

# C Introduction, Memory

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## CS 2130: Computer Systems and Organization 1

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## Announcements

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- Homework 8 due Monday on Gradescope

## Left over from the last class....

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- The header file example
- Variadic functions
- man page

# Memory

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## An Interesting Stack Example

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```
int *makeArray() {
    int answer[5];
    return answer;
}

void setTo(int *array, int length, int value) {
    for(int i=0; i<length; i+=1)
        array[i] = value;
}

int main(int argc, const char *argv[]) {
    int *a1 = makeArray();
    setTo(a1, 5, -2);
    return 0;
}
```

## The Heap

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**The heap:** unorganized memory for our data

- Most code we write will use the heap
- *Not a heap data structure...*

## The Heap: Requesting Memory

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```
void *malloc(size_t size);
```

- Ask for `size` bytes of memory
- Returns a `(void *)` pointer to the first byte
- It does not know what we will use the space for!
- Does not erase (or zero) the memory it returns

# Java

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What is the closest thing to malloc in Java?

## **malloc man page**

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calloc and realloc

## malloc Example

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```
typedef struct student_s {
    const char *name;
    int credits;
} student;

student *enroll(const char *name, int transfer_credits) {
    student *ans = (student *)malloc(sizeof(student));
    ans->name = name;
    ans->credits = transfer_credits;
    return ans;
}
```

## The Heap: Freeing Memory

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Freeing memory: `free`

```
void free(void *ptr);
```

- Accepts a pointer returned by `malloc`
- Marks that memory as no longer in use, available to use later
- You should `free()` memory to avoid *memory leaks*

## Garbage

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**Garbage** - memory on the heap our code will never use again

- Weird: defined in terms of the future!
- Compiler can't figure out when to free for you

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What about Java?

## Garbage Collector

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**Garbage Collector** - frees garbage “automatically”

- **Unreachable memory** - memory on heap that is unreachable through pointers on the stack (or reachable by them)
  - Subset of all the garbage
  - Identifiable!
- Takes resources to work
- *Very popular* - most languages have garbage collectors
  - Java, Python, C#, ...

# Common Memory Bugs (reading)

# List Example

More on man pages

```
char *strsep(char **s, const char *d);
```

## Processes

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Process - approximately what we think of as a “running program”

- Operating System effectively has a giant array of processes started since computer turned on
- Try `ps -A`
- Has access to all memory (but only its own!)
- Operating System maintains data structure about each process
  - What program is running, who ran it, when it started, ...
  - Array of “file like objects”