EECS 22: Advanced C Programming
Lecture 6

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Lecture 6: Overview

- Functions
  - Terms and concepts
  - Scope
- Variable Lifetimes
- Memory Organization
  - Memory segmentation
  - Memory errors
- Storage Classes
- Program Example `Fibonacci2`

Functions

- Review: Terms and Concepts
  - Function declaration
    - function prototype with name, parameters, and return type
  - Function parameters
    - formal parameters holding the data supplied to a function
  - Function definition
    - extended declaration, defines the behavior in function body
  - Local variables
    - variables defined locally in a function body
  - Function call
    - expression invoking a function with supplied arguments
  - Function arguments
    - arguments passed to a function call (initial values for parameters)
  - Return value
    - result computed by a function call

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Scope

- *Scope* of an identifier
  - Portion of the program where the identifier can be referenced
  - aka. *accessability*, *visibility*
- Variable scope examples
  - Global variables: *file scope*
    - Declaration outside any function (at global level)
    - Scope in entire translation unit after declaration
  - Function parameters: *function scope*
    - Declaration in function parameter list
    - Scope limited to this function body (entirely)
  - Local variables: *block scope*
    - Declaration inside a compound statement (i.e. function body)
    - Scope limited to this compound statement block (entirely)

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Scope Example

```
#include <stdio.h>          Header file inclusion

int square(int a);          Function declarations
int add_y(int x);

int x = 5,                  Global variables
    y = 7;

int square(int a)           Function definition
{  int s;                     Local variable

   s = a * a;
   return s;
}

int add_y(int x)            Function definition
{  int s;                     Local variable

   s = x + y;
   return s;
}

int main(void)              Function definition
{  int z;                     Local variable

   z = square(x);
   z = add_y(z);

   printf("%d\n", z);
   return 0;
}
```

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Scope Example

```
#include <stdio.h>

int square(int a);
int add_y(int x);

int x = 5,
    y = 7;

int square(int a)
{  int s;

   s = a * a;
   return s;
}

int add_y(int x)
{  int s;

   s = x + y;
   return s;
}

int main(void)
{  int z;

   z = square(x);
   z = add_y(z);

   printf("%d\n", z);
   return 0;
}
```

Scope of global functions
printf(), **scanf()**, etc.

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;

   s = a * a;
   return s;
}
int add_y(int x)
{  int s;

   s = x + y;
   return s;
}
int main(void)
{  int z;

   z = square(x);
   z = add_y(z);

   printf("%d\n", z);
   return 0;
}
```

Scope of global function
square()

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;

   s = a * a;
   return s;
}
int add_y(int x)
{  int s;

   s = x + y;
   return s;
}
int main(void)
{  int z;

   z = square(x);
   z = add_y(z);

   printf("%d\n", z);
   return 0;
}
```

Scope of global function
add_y()

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;

   s = a * a;
   return s;
}
int add_y(int x)
{  int s;

   s = x + y;
   return s;
}
int main(void)
{  int z;

   z = square(x);
   z = add_y(z);

   printf("%d\n", z);
   return 0;
}
```

Scope of global variable
x

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;

   s = a * a;
   return s;
}
int add_y(int x)
{  int s;

   s = x + y;
   return s;
}
int main(void)
{  int z;

   z = square(x);
   z = add_y(z);

   printf("%d\n", z);
   return 0;
}
```

Scope of global variable
y

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;
   s = a * a;
   return s;
}
int add_y(int x)
{  int s;
   s = x + y;
   return s;
}
int main(void)
{  int z;
   z = square(x);
   z = add_y(z);
   printf("%d\n", z);
   return 0;
}
```

Scope of parameter
a

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;
   s = a * a;
   return s;
}
int add_y(int x)
{  int s;
   s = x + y;
   return s;
}
int main(void)
{  int z;
   z = square(x);
   z = add_y(z);
   printf("%d\n", z);
   return 0;
}
```

Scope of local variable
s

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;
   s = a * a;
   return s;
}
int add_y(int x)
{  int s;
   s = x + y;
   return s;
}
int main(void)
{  int z;
   z = square(x);
   z = add_y(z);
   printf("%d\n", z);
   return 0;
}
```

Local variables
are independent!
(unless their scopes are nested)

Scope of local variable
s

Scope of local variable
s

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;
   s = a * a;
   return s;
}
int add_y(int x)
{  int s;
   s = x + y;
   return s;
}
int main(void)
{  int z;
   z = square(x);
   z = add_y(z);
   printf("%d\n", z);
   return 0;
}
```

Local variables
are independent!
(unless their scopes are nested)

Scope of local variable
s

Scope of local variable
s

Scope of local variable
z

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;

   s = a * a;
   return s;
}
int add_y(int x)
{  int s;

   s = x + y;
   return s;
}
int main(void)
{  int z;

   z = square(x);
   z = add_y(z);

   printf("%d\n", z);
   return 0;
}
```

Scope of parameter **x**

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Scope Example

```
#include <stdio.h>
int square(int a);
int add_y(int x);
int x = 5,
    y = 7;
int square(int a)
{  int s;

   s = a * a;
   return s;
}
int add_y(int x)
{  int s;

   s = x + y;
   return s;
}
int main(void)
{  int z;

   z = square(x);
   z = add_y(z);

   printf("%d\n", z);
   return 0;
}
```

Shadowing!
In nested scopes,
inner scope takes precedence!

Scope of global variable **x**

Scope of parameter **x**

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Variable Lifetimes

- Lifetime of Variables
  - Begins with *allocation*
    - Assignment of a (new) address in memory
  - Ends with *deallocation*
    - Memory is freed, address is marked as unused
  - ➢ Initialization: first access must be a write-access
    - ➢ Otherwise, variable value is undefined!
  - ➢ Access to a variable before or after its lifetime results in undefined behavior!
- ➢ Don't confuse *Variable Lifetime* with *Variable Scope*!
  - ➢ Variable Scope is determined at compile time
  - ➢ Variable Lifetime is determined at run time

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Variable Lifetimes

- Lifetime of Variables: Examples
  - Global variables   (storage class **static**, **extern**)
    - From program start to end
  - Local variables   (storage class **register**, **auto**)
    - From beginning of execution of the compound statement
      - Stack frame entry
    - To leaving the compound statement
      - Stack frame return
  - Function parameters   (storage class **register**, **auto**)
    - From beginning of function call
    - To returning from the function call
  - Dynamically allocated objects (via **malloc()**, **free()**)
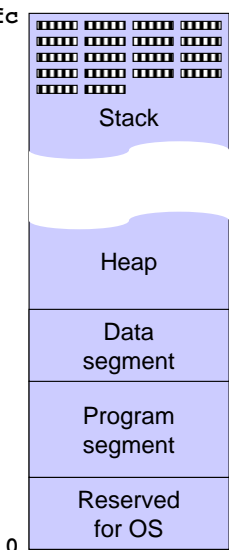   - From successful return of **malloc()**
    - To call of **free()**

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Memory Organization

- **Memory Segmentation**   **ffff fffc**
  - typical (virtual) memory layout on processor with 4-byte words and 4 GB of memory
  - Stack
    - grows and shrinks dynamically (from top)
    - contains function call hierarchy
    - stores stack frames with local variables
  - Heap
    - "free" storage
    - dynamic allocation by the program
  - Data segment
    - global (**static**) variables
  - Program segment
    - stores program text (binary code)
  - Reserved area for operating system

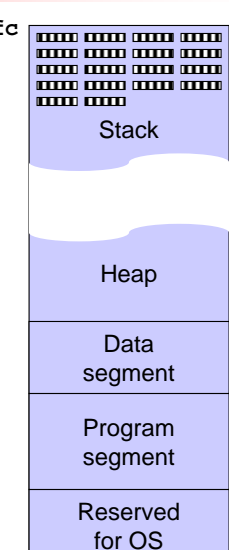| Stack |
| Heap |
| Data segment |
| Program segment |
| Reserved for OS |

0

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Memory Organization

- **Memory Segmentation**   **ffff fffc**
  - typical (virtual) memory layout on processor with 4-byte words and 4 GB of memory
- **Memory errors**
  - *Out of memory*
    - Stack and heap collide
  - *Segmentation fault*
    - access outside allocated segments
    - e.g. access to segment reserved for OS
  - *Bus error*
    - mis-aligned word access
    - e.g. word access to an address that is not divisible by 4

| Stack |
| Heap |
| Data segment |
| Program segment |
| Reserved for OS |

0

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Storage Classes

- C Language distinguishes 2 Storage Classes
    - (but uses 5 keywords and a default, depending on scope)
  - Automatic (i.e. on the stack)
    - **auto**   local variable, on stack (default)
    - **register** local variable, in register (preferred) or on stack
  - Static (i.e. in the data segment)
    - **static**   static variable in data segment
    - **extern**   declaration of global variable in data segment

  - At compile-time, a 3rd "storage class" exists
    - **typedef**   definition of an alias for a type
                    at compile time (no storage)

Storage Classes

Keyword	Global Scope	Local Scope
(none)	Global variable/function in data segment (ext. linkage)	Local variable on stack
auto	n/a	Local variable on stack
register	n/a	Local variable on stack or in register (preferred)
static	Global variable/function in data segment (int. linkage)	Local variable in data segment
extern	Decl. of global variable/function in data segment (ext. linkage)	Decl. of global variable/function in data segment (ext. linkage)
typedef	Alias for a type at compile time (no storage in memory)	Alias for a type at compile time (no storage in memory)

Program Example

- Example Revisited: Fibonacci series
  - Recursive definition:
    - Base case: *fibonacci(0) = 0*
                              fibonacci(1) = 1
    - Recursion step: *fibonacci(n) = fibonacci(n-1) + fibonacci(n-2)*
  - Mathematical properties:
    - The first two numbers are 0 and 1
    - Every subsequent Fibonacci number is
      the sum of the *previous* two Fibonacci numbers
  - Idea:
    - If we remember previously calculated numbers,
      we can calculate the next number immediately!
    - ➢ Whenever a new number is calculated,
      keep it stored in a static array in memory
    - ➢ When a number is present in the memory, just look it up

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Program Example

- Program example: **Fibonacci2.c** (part 1/3)

```
/* Fibonacci2.c: example demonstrating recursion */
/* author: Rainer Doemer                         */
/* modifications:                                */
/* 11/09/11 RD  version with 'static' memory     */
/* 11/14/04 RD  initial version                  */

#include <stdio.h>

#define MEM_SIZE 100

/* function definition */

...
```

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Program Example

- Program example: **Fibonacci2.c** (part 2/3)

```
long fibonacci(long n)
{   static long fib[MEM_SIZE] = {0,1}; /* memory */
    if (n <= 1)          /* base case */
        { return n;
        } /* fi */
    else               /* previouly calculated results */
        { if (n < MEM_SIZE && fib[n])
            { return fib[n];
            } /* fi */
          else          /* recursion step */
            { long f;
              f = fibonacci(n-1) + fibonacci(n-2);
              if (n < MEM_SIZE)
                  { fib[n] = f;    /* remember this */
                  } /* fi */
              return f;
            } /* esle */
        } /* esle */
} /* end of fibonacci */
...
```

Program Example

- Program example: **Fibonacci2.c** (part 3/3)

```
...
int main(void)
{
    /* variable definitions */
    long int n, f;

    /* input section */
    printf("Please enter value n: ");
    scanf("%ld", &n);

    /* computation section */
    f = fibonacci(n);

    /* output section */
    printf("The %ld-th Fibonacci number is %ld.\n", n, f);

    /* exit */
    return 0;
} /* end of main */

/* EOF */
```

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Program Example

- Example session: **Fibonacci2.c**

```
% cp Fibonacci.c Fibonacci2.c
% vi Fibonacci2.c
% gcc Fibonacci2.c -o Fibonacci2 -Wall -ansi
% Fibonacci2
Please enter value n: 20
The 20-th Fibonacci number is 6765.
% Fibonacci2
Please enter value n: 30
The 30-th Fibonacci number is 832040.
% Fibonacci2
Please enter value n: 40
The 40-th Fibonacci number is 102334155.
% Fibonacci2
Please enter value n: 50
The 50-th Fibonacci number is 12586269025.
% Fibonacci2
Please enter value n: 60
The 60-th Fibonacci number is 1548008755920.
%
```

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