

assign3: A Heap of Fun

assign3: A Heap of Fun

Debugging Guide

Course Site -> Handouts -> Debugging Guide

- It's easy to make mistakes with pointers, arrays, and heap memory!
- Checklist/step-by-step guide for diagnosing your problem and collecting more information

read_line

`char *read_line(FILE *file_pointer)`

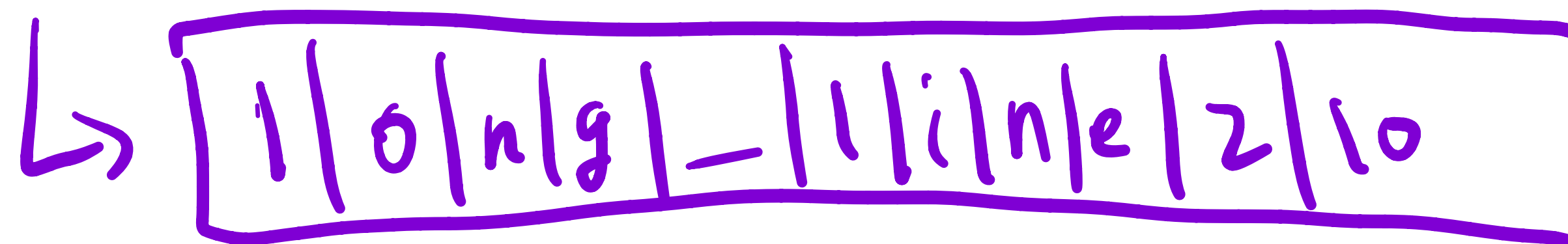
lines.txt

```
line1  
long_line2  
line3
```

1. `read_line(file)`

↳ 

2. `read_line(file)`

↳ 

3. `read_line(file)`

↳ 

read_line

man fgets

char *fgets(char *buf, size_t buflen, FILE *file)

- Standard C function for reading lines from a file but trickier to use
- Reads at most buflen - 1 characters from the next line in the file and copies them into the buffer
 - Includes the newline character if it exists
 - Always null-terminates the buffer

read_line

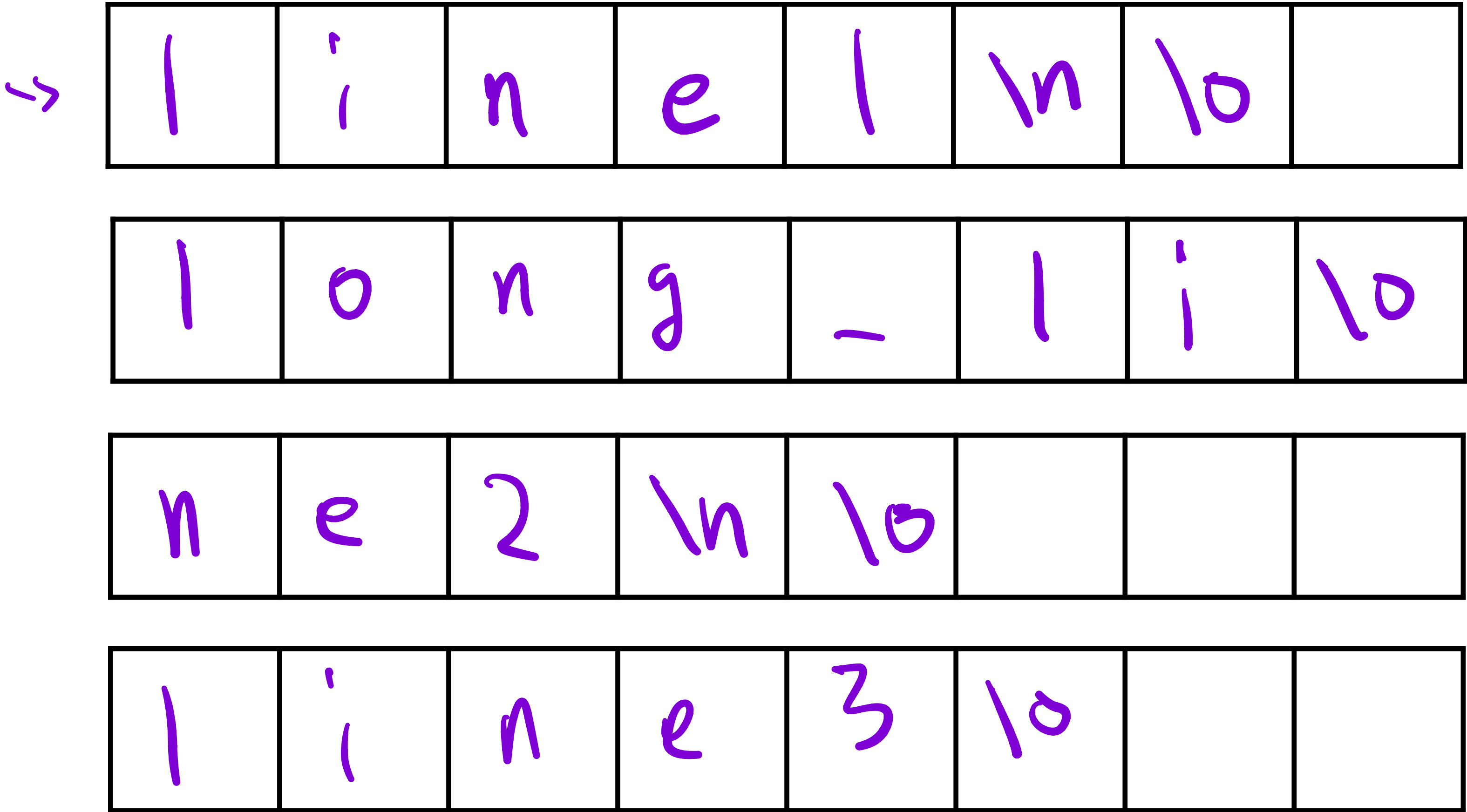
fgets example

file

lines.txt

```
line1\nlong_line2\nline3
```

Buffers (8 bytes each)



read_line

Implementation structure

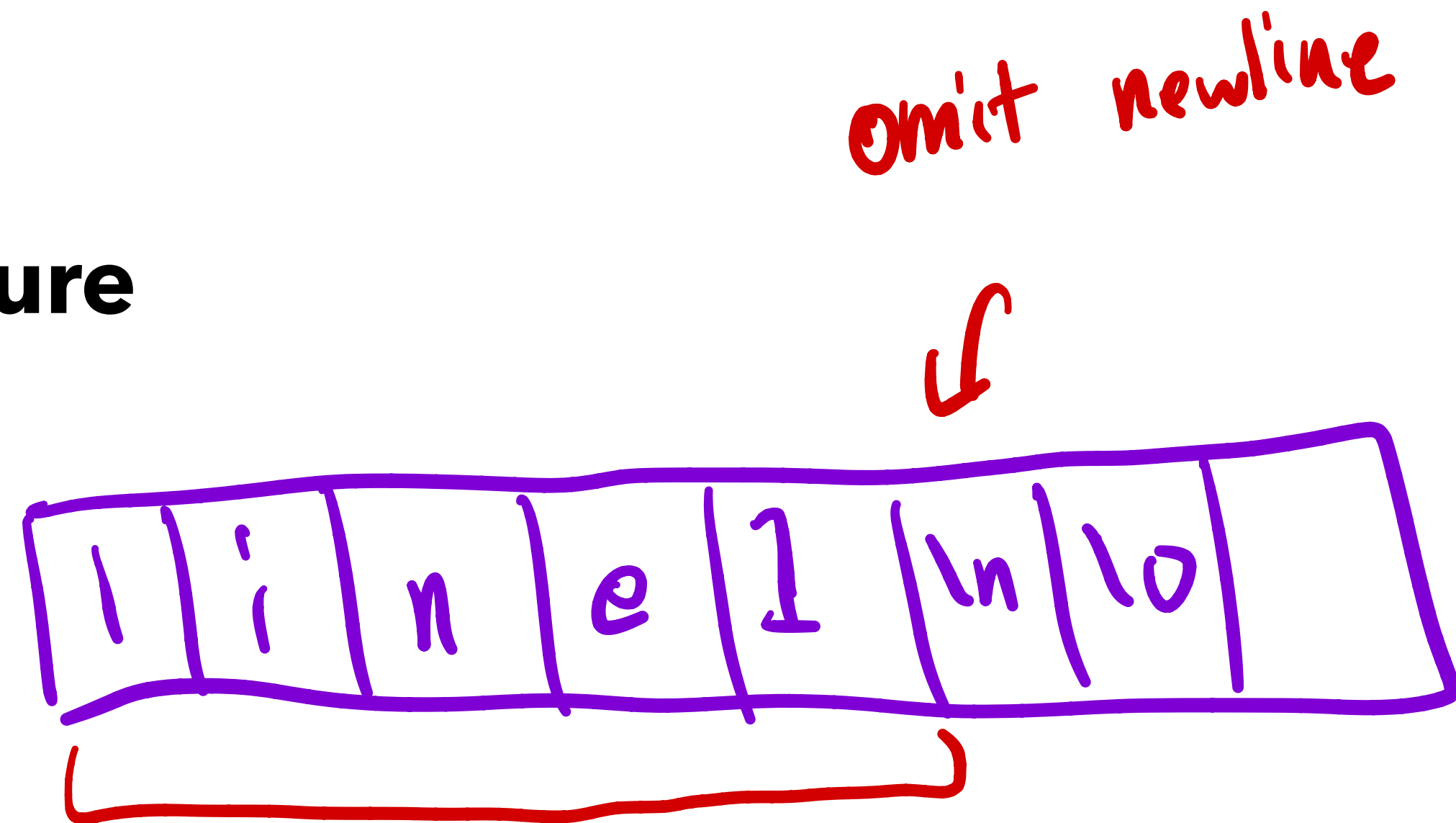
The `read_line` function should be implemented with the following structure - make sure to call `assert` after every heap allocation!:

1. Make a 32 byte heap-allocated string (our "buffer") on the heap
2. Read as much of the next line as you can into the buffer using `fgets`
3. If you haven't reached the end of the line, realloc the buffer to double its current size, and go back to step 2. A line is considered to end after the first newline (`\n`) character or once you've reached the end of the file, whichever comes first.
4. Return the line, but omitting the newline character if it ends with one (if the entire line is just `\n`, then the returned string would be the empty string)

read_line

Implementation structure

```
line1\nlong_line2\nline3
```



how to know if entire line?

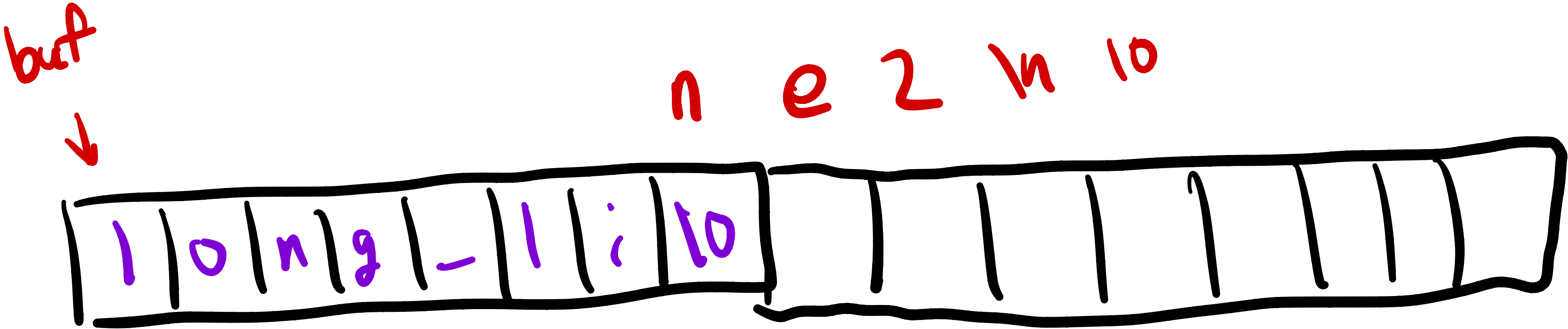
read_line

Implementation structure

continue where
line left off

line1
long_line2
line3

↑
file_p

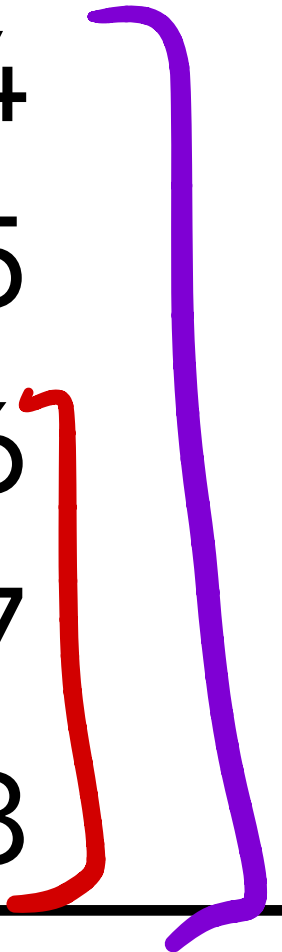


mytail

Implementing the UNIX tail command


lines.txt

```
line1  
line2  
line3  
line4  
line5  
line6  
line7  
line8
```



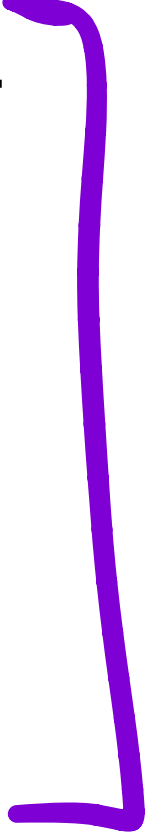
```
$ ./mytail -3 lines.txt
```

```
line6  
line7  
line8
```



```
$ ./mytail -5 lines.txt
```

```
line4  
line5  
line6  
line7  
line8
```



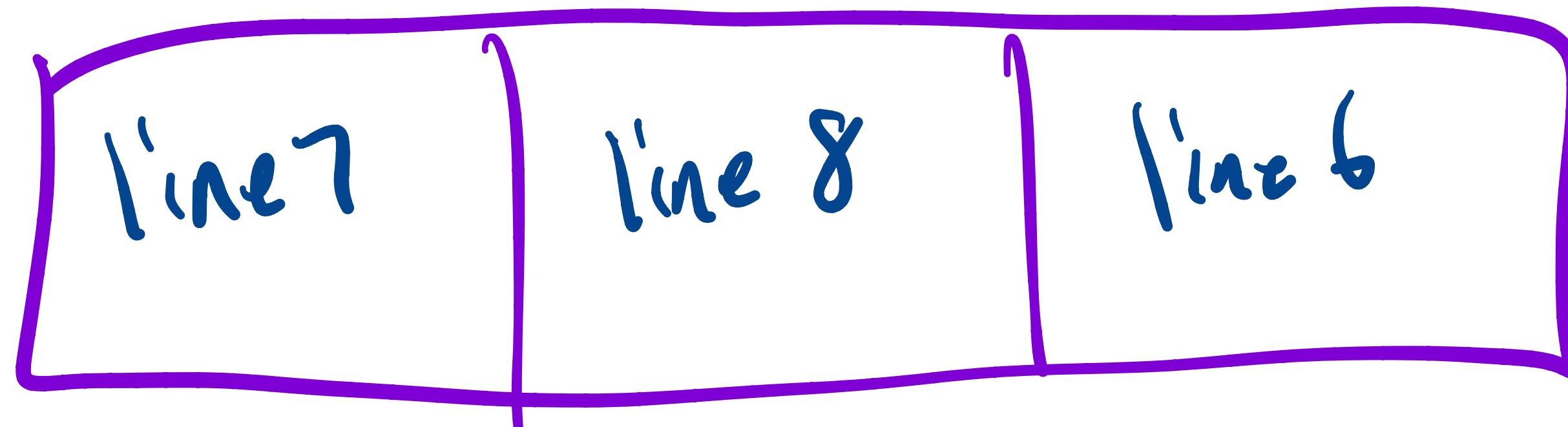
mytail

```
void print_last_n(FILE *file_pointer, int n)
```

num lines to print

- Use your read_line() function!
- DON'T try to store all the lines!
- Build a circular queue of N lines using a stack array

$n=3$



Challenge

how to print
lines in
correct
order?

myuniq

Implementing the UNIX uniq command

colors.txt

```
red
blue
red
green
green
red
```

```
$ ./myuniq colors.txt
```

```
3 red
1 blue
2 green
```

myuniq

void print_uniq_lines(FILE *file_pointer)

- Use your read_line() function
- **Challenge:** keeping track of unique lines and their frequencies
 - Use a struct to bundle associated data together
 - Make an array of structs to store multiple instances of those data bundles

<pre>{ Nick 107 }</pre>	<pre>{ John 111 }</pre>	<pre>{ Jerry 109 }</pre>	<pre>Struct Lecturer { char * name; int code; }</pre>
---	---	--	---

General Tips

- Debugging guide (Course page -> Handouts -> Debugging guide)
- Working with heap memory
 - Remember to free whatever you've allocated once you're done with it
 - Run with valgrind to catch memory leaks
- Use GDB to examine memory and make sure your buffers/arrays contain what you expect