

EECS 22: Advanced C Programming

Lecture 22

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Lecture 22: Overview

- Pointers to Functions
- Dynamic Data Structures
 - Sorted Double-linked List
 - Insertion Sort
 - Example: Student records
 - `Student.h`
 - `StudentList.h`
 - `StudentSort.h`
 - `StudentSort.c`
 - `Makefile`

Pointers to Functions

- In C, a Function is an Object...
 - ... with a name, a type, and a location (just like a variable)
 - ... but without a value or size (meaningless for functions)
- The Address of a Function...
 - ... is the address of its first instruction in memory
 - ... can be obtained with the *address-of* operator (`&fct`)
- Function Pointers...
 - ... can be declared, defined, and initialized
 - ... can be assigned to point to defined functions
 - ... can be assigned to other pointers (of the same type)
 - ... can be passed as arguments to and from functions
 - ... can be used to call the referenced function

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3

Pointers to Functions

- Example:

```

/* function definitions */
int add(int a, int b)
{ return a + b;
}

int multiply(int a, int b)
{ return a * b;
}

/* type definition for a pointer to a function */
typedef int (*t_OP)(int a, int b);

int main(void)
{ int n = 0;
  t_OP op = NULL; /* function pointer */

  op = &add; /* set pointer to add */
  n = (*op)(4, 17); /* call function via pointer */

  op = multiply; /* set pointer to multiply */
  n = op(2, n); /* call function via pointer */

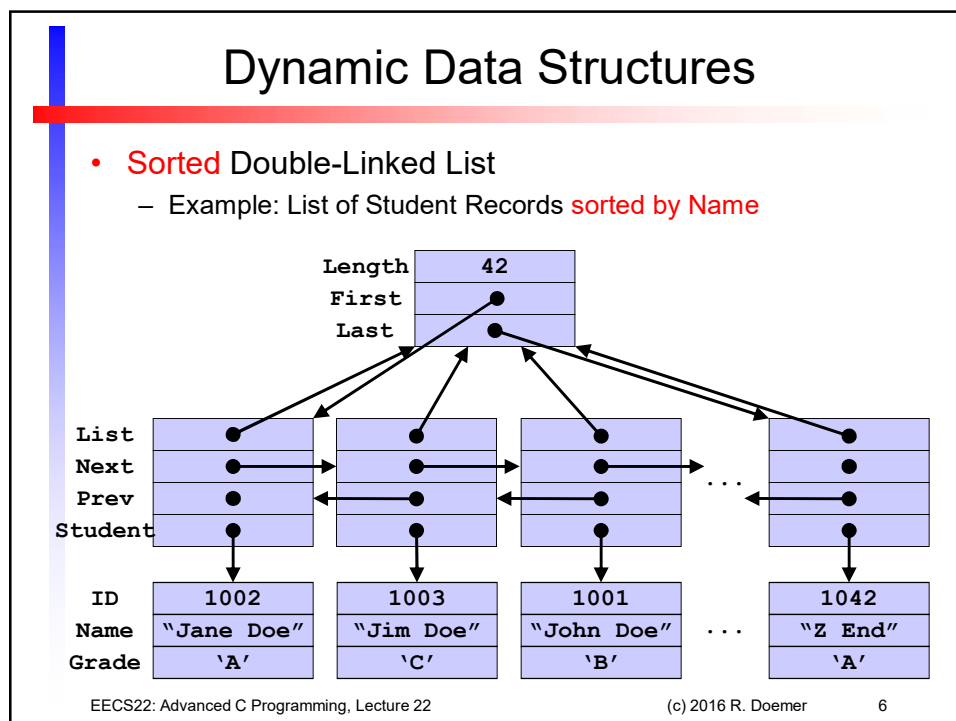
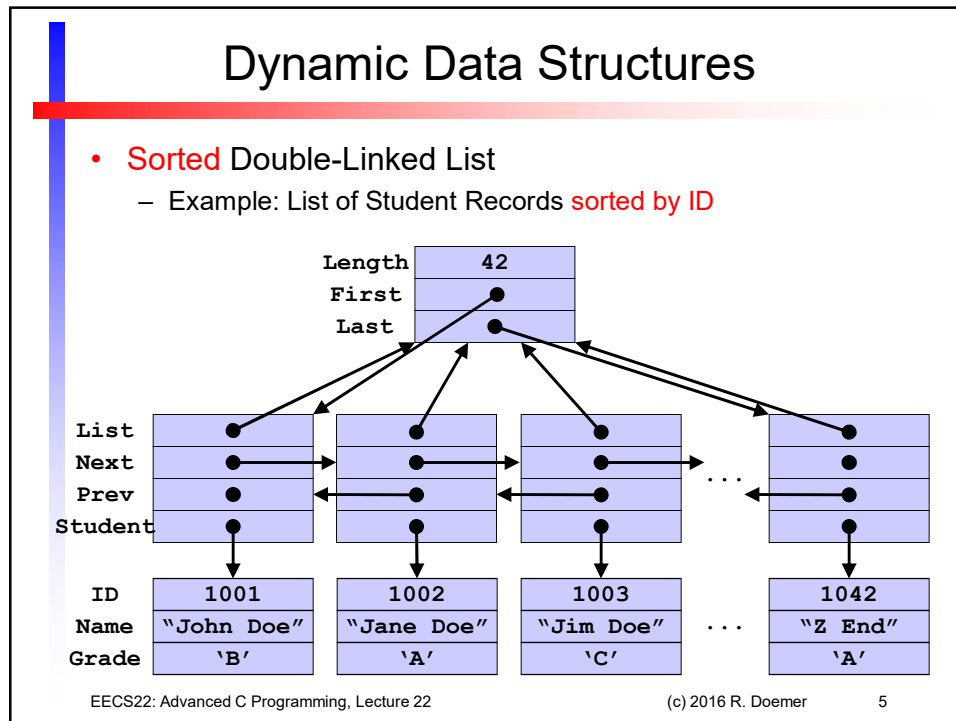
  return n;
}

```

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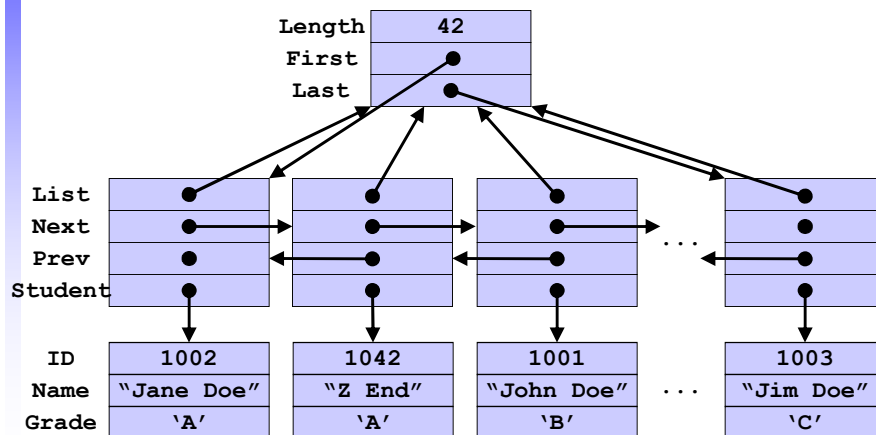
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4



Dynamic Data Structures

- **Sorted** Double-Linked List
 - Example: List of Student Records **sorted by Grade**



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7

Dynamic Data Structures

- **Sorting**
 - A very well-studied topic in computer science!
 - Many algorithms exist
 - Bubble Sort
 - Insertion Sort
 - Quick Sort
 - Heap Sort, ...
 - For data stored in a linked list, *Insertion Sort* is a simple and effective solution
 - Start with an empty list
 - Insert items one by one while maintaining the sorted order
 - Traverse the list and compare the item with the list elements as long as the *sorting property* holds
 - Then insert the item as a new list element at this position
- Searching an item in a sorted list is twice as fast on average!

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8

Dynamic Data Structures

- Insertion Sort, Algorithm:
 - Start with an empty list
 - Insert items one by one while maintaining the sorted order
 - Traverse the list and compare the item with the list elements as long as the *sorting property* holds
 - Then insert the item as a new list element at this position
- Insertion Sort, Pseudo Code:
 - **InsertionSort** (List L)
 - Set List L2 = {}
 - For each unsorted item $i \in L$:
 - » *InsertItem* (L2, i)
 - Return L2
 - **InsertItem** (List L, Item i)
 - Repeat $e = \text{NextElement}(L)$ until $i < e$;
 - Insert i before e into L

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9

Dynamic Data Structures

- Insertion Sort, Pseudo Code:
 - **InsertionSort** (List L)
 - Set List L2 = {}
 - For each unsorted item $i \in L$:
 - » *InsertItem* (L2, i)
 - Return L2
 - **InsertItem** (List L, Item i)
 - Repeat $e = \text{NextElement}(L)$ until $i < e$;
 - Insert i before e into L
- To sort for different criteria, only the comparison changes!

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10

Dynamic Data Structures

- Insertion Sort, Pseudo Code:
 - **InsertionSort** (*List L*, *CompareFct*)
 - Set List L2 = {}
 - For each unsorted item $i \in L$:
 - » *InsertItem* (L2, i , *CompareFct*)
 - Return L2
 - **InsertItem** (*List L*, *Item i*, *CompareFct*)
 - Repeat $e = \text{NextElement}(L)$ until *CompareFct*(i , e);
 - Insert i before e into L
- To sort for different criteria, only the comparison changes!
- Instead of implementing many different sort functions, we can make the *comparison* operation a *parameter*!
- Pass a *pointer to the comparison function* to the sort function!

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11

Dynamic Data Structures

- Example **Student.h**

```

/* Student.h: header file for student records */
#ifndef STUDENT_H
#define STUDENT_H

#define SLEN 40

struct Student
{
    int ID;
    char Name[SLEN+1];
    char Grade;
};
typedef struct Student STUDENT;

/* allocate a new student record */
STUDENT *NewStudent(int ID, char *Name, char Grade);

/* delete a student record */
void DeleteStudent(STUDENT *s);

/* print a student record */
void PrintStudent(STUDENT *s);

#endif /* STUDENT_H */

```

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12

Dynamic Data Structures

- Example `StudentList.h` (part 1/2)

```

/* StudentList.h: header file for lists of student records */
#ifndef STUDENT_LIST_H
#define STUDENT_LIST_H

#include "Student.h"

typedef struct StudentList SLIST;
typedef struct StudentEntry SENTRY;

struct StudentList
{
    int Length;
    SENTRY *First;
    SENTRY *Last;
};

struct StudentEntry
{
    SLIST *List;
    SENTRY *Next;
    SENTRY *Prev;
    STUDENT *Student;
};

...

```

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13

Dynamic Data Structures

- Example `StudentList.h` (part 2/2)

```

...
/* allocate a new student list */
SLIST *NewStudentList(void);

/* delete a student list (and all entries) */
void DeleteStudentList(SLIST *l);

/* prepend/append a student at beginning/end of list */
void PrependStudent(SLIST *l, STUDENT *s);
void AppendStudent(SLIST *l, STUDENT *s);

/* insert a student before/after an existing one */
void InsertStudentBefore(SENTRY *e, STUDENT *s);
void InsertStudentAfter(SENTRY *e, STUDENT *s);

/* remove the first/last student from the list */
STUDENT *RemoveFirstStudent(SLIST *l);
STUDENT *RemoveLastStudent(SLIST *l);

/* print a student list */
void PrintStudentList(SLIST *l);

#endif /* STUDENT_LIST_H */

/* EOF */

```

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14

Dynamic Data Structures

- Example **StudentSort.h** (part 1/2)

```

/* StudentSort.h: header file for sorted student records */

#ifndef STUDENT_SORT_H
#define STUDENT_SORT_H

#include "Student.h"
#include "StudentList.h"

typedef int CMP_F(STUDENT *s1, STUDENT *s2);

/* compare students by ID */
int CompareStudentID(STUDENT *s1, STUDENT *s2);

/* compare students by name */
int CompareStudentName(STUDENT *s1, STUDENT *s2);

/* compare students by grade */
int CompareStudentGrade(STUDENT *s1, STUDENT *s2);

...

```

Dynamic Data Structures

- Example **StudentSort.h** (part 2/2)

```

...

/* sort a student list */
SLIST *SortStudentList(SLIST *l, CMP_F *CompareFct);

/* find a student by ID in a sorted list */
STUDENT *FindStudentID(SLIST *l, int ID);

/* find a student by name in a sorted list */
STUDENT *FindStudentName(SLIST *l, char *Name);

/* insert a student into a sorted list */
void InsertStudent(SLIST *l, STUDENT *s, CMP_F *CompareFct);

#endif /* STUDENT_SORT_H */

/* EOF */

```


Dynamic Data Structures

- Example **StudentSort.c** (part 1/8)

```
/* StudentSort.c: sorting student records (by various criteria) */  
  
#include "StudentSort.h"  
  
#include <stdlib.h>  
#include <stdio.h>  
#include <string.h>  
#include <assert.h>  
  
/* compare students by ID */  
int CompareStudentID(STUDENT *s1, STUDENT *s2)  
{  
    assert(s1);  
    assert(s2);  
    return(s1->ID - s2->ID);  
} /* end of CompareStudentID */  
  
...
```

Dynamic Data Structures

- Example **StudentSort.c** (part 2/8)

```
...  
  
/* compare students by name */  
int CompareStudentName(STUDENT *s1, STUDENT *s2)  
{  
    assert(s1);  
    assert(s2);  
    return(strcmp(s1->Name, s2->Name));  
} /* end of CompareStudentName */  
  
/* compare students by grade */  
int CompareStudentGrade(STUDENT *s1, STUDENT *s2)  
{  
    assert(s1);  
    assert(s2);  
    return(s1->Grade - s2->Grade);  
} /* end of CompareStudentGrade */  
  
...
```

Dynamic Data Structures

- Example **StudentSort.c** (part 3/8)

```

...
/* sort a student list (insertion sort) */
SLIST *SortStudentList(SLIST *l, CMP_F *CompareFct)
{
    SLIST *l2 = NULL;
    STUDENT *s = NULL;

    assert(l);
    assert(CompareFct);
    l2 = NewStudentList();
    while((s = RemoveFirstStudent(l)))
        { InsertStudent(l2, s, CompareFct);
        }
    assert(l->Length == 0);
    DeleteStudentList(l);
    return(l2);
} /* end of SortStudentList */
...

```

Dynamic Data Structures

- Example **StudentSort.c** (part 4/8)

```

...
/* find a student by ID in a sorted list */
STUDENT *FindStudentID(SLIST *l, int ID)
{
    SENTRY *e;
    assert(l);
    e = l->First;
    while(e)
        { if (e->Student->ID == ID)
          { return(e->Student);
          }
          if (e->Student->ID > ID)
            { break;
            }
          e = e->Next;
        }
    return(NULL);
} /* end of FindStudentID */
...

```

Dynamic Data Structures

- Example **StudentSort.c** (part 5/8)

```

...
/* find a student by name in a sorted list */
STUDENT *FindStudentName(SLIST *l, char *Name)
{
    SENTRY *e;
    int CompVal;
    assert(l);
    assert(Name);
    e = l->First;
    while(e)
    {
        CompVal = strcmp(e->Student->Name, Name);
        if (CompVal == 0)
        {
            return(e->Student);
        }
        if (CompVal > 0)
        {
            break;
        }
        e = e->Next;
    }
    return(NULL);
} /* end of FindStudentName */
...

```

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21

Dynamic Data Structures

- Example **StudentSort.c** (part 6/8)

```

...
/* insert a student into a sorted list */
void InsertStudent(SLIST *l, STUDENT *s, CMP_F *CompareFct)
{
    SENTRY *e = NULL;
    assert(l);
    assert(s);
    assert(CompareFct);
    e = l->First;
    while(e)
    {
        if (CompareFct(e->Student, s) > 0)
        {
            break;
        }
        e = e->Next;
    }
    if (e)
    {
        InsertStudentBefore(e, s);
    }
    else
    {
        AppendStudent(l, s);
    }
} /* end of InsertStudent */
...

```

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22

Dynamic Data Structures

- Example `StudentSort.c` (part 7/8)

```

...
#ifdef MAIN
int main(void)
{
    SLIST *l = NULL;
    l = NewStudentList();
    AppendStudent(l, NewStudent(1001, "Jane Doe", 'A'));
    AppendStudent(l, NewStudent(1002, "John Doe", 'C'));
    AppendStudent(l, NewStudent(1000, "Jim Doe", 'F'));
    AppendStudent(l, NewStudent(1003, "Jane Doe", 'B'));
    AppendStudent(l, NewStudent(1009, "Z End", 'A'));
    AppendStudent(l, NewStudent(1008, "Alice A", 'A'));
    AppendStudent(l, NewStudent(1007, "Bob B", 'B'));
    AppendStudent(l, NewStudent(1006, "Carl C", 'C'));
    AppendStudent(l, NewStudent(1005, "Dave D", 'D'));
    AppendStudent(l, NewStudent(1004, "Eve E", 'E'));

    printf("1. Initial unsorted student list:\n");
    PrintStudentList(l);

    ...
}

```

Dynamic Data Structures

- Example `StudentSort.c` (part 8/8)

```

...
printf("2. Student list sorted by name:\n");
l = SortStudentList(l, CompareStudentName);
PrintStudentList(l);
assert(FindStudentName(l, "John Doe") != NULL);
assert(FindStudentName(l, "No Body") == NULL);

printf("3. Student list sorted by ID:\n");
l = SortStudentList(l, CompareStudentID);
PrintStudentList(l);
assert(FindStudentID(l, 1005) != NULL);
assert(FindStudentID(l, 1999) == NULL);

printf("4. Student list sorted by grade:\n");
l = SortStudentList(l, CompareStudentGrade);
PrintStudentList(l);

DeleteStudentList(l);
l = NULL;
return 0;
} /* end of main */
#endif /* MAIN */
/* EOF */

```

Dynamic Data Structures

- Example **Makefile** (part 1/2)

```
# Makefile: Student Records

# macro definitions
CC = gcc
DEBUG = -g
#DEBUG = -O2
CFLAGS = -Wall -ansi $(DEBUG) -c
LFLAGS = -Wall -ansi $(DEBUG)
MAIN = -DMAIN

# dummy targets
all: Student StudentList StudentSort

test: all
    valgrind ./Student
    valgrind ./StudentList
    valgrind ./StudentSort

clean:
    rm -f *.o
    rm -f Student StudentList StudentSort
...

```

Dynamic Data Structures

- Example **Makefile** (part 2/2)

```
...
# compilation rules
Student.o: Student.c Student.h
    $(CC) $(CFLAGS) Student.c -o Student.o

Student: Student.c Student.h
    $(CC) $(MAIN) $(LFLAGS) Student.c -o Student

StudentList.o: StudentList.c StudentList.h Student.h
    $(CC) $(CFLAGS) StudentList.c -o StudentList.o

StudentList: StudentList.c StudentList.h Student.h Student.o
    $(CC) $(MAIN) $(LFLAGS) StudentList.c Student.o \
        -o StudentList

StudentSort.o: StudentSort.c StudentSort.h StudentList.h Student.h
    $(CC) $(CFLAGS) StudentSort.c -o StudentSort.o

StudentSort: StudentSort.c StudentSort.h StudentList.h Student.h \
    StudentList.o Student.o
    $(CC) $(MAIN) $(LFLAGS) StudentSort.c StudentList.o \
        Student.o -o StudentSort

# EOF

```

Dynamic Data Structures

- Example Session

```
% vi StudentSort.c
% vi Makefile
% make
gcc -DMAIN -Wall -ansi -g Student.c -o Student
gcc -Wall -ansi -g -c Student.c -o Student.o
gcc -DMAIN -Wall -ansi -g StudentList.c Student.o -o StudentList
gcc -Wall -ansi -g -c StudentList.c -o StudentList.o
gcc -DMAIN -Wall -ansi -g StudentSort.c StudentList.o Student.o \
-o StudentSort

% ./StudentSort
1. Initial unsorted student list:
Student ID: 1001
Student Name: Jane Doe
Student Grade: A
Student ID: 1002
Student Name: John Doe
...
Student Grade: D
Student ID: 1004
Student Name: Eve E
Student Grade: F
...
```

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27

Dynamic Data Structures

- Example Session

```
...
2. Student list sorted by name:
Student ID: 1008
Student Name: Alice A
Student Grade: A
Student ID: 1007
Student Name: Bob B
Student Grade: B
Student ID: 1006
Student Name: Carl C
Student Grade: C
Student ID: 1005
Student Name: Dave D
Student Grade: D
...
Student ID: 1002
Student Name: John Doe
Student Grade: C
Student ID: 1009
Student Name: Z End
Student Grade: A
...
```

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28

Dynamic Data Structures

- Example Session

```

...
3. Student list sorted by ID:
Student ID: 1000
Student Name: Jim Doe
Student Grade: F
Student ID: 1001
Student Name: Jane Doe
Student Grade: A
Student ID: 1002
Student Name: John Doe
Student Grade: C
Student ID: 1003
Student Name: Jane Doe
Student Grade: B
...
Student ID: 1008
Student Name: Alice A
Student Grade: A
Student ID: 1009
Student Name: Z End
Student Grade: A
...

```

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29

Dynamic Data Structures

- Example Session

```

...
4. Student list sorted by grade:
Student ID: 1001
Student Name: Jane Doe
Student Grade: A
Student ID: 1008
Student Name: Alice A
Student Grade: A
Student ID: 1009
Student Name: Z End
Student Grade: A
Student ID: 1003
Student Name: Jane Doe
Student Grade: B
Student ID: 1007
Student Name: Bob B
...
Student ID: 1004
Student Name: Eve E
Student Grade: F
%

```

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30