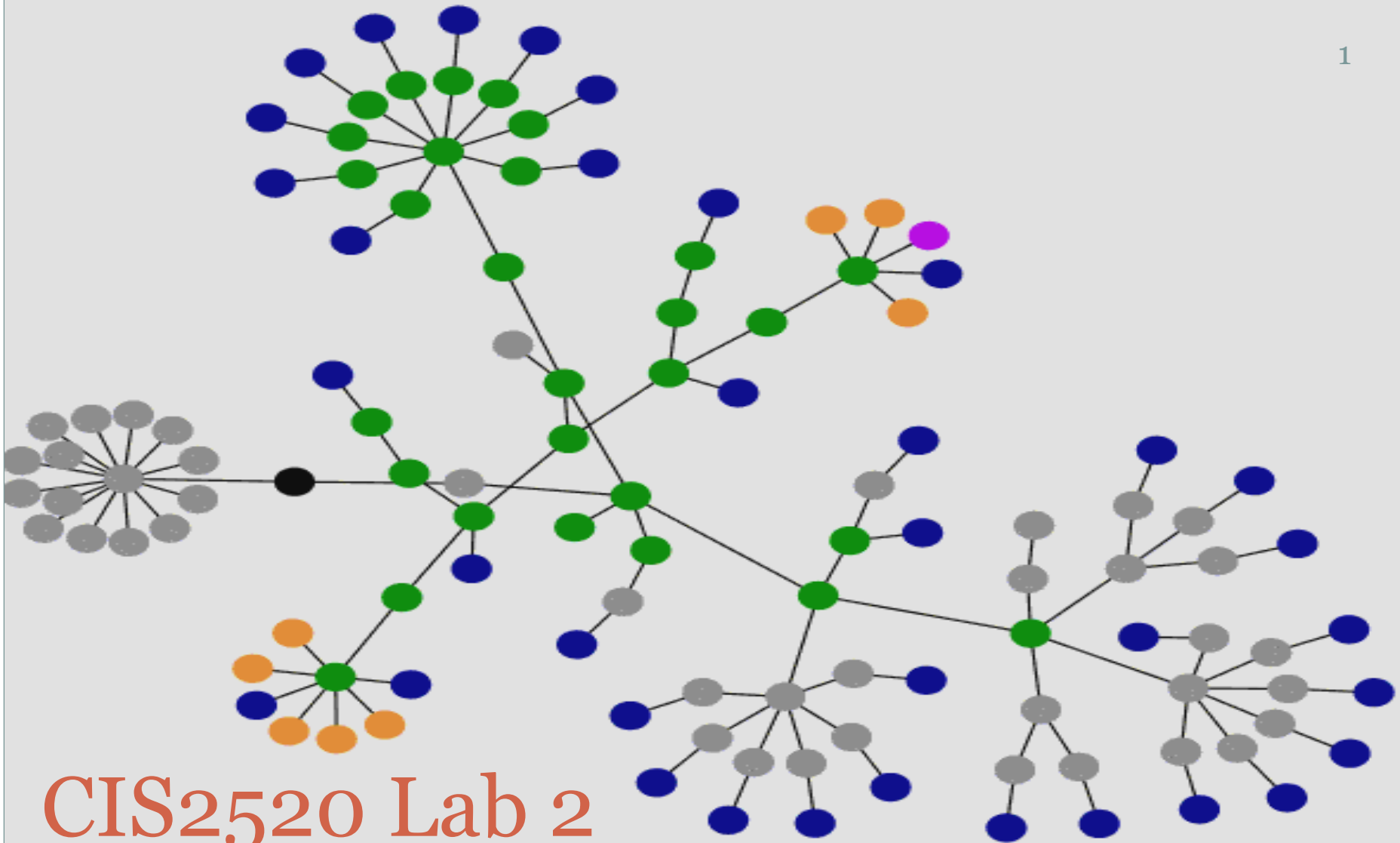




CIS2520 Lab 2

DATA STRUCTURE

Outline

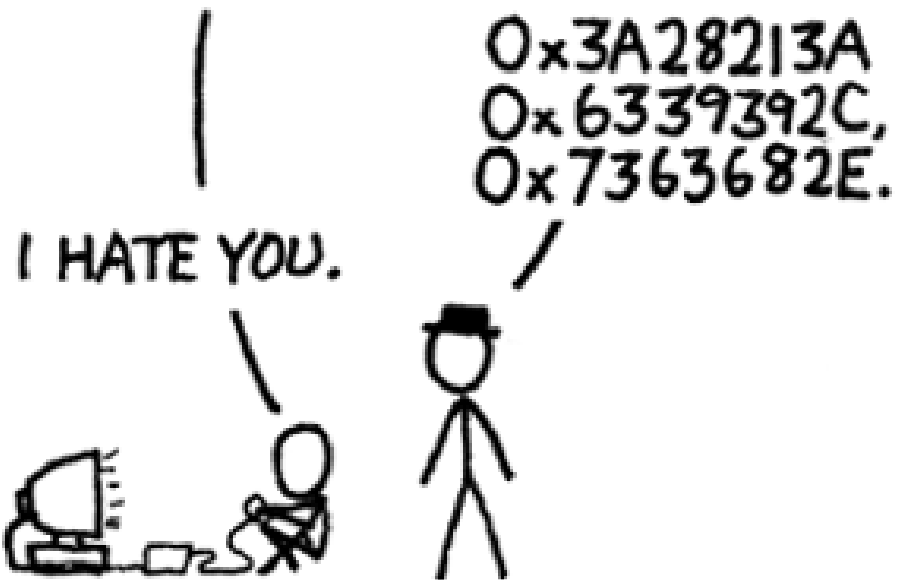
2

- Pointers review
- Structure and Linked List
- Makefiles review
- Assignment guideline

Pointers

3

MAN, I SUCK AT THIS GAME.
CAN YOU GIVE ME
A FEW POINTERS?



Variables in C

4

- `int k = 2;`
- A storage type
- A memory address

0000



Pointer variables

5

- Contain address to a memory location
- Use asterisk to declare a pointer variable

```
int * ptr1;
```

- Use ampersand to reference a variable

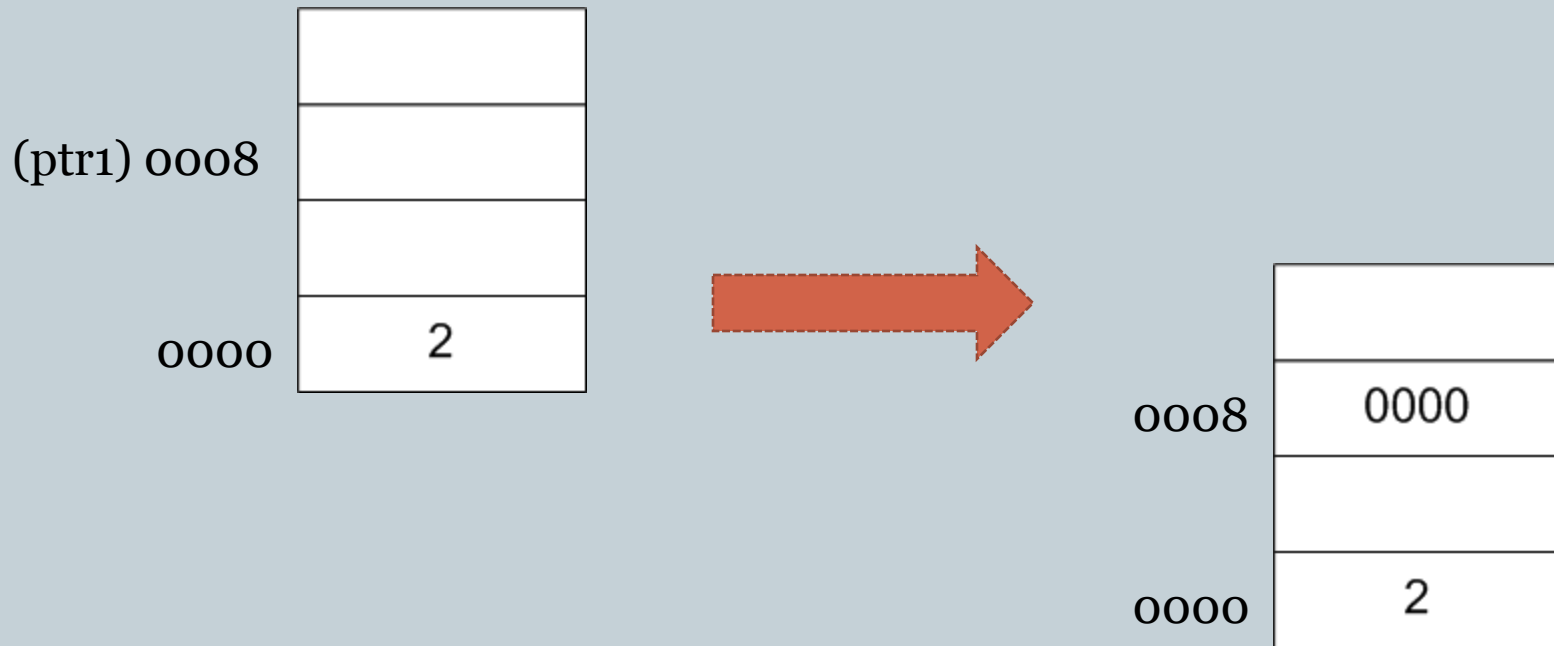
```
ptr1 = &k;
```

- Use asterisk to deference a pointer variable

```
*ptr1 = 2; //assign a value 2 to k
```

Pointer cont'

6



Pointers cont'

7

- Pointer of pointers

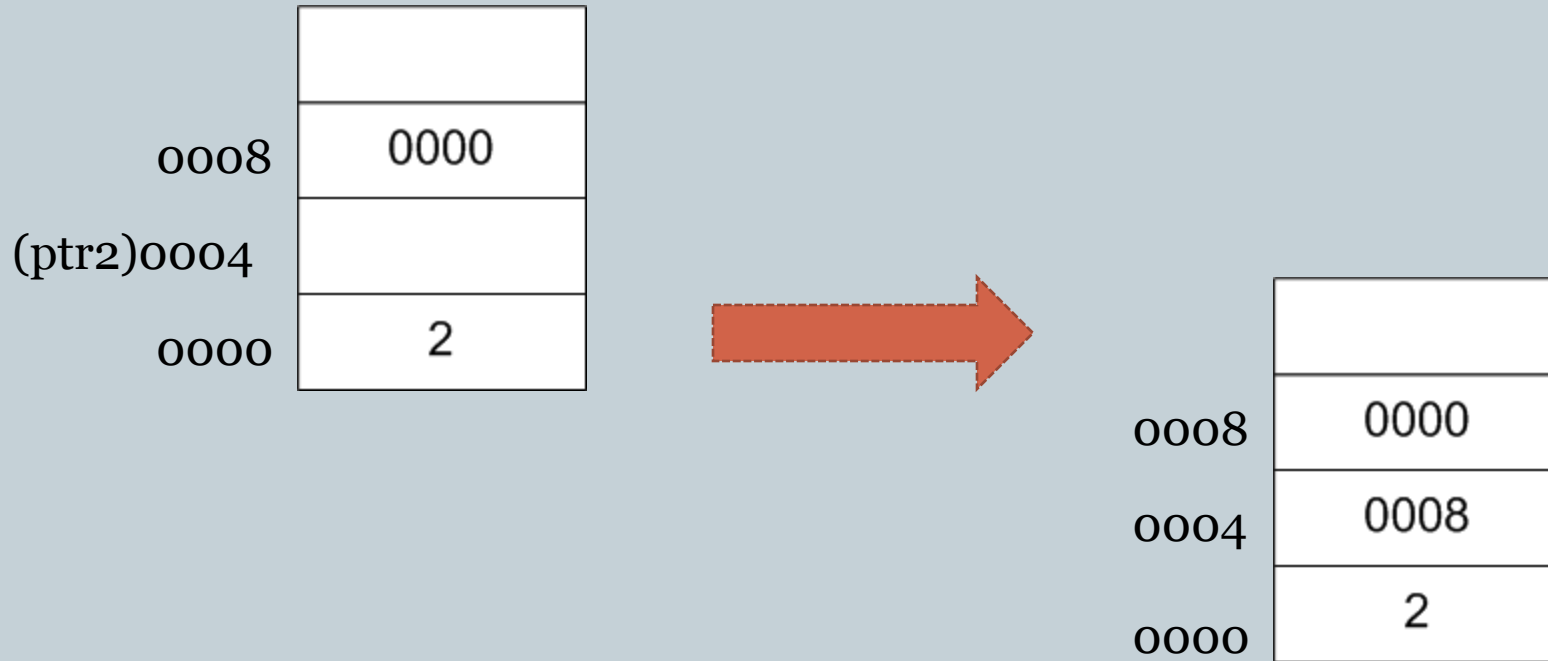
```
int ** ptr2;
```

- Reference the address of another pointer

```
ptr2 = &ptr1;
```

Pointers cont'

8



Linked List

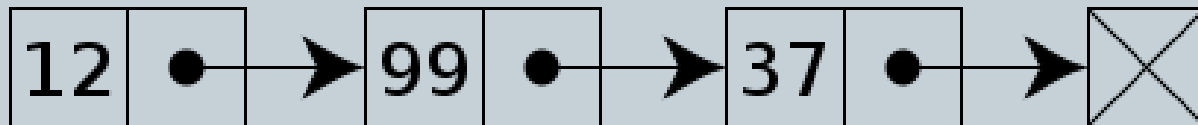
9

- Simple data structure used to implement many other data structures:
 - Stack, queues, hash table, etc..
- Usually implemented using pointers in C

Singly Linked List

10

- Traverse only in one direction



Singly Linked List cont'

11

```
typedef struct node{  
    int value;  
    struct node * next;  
}node;
```

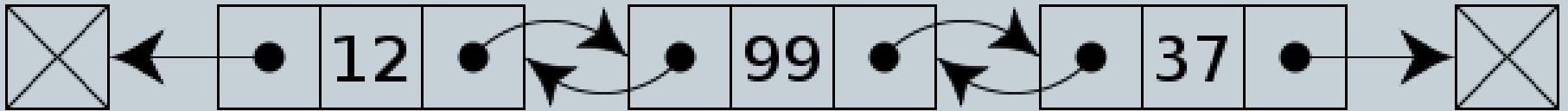
```
Node * aNode;  
Node * nodePtr;
```

```
nodePtr = aNode; //points to beginning of the list  
nodePtr = aNode->next; //go to the next node
```

Doubly Linked List

12

- Traverse in both directions
- Contains two pointers: next and prev



Doubly Linked List cont'

13

```
typedef struct node{  
    int value;  
    struct node * next;  
    struct node * prev;  
}node;
```

```
Node * aNode;  
Node * nodePtr;
```

```
nodePtr = aNode -> next;  
nodePtr = aNode -> prev;
```

Makefiles Review

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- Target and dependencies:
 - `main: sample.o`
 - ✦ `-gcc sample.o -o sample`
 - `rm:`
 - ✦ `-rm *.o`
- Macro
 - `CC = -gcc`
 - `FLAGS = -ansi -Wall -pedantic`
 - `main: sample.o`
 - ✦ `$(CC) sample.o $(FLAGS) sample`

Makefiles cont'

15

- Example:
 - A program consists of 3 files:
 - ✦ main.c //where the main function resides
 - ✦ lib1.c
 - ✦ lib2.c

Makefiles cont'

16

```
CC=gcc
FLAGS=-ansi -Wall
OBJECTS=main.o lib1.o lib2.o

main: $(OBJECTS)
    -$(CC) $(OBJECTS) $(FLAGS) -o main
main.o: main.c
    -$(CC) -c main.c
lib1.o: lib1.c
    -$(CC) -c lib1.c
lib2.o: lib2.c
    -$(CC) -c lib2.c
rm:
    -rm *.o
```

Assignment Guidelines

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- **Requirements:**
 - Makefile
 - Tar and gzip of files
 - Comments appropriately
 - Name and date at the beginning of each file
 - Indentation
 - Submit via the moodle website

Suggested Readings:

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- **Makefiles:**

- www.gnu.org/software/make/manual/make.html

- **Thanks:**

- Wikipedia - images