C, Pointers

Monday

CS 2130: Computer Systems and Organization 1 October 24, 2022

Announcements

- Homework 6 due tonight at 11pm (binary bomb phases)
- Homework 7 due next Monday at 11pm
- Exam 2 next Friday

Quiz Review

1,3,4,5

Integer data types

	Data type	Size	size of ()
	char	8 bits	1
	short	16 bits	2
Signer	int	32 bits	4
	long	64 bits	8
	long long	64 bits	8

Each has 2 versions: signed and unsigned

Floating point

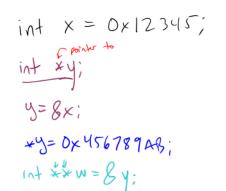
- float
- double

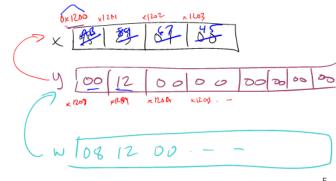
long double

Pointers - how C uses addresses!

Pointers - how C uses addresses!

- · Hold the address of a position in memory
- · Need to know the kind of information stored at that location





Example

```
int main() {
    int x = 3;
    long y = 4;
    int *a = &x;
    long *b = &y;
    long z = *a;
    int w = *b;
    return 0;
}
```

Example

0 × 1600

```
00000000000000000 <main>:
int main() {
                                                     0:
                                                           55
                                                                                           %rbp
                                                                                  push
     int x = 3:
                                                     1:
                                                           48 89 e5
                                                                                           %rsp,%rbp
                                                                                   mov
     long y =
                                                           31 c0
                                                                                           %eax,%eax
                                                     4:
                                                                                    xor
     int *a = &x;
                                                     6:
                                                           c7 45 fc 00 00 00 00
                                                                                    movl
                                                                                           $0x0,-0x4(%rbp)
                                                     d:
                                                           c7 45 f8 03 00 00 00
                                                                                    movl
                                                                                           $0x3,-0x8(%rbp)
     long *b = &y;
                                                           48 c7 45 f0 04 00 00
                                                    14:
                                                                                    movq
                                                                                           $0x4,-0x10(%rbp)
     long z = *a;
                                                    1b:
                                                           00
                                                                                           -0x8(%rbp),%rcx
     int w = *b;
                                                    1c:
                                                           48 8d 4d f8
                                                                                    lea
                                                    20:
                                                                                           %rcx, -0x18(%rbp)
                                                           48 89 4d e8
                                                                                    mov
     return 0:
                                                    24:
                                                           48 8d 4d f0
                                                                                    lea
                                                                                           -0x10(%rbp),%rcx
                                                                                           %rcx,-0x20(%rbp)
                                                    28:
                                                           48 89 4d e0
                                                                                    mov
                                                                                           -0x18(%rbp),%rcx
                                                    2c:
                                                           48 8b 4d e8
                                                                                    mov
                                                           48 63 09
                                                                                   (movslq)
                                                                                           (%rcx),%rcx
                                                    30:
       PEO
                                                    33:
                                                           48 89 4d d8
                                                                                           %rcx,-0x28(%rbp)
                                                                                    mov
                         FF8 = 8X
                                                    37:
                                                           48 8b 4d e0
                                                                                           -0x20(%rbp),%rcx
                                                                                    mov
                                                    3b:
                                                           48 8b 09
                                                                                           (%rcx),%rcx
                                                                                    mov
                                                           89 4d d4
                                                    3e:
                                                                                    mov
                                                                                           %ecx,-0x2c(%rbp)
                             DEFFE
                                                                                           %rbp
                                                    41:
                                                           5d
                                                                                    pop
                                                    42:
                                                           с3
                                                                                    retq
```