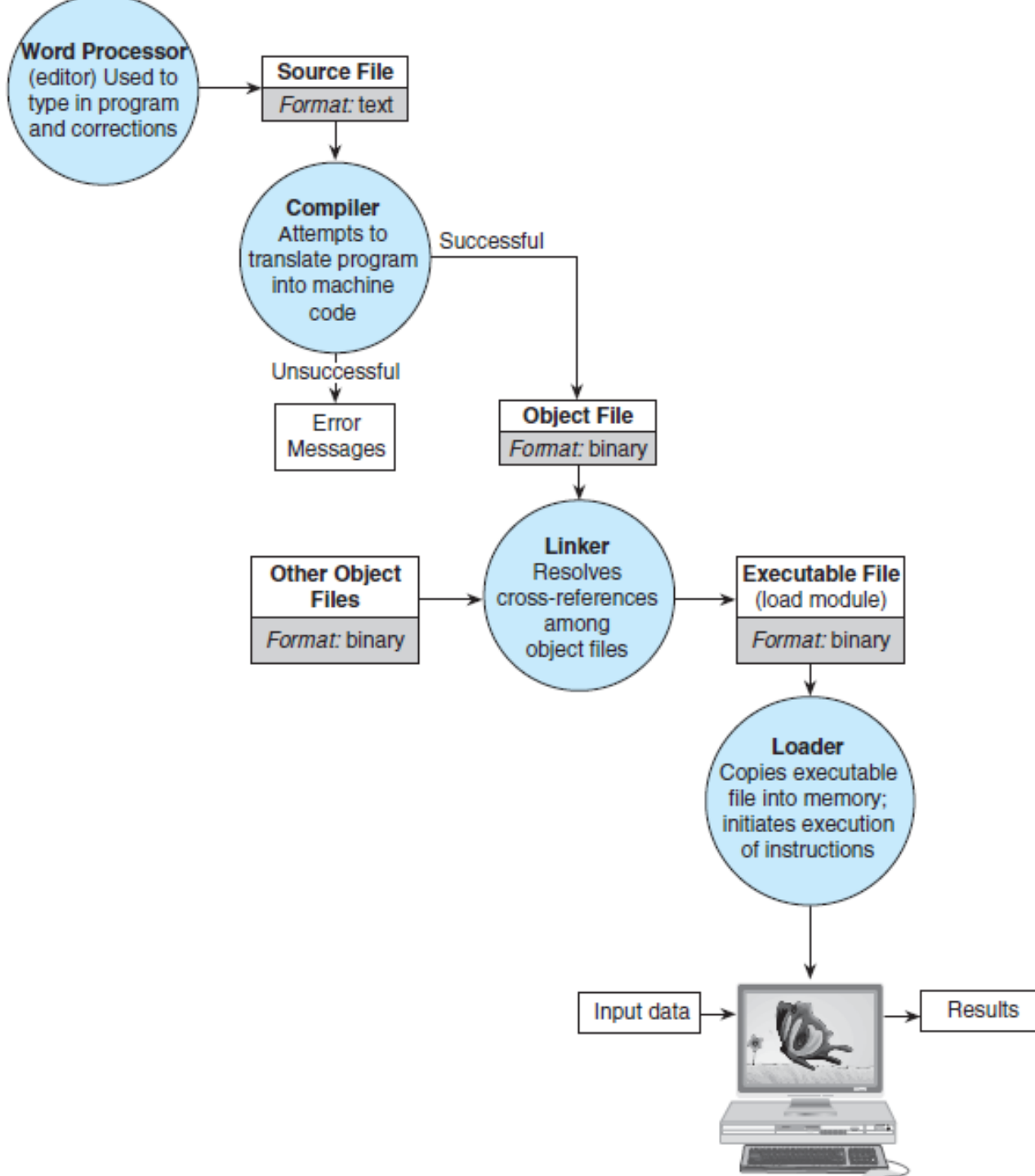
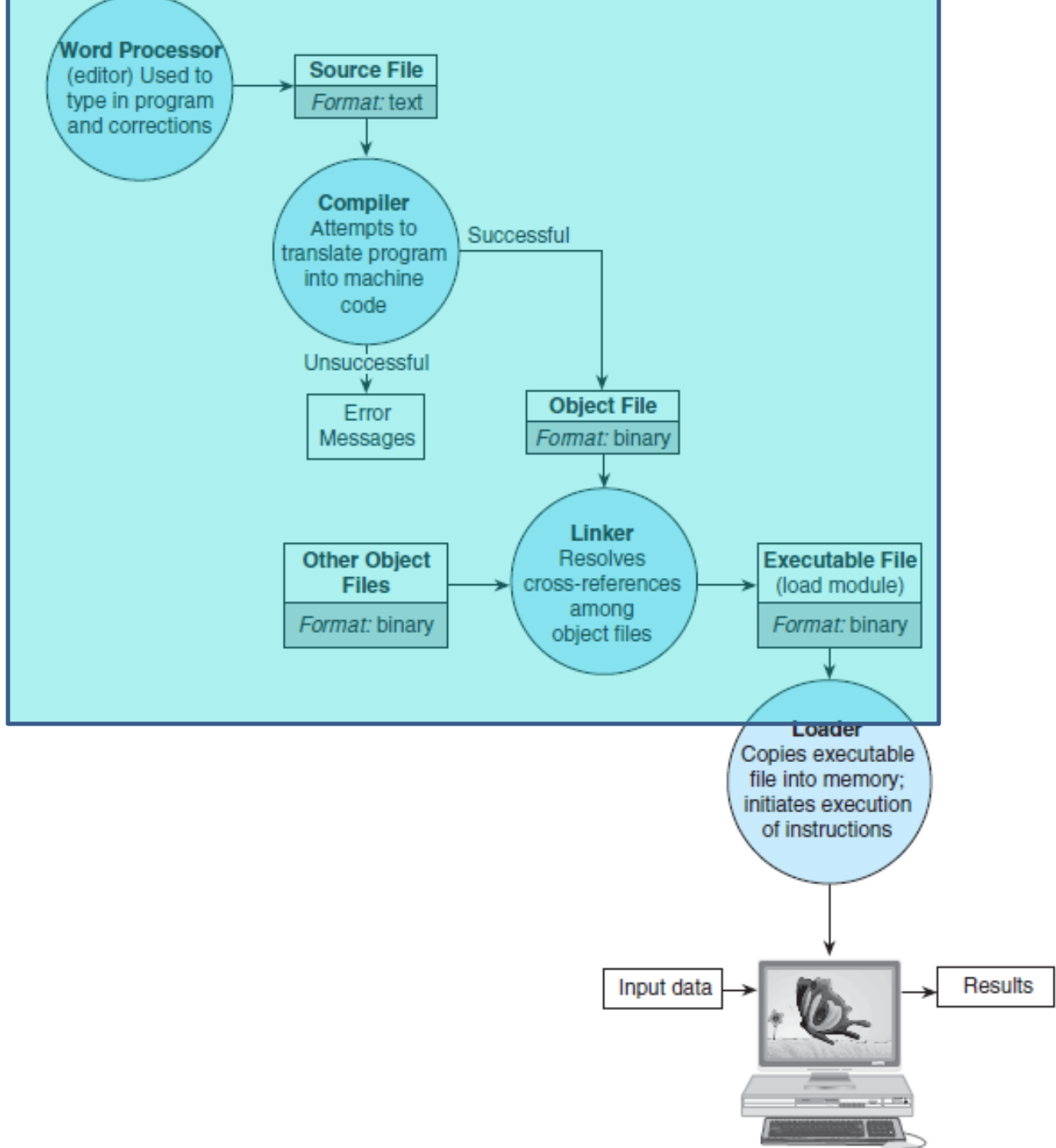


CSCI 112

Final review





Creating an executable

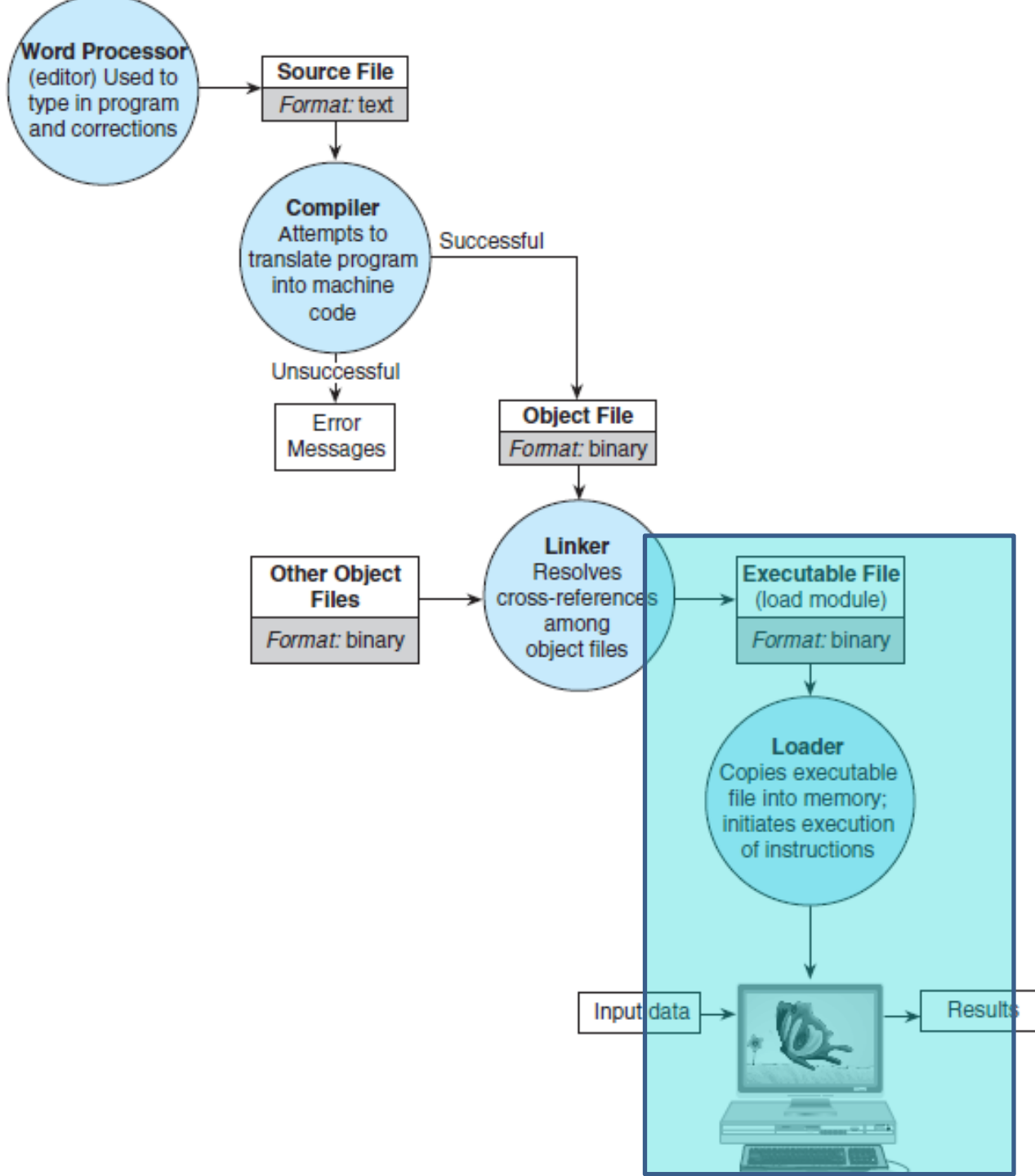
```
gcc -o exe myprogram.c -Wall
```

Makefile

```
lab7: lab7.o funcs.o  
    gcc lab7.o funcs.o -o lab7
```

```
lab7.o: lab7.c lab7.h  
    gcc -c lab7.c -Wall
```

```
funcs.o: funcs.c lab7.h  
    gcc -c funcs.c -Wall
```

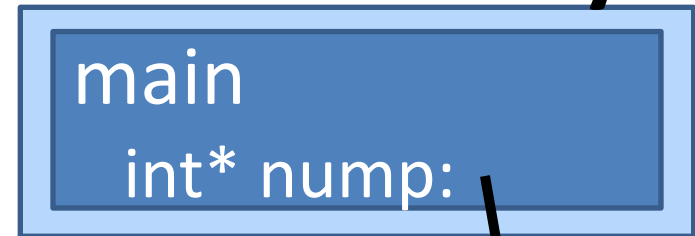


What happens when we run our executable file?



```
int main(void) {  
    int* nump;  
    nump = malloc(sizeof(int));  
    *nump = 10;  
    free(nump);  
}
```

Stack memory



Heap memory

Reading in data

Method of input	What C program looks like	How to run executable
Redirection	<pre>scanf("%d", &myint); scanf("%s", myword);</pre>	<code>./exe < input.txt</code>
Open file in C	<pre>FILE* myfile; myfile = fopen("input.txt", "w") fscanf(myfile, "%d",&myint); fgets(line, 100 myfile);</pre>	<code>./exe</code>
Command line argument	<pre>int main(int argc, char* argv[]) { int num_args = argc - 1; char* first_arg = argv[1];</pre>	<code>./exe FirstArg SecondArg</code>

Passing by value vs. passing by reference

- Arrays and strings are always passed by reference
- Ints, chars, doubles, pointers are passed by value, but you can pass in pointers to them to pass by value

Let's look at `values_vs_reference.c`