Tutorial 4

The goal of this tutorial is to reinforce the following materials:

- Overflow
- Data Types
- Structures
Integer Overflow

• Any variable in C takes up a certain amount of memory (bits).
• This limits the range of values that can be represented.
• Any time you try to go past this limit it is called an “overflow”
Integer Overflow

- A variable of type `int` allocates 32 bits of memory.
- We want to be able to represent negative numbers as well as positive numbers, so half of this range is negative and half is positive.
- Using this logic, Integers range from $-2^{31}$ to $2^{31} - 1$, or $-2147483648$ to $2147483647$
Overflow

As an \textbf{INT} it is impossible to represent outside of the range of:

\begin{center}
\begin{tabular}{|c|c|c|}
\hline
\texttt{INT\_MIN} & $-2^{31}$ & $-2147482648$ \\
\hline
\texttt{INT\_MAX} & $2^{31} - 1$ & $2147482647$ \\
\hline
\end{tabular}
\end{center}

which is why we have \textbf{other} data-types
Integer Overflow Example

The following function can overflow for large values of \( a \) and \( b \).

```c
// find_mid(low, high) returns the middle integer between
// two boundaries, low and high, inclusively
// [round down to the whole integer]
// requires: 0 <= low <= high
int find_mid(int low, int high){
    return (low + high)/2;
}
```

Even though it can never return a number larger than \texttt{INT\_MAX}, the result of computing \( (a + b) \) is undetermined.

**Practice:** On seashell, implement the \texttt{find\_mid} function that would fix the issue above.
Practice Problem: Overflow

The function \texttt{not\_overflow\_add}(a, b) returns true if adding non-negative integers \texttt{a} and \texttt{b} will not cause overflow, otherwise, returns false.

For example,

\begin{verbatim}
not_overflow_add(1, 0);    // => true
not_overflow_add(INT_MAX, 1);   // => false
\end{verbatim}
# Data Types

<table>
<thead>
<tr>
<th>Variable Type</th>
<th>Description</th>
<th>Printf</th>
</tr>
</thead>
<tbody>
<tr>
<td>int</td>
<td>Integer (numbers)</td>
<td>%d</td>
</tr>
<tr>
<td>char</td>
<td>Characters</td>
<td>%c</td>
</tr>
<tr>
<td>float</td>
<td>Floating Point decimal numbers</td>
<td>%f</td>
</tr>
<tr>
<td>double</td>
<td>Double precision floating value</td>
<td>%f</td>
</tr>
</tbody>
</table>
What is a Structure?

- Example:

- Name: Coolio McCool
  
  Date of Birth: 01.01.01
  
  Student ID: 0101010010
Structures in Racket vs. C

Structures in C are similar to structures in Racket:

**Racket:**

```racket
(struct posn (x y)
    #:transparent)
(define p (posn 1 2))
(define a (posn-x p))
(define b (posn-y p))
```

**C:**

```c
struct posn {
    int x;
    int y;
};
const struct posn p = {1,2};
const int a = p.x;
const int b = p.y;
```

Racket generates selector functions when you define a structure. Instead of selector functions, C has a `structure operator (.)` which selects the value of the requested field.
#include "cs136.h"

struct mystruct{
    int number;
    char letter;
};

int main(){
    struct mystruct s = {5, 'a'};
    printf("my struct %d, %c \n", s.number, s.letter);
    s.number = 6;
    s.letter = 'b';
    printf("my struct %d, %c \n", s.number, s.letter);
    return 0;
}
Practice Problem: Structure – collinear

On Seashell, we have given you the structure `posn`:

```c
struct posn {
    int x;
    int y;
};
```

Implement the function `collinear(a, b, c)` which consumes three `posns` and returns true if a, b and c are collinear, otherwise returns false.