

CS 161

Intro to CS I

Stack vs. Heap and 1-d Arrays

In-class Exercise

Pointers vs. References

- What if you made a pointer (p2) that points to a pointer (p) to an int (x)?
 - What would the picture look like?
 - Write the code for this picture.
- Can you make this same picture for references?
 - What if you had two references, r and r2?

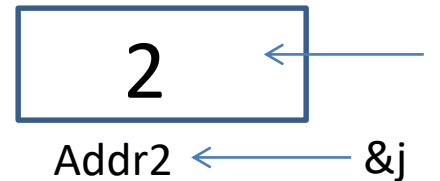
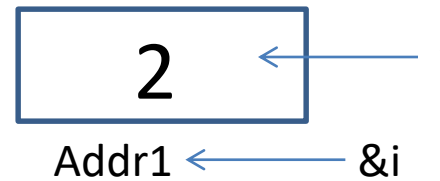
String Pointers Demo

Revisit Variables vs. Pointers

- Value Semantics
 - Values stored directly
 - Copy of value is passed

```
int i, j=2;
```

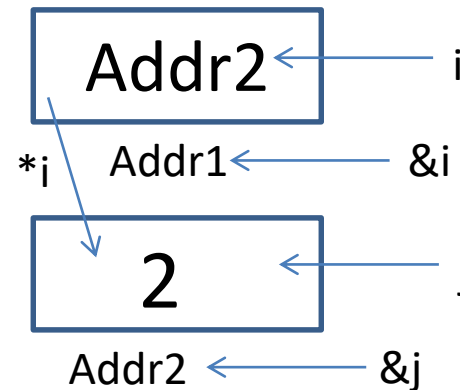
```
i=j;
```



- Pointer Semantics
 - Address to variable is stored
 - Copy of address is passed

```
int *i, j=2;
```

```
i=&j;
```



What if we don't have the j?

- We need to create the address space.
- How do we do this?
 - **new** type;
- For example:

```
int *i;
```

```
i = new int; //new returns an address
```

```
*i = 10;
```

Binky Pointer Video

- Watch the C++ Stanford Binky video:

<http://cslibrary.stanford.edu/104/>

... and make sure you don't blow binky's head off in the future 😊

Stack vs. Heap

- Static vs. Dynamic

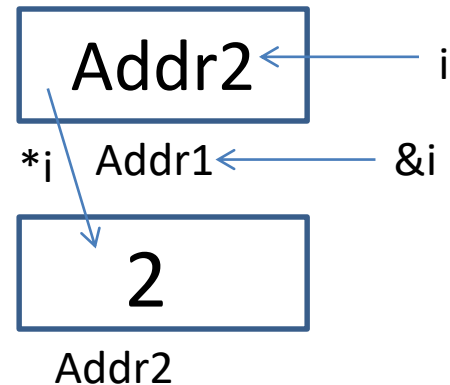
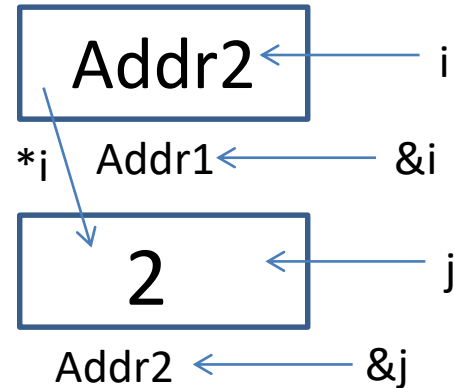
Static vs. Dynamic

- Static Semantics
 - Assign address of variable

```
int *i, j=2;  
i=&j;
```

- Dynamic Semantics
 - Create memory
 - Assign memory to pointer

```
int *i=NULL;  
i=new int;  
*i=2;
```



What About Memory Leaks?

- What happens here...

...

```
int main () {  
    int *i=NULL; //created in main function  
    while(1) {  
        i = new int;  
    }  
}
```

Fixing Memory Leaks...

- What happens here...

...

```
int main () {  
    int *i=NULL; //created in main function  
    while(1) {  
        i = new int;  
        delete i; //free memory that i points to, preventing mem leaks  
    }  
}
```

Dynamic Memory Demo...

What is an Array?

- **Array (ar·ray) *n.*** An ordered arrangement of related items.
 - Example: Array of colors in a rainbow.
 - Related items?
 - Ordered arrangement?
 - Class examples?
 - Computer Science
 - Same data type/data structure
 - Contiguous memory locations

Create 1-D Array

```
int student_grades[5];
```



- How do you access each item?
- What does the array name represent?
- Why is the array name the address of 1st element?
- What are the initial values?

Initialize/Assign Values

- **Declaration**

```
int student_grades[5] = {0, 0, 0, 0, 0};
```

- **Individual Elements**

```
student_grades[0]=0;
```

...

```
student_grades[4]=0;
```

- **Why is this incorrect?**

```
student_grades={0, 0, 0, 0, 0};
```

Initialize/Assign Values...

- **Using a Loop**

- While Loop Example:**

- ```
i=0;
while (i<5) {
 student_grades[i]=0;
 i++;
}
```

- For Loop Example:**

- ```
for(i=0; i<5; i++)
    student_grades[i]=0;
```

- Which is better to use with arrays and why?

Read/Print 1-D Array Values

- Read Values From User

```
for(i=0; i<5; i++) {  
    cout << "Enter final grade for student: ";  
    cin >> student_grades[i];  
}
```

- Print Values

```
for (i=0; i<5; i++) {  
    cout << "Student\'s final grade is " << student_grades[i] << endl;  
}
```


Static vs. Dynamic 1-D arrays...

