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# CS19001: Programming and Data Structures Laboratory

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http://cse.iitkgp.ac.in/~aritrah/course/lab/PDS/Autumn2018/CS19101\_PDS-Lab\_Autumn2018.html

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# **Tutorial**

Pointers and Dynamic Memory Allocation

```
void main(){
  int i;
  int *ptr; //pointer to an int
  i = 4; /* store the value 4 into the
  memory location associated with i */
  ptr = &i; /* store the address of i
  into the memory location associated
  with ptr */
  *ptr = *ptr + 1;
 printf( %d\n , i); //i=5
```

VARIABLE that stores memory address

## More examples

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```
argument for scanf()
```

```
scanf("%d %d", &data1, &data2);
```

Pass address of variable where you want result stored

• Declarations: (all have same meaning)

```
int * x , y;
int *x , y;
int *x; int y;
```

The \* operator binds to the variable name, not the type

## Relationship between Arrays and Pointers

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An array name is essentially a pointer to the first element in the array

```
char data[10];
/* data = addr where first element
is located = &data[0] */
char *cptr;
cptr = data; /* points to data[0] */
```

### Pointers and Arrays

```
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```

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```
char data[10];
/* data = addr where first element
is located = &data[0] */
```

data	&data[0]
(data + n)	&data[n]
*data	data[0]
*(data + n)	data[n]

```
int main(void) {
int a[N] = \{84, 67, 24, \ldots\};
/*
&a[0] = a+0 = D000
&a[1] = a+1 = D004
&a[2] = a+2 = D008
a[0] = *a = 84
a[1] = *(a+1) = 67
a[2] = *(a+2) = 24
*/
return 0;
}
```

```
Alter variables outside a function's own scope
```

```
void swap(int *first, int *second);
int main(){
  int a = 4, b = 7;
 printf("pre-swap: a=%d, b=%d\n",a,b)
  swap(&a, &b);
 printf("post-swap: a=\%d, b=\%d\n",a,b)
  return 0;
void swap(int *first, int *second){
  int temp;
  temp = *first;
  *first = *second;
  *second = temp;
```

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```
void swap(int *first, int *second);
int main(){
  int a = 4, b = 7;
  printf("pre-swap: a=%d, b=%d\n",a,b)
  swap(&a, &b);
  printf("post-swap: a=\%d, b=\%d\n",a,b)
  return 0:
void swap(int *first, int *second){
  int temp;
  temp = *first;
  *first = *second;
  *second = temp;
```

The address-of operator (&) is used to pass the address of the two variables rather than their values

```
#define N 64
int average(int b[], int n) {
  int i, sum; // same as int *b
  //receives the value D000 from main
  for (i = 0; i < n; i++)
    sum += b[i];
  return sum / n:
int main(void) {
  int a[N] = \{84, 67, 24, \ldots, 89, 90\};
  printf("%d\n", average(a, N));
  return 0; //passes &a[0] = D000
```

```
#define N 64
int average(int b[], int n) {
  int i, sum; // same as int *b
  //receives the value D000 from main
  for (i = 0; i < n; i++)
    sum += b[i]:
  return sum / n;
}
int main(void) {
  int a[N] = \{84, 67, 24, \ldots, 89, 90\};
  printf("%d\n", average(a+5, 10));
  return 0; //passes &a[5] = D020
```

• compute average of a[5] through a[14]

```
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```

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```
#include < stdio.h>
#include < stdlib.h>
int max(int a[], int c, int *b);
int main(){
 int i, j, m, *a;
 printf("enter number of elements\n");
 scanf("%d",&i);
 a=(int *)malloc(i * sizeof(int));
 for(j=0;j<i;j++){
   printf("enter element no. %d:",j);
   scanf("%d", &a[j]);
 m=max(a, i, &j); // next slide
 printf("Max value is %d stored in a[%d]\n',m,j);
 return 0;
```

```
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```

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```
int max(int *a, int i, int *j)
{
   int k, max = -32767;
   for (k=0; k<i; k++)</pre>
   {
          if (a[k]>max)
             max=a[k];
             *j=k;
   return(max);
```

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# Programming Assignments Complete and submit during lab

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- Initialize a 2-d character array comprising 20 rows and 30 columns. Read up 20 words from the keyboard and store them.
- Lexicographically sort the 2-d array and print all the words in that order.
- Display the number of words that are of length between
   1-2 letters, 3-5 letters, larger than 5 letters.
- Find and display the distribution (percentage) of the letters a to z in proper format by considering all the words together.
- Find all duplicate words, remove them, bring the succeeding words forward and display the updated sorted list of words.

Recall that (for five data points a, b, c, d, e)

- Arithmetic mean AM =  $\frac{(a+b+c+d+e)}{5}$
- Standard deviation SD =  $\sqrt{\frac{a^2+b^2+c^2+d^2+e^2}{5}}-(AM)^2$ Implement a C function

int standard\_dev(int a[], int i, int k, double m, int \*n)

which takes as argument a pointer to an integer sequence of length i. The function computes how many k length subsequences exist in the overall i length sequence for which the standard deviation (SD) is  $\geq m$  and returns the value. The function writes the starting index of the k length subsequence whose SD is maximum to the memory location pointed to by n.

### Write a main() which

- declares an integer pointer, asks the user for an input size (i), dynamically allocates memory to the pointer, takes as input i integers and stores in the allocated memory.
- requests the user to provide values for k (subsequence size) and m (SD value).
- reports back the no. of k length subsequences for which the standard deviation (SD) is  $\geq m$  and the starting index of the k length subsequence whose SD is maximum.

### Implement the following C functions

- int string\_order(char \*s) which takes as input a character pointer 's' and returns '1' if 's' is pointing to a string which is alphabetically ordered. The function assumes that the string contains all characters in lower case.
- int sub\_string\_order(char \*s, int k) which takes as input a character pointer 's' and an integer k, finds out how many alphabetically ordered substrings of size k exist in the string pointed to by 's' and returns the value.

#### Write a main() which

- declares a character pointer, asks the user for a string size (n), dynamically allocates memory to the pointer and takes a lowercase string as input (properly terminated by a null character).
- requests the user to specify an integer  $k \le n$ .
- reports back the no. of alphabetically ordered substrings of size k in the user input string.

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# Thank You