

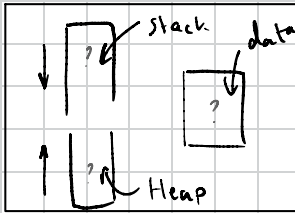
# CS202 - Review Session 03

## Agenda

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## 1. C Review

### 1.1 Stack and Heap Memory Allocation



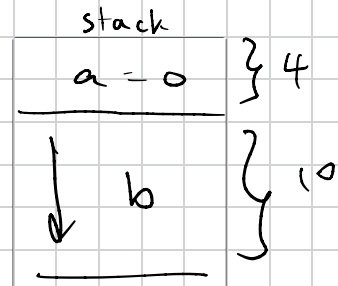
1. stack
2. heap
3. data

\*memory

For example...

```
int main() {  
    // Stack allocation  
    int a = 0;  
    char b[10];
```

```
    // Heap allocation  
    int *p = malloc(sizeof(int));  
    malloc return type: void * or 0
```



```

if (p == 0) {
    exit(1);
}
*p = 10;

```

```

char *q = malloc(5 * sizeof(char));
if (q == 0) {
    exit(1);
}

```

```

q[0] = 'a';
q[1] = '\0';
printf("%s\n", q);

```

```

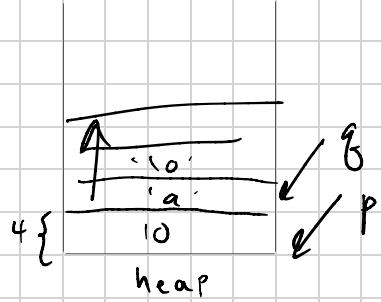
free(p);
free(q);

```

```

return 0;
}

```



## 1.2 String Concatenation

```

int sprintf(char *str, size_t size, const char* format, ...)

```

**char \*str**: buffer, output after concatenation

**size\_t size**: max size to write into buffer

**char \*format**: format for concatenation, similar to how you would use printf.

**...**: optional args (variables to be formatted like in printf)

For example...

```

const char *name = "Abigail"
printf("Hello, my name is %s.\n", name);

```

```

// bad example
char * buffer;

```

```
snprintf (buffer, 200, "Hello, my name is %s.\n", name);
```

```
// correct example
```

```
char buffer [200];
```

```
snprintf (buffer, 200, "Hello, my name is %s.\n", name);
```

## 1.4 Struct

```
struct student {  
    int age;  
    char * name;  
}
```

```
struct student alice
```

```
alice.age = 22;
```

```
alice.name = "Alice";
```

```
struct student * palice = &alice;
```

Access members of struct?

```
alice.age;    OR    palice->age;
```

## 2. Lab 2 Overview

### 2.1 Motivation

ls

### 2.2 File Definition

Files: "test.txt", "main.c"

Directories: "foo/", "bar/", "foo/bar/", ...

".git" ?

```
ls -a b/h/ my/relative/path/to/file
```

```
↳ b/no cd ../no
```

```
" " "/my/relative/path/to/file"
```

```
" " "~/my/absolute/path"
```

```
↑
```

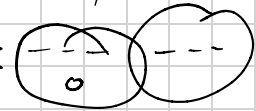
## 2.3 File Permissions

`rw- - - - -`

For example ...

`chmod 700 file.txt`

$700_8 \rightarrow 7, 0, 0 \rightarrow \overset{7}{111}, \overset{0}{000}, \overset{0}{000}_2 \rightarrow \overset{7}{rwx} \overset{5}{r-x} \overset{0}{---}$



Ex.

I want owner to read, write.

I want group and others to read only.

`rw- , r-- , r--`  $\rightarrow 110 , 100 , 100_2 \rightarrow 644$

Answer:

`chmod 644 file.txt`

\* Regarding directories ...

r- ls, list files

w- create / delete files

x- cd!

## 2.4 Flags

`./ls` `-aR` `foo/bar/`  
└──┬──┘ └──┬──┘ └──┬──┘  
↓ ↓ ↓  
program flags args

`-aR`  
 $\rightarrow -a$   
 $\rightarrow -l$   
 $\rightarrow -R$

man 3 getopt\_long

```
int getopt_long(int argc, char* const argv[], const char* optstring,  
               const struct option *longopts, int *longindex)
```

**argc**: # of args supplied (from main)

**argv**: array of args supplied (from main)

**optstring**: the flag we want to parse

**longopts**: ptr to option struct

**longindex**: if not NULL, will set relative to longopts arr

Possible return values:

**option character** → updates optind → on the next call, getopt() can resume the scan.

**-1** (otherwise)

man 3 getoptlong

"--" v.s. "-"

## 2.5 Helper Functions

PRINT\_PERM\_CHAR

uname\_for\_uid

group\_for\_uid

date\_string

ftype\_to\_string

## Functions

opendir

readdir

closedir

\*Please read through them carefully!

## 2.7 Test Output

```
diff your_output.txt system_output.txt
```

For example...

2, 3 c 1, 3

> \_\_\_\_\_

> \_\_\_\_\_

> \_\_\_\_\_

> \_\_\_\_\_

> \_\_\_\_\_

> \_\_\_\_\_

} ← your output

c: change

a: add

d: delete