

# Objectives - Mon 2/17/2020

- ❑ Dynamic memory with malloc(...)
- ❑ memory form
- ❑ pass-by-address
- ❑ GDB
  - list
  - break
  - info breakpoints
  - delete
  - run
  - info locals
  - frame
  - p 
  - x/ 

# malloc(...)

## Stack

# Introduction

## Data segment

addr	type*	value
600		

- Type and name are not actually stored in memory or executable. Addresses shown are fictional.

- Assume `sizeof(int) == 4`  
`sizeof(char) == 1`  
`sizeof(void*) == 8`

- To show struct types with fields, split the type and name fields. In value field, just write the value of the field. Example →

<u>type</u>	<u>name</u>	<u>value</u>
Point : int,	p . x	5
: int	. y	6