Review: arrays, pointers, structures
(Chapter 1)

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Data Types

- Data Type:
  - set of values
  - set of operations over those values
- example: Integer
  - whole numbers, -32768 to 32767
  - +, -, *, /, %, ==, !, <, >, <=, >=, ...
- Which operation is not valid for float?

Data Types (C/C++)

- Scalar (or Basic) Data Types (atomic values)
  - Arithmetic types
    - Integers
      - short, int, long
      - char, bool
    - Floating points
      - float, double, long double
- Composite (or Aggregate) Types:
  - Arrays: ordered sequence of values of the same type
  - Structures: named components of various types

Review: Arrays

- An array contains multiple values of the same type.
- values are stored consecutively in memory.
- An array definition in C++: `int numbers[5];`
- Array indices (subscripts) are zero-based
  - `numbers[0] ... numbers[4]`
- the subscript can be ANY integer expression:
  - `numbers[2] numbers[i] numbers[(i+2)/2]`
- What operations can be performed over (entire) arrays?
First-Class vs Second-Class objects

- **first-class objects** can be manipulated in the usual ways without special cases and exceptions
  - copy (\(=\), assignment)
  - comparison (\(==\), \(<\), ...)  
  - input/output (\(<\text{<}\), \(\text{>><}\))

- **second-class objects** can be manipulated only in restricted ways, may have to define operations yourself
  - Usually primitive (built-in) data types

First-Class vs Second-Class objects: Strings

- **second-class object:** C-String (char array)
  - `strcpy`
  - `strlen`
  - `strcat`
  - `strcmp`

- **first-class object:** string class (standard library)
  - `=`
  - `size()` member function
  - `==`, `<`, ...
  - `+`

First-Class vs Second-Class objects: arrays

- **second-class object:** primitive array
  - `=` does not copy elements
  - length undefined
  - `==`, `<`, ... do not perform as expected

- **first-class object:** vector class (standard template library)
  - `=`
  - `size()` member function
  - `==`, `<`, ...

vector and string

- Included in standard (template) library
- class definitions used for first class objects
- The definitions provide an interface that hides the implementation from the programmer.
- Programmer does not need to understand the implementation to use the types.
- Vector: like an array, can contain elements of any single given type.
Using vector

- Include file
  ```cpp
  #include <vector>
  ```
- To define a vector give a name, element type, and optional size (default is 0):
  ```cpp
  vector<int> a(3);  // 3 int elements
  ```
- Can use [] to access the elements (0-based):
  ```cpp
  a[3] = 12;
  ```
- Use the size member function to get the size:
  ```cpp
  cout << a.size() << endl;  // outputs 3
  ```

Using vector

- Use resize() to change the size of the vector:
  ```cpp
  vector<int> a;  // size is 0
  a.resize(4);    // now has 4 elements
  ```
- Use `push_back` to increase the size by one and add a new element to the end,
  `pop_back` removes the last element
  ```cpp
  vector<int> a;  // size is 0
  a.push_back(25);  // now has 1 element
  a.pop_back();    // now has 0 elements
  ```
- Implementation of resizing is handled internally (presumably it is done efficiently).

Parameter passing (for large objects)

- Call by value is the default
  ```cpp
  int findMax(vector<int> a);
  ```
  Problem: lots of copying if a is large
- Call by reference can be used
  ```cpp
  int findMax(vector<int> & a);
  ```
  Problem: may still want to prevent changes to a
- Call by constant reference:
  ```cpp
  int findMax(const vector<int> & a);
  ```
  the "const" won't allow a to be changed

Multidimensional arrays

- multidimensional array: an array that is accessed by more than one index
  ```cpp
  int table[2][5];  // 2 rows, 5 columns
  table[0][0] = 10;  // puts 10 in upper left
  ```
- There are no first-class versions of this in the STL
- The book defines one (ch 3) called a matrix.
- The primitive version can have more than 2 dimensions.
Pointers

- **Pointer**: an variable that stores the address of another variable, providing indirect access to it.
- The address operator (&) returns the address of a variable.

```
int x;
cout << &x << endl;  // 0xbffffb0c
```

- An asterisk is used to define a pointer variable

```
int *ptr;
```

- “ptr is a pointer to an int”. It can contain addresses of int variables.

```
ptr = &x;
```

Pointers: watchout

- What is wrong with each of the following?

```
int *ptr = &x;
int x = 10;
```

```
int x = 10;
int *ptr = x;
```

```
int x = 10;
int y = 99;
int *ptr = &y;
*ptr = x;
ptr = &x;
```

Pointers: watchout

- What is wrong with each of the following?

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int x = 10;
```

```
int x = 10;
int *ptr = &x;
```

```
int x = 10;
int y = 99;
int *ptr = &y;
*ptr = x;
ptr = &x;
```

- The unary operator * is the **dereferencing operator**.
- *ptr is an alias for the variable that ptr points to.

```
int x = 10;
int *ptr;  //declaration, NOT dereferencing
ptr = &x;  //ptr gets the address of x
*ptr = 7;  // the thing ptr pts to gets 7
```

- Initialization:

```
int x = 10;
int *ptr = &x;  //declaration, NOT dereferencing
```

- ptr is a pointer to an int, and it is initialized to the address of x.

```
x is not declared yet
```

```
x is not an address
```

```
y gets 10 (changes y)
ptr points to x (changes ptr)
```
Pointers: More examples

• What is happening in each of the following?

```c
int *ptr = NULL;
int x = 10;
int *ptr = &x;
*ptr += 5;
*ptr++;
```

int x = 10, y = 99;
int *ptr1 = &x, *ptr2 = &y;
ptr1 = ptr2;
*ptr1 = *ptr2;
if (ptr1==ptr2) ...
if (*ptr1==*ptr2) ...

Pointers: More examples

• What is happening in each of the following?

```c
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int x = 10;
int *ptr = &x;
*ptr += 5;
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```

int x = 10, y = 99;
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*ptr1 = *ptr2;
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if (*ptr1==*ptr2) ...

Dynamic Memory Allocation

• **Automatic variables**: an variable that are created when declared, and destroyed at the end of their scope.
• **Dynamic memory allocation** allows you to create and destroy variables on demand, during run-time.
• “new” operator requests dynamically allocated memory and returns address of newly created anonymous variable.

```c
string *ptr;
ptr = new string(“hello”);
cout << *ptr << endl;
cout << “Length: “ << (*ptr).size() << endl;
```

Dynamic Memory Allocation: delete

• When you are finished using a variable created with new, use the `delete` operator to destroy it.

```c
int *ptr;
ptr = new int;
*ptr = 100;
...
delete ptr;
```

• Do not “delete” pointers whose values were NOT dynamically allocated using new.
• Do not forget to delete dynamically allocated variables (memory leaks: allocated but inaccessible memory).
Structures

- A structure stores a collection of objects of various types
- Each object in the structure is a member, and is accessed using the dot member operator.

```c
struct Student {
    int idNumber;
    string name;
    int age;
    string major;
};
```

Student student1, student2; Defines new variables
student1.name = "John Smith";

Structures: operations

- Valid operations over entire structs:
  - assignment: student1 = student2;
  - function call: myFunc(gradStudent,x);
- Invalid operations over structs:
  - comparison: student1 == student2
  - output: cout << student1;
  - input: cin >> student2;
  - Must do these member by member

Pointers to structures

- We can define pointers to structures

```c
Student s1 = {12345,"Jane Doe", 18, "Math"};
Student *ptr = &s1;
```

- To access the members via the pointer:

```c
cout << *ptr.name << end;    // ERROR: *(ptr.name)
```

- dot operator has higher precedence, so use ():

```c
cout << (*ptr).name << end;
```

- or equivalently, use ->:

```c
cout << ptr->name << end;
```

Indigenous vs exogenous data

- Consider two structure definitions:

```c
struct Student {
    int idNumber;
    string name;
    int age;
    string major;
};
```

```c
struct Teacher {
    int idNumber;
    string *name;
};
```

- indigenous data: completely contained within the structure
- exogenous data: reside outside the structure, and are pointed to from the structure.

```c
struct Teacher {
    int idNumber;
    string *name;
};
```
Shallow copy vs deep copy

- Consider structure assignment:
  ```
  Student s1, s2;
  ...
  s1 = s2;
  
  Teacher t1, t2;
  ...
  t1 = t2;
  ```

- By default, it is member by member copy.
- This is fine for Student, but not the Teachers
- t1.name and t2.name share the same memory, point to the same place.
- delete t1.name; will make t2.name invalid.

Shallow copy vs deep copy

- **Shallow copy**: copies top level data only. For pointers, the address is copied, not the values pointed to. This is the default
- **Deep copy**: copies the pointed at values instead of their addresses. Requires allocating new memory.

- Same concepts apply to comparisons.