

Intro to Programming II

Structs

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Department of Computer Science — University of San Francisco — p. 177

21-2: Structs

- In Java, you create new data types by creating classes.
 - Classes have member variables and associated methods.
 - You can control access, and inherit.
- C has structs.
 - Member variables only (no methods)
 - No means of hiding information (public/private)

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21-3: Structs example

```
typedef struct {  
    char name[80];  
    int id;  
    char DOB[80];  
} Person;
```

- Notice:
 - typedef - this declares a new type, which is a struct.
 - The name of the new type is after the definition
 - Ends with a semicolon.

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21-4: Using a struct

- Modifying a struct looks much like working with public member variables in Java.

```
int  
main(void) {  
    Person pers;  
    strcpy(pers.name, "bob");  
    pers.id = 12345;  
    printf("%s %d", pers.name, pers.id);  
}
```

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21-5: Exercise 1

- Write a Point struct.
 - It should have x and y variables
 - Write a main method that prompts the user for two points, then calculates the distance between them.
 - ($d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$)

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21-6: Structs as parameters

- Like everything else in C, structs are passed by value.

```
void setName(Person p, char *n) {  
    strcpy(p.name, n);  
}  
  
int  
main(void) {  
  
    Person pers;  
    strcpy(pers.name, "bob");  
    printf("%s ", pers.name);  
    setName(pers, "richard");  
    printf("%s ", pers.name);  
}
```

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21-7: Passing structs by reference

- Like other data types, we can pass a pointer to a struct:

```
void setName(Person *p, char *n) {
    ...
}

int
main(void) {

    Person pers;
    strcpy(pers.name, "bob");
    printf("%s ",pers.name);
    setName(&pers, "richard");
    printf("%s ",pers.name);
}
```

21-8: Passing structs by reference

- How do we refer to the fields of a pointer to a struct?
- *p.name won't work
 - . has higher precedence than *
- we could do (*p).name, but that's awkward.
 - strcpy((*p).name, "bob");

21-9: Passing structs by reference

- C has a special operator to deal with this problem: ->
- denotes fields of pointers to structs.

```
void setName(Person *p, char *n) {
    strcpy(p->name, n);
}
```

21-10: Exercise 2

- Make a file called Point.h that contains the definition of your Point struct.
- Inside Point.c, define setters and getters for the Point's x and y variables.
 - They'll need to take a pointer to a Point as an argument
- Place your main method from exercise 1 in a file called distance.c and compile all of them together like so:
 - gcc -o distance distance.c Point.c -lm

21-11: Arrays of Structs

- We can store structs in arrays, just like any other data type.
- We need to tell malloc to allocate enough memory for the appropriate number of structs.

```
int nelements = 10;
Person *parray = (Person *)malloc(nelements * sizeof(Person));
```

21-12: Random numbers: a digression

- How can we create random integers in C?
- The function rand() returns numbers between 0 and MAXINT.
- We can use modular arithmetic to reduce this range
 - rand() % 10 returns numbers between 0 and 9.
- Addition can be used to shift the endpoints.
 - rand() % 10 + 5 returns numbers between 5 and 14.

21-13: Random numbers: a digression

- What if we want to generate random floating point numbers?
- Say we want random floats between 0 and 10, with two decimal places?

21-14: Random numbers: a digression

- What if we want to generate random floating point numbers?
- Say we want random floats between 0 and 10, with two decimal places?
- We can generate random integers from a larger range, and then divide by the appropriate power of 10.

```
double randomDouble = (rand() % 1000) / 100.0;  
/* this will give a decimal with two places of precision.
```

21-15: Random numbers: a digression

- We can generalize this by using the pow() function.
- pow(number, exponent)

21-16: Exercise 3

- Write a program that prompts the user for:
 - A min
 - a max
 - a number of random numbers to generate.
- and then generates that many floating point numbers between min and max.
- Run your program multiple times. What do you notice?

21-17: Seeds

- Your program should've generated the same numbers each time you provided the same parameters.
 - That's not very random!
- Computers are actually quite bad at doing truly random things.
 - Usually, we *want* them to produce predictable results.

21-18: Seeds

- Random number generators actually generate a deterministic sequence of numbers.
 - If the sequence is long enough and well-distributed, it looks random from our point of view.
 - We call this a pseudorandom sequence.
 - Given a particular starting number, the generator produces a long string of numbers.
- In the last program, we were always starting from the same point! (0)
- Problem: How do we specify a starting point?

21-19: Seeds

- The starting point for a RNG is called a *seed*.
- We can set the seed with the function `srand(int s)`
- Where can we get a seed that will be different every time?

21-20: Seeds

- The starting point for a RNG is called a *seed*.
- Where can we get a seed that will be different every time?
- We can use the system clock.
- C provides us access to this through a function called `time`.
- `srand(time(NULL))`

21-21: Exercise 4

- Write a program that:
 - Prompts the user for a number of points.
 - Allocates an array with that many points in it.
 - Sets random values for the x and y values for each point using your getter and setter methods.
 - For each point in the array, find the point in the array that is closest to it and print out both points' x and y values.