make a strike, they get a second throw without the pins being reset. Knocking down all remaining pins is called a **spare**.

- After a strike, or a strike and a second throw, the game advances to the next frame. At the start of each frame, all ten pins are reset (replaced).

- The tenth frame is special, knocking down all pins on the first or second throw of the tenth frame will result in **three** throws in the tenth frame. Pins are reset if needed, so a bowler may knock down anywhere between 0 and 30 pins in the last frame.
Homework Hints

- Do not read in all scores at once, think about reading in one game at a time.
- You do not need to use `std::stringstream`, `isdigit`, `isalpha`, etc. and you should try to use `operator>>` for parsing.
- You may find it easier to do your reading in your main.cpp and use a constructor for your classes instead of writing a `.read()` in your classes.
- You should think about which frame you are on when you read each throw. Once the tenth frame is done, you must have just finished reading in a game.
- Make use of classes to store information about the game you just read
- You will need to store all game information before you can create output, since it must be sorted.

Today’s Lecture — Pointers and Arrays

- Pointers store memory addresses.
- They can be used to access the values stored at their stored memory address.
- They can be incremented, decremented, added, and subtracted.
- Dynamic memory is accessed through pointers.
- Pointers are also the primitive mechanism underlying vector iterators, which we have used with `std::sort` and will use more extensively throughout the semester.

5.1 Pointer Example

- Consider the following code segment:

  ```cpp
  float x = 15.5;
  float *p; /* equiv: float* p; or float * p; */
  p = &x;
  *p = 72;
  if ( x > 20 )
      cout << "Bigger\n";
  else
      cout << "Smaller\n";
  ```

  The output is \textbf{Bigger} because \( x == 72.0 \). What's going on?

5.2 Pointer Variables and Memory Access

- \( x \) is an ordinary float, but \( p \) is a pointer that can hold the memory address of a float variable. The difference is explained in the picture above.
- Every variable is attached to a location in memory. This is where the value of that variable is stored. Hence, we draw a picture with the variable name next to a box that represents the memory location.
- Each memory location also has an address, which is itself just an index into the giant array that is the computer memory.
- The value stored in a pointer variable is an address in memory. The statement \( p = \&x; \) takes the address of \( x \)'s memory location and stores it (the address) in the memory location associated with \( p \).
- Since the value of this address is much less important than the fact that the address is \( x \)'s memory location, we depict the address with an arrow.
- The statement: \( *p = 72; \) causes the computer to get the memory location stored at \( p \), then go to that memory location, and store 72 there. This writes the 72 in \( x \)'s location.

Note: \*p is an \textit{l-value} in the above expression.
5.3 Defining Pointer Variables

- In the example below, p, s and t are all pointer variables (pointers, for short), but q is NOT. You need the * before each variable name.

```c
int * p, q;
float *s, *t;
```

- There is no initialization of pointer variables in this two-line sequence, so the statement below is dangerous, and may cause your program to crash! (It won’t crash if the uninitialized value happens to be a legal address.)

```c
*p = 15;
```

5.4 Operations on Pointers

- The unary (single argument/operand) operator * in the expression *p is the “dereferencing operator”. It means “follow the pointer” *p can be either an l-value or an r-value, depending on which side of the = it appears on.

- The unary operator & in the expression &x means “take the memory address of.”

- Pointers can be assigned. This just copies memory addresses as though they were values (which they are). Let’s work through the example below (and draw a picture!). What are the values of x and y at the end?

```c
float x=5, y=9;
float *p = &x, *q = &y;
*p = 17.0;
*q = *p;
q = p;
*q = 13.0;
```

- Assignments of integers or floats to pointers and assignments mixing pointers of different types are illegal. Continuing with the above example:

```c
int *r;
r = q;    // Illegal: different pointer types;
p = 35.1; // Illegal: float assigned to a pointer
```

- Comparisons between pointers of the form if ( p == q ) or if ( p != q ) are legal and very useful! Less than and greater than comparisons are also allowed. These are useful only when the pointers are to locations within an array.

5.5 Exercise

- Draw a picture for the following code sequence. What is the output to the screen?

```c
int x = 10, y = 15;
int *a = &x;
cout << x << " " << y << endl;
int *b = &y;
*a = x * *b;
cout << x << " " << y << endl;
int *c = b;
*c = 25;
cout << x << " " << y << endl;
```
5.6 Null Pointers

- Like the int type, pointers are not default initialized. We should assume it’s a garbage value, leftover from the previous user of that memory.
- Pointers that don’t (yet) point anywhere useful are often explicitly assigned to NULL.
  - NULL is equal to the integer 0, which is a legal pointer value (you can store NULL in a pointer variable).
  - But NULL is not a valid memory location you are allowed to read or write. If you try to dereference or follow a NULL pointer, your program will immediately crash. You may see a segmentation fault, a bus error, or something about a null pointer dereference.
  - NOTE: In C++11, we are encouraged to switch to use nullptr instead of NULL or 0, to avoid some subtle situations where NULL is incorrectly seen as an int type instead of a pointer. For this course we will assume NULL and nullptr are equivalent.
  - We indicate a NULL or nullptr value in diagrams with a slash through the memory location box.
- Comparing a pointer to NULL is very useful. It can be used to indicate whether or not a pointer variable is pointing at a useable memory location. For example,

  ```
  if ( p != NULL )
  cout << *p << endl;
  ```

tests to see if p is pointing somewhere that appears to be useful before accessing and printing the value stored at that location.
- But don’t make the mistake of assuming pointers are automatically initialized to NULL.

5.7 Arrays

- Here’s a quick example to remind you about how to use an array:

  ```
  const int n = 10;
  double a[n];
  int i;
  for ( i=0; i<n; ++i )
      a[i] = sqrt( double(i) );
  ```

- Remember: the size of array a is fixed at compile time. STL vectors act like arrays, but they can grow and shrink dynamically in response to the demands of the application.

5.8 Stepping through Arrays with Pointers (Array Iterators)

- The array code above that uses [] subscripting, can be equivalently rewritten to use pointers:

  ```
  const int n = 10;
  double a[n];
  double *p;
  for ( p=a; p<a+n; ++p )
      *p = sqrt( p-a );
  ```

- The assignment: `p = a;` takes the address of the start of the array and assigns it to p.
- This illustrates the important fact that the name of an array is in fact a pointer to the start of a block of memory. We will come back to this several times! We could also write this line as: `p = &a[0];` which means “find the location of a[0] and take its address”.
- By incrementing, `++p`, we make p point to the next location in the array.
  - When we increment a pointer we don’t just add one byte to the address, we add the number of bytes (sizeof) used to store one object of the specific type of that pointer. Similarly, basic addition/subtraction of pointer variables is done in multiples of the sizeof the type of the pointer.
  - Since the type of p is double, and the size of double is 8 bytes, we are actually adding 8 bytes to the address when we execute `++p`. 
• The test \( p < a+n \) checks to see if the value of the pointer (the address) is less than \( n \) array locations beyond the start of the array.

In this example, \( a+n \) is the memory location 80 bytes after the start of the array (\( n = 10 \) slots * 8 bytes per slot).

We could equivalently have used the test \( p \neq a+n \).

• In the assignment:

\[
*p = \sqrt{ p-a }
\]

\( p-a \) is the number of array locations (multiples of 8 bytes) between \( p \) and the start. This is an integer. The square root of this value is assigned to \(*p*\).

• Here’s a picture to explain this example:

Note that there may or may not be unused memory between your array and the other local variables. Similarly, the order that your local variables appear on the stack is not guaranteed (the compiler may rearrange things a bit in an attempt to optimize performance or memory usage). A buffer overflow (attempting to access an illegal array index) may or may not cause an immediate failure – depending on the layout of other critical program memory.

5.9 Sorting an Array

• Arrays may be sorted using `std::sort`, just like vectors. Pointers are used in place of iterators. For example, if \( a \) is an array of doubles and there are \( n \) values in the array, then here’s how to sort the values in the array into increasing order:

\[
std::sort( a, a+n );
\]
5.10 Exercises

For each of the following problems, you may only use pointers and not subscripting:

1. Write code to print the array \( a \) backwards, using pointers.

2. Write code to print every other value of the array \( a \), again using pointers.

3. Write a function that checks whether the contents of an array of doubles are sorted into increasing order. The function must accept two arguments: a pointer (to the start of the array), and an integer indicating the size of the array.

5.11 C Calling Convention

- We take for granted the non-trivial task of passing data to a helper function, getting data back from that function, and seamlessly continuing on with the program. \textit{How does that work??}

- A \textit{calling convention} is a standardized method for passing arguments between the caller and the function. Calling conventions vary between programming languages, compilers, and computer hardware.

- In C on x86 architectures here is a generalization of what happens:

  1. The caller puts all the arguments on the \textit{stack}, in reverse order.
  2. The caller puts the address of its code on the stack (the \textit{return address}).
  3. Control is transferred to the callee.
  4. The callee puts any local variables on the stack.
  5. The callee does its work and puts the return value in a special \textit{register} (storage location).
  6. The callee removes its local variables from the stack.
  7. Control is transferred by removing the address of the caller from the stack and going there.
  8. The caller removes the arguments from the stack.

- On x86 architectures the addresses on the stack are in descending order. This is not true of all hardware.
Let’s look more closely at an example of where the compiler stores our data. Specifically, let’s print out the addresses and values of the local variables and function parameters:

```cpp
int foo(int a, int *b) {
    int q = a+1;
    int r = *b+1;
    std::cout << "address of a = " << &a << std::endl;
    std::cout << "address of b = " << &b << std::endl;
    std::cout << "address of q = " << &q << std::endl;
    std::cout << "address of r = " << &r << std::endl;
    std::cout << "value at " << &a << " = " << a << std::endl;
    std::cout << "value at " << &b << " = " << *b << std::endl;
    std::cout << "value at " << &q << " = " << q << std::endl;
    std::cout << "value at " << &r << " = " << r << std::endl;
    return q*r;
}
```

```cpp
int main() {
    int x = 5;
    int y = 7;
    int answer = foo (x, &y);
    std::cout << "address of x = " << &x << std::endl;
    std::cout << "address of y = " << &y << std::endl;
    std::cout << "address of answer = " << &answer << std::endl;
    std::cout << "value at " << &x << " = " << x << std::endl;
    std::cout << "value at " << &y << " = " << y << std::endl;
    std::cout << "value at " << &answer << " = " << answer << std::endl;
}
```

Note that the first function parameters is regular integer, passed by copy. The second parameter is a passed in as a pointer.

Note that we can print out data values or pointers – the address is printed as a big integer in hexadecimal format (beginning with “0x”). This program was compiled as 32-bit program, so our addresses are 32-bits. A 64-bit program will have longer addresses.

Let’s look at the program output and reverse engineer a drawing of the stack:

```
address of a = 0xbf23ef0
address of b = 0xbf23ef4
address of q = 0xbf23ee4
address of r = 0xbf23ee0
value at 0xbf23ef0 = 5
value at 0xbf23ef4 = 0xbf23ef10
value at 0xbf23ee4 = 6
value at 0xbf23ee0 = 8
address of x = 0xbf23ef14
address of y = 0xbf23ef10
address of answer = 0xbf23ef0c
value at 0xbf23ef14 = 5
value at 0xbf23ef10 = 7
value at 0xbf23ef0c = 48
```

Note: The unlabeled portions in our diagram of the stack will include the frame pointer, the return address, temp variables (complex C++ expressions turn into many smaller steps of assembly), space to save registers, and padding between variables to meet alignment requirements.

Note: Different compilers and/or different optimization levels will produce a different stack diagram.