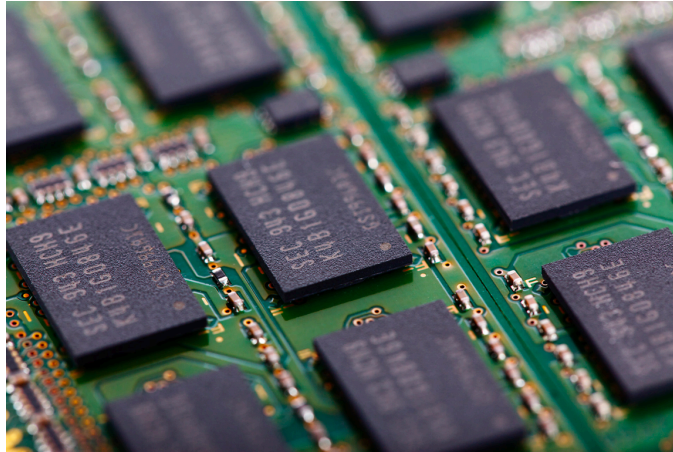


# Memory



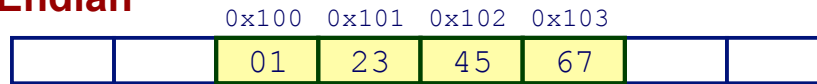
# Memory Addresses

Content:	FF	00	57	92	B3	8A	... ..	10	46	DC
Address:	000 000 000	000 000 001	000 000 002	000 000 003	000 000 004	000 000 005	...	134 217 725	134 217 726	134 217 727

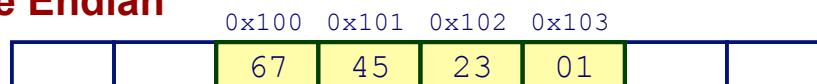
# Byte Ordering (Endianness)

```
int x = 0x01234567; // 32-bit num at address 0x100
```

## Big Endian

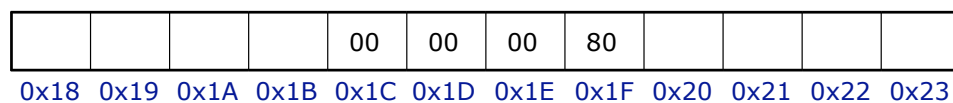
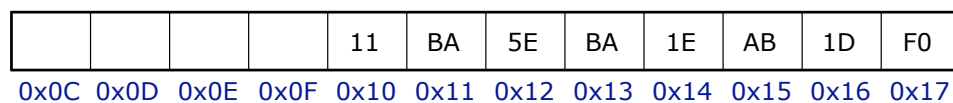
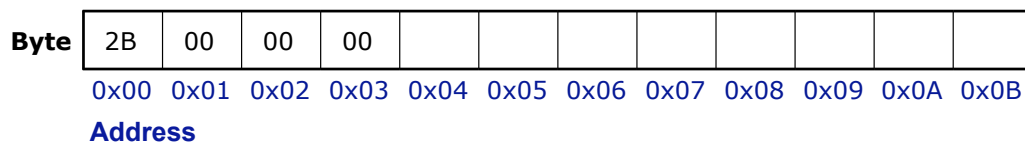


## Little Endian



# Sample Memory

36 bytes (addresses 0x00 - 0x23)



# Sample Memory

0x20				
0x1C	00	00	00	80
0x18				
0x14	1E	AB	1D	F0
0x10	11	BA	5E	BA
0x0C				
0x08				
0x04				
0x00	2B	00	00	00
	0x00	0x01	0x02	0x03

byte offset

# Sample Memory

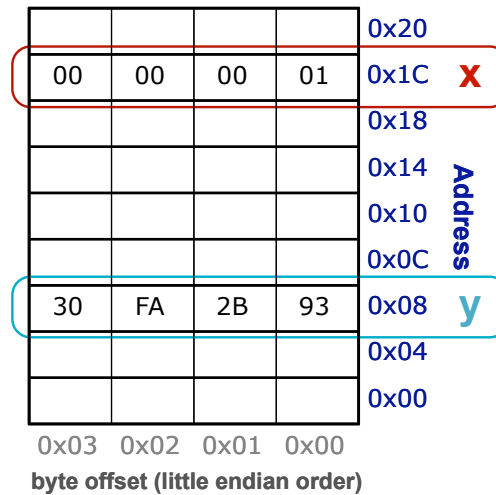
				0x20
80	00	00	00	0x1C
				0x18
F0	1D	AB	1E	0x14
BA	5E	BA	11	0x10
				0x0C
				0x08
				0x04
00	00	00	2B	0x00
0x03	0x02	0x01	0x00	

byte offset (little endian order)

# Variables as Addresses

```
int x; // x at 0x1C
int y; // y at 0x08

x = 1;
y = 0x30FA2B93;
```



# Java References

```
class Blob {
    // ... instance variables ...
}

public void doStuff() {

    Blob b1 = new Blob();
    Blob b2 = new Blob();

}
```

# Java References

```
class Blob {
    // ... instance variables ...
}

public void doStuff() {

    Blob b1 = new Blob();
    Blob b2 = b1;

}
```

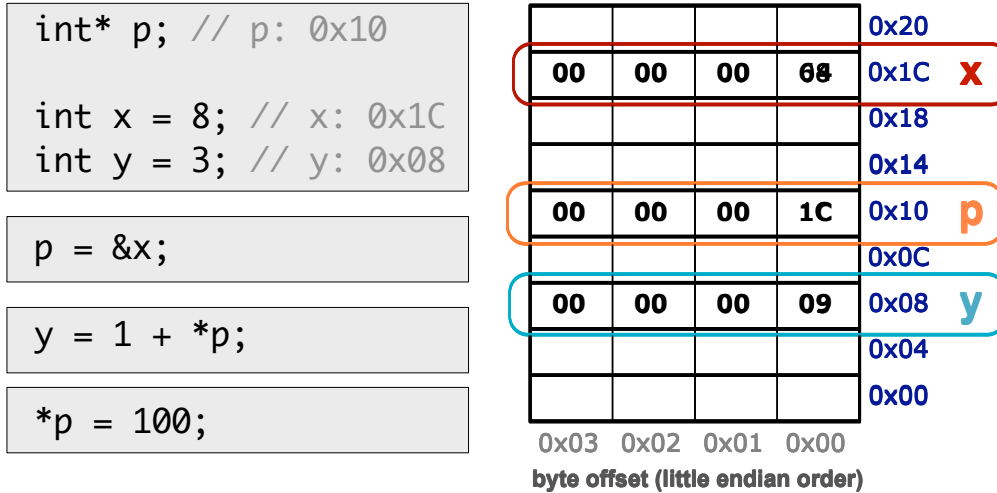
# Pointers

**address** = index of a byte in memory

**pointer** = piece of data storing an **address**

- T\*** **p**;      declare a pointer **p** that will point to something of type **T**
  
- &x**            **address of** **x** (get a pointer to **x**)
  
- \*p**            **contents at** address given by pointer **p**  
(aka “**dereference p**” – follow the pointer)

# Pointer Example



# Pointer Example

```
void swap(int* p1, int* p2) {
    int temp = *p1;
    *p1 = *p2;
    *p2 = temp;
}

void main() {
    int x = 5;
    int y = 3;

    // x is 5, y is 3

    swap(&x, &y);

    // x is 3, y is 5
}
```

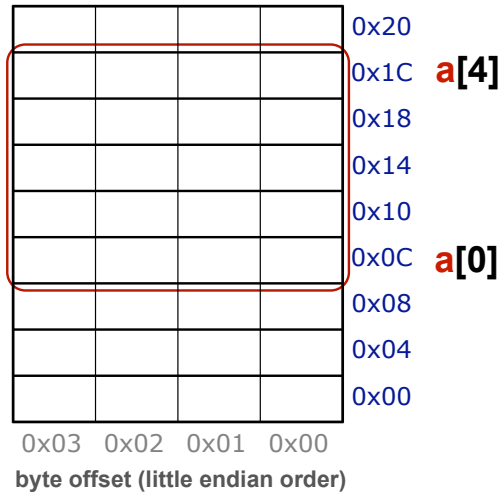
# Arrays in C

```
int a[5]; // creation

a[0] = 0xFF; // indexing
a[3] = a[0];

a.length; // nope!

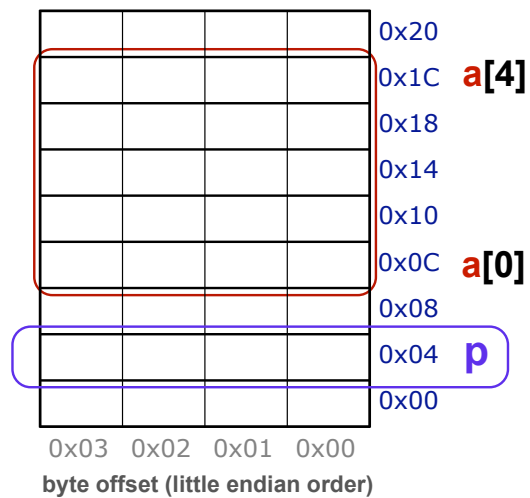
a[5] = 0xBAD; // uh oh
a[-1] = 0xBAD; // x2
```



# Arrays as Pointers

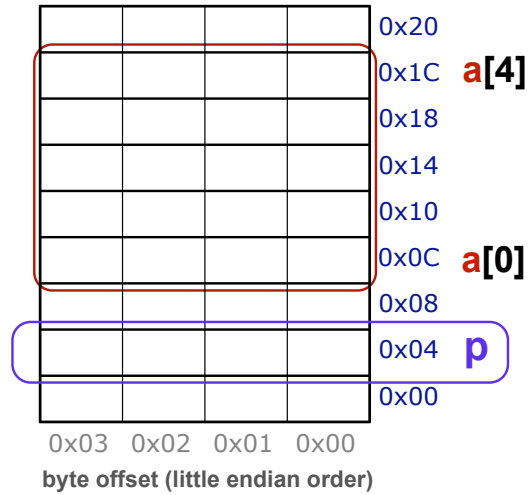
```
int a[5];

int* p;
```



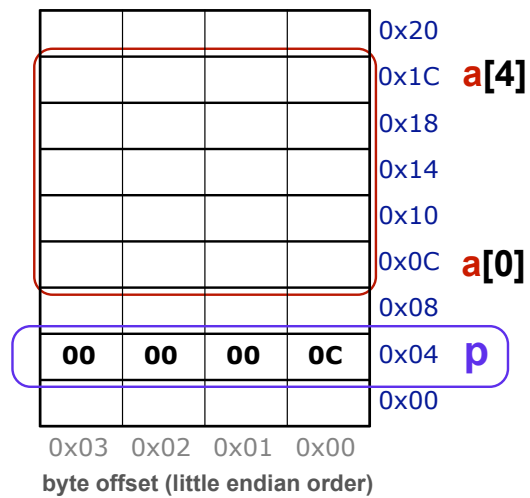
# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = &a[0];
```



# Arrays as Pointers

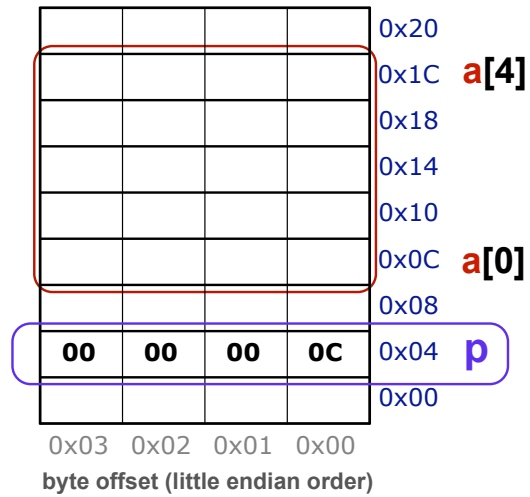
```
int a[5];  
  
int* p;  
  
p = &a[0];
```





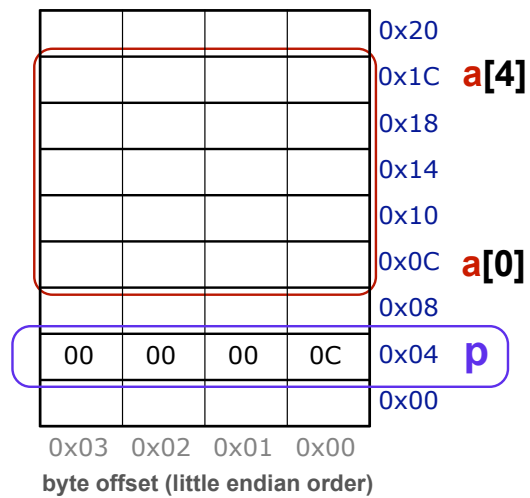
# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = &a[0]; // or p = a;
```



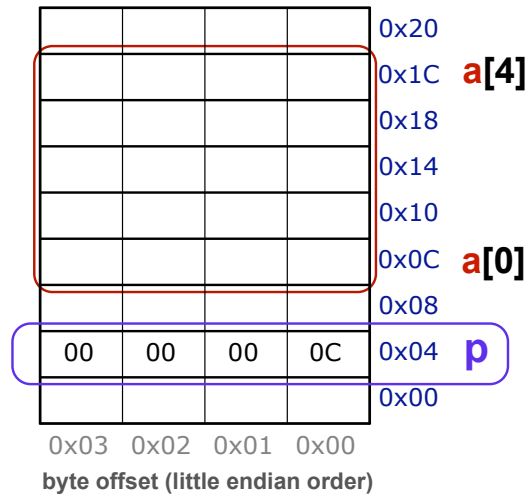
# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]
```



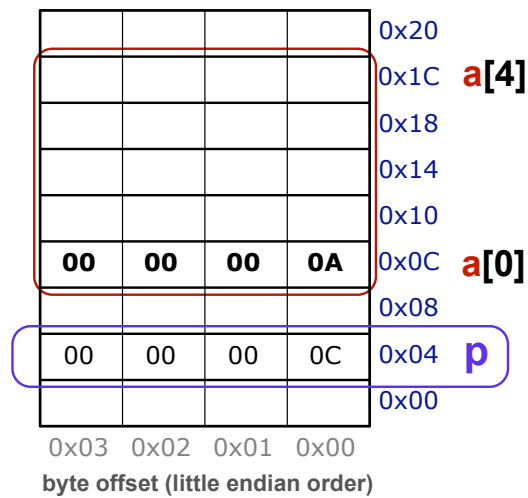
# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]  
  
*p = 0xA;
```



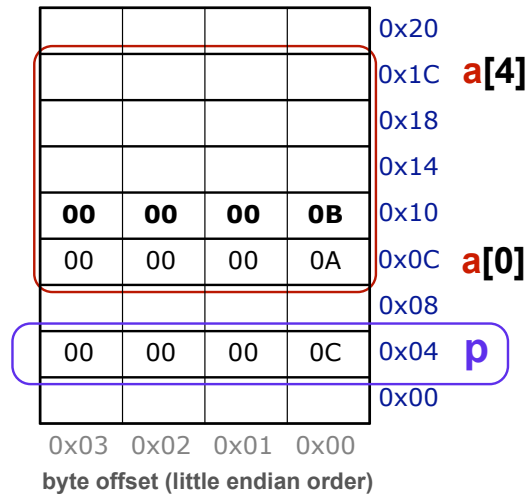
# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]  
  
*p = 0xA;
```



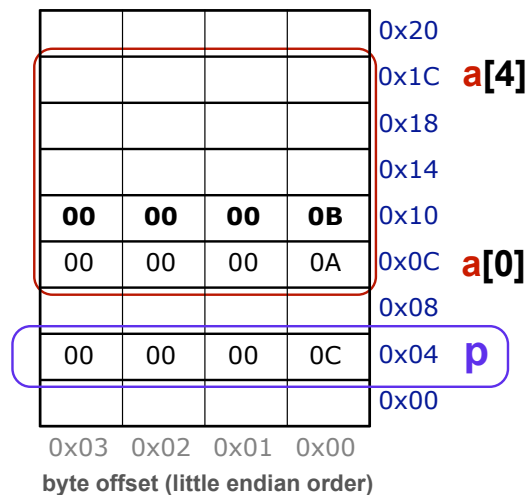
# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]  
  
*p = 0xA;  
a[1] = 0xB; // using a
```



# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]  
  
*p = 0xA;  
p[1] = 0xB; // using p
```

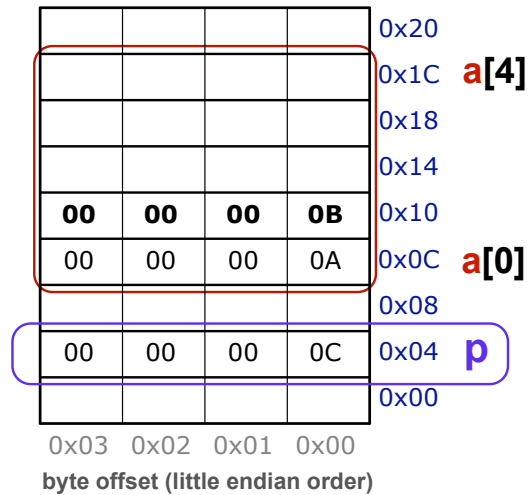


# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]  
  
*p = 0xA;  
*(p + 1) = 0xB;
```

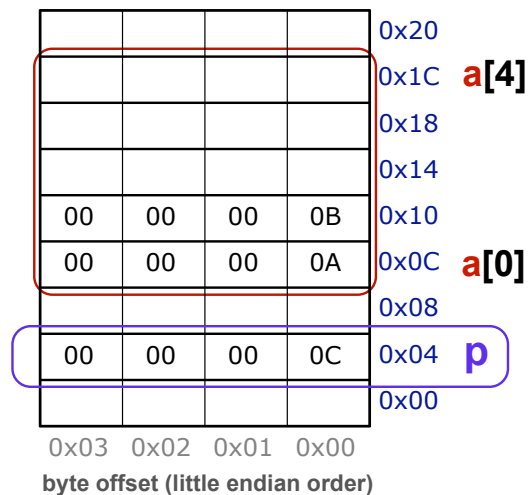


**Pointer  
Arithmetic!**



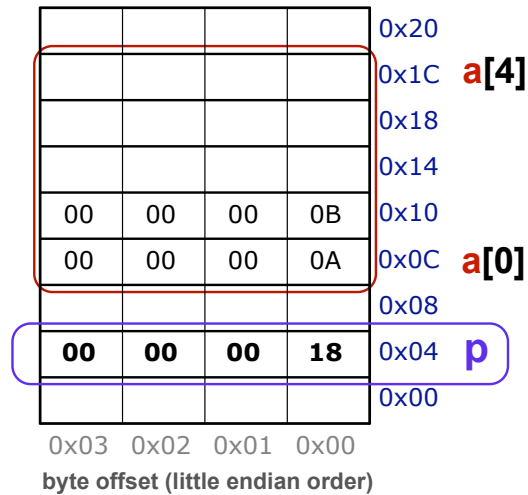
# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]  
  
*p = 0xA;  
*(p + 1) = 0xB;  
  
p = p + 3;
```



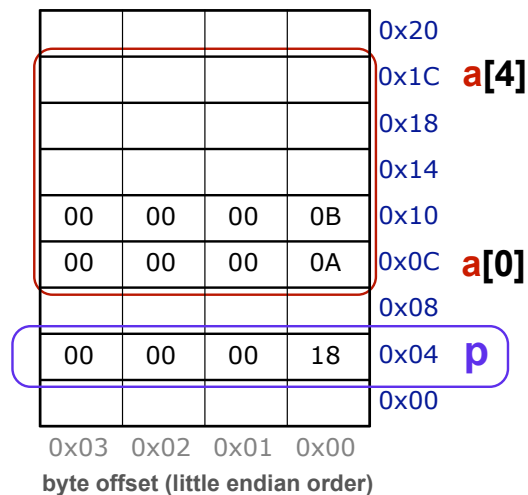
# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]  
  
*p = 0xA;  
*(p + 1) = 0xB;  
  
p = p + 3;
```



# Arrays as Pointers

```
int a[5];  
  
int* p;  
  
p = a; // &a[0]  
  
*p = 0xA;  
*(p + 1) = 0xB;  
  
p = p + 3;  
*p = a[1] + 1;
```



# Arrays as Pointers

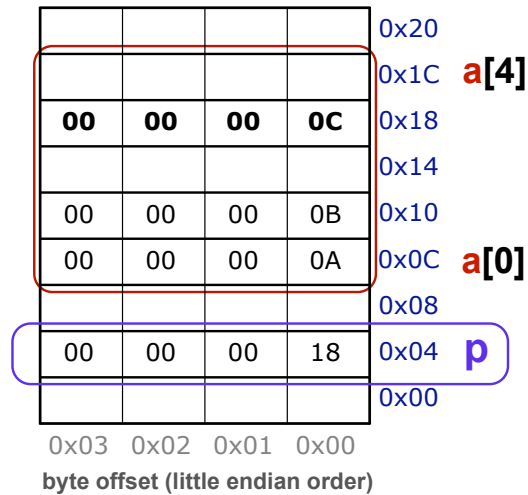
```
int a[5];

int* p;

p = a; // &a[0]

*p = 0xA;
*(p + 1) = 0xB;

p = p + 3;
*p = a[1] + 1;
```



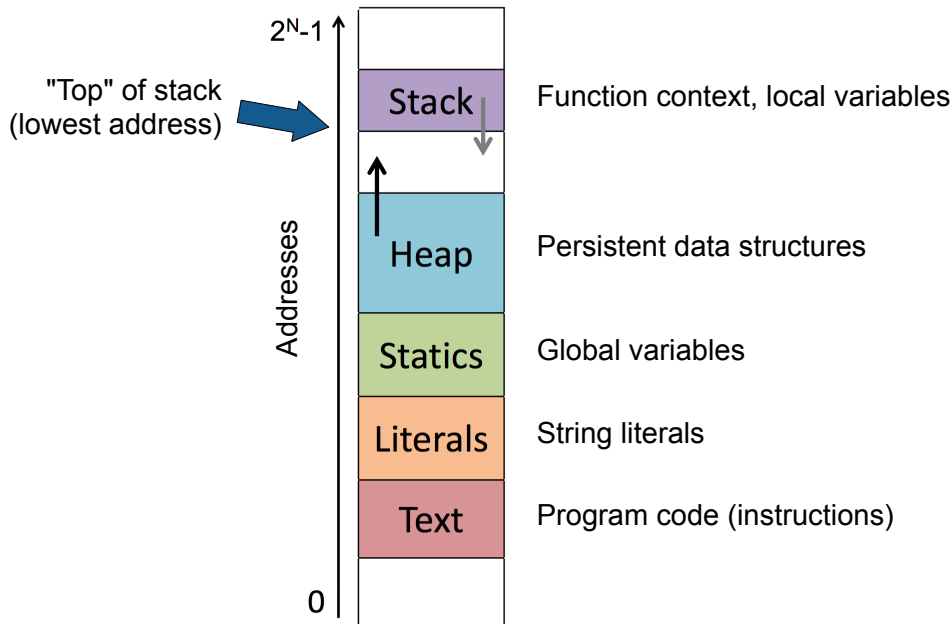
# Null-Terminated Strings

*null character*



0x43	0x53	0x43	0x49	0x20	0x32	0x33	0x33	0x30	0x00
'C'	'S'	'C'	'I'	' '	'2'	'3'	'3'	'0'	'\0'

# Memory Layout (Segments)



# Dynamic Memory Allocation

```
#define ZIP_LENGTH 5

int* zip = malloc(sizeof(int) * ZIP_LENGTH);
if (zip == NULL) {
    perror("malloc failed");
    exit(0);
}

zip[0] = 0;
zip[1] = 4;
zip[2] = 0;
zip[3] = 1;
zip[4] = 1;

printf("zip is");
for (int i = 0; i < ZIP_LENGTH; i++) {
    printf(" %d", zip[i]);
}
printf("\n");

free(zip);
```

zip 0x7fedd2400dc0 0x7fff58bdd938

1	0x7fedd2400dd0
1	0x7fedd2400dcc
0	0x7fedd2400dc8
4	0x7fedd2400dc4
0	0x7fedd2400dc0

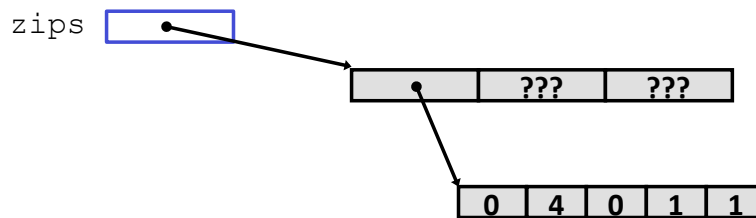
zip 0

0	4	0	1	1
+0	+4	+8	+12	+16

# Pointers to Pointers to ...

```
#define NUM_ZIPS 3 allocating pointers!

int** zips = malloc(sizeof(int*) * NUM_ZIPS);
...
int* zip = malloc(sizeof(int) * ZIP_LENGTH);
zips[0] = zip;
...
int* first_zip = zips[0];
first_zip[0] = 0;
zips[0][1] = 4;
zips[0][2] = 0;
first_zip[3] = 1;
zips[0][4] = 1;
```



# Memory Errors



(credit: xkcd.com)