

CS 241 - Intro to C

Terminal Tip of the Week: You can type CTRL-R in the terminal to reverse search your previous commands. Try it out!

Warm Ups - macros/sizeof

What does the following code print?

```
int a = 0;
size_t a_size = sizeof(a++);
printf("size: %zu, a: %d\n", a_size, a);
```

Why does the code print that? Is the sizeof operator actually being evaluated?

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Is something wrong with the following snippet?

```
#define swap(a, b) temp = a; \
    a = b; \
    b = temp;

void selection_sort(int* a, size_t len) {
    size_t temp = len - 1;
    for (size_t i = 0; i < temp; ++i) {
        size_t min_index = i;
        for (size_t j = i+1; j < len; ++j) {
            if(a[j] < a[i]) min_index = j;
        }
        if (i != min_index)
            swap(a[i], a[min_index]);
    }
}
```

Give an English description for why the code doesn't work. What should you look out for with preprocessors? (That's why we try to use them sparingly.)

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Compound Inequality/Assignment

When does the following code not work?

```
void positive_under_ten(int input) {  
    if (0 < input < 10) {  
        printf("Input is in the range\n");  
    } else {  
        printf("Input is not in the range\n");  
    }  
}
```

List out the order of operations when $input = -1$ and 3 :

Here's an (**incorrect**) example for $input = -1$:

1. The if is evaluated. The condition $0 < input < 10$ is evaluated and returns false.
2. The if statement is false, so it'll jump to the else, and print "Input is not in the range".

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Switch-Cases

What is wrong with the following switch-case code?

```
int print_error(int err_num) {  
    switch(err_num) {  
        case ENOENT:  
            printf("No such file or entry\n");  
        case EINTR:  
            printf("Interrupted\n");  
        default:  
            break;  
    }  
}
```

What does *break* actually mean? When is it used?

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