CIS 190: C/C++ Programming

Lecture 3 Memory Management in C

Any Questions?

Outline

- (from last class) Testing
- Memory allocation
- Memory errors
- Errors
- Debugging
- Homeworks

Testing

- unit testing
 - literal tests to make sure code works as intended
 - e.g., TwoPlusTwoEqualFour(...) for an Addition() function
- *edge case* testing (or corner case, etc.)
 - ensure that code performs correctly with all (or at least many) possible input values
 - e.g., prevent program from accepting invalid input

Simple Testing Example

/* get month from user in integer form */
printf("Please enter month: ");
scanf("%d", &month);

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/* get month from user in integer form */
printf("Please enter month: ");
scanf("%d", &month);
while (month < JAN_INT || month > DEC_INT)
{

scanf("%d", &month);

Simple Testing Example

/* get month from user in integer form */ printf("Please enter month: "); scanf("%d", &month); while (month < JAN INT || month > DEC INT) { printf("\n%d is an invalid month", month); printf("please enter between %d and %d:", JAN INT, DEC INT); scanf("%d", &month);

/* print string up to number given by length (or full string, whichever is reached first) */ void PrintToLength(char str[], int length) int i; for (i = 0; i < length; i++){ printf("%c", str[i]);

Common Edge Cases

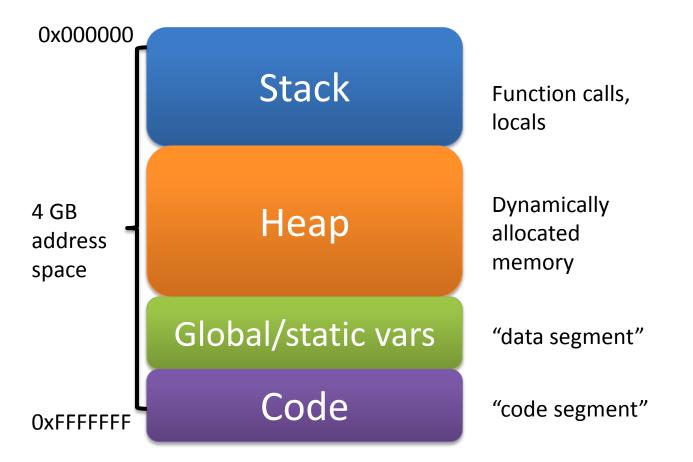
- C-style string
 - empty string
 - pointer to NULL
 - without the \0 terminator
- Integer
 - zero
 - negative/positive
 - below/above the min/max

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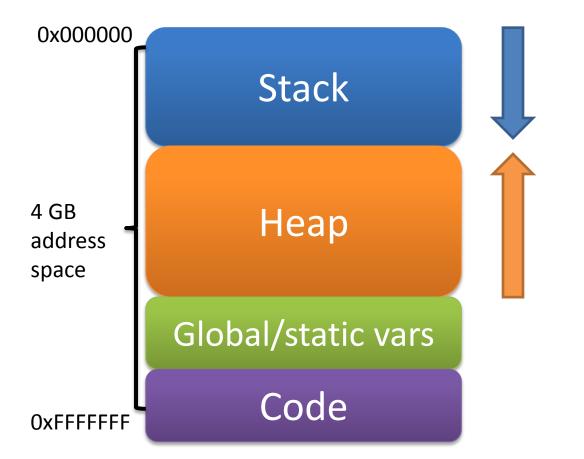
Memory

 each process gets its own memory chunk, or *address space*



Memory

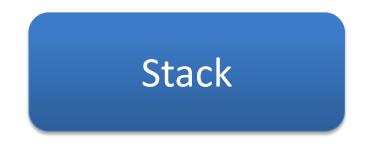
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Stack Allocation

- memory allocated by the program as it runs
 - local variables
 - function calls

• fixed at compile time



Heap Allocation

dynamic memory allocation
 memory allocated at run-time



- two options for allocating memory:
 -malloc()
 - -calloc()
 - both require **#include** <**stdlib**.**h**> to work

malloc()

void* malloc (<size to be allocated>)

 malloc returns a pointer to a *contiguous* block memory of the size requested

calloc()

- calloc works very similarly to malloc, but it initializes all the allocated bits to zero
 - takes longer than malloc, so only use if needed

Casting Allocated Memory

- both calloc() and malloc() return a pointer of type void, so you must cast the memory to match the given type

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Handling Allocated Memory

<u>IMPORTANT</u>: before using allocated memory make sure it's <u>actually been allocated</u>

- if memory wasn't correctly allocated, the address that is returned will be null
 - this means there isn't a contiguous block of memory large enough to handle request

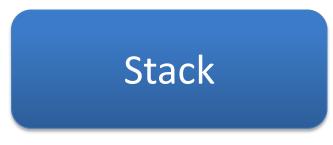
Exiting in Case of NULL

- if the address returned is null, your program should exit
 - exit() takes an integer value
 - non-zero values are used as error codes

```
if (grades == NULL) {
    printf("Memory not allocated,
        exiting.\n");
    exit(-1);
```

Managing Your Memory

- stack allocated memory is automatically freed when functions return
 - including main()



 memory on the *heap* was allocated by you – so it must also be freed by you



Freeing Memory

done using the **free()** function

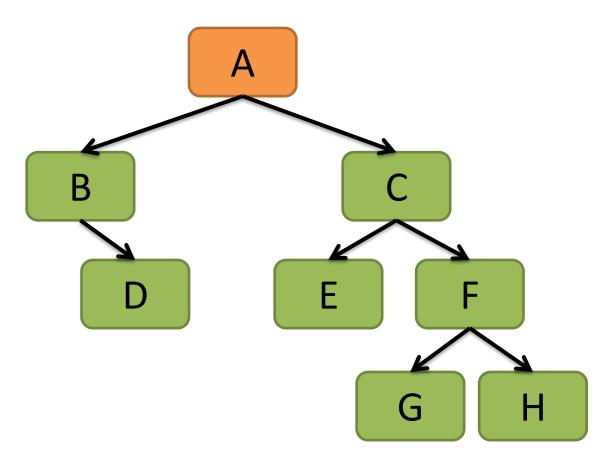
- free takes a pointer as an argument:
 free (grades) ;
 free (letters) ;

- **free()** does not work recursively
 - for each individual allocation, there must be an individual call to free that allocated memory
 - called in a sensible order

Freeing in Order In what order would you free the nodes of this linked list?



Freeing in Order In what order would you free the nodes of this binary tree?



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Memory Errors

- when we dynamically allocate memory, we are handling it directly
- have to be aware of possible errors like:
 - accessing off-limits memory
 - "losing" memory
 - running out of memory
 - not common nowadays, except in some embedded systems

Memory Leaks

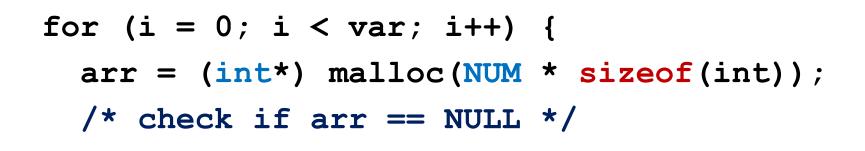
memory leaks occur when data is continually dynamically allocated but not freed

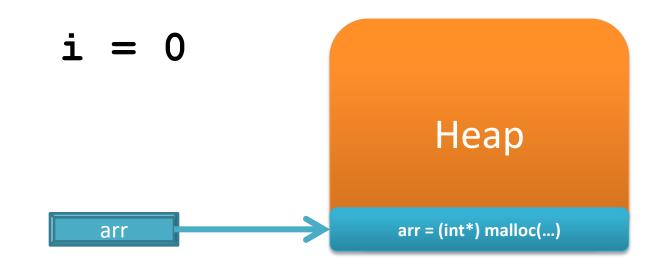
- access to the memory is then "lost"
 - for example, a loop that re-allocates memory to the same variable without freeing

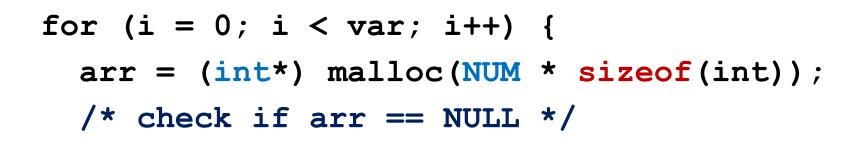
 eventually we will run out of memory, and the program will crash or forcefully exit

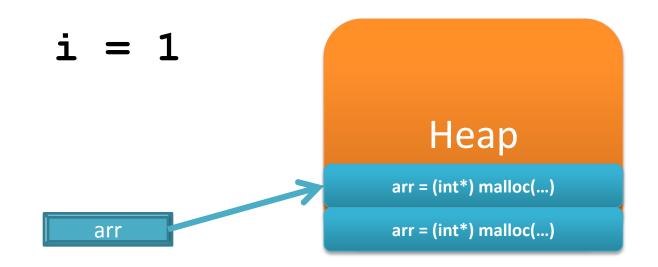
for (i = 0; i < var; i++) { arr = (int*) malloc(NUM * sizeof(int)); /* check if arr == NULL */</pre>



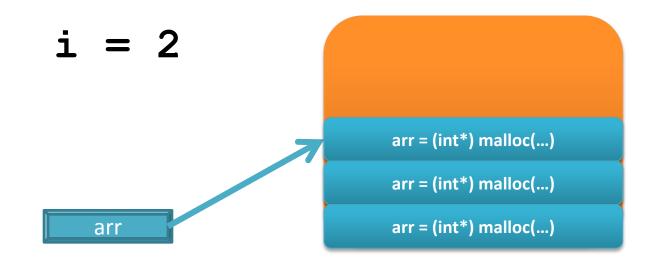




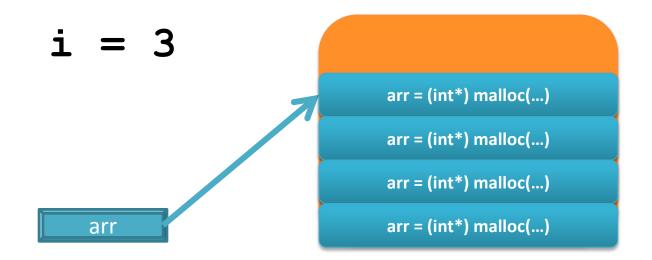




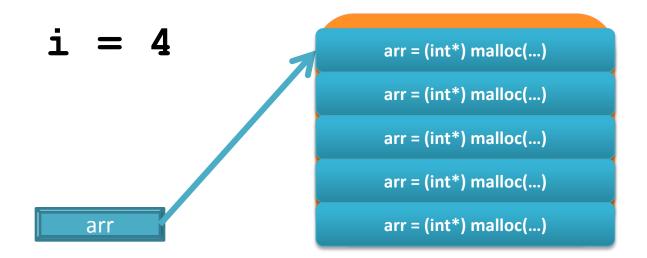
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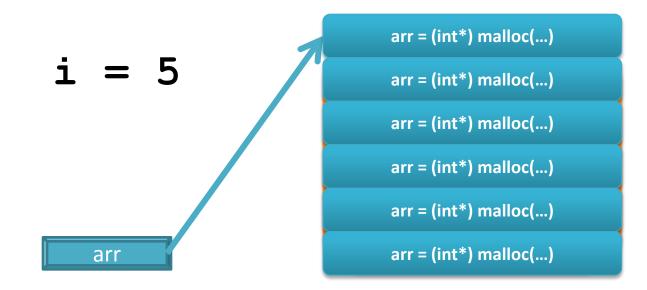
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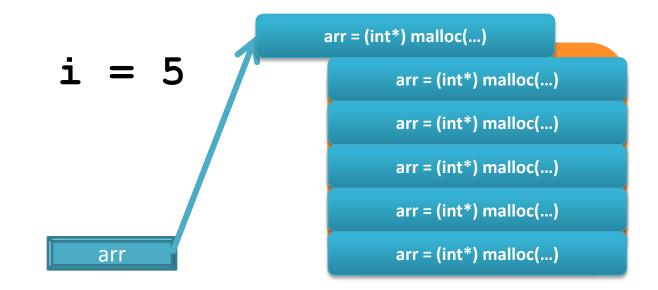
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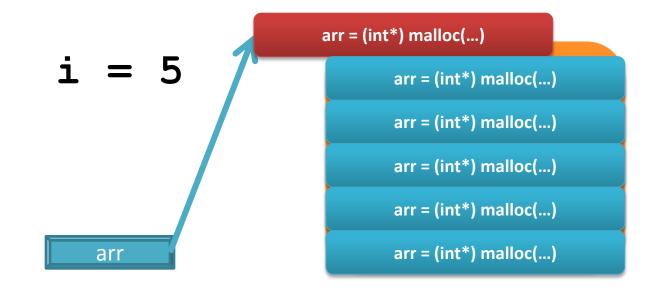
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Mistakes When Using free()

• double free

- freeing one pointer twice

- without reallocating memory in-between frees

- can cause a segfault

• dangling pointer

- a pointer that points to freed memory
- trying to access can cause a segfault

Segmentation Faults

 segmentation faults occur when you try to access memory that is off-limits

segfaults occur during a program's runtime
 – this can make them difficult to debug

Common Causes of Segfaults

• accessing out-of-bounds on an array

 accessing the memory address of uninitialized pointers

 accessing a pointer whose address points to memory that has been freed

C Trying to Be "Nice"

- when it can, C will do its best to shield you from errors like
 - freeing memory twice
 - accessing freed memory
 - manipulating freed memory

but not

using uninitialized memory

C Being Nice

• double free memory

- C will let it silently fail (most of the time)

- accessing freed memory
 - C will let you do this (most of the time)
 - BUT....

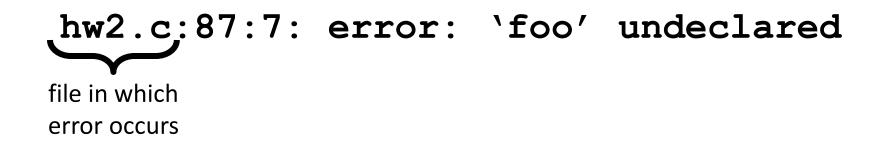
Killing with Kindness

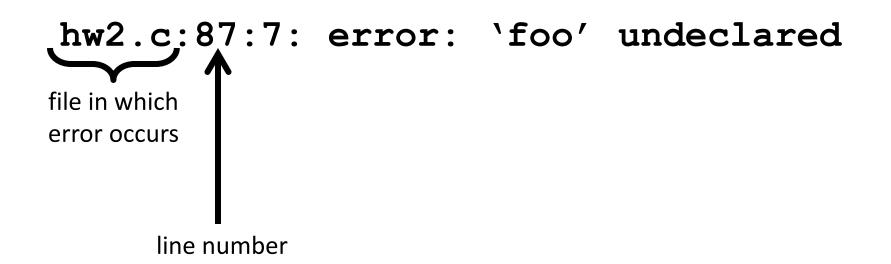
- the data that was stored there has degraded or been corrupted when it was freed
- if code is changed so that freed memory is overwritten by a new "legitimate" allocation
 - you will suddenly have errors
 - that aren't caused by the new code
 - makes it very difficult to debug

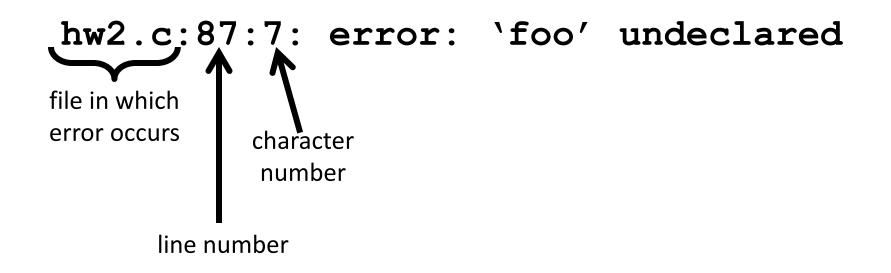
Outline

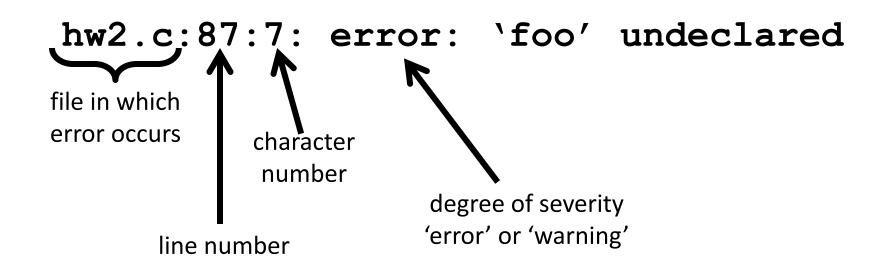
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hw2.c:87:7: error: `foo' undeclared









Understanding Errors `foo' undeclared hw2.c:87:7: error: file in which error message error occurs character number degree of severity 'error' or 'warning' line number

#1 Rule of Debugging

• start with the **very first** error or warning

- recompile every time an error is fixed
 - errors will cascade
 - and de-cascade when fixed!

```
int numStudnts;
```

```
for (i = 0; i < numStudents; i++) {
   total += grades[i];
}
avg = total/numStudents;</pre>
```

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int numStudnts;
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for (i = 0; i < numStudents; i++) {
   total += grades[i];
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```
> gcc -Wall average.c
```

```
int numStudnts;
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for (i = 0; i < numStudents; i++) {
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}
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```

> gcc -Wall average.c

the -Wall flag shows all of warnings

```
int numStudnts;
```

```
for (i = 0; i < numStudents; i++) {
   total += grades[i];
}
avg = total/numStudents;</pre>
```

```
> gcc -Wall average.c
average.c:5:5: warning: unused variable `numStudnts'
average.c:22:17: error: `numStudents' undeclared
average.c:25:13: error: `numStudents' undeclared
```

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for (i = 0; i < numStudents; i++) {
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```

Cascading Errors int(numStudnts;) for (i = 0; i < numStudents; i++) {</pre> total += grades[i] avg = total/numStudents; > gcc -Wall average.c average.c:5:5: warning: unused variable (numStudnts' average.c:22:17: error: `numStudents' undeclared average.c:25:13: error: `numStudents' undeclared

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int numStudents;
for (i = 0; i < numStudents; i++) {
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int numStudents;
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> gcc -Wall average.c

```
int numStudents;
for (i = 0; i < numStudents; i++) {
  total += grades[i];
}
avg = total/numStudents;
```

> gcc -Wall average.c

got rid of all 3 errors!

When Errors Occur

- compile time
 - pretty easy (normally typos or simple mistakes)
- linking
 - slightly harder (could be easy, could require rethinking how your code is laid out)
- run time
 - UGH (often difficult to pinpoint, and sometimes hard to spot at all)
 - best bet is to use a debugger

hw2.c:87:7: error: `foo' undeclared

- if foo is a variable:
 - forgot to declare
 - misspelled (on declaration or on use)
- if **foo** is a **function**:
 - forgot to #include file containing the prototype
 - misspelled (on declaration or on use)

hw2.c:37:6: warning: unused variable `bar'

- variable was declared but not used
 - normally because variable declaration has a typo
 - if you're in the midst of writing code, this warning may be *temporarily* acceptable

- haven't had a chance to use the variable yet

hw2.c:54: warning: suggest parentheses around assignment used as truth value

- often a mistake inside a control statement
 - you meant to use == not =
 - (you want equivalency, not assignment)

hw2.c: 51: error: expected `;' before `for'

- missing semicolon on <u>previous</u> line of code
- 'for' is simply the word directly following the missing semicolon
 - could be 'int' or 'if' or a variable name, etc

Common Linker Errors

hw4.o: In function `main': hw4.c:91: undefined reference to `Fxn'

- linker can't find code for 'Fxn' in any .o file
 - forgot to link . o file
 - misspelled named of Fxn
 - parameter list is different
 - differences between prototype/definition/call

Common Linker Errors

/usr/lib64/gcc/[...]/crt1.o: In function `_start':

/home/[...]/start.S:119: undefined reference to main

- you compiled a file that does not contain a
 main()
- without using the -c flag to indicate separate compilation

ABSOLUTELY TERRIFYING ERROR

• (story time!)

ABSOLUTELY TERRIFYING ERROR

'...' before 'size t' '...' before 'size_t' > gcc -Wall structs.c In file included from /usr/include/stdio.h:33:0, /usr/include/string.h:62:42: error: expected declaration specifiers or /usr/include/stdlib.h:361:4: error: expected declaration specifiers or ...' before 'size t' .' before 'size t' from structs.c:6: /usr/include/string.h:65:56: error: expected declaration specifiers or /usr/include/stdlib.h:465:22: error: expected declaration specifiers or /usr/lib64/gcc/x86 64-suse-linux/4.7/include/stddef.h:213:1:error: ...' before 'size t' ...' before 'size t' expected '=', ',', ';', 'asm' or '__attribute__' before 'typedef' /usr/include/string.h:92:48: error: expected declaration specifiers or /usr/include/stdlib.h:467:22: error: expected declaration specifiers or In file included from /usr/include/stdio.h:74:0, ...' before 'size t' ...' before 'size t' from structs.c:6: /usr/include/string.h:129:39: error: expected declaration specifiers or /usr/include/stdlib.h:467:38: error: expected declaration specifiers or /usr/include/libio.h:307:3: error: unknown type name 'size t' ...' before 'size t' '...' before 'size t' /usr/include/libio.h:311:67: error: 'size_t' undeclared here (not in a /usr/include/string.h:137:9: error: expected declaration specifiers or /usr/include/stdlib.h:479:36: error: expected declaration specifiers or function) ...' before 'size_t' ...' before 'size t' /usr/include/libio.h:339:62: error: expected declaration specifiers or /usr/include/string.h:143:57: error: expected declaration specifiers or Infile included from /usr/include/stdlib.h:491:0, ...' before 'size t' .' before 'size t' from structs.c:11: /usr/include/libio.h:348:6: error: expected declaration specifiers or ' /usr/include/string.h:150:15: error: expected '=', ',', ';', 'asm' or /usr/include/alloca.h:32:22: error: expected declaration specifiers or before 'size t' attribute ' before 'strxfrm' ...' before 'size_t' /usr/include/libio.h:470:19: error: expected '=', ',', ';', 'asm' or In file included from structs.c:9:0: In file included from structs.c:11:0: attribute ' before '_IO_sgetn' /usr/include/string.h:165:15: error: expected '=', ',', ';', 'asm' or /usr/include/stdlib.h:497:22: error: expected declaration specifiers or In file included from structs.c:6:0: _attribute__' before 'strxfrm_l' ...' before 'size t' /usr/include/stdio.h:319:35: error: expected declaration specifiers or /usr/include/string.h:180:45: error: expected declaration specifiers or /usr/include/stdlib.h:502:45: error: expected declaration specifiers or ...' before 'size t' ..' before 'size t' ...' before 'size t' /usr/include/stdio.h:325:47: error: expected declaration specifiers or /usr/include/string.h:281:15: error: expected '=', ',', ';', 'asm' or /usr/include/stdlib.h:502:65: error: expected declaration specifiers or ...' before 'size t' attribute ' before 'strcspn' ...' before 'size t' /usr/include/stdio.h:337:20: error: expected declaration specifiers or /usr/include/string.h:285:15: error: expected '=', ',', ';', 'asm' or /usr/include/stdlib.h:755:9: error: expected declaration specifiers or ...' before 'size t' attribute ' before 'strspn' '...' before 'size t' /usr/include/stdio.h:344:10: error: expected declaration specifiers or /usr/include/string.h:395:15: error: expected '=', ',', ';', 'asm' or /usr/include/stdlib.h:755:25: error: expected declaration specifiers or ...' before 'size_t' attribute ' before 'strlen' .' before 'size t' /usr/include/stdio.h:386:44: error: expected declaration specifiers or /usr/include/string.h:402:15: error: expected '=', ',', ';', 'asm' or /usr/include/stdlib.h:760:34: error: expected declaration specifiers or ...' before 'size t' attribute ' before 'strnlen' ...' before 'size t' /usr/include/stdio.h:390:45: error: expected declaration specifiers or /usr/include/string.h:423:12: error: expected declaration specifiers or /usr/include/stdlib.h:760:50: error: expected declaration specifiers or ...' 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ABSOLUTELY TERRIFYING ERROR

> gcc -Wall structs.c	'' before 'size_t'	'' before 'size_t'
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/usr/include/stdio.h:390:45: error: expected declaration	/usiv tring h:423:12: error: expected declaration specifiers or	'' before 'size_t'
'' before 'size_t' /usr/include/stdio.h:666:11: error: expected declarat/ecifiers or	"" before t	/usr/include/stdlib.h:760:50: error: expected declaration specifiers or '' before 'size_t'
'' before 'size_t'	/usr/includ ng.h:447:33: error: expected declaration specifiers or before 's	/usr/include/stdlib.h:839:6: error: expected declaration specifiers or '' before 'size t'
/usr/include/stdio.h:669.9: error: expected declaration	Vinclude/A ong h:451:53: error: expected declaration specifiers or efore 'size_t'	/usr/include/stdlib.h:842:6: error: expected declaration specifiers or '' before 'size t'
/usr/include/stdio.h:679:8: error: ex '' before 'size_t'	/include/string.h:455:31: error: expected declaration specifiers or before 'size, t'	/usr/include/stdlib.h:846:31: error: expected declaration specifiers or '' before 'size.t'
/usr/include/stdio.h:20 Sterror:ex td + 'sm'o		/usr/include/stdlib.h:850:31: error: expected declaration specifiers or ' before 'size t'
/usr/include/r 15:15:error:exp attribute_r e 'fwrite'		/usr/include/stdlib.h:859:36: error: expected declaration specifiers or
/usr/include/st. 37 or:expe attribute' beunlocked' =, ``, ``, 'asm' or		'' before 'size_t' /usr/include/stdlib.h:863:34: error: expected declaration specifiers or
/usr/include/stdio 15:error:expec =, ', ', ',', 'asm' or 'attribute' befor te_un d'		'' before 'size_t' /usr/include/stdlib.h:870:15: error: expected '=', ',', ';', 'asm' or
In file included from st	In file included from structs.c:11:0:	'_attribute_' before 'mbstowcs'
/usr/include/string.h:4 before 'size_t'	/usr/include/stdlib.h:139:15: error: expected '=', ',', ',', 'asm' or	/usr/include/stdlib.h:873:15: error: expected '=', ',', ';', 'asm' or 'attribute' before 'wcstombs'
/usr/include/string.h:46:56: error: expected declaration specifiers or	'attribute_' before 'ctype_get_mb_cur_max' In file included from structs.c:11:0:	
'' before 'size_t'	/usr/include/stdlib.h:331:4: error: expected declaration specifiers or	69
/usr/include/string.h:55:18: error: expected declaration specifiers or		

Debugging Basics

- if the error's not clear from just looking at the code, you can try:
- inserting probe statements with printf
 (but adding a printf might change your error!)
- rubber duck debugging
- Googling the error message
- using a debugger

Outline

- (from last class) Testing
- Memory allocation
- Memory errors
- Errors
- Debugging
- Homeworks

Debuggers

see what is going on "inside" the program

 more powerful and accurate than printf() probes

examine individual variables (value & address)
 – can change variable's value on the fly

• step through code line by line

- can skip blocks of code you don't want to see

Using DDD (or GDB)

must use the '-g' flag when compiling

- open program for testing using command line:
 ddd a.out
 - gdb hw2

- GDB Gnu Project Debugger (text based)
- DDD Data Display Debugger (GUI based)
 LIVECODING

DDD Basics

• debugger allows you to:

- add breakpoints to stop the program at specific points
- use 'print' or 'display' to show values (or addresses) of variables
- step through code line by line

LIVECODING

DDD Tips

- File -> Open Source
 - choose a different file to look at (and to set breakpoints in)
- Source -> Reload Source
 - refresh the source you're using after recompiling without losing any breakpoints or data displays
- FINISH
 - executes the current "frame"
 - will pause when it hits a return (outside of main)

LIVECODING

DDD Livecoding

• DDD livecoding example was taken wholesale from the sample session on this page:

http://www.gnu.org/software/ddd/manual/ html_mono/ddd.html

• site also has more information about DDD

LIVECODING

Outline

- (from last class) Testing
- Memory allocation
- Memory errors
- Errors
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- Homeworks

Homework 2

• due tomorrow night @ midnight

• if you haven't started yet – do it NOW!

Homework 3

• Memory Diagrams

- write legibly
- double check your work

due at BEGINNING of class, on paper
 – no late days for this homework!