

# POINTERS AND DYNAMIC MEMORY ALLOCATION (REVIEW)

Problem Solving with Computers-II

<https://ucsb-cs24-sp17.github.io/>



Read the syllabus. Know what's required. Know how to get help.

CLICKERS OUT – FREQUENCY AB

# Announcements

- Midterm on Wed 04/26
- Study session today (04/23) from 7pm to 9pm in HFH 1132

# Pointers

- **Pointer:** A variable that contains the address of another variable
- Declaration: `type * pointer_name;`

```
int *p;
```

How do we initialize a pointer?

# How to make a pointer **point to** something

```
int *p;  
int y;
```

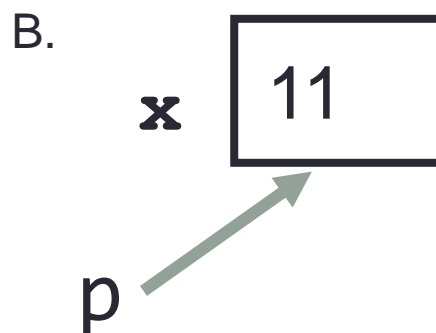
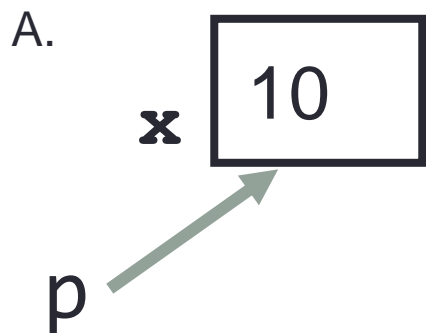


To access the location of a variable, use the address operator `&`

# Tracing code involving pointers

```
int *p, x=10;  
p = &x;  
*p = *p + 1;
```

Q: Which of the following pointer diagrams best represents the outcome of the above code?



C. Neither, the code is incorrect

# Dynamic memory: Make p point to an int on the heap

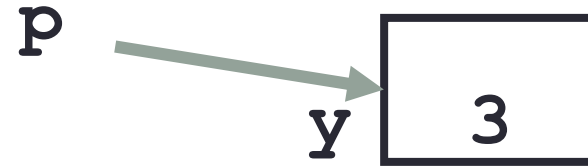
```
int *p;
```

```
int y;
```

```
p = &y;
```



# Two ways of changing the value of a variable



Change the value of  $y$  directly:

Change the value of  $y$  indirectly (via pointer  $p$ ):

## Pointer examples: Trace the code

```
int x=10, y=20;
```

```
int *p1 = &x, *p2 = &y;
```

```
p2 = p1;
```

```
int **p3;
```

```
p3 = &p2;
```



# Pointer assignment

```
int *p1, *p2, x;  
p1 = &x;  
p2 = p1;
```

Q: Which of the following pointer diagrams best represents the outcome of the above code?



C. Neither, the code is incorrect

# Mechanics of function calls on the run-time stack

```
double getAverage(int * sc, int len){
    double sum=0;
    for (int i=0; i<len; i++){
        sum+=sc[i];
    }
    return (sum/len);
}

int main(){
    int scores[5]={65, 85, 97, 75, 95};
    int len = 5
    double avg_score;
    avg_score = getAverage(scores,len);
    cout<< avg_score;
}
```

# Dynamic memory allocation

- To allocate memory on the heap use the 'new' operator
- To free the memory use delete

```
int *p= new int;  
delete p;
```

# Dangling pointers and memory leaks

- **Dangling pointer:** Pointer points to a memory location that no longer exists
- **Memory leaks (tardy free)** Memory in heap that can no longer be accessed

**Q:** Which of the following functions results in a dangling pointer?

```
int * f1(int num){  
    int *mem1 =new int[num];  
    return(mem1);  
}
```

```
int * f2(int num){  
    int mem2[num];  
    return(mem2);  
}
```

- A. f1
- B. f2
- C. Both

# Rewrite the code using dynamic arrays

```
double getAverage(int * sc, int len){
    double sum=0;
    for (int i=0; i<len; i++){
        sum+=sc[i];
    }
    return (sum/len);
}

int main(){
    int scores[5]={65, 85, 97, 75, 95};
    int len = 5
    double avg_score;
    avg_score = getAverage(scores,len);
    cout<< avg_score;
}
```

# Write the declaration of the allocate space function

```
int main(){
    int * scores, size_t n;
    allocate_space(scores, n)
    // scores should point to a dynamic array of size n, where n is input by the user
}
```

# DEMO

- Dynademo.cxx (Program to demo dynamic arrays)
- How to use valgrind to detect memory leaks
- Debugging segfaults with gdb and valgrind



# Next time

- Chapter 4 (contd): Bag class with dynamic arrays, intro to linked-lists