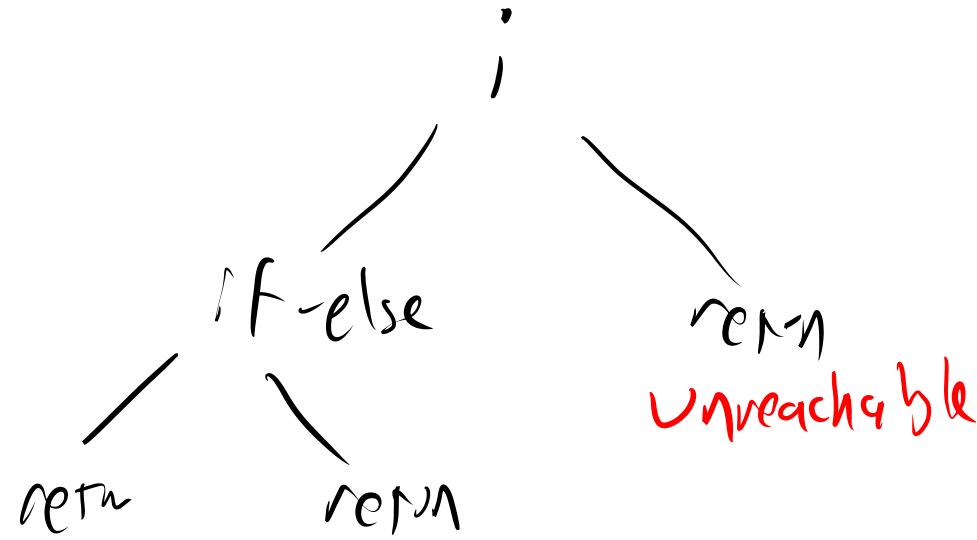
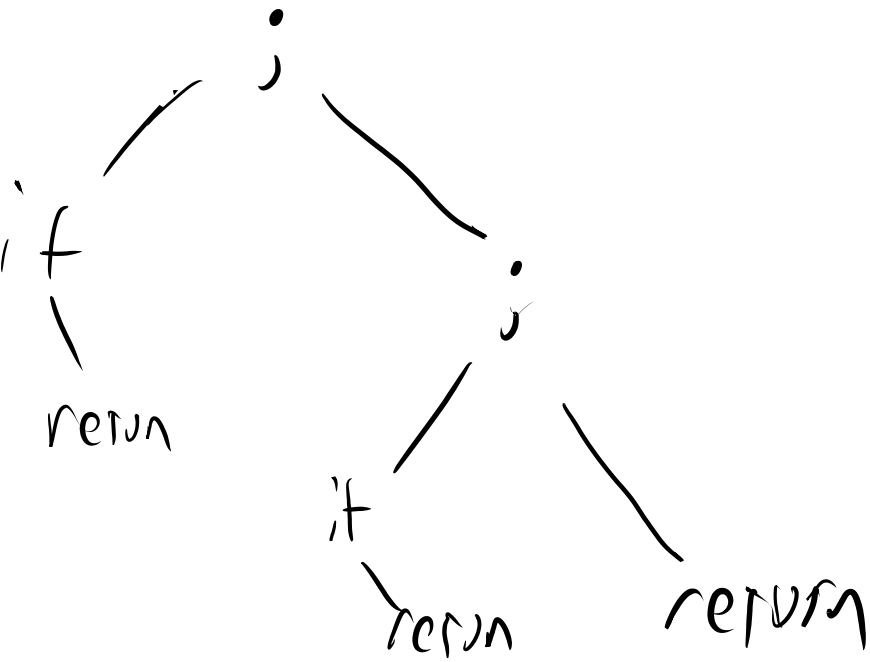


AST



Asm

types

long double

int

leaq (%rax, %rcx), %rdx

movl \$32, %eax

addq %rax

C Types

Signed Unsigned	char	- 8
	short	- 16
	int	- 32
	long	- 64

(long long)

8 bits on mem

Strings = array of char

bool

0 false
else true

Dem Strct (Class)
array

adjacent in mem

in mem adjacency

_Bool - exist, not used

address of PT value

!3 → 0

!!3 → 1

ends:

{ var length
mem length

it is alway 15 elements

sentinel value

"hello"

8 bits

$$\lceil \lg(137,994) \rceil$$

"hello there you people"

$$2^9 \quad 2^{10}$$

$$2^{18}$$

→ 18 bits

> 2 bytes

memory

3721520381

$$2^{30}$$

$$2^{32}$$

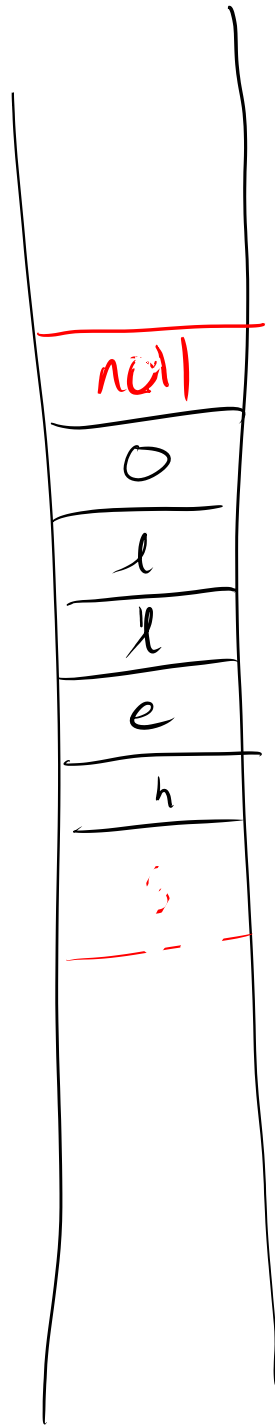
> 2

4

FFF

null-terminate array

address 0x4000



chr = 0
end of string
null byte
null chr

0000

pointer

type

*

$\&(x+3)$

Error

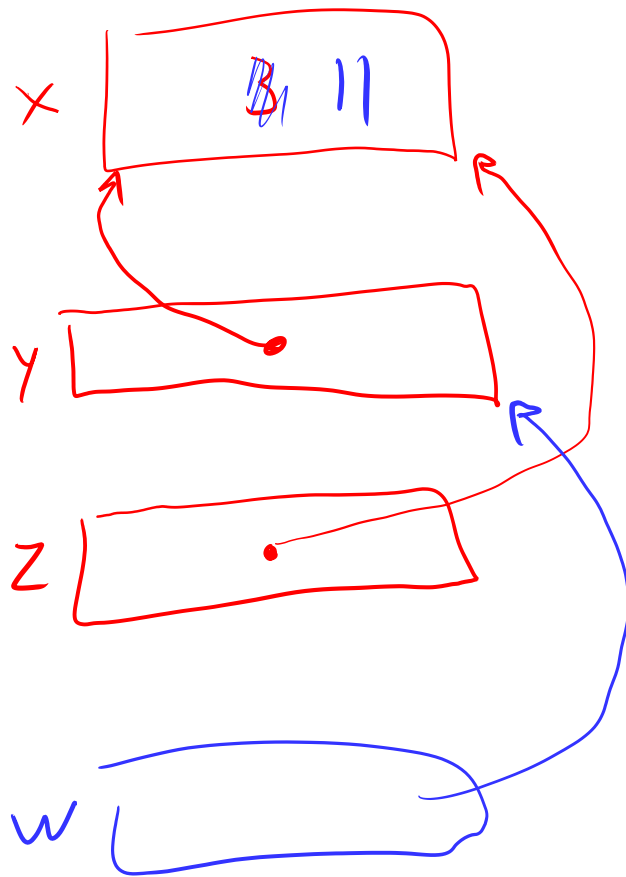
`int x = 3;`

`int *y = &x;`

`int *z = y;`

`*z = 11;`

`int **w = &y;`



pointer

type

*

$\&(x+3)$

Error

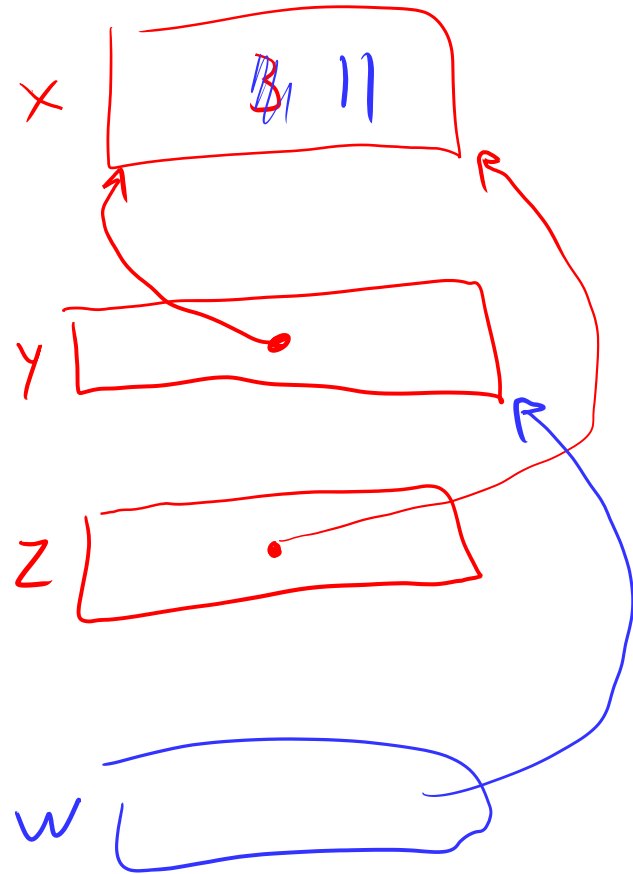
```
int x = 3;
```

```
int *y = &x;
```

```
int *z = y;
```

```
*z = 11;
```

```
int **w = &y;
```





Pointers

+

[]