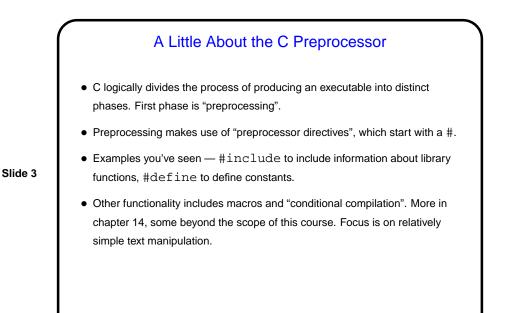


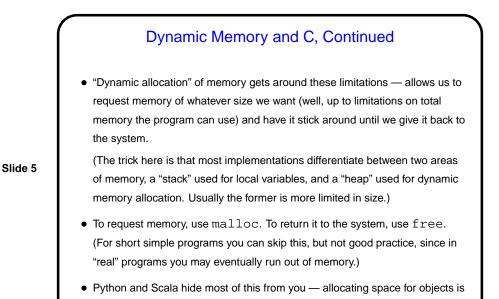
Minute Essay From Last Lecture
Most people got the main point — more bits for the exponent means larger range, more for the mantissa means more significant digits. Which is better — "it depends".
One person proposed fractional exponents, which — hm, maybe a little too interesting?

Slide 2



Dynamic Memory and C
With the C89 standard, you had to decide when you compiled the program how big to make things, particularly arrays — a significant limitation.
Variable-length arrays in C99 standard help with that, but don't solve all related problems:
In many implementations, space is obtained for them on "the stack", an area of memory that's limited in size.
You can return a pointer from a function, *but* not to one of the function's local variables (because these local variables cease to exist when you return from the function).

Slide 4

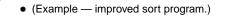


Dynamic Memory and C, Continued
• Simple examples:
 int * nums = malloc(sizeof(int) * 100);
 char * some_text = malloc(sizeof(char) *

automatic/hidden, and space is reclaimed by automatic garbage collection.

Slide 6

char * some_text = malloc(sizeof(char) *
20);
free(nums);
though it's better style/practice to write
 int * nums = malloc(sizeof(*nums) * 100);
 char * some_text = malloc(sizeof(*some_text)
 * 20);
 free(nums);
• Some books/resources recommend "casting" value returned by malloc.
 Other references recommend the opposite! But you should check the value —
 if NULL, system was not able to get that much memory.



Slide 7

Function Pointers

• You know from more-abstract languages that there are situations in which it's useful to have method parameters that are essentially code. Some languages make that easy (functions are "first-class objects") and others don't, but almost all of them provide some way to do it, since it's so useful — e.g., providing a "less-than" function for a generic sort.

Slide 8

• In C, you do this by explicitly passing a pointer to the function.

