

COP3502 8/18/2025

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Do NOT send Webcourses EMAIL!

All

LABS CANCELED WEEK 1!!!

→ WRITE 3 PRACTICE PROGRAMS
A WEEK APART FROM GRADED
ASSIGNMENTS! ADVICE FOR
SUCCESS

COURSE COORDINATION

1) COMMON PROGRAMMING ASSIGNMENTS

* 2) COMMON EXAMS
- SATURDAYS ☹

PO DUE FRIDAY (LATE DUE DATE)
↑↑ 8/27 NO PENALTY

In Intro to C

Primarily static memory allocation:

```
int x; // 4 bytes
int freq[26]; // 104 bytes
double rainfall[365]; // 8 * 365 = 2920 bytes
```

amount of memory is known @ compile time

54
365
8
20

BAD

Don't do:

```
int n;
scanf("%d", &n);
int scores[n];
```

Supposed to be a constant!

INSTEAD USE DYNAMIC MEMORY ALLOCATION

```
int* scores;
```

```
int* scores
```

Integer
pointer

scores →

could do

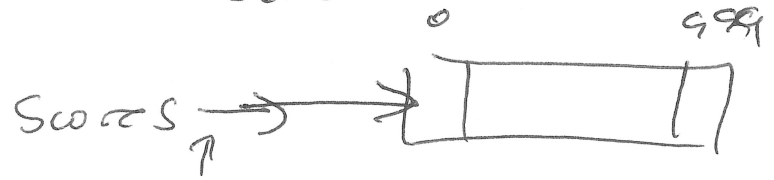
```
malloc(sizeof(int) * n);
```

memory allocation

int x;



int* scores



Can point
somewhere else

USE AS REGULAR
ARRAY!

ONE DIFFERENCE: this will persist
after the function it's declared in
ends.

WHEN DOES THIS MEMORY GET
DESTROYED? WHEN YOU FREE IT!

ARRAY INVERSION

6	2	8	4
↑	↑		↑

(6, 2)	(8, 4)
(6, 4)	