

Struct address syntax

The following questions refer to the code on the right. You may assume that (a) all required #include statements are included, (b) there are no syntax errors, (c) there are no bugs that would prevent the code from running normally. Also, you may assume that `sizeof(char) == 1`, `sizeof(int) == 4`, `sizeof(void*) == 8`, and `sizeof(double) == 8`.

1) Rewrite the following expressions without using the `->` operator.

	<i>rewritten without -></i>
<code>a_ari -> ale</code>	
<code>* a_bev -> bug</code>	
<code>& a_bev -> bug</code>	
<code>a_bev -> bug + 2</code>	

Exploring struct objects in memory

2) Underline every local variable. How many did you find?

3) Double underline every expression that is on the data segment. How many did you find?

4) Fill in the blanks of the gdb session below.

(gdb) b 34

Breakpoint 1 at 0x40055b: file a.c, line 34.

(gdb) r

Starting program: /.../a

Breakpoint 1, main (argc=1, argv=0x7fffffffda78) at a.c:34
34 }

(gdb) p sizeof(argv)

\$1 = 4

(gdb) &argv ①

0x7fffffffda78: 1

(gdb) x/4bx &argv

0x7fffffffda78: 0x01 0x00 0x00 0x00

(gdb) x/4bd &argv

0x7fffffffda78: 1 0 0 0

```
#pragma pack(1)
```

```
typedef struct {
    int ale;
    int amp;
} Ant;
```

```
typedef struct {
    double bag;
    char bib;
    char* bug;
} Bat;
```

```
int main(int argc, char**
argv) {
    Ant ari = {
        .ale = 9,
        .amp = 7
    };
    Ant* a_ari = &ari;

    Bat bev = {
        .bag = 3.7,
        .bib = 'q',
        .bug = "bro"
    };
    Bat* a_bev = &bev;

    int ira[3] = {3, 4};

    return EXIT_SUCCESS;
}
```

View variables and memory

`print` [/ `format`] `expression`

- `format` ∈ d (decimal), x (hex), s (string), f (float), c (char.), u (unsigned decimal), o (octal), t (binary), z (zero-padded hex)
- `expression`: a C expression

`x` / [# of units] [unit] [format] address

- # of units: how many units
- unit ∈ b (1 byte), h (2 bytes), w (4 bytes), g (8 bytes)
- format: same as for p /

```
(gdb) p ari
$2 = {ale = 9, amp = 7}
(gdb) p sizeof(ari)
$3 = 8
(gdb) x/4bx &ari
0x7fffffff9d970: 0x09      0x00      0x00      0x00
(gdb) x/4bd a_ari
0x7fffffff9d970: [REDACTED] ⑥
(gdb) x/8bx a_ari
0x7fffffff9d970:
```

```
[REDACTED] ⑦
```

```
(gdb) x/8bx ira
0x7fffffff9d940: [REDACTED] ⑧
```

```
(gdb) x/2wd ira
0x7fffffff9d940: [REDACTED] ⑨
```

```
(gdb) p bev
$4 = {bag = 3.7000000000000002, bib = 113 'q', bug = 0x400650 "bro"}
(gdb) x/1gx &a_bev -> bug
0x7fffffff9d959: [REDACTED] ⑩
```

```
(gdb) p sizeof(bev)
$5 = 17
(gdb) p bev.bug
$6 = 0x400650 "bro"
(gdb) p &bev.bug[0]
$7 = 0x400650 "bro"
(gdb) p &bev.bug[1]
$8 = [REDACTED] ⑪
```

```
(gdb) p ira
$9 = {9, 7}
(gdb) x/2wd a_ari
0x7fffffff9d970: 9      7
(gdb) p a_ari
$10 = (Ant *) 0x7fffffff9d970
```

View variables and memory

```
print[/format/] expression
```

- **format** ∈ d (decimal), x (hex), s (string), f (float), c (char.), u (unsigned decimal), o (octal), t (binary), z (zero-padded hex)
- **expression**: a C expression

```
x/[# of units][unit][format/] address
```

- **# of units**: how many *units*
- **unit** ∈ b (1 byte), h (2 bytes), w (4 bytes), g (8 bytes)
- **format**: same as for p/

```
#pragma pack(1)
typedef struct {
    int ale;
    int amp;
} Ant;

typedef struct {
    double bag;
    char bib;
    char* bug;
} Bat;

int main(int argc, char** argv) {
    Ant ari = {
        .ale = 9,
        .amp = 7
    };
    Ant* a_ari = &ari;

    Bat bev = {
        .bag = 3.7,
        .bib = 'q',
        .bug = "bro"
    };
    Bat* a_bev = &bev;

    int ira[3] = {3, 4};

    return EXIT_SUCCESS;
}
```

(gdb) x/1gx &a_ari

0x7fffffff9d988: ^h

(gdb) x/8bx &a_ari

0x7fffffff9d988: 0x70 0xd9 0xff 0xff 0xff 0x7f 0x00 0x00

(gdb) x/4hx &a_ari

0x7fffffff9d988: ⁱ

(gdb) x/2wx &a_ari

0x7fffffff9d988: 0xffffd970 0x00007fff

(gdb) x/4bx &a_ari

0x7fffffff9d988: 0x70 0xd9 0xff 0xff

(gdb) p &a_ari -> ale

\$11 = (int *) ^j

(gdb) p &a_ari -> amp

\$12 = (int *) ^k

(gdb) ^l

type = Ant *

(gdb) whatis &a_ari

type = ^m

(gdb) whatis *a_ari

type = ⁿ

(gdb) whatis a_ari[0]

type = ^o

(gdb) whatis ira

type = int [2]

(gdb) whatis ira[0]

type = ^p

(gdb)

View variables and memory

print[/*format*] *expression*

- *format* ∈ d (decimal), x (hex), s (string), f (float), c (char.), u (unsigned decimal), o (octal), t (binary), z (zero-padded hex)
- *expression*: a C expression

x[/*# of units*][*unit*][*format*] *address*

- *# of units*: how many *units*
- *unit* ∈ b (1 byte), h (2 bytes), w (4 bytes), g (8 bytes)
- *format*: same as for p/

```
#pragma pack(1)
```

```
typedef struct {  
    int ale;  
    int amp;  
} Ant;
```

```
typedef struct {  
    double bag;  
    char bib;  
    char* bug;  
} Bat;
```

```
int main(int argc, char** argv) {  
    Ant ari = {  
        .ale = 9,  
        .amp = 7  
    };  
    Ant* a_ari = &ari;  
  
    Bat bev = {  
        .bag = 3.7,  
        .bib = 'q',  
        .bug = "bro"  
    };  
    Bat* a_bev = &bev;  
  
    int ira[3] = {3, 4};  
  
    return EXIT_SUCCESS;  
}
```