





POINTER  
FUN

```
int main(void)
{
    int* x;
    int* y;

    x = malloc(sizeof(int)) ;

    *x = 42;

    *y = 13;

    y = x;

    *y = 13;
}
```

---

```
int* x;  
int* y;
```



```
int* x;  
int* y;
```

```
x = malloc(sizeof(int));
```





```
x = malloc(sizeof(int));
```

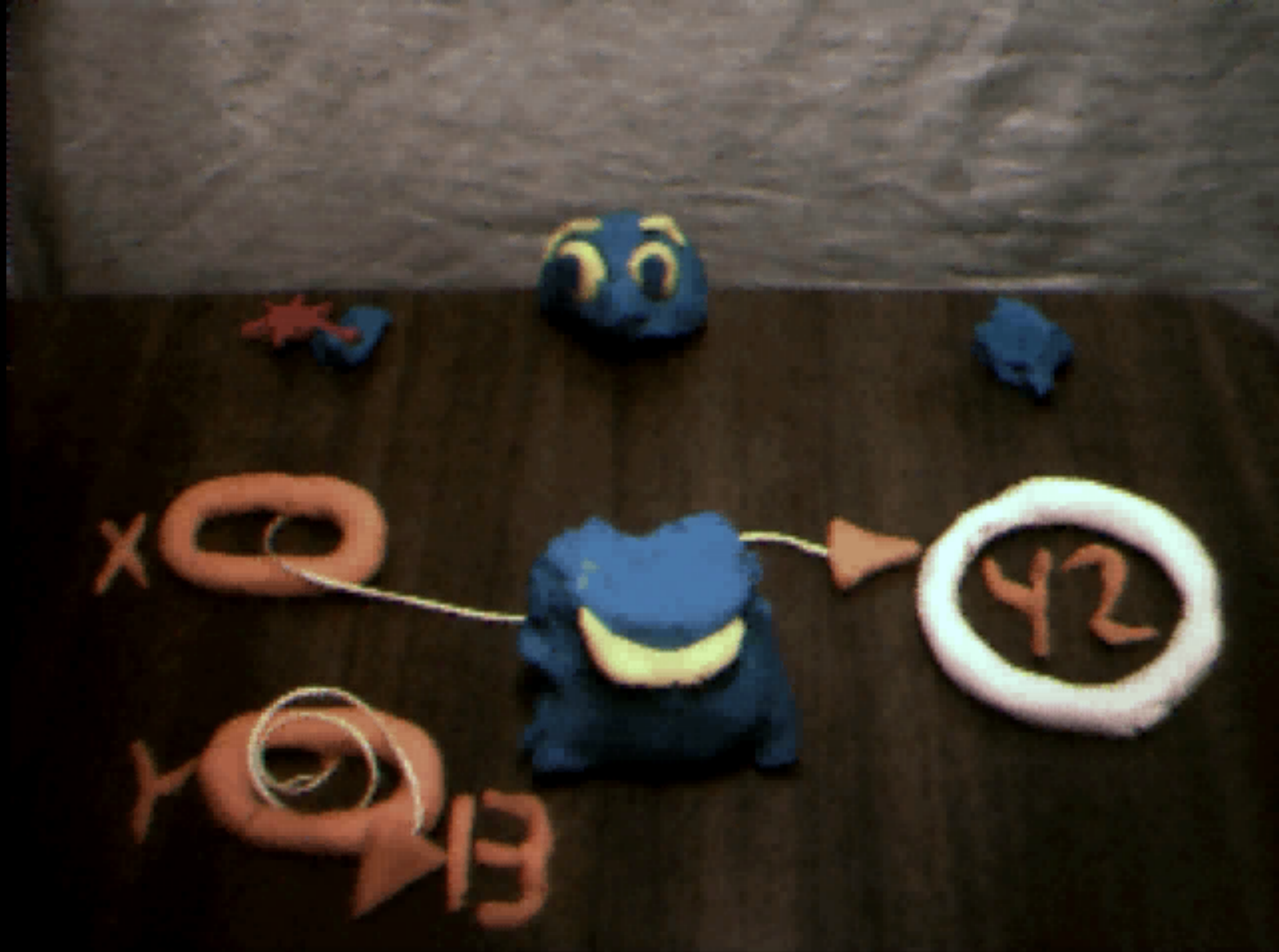
```
*x = 42;
```





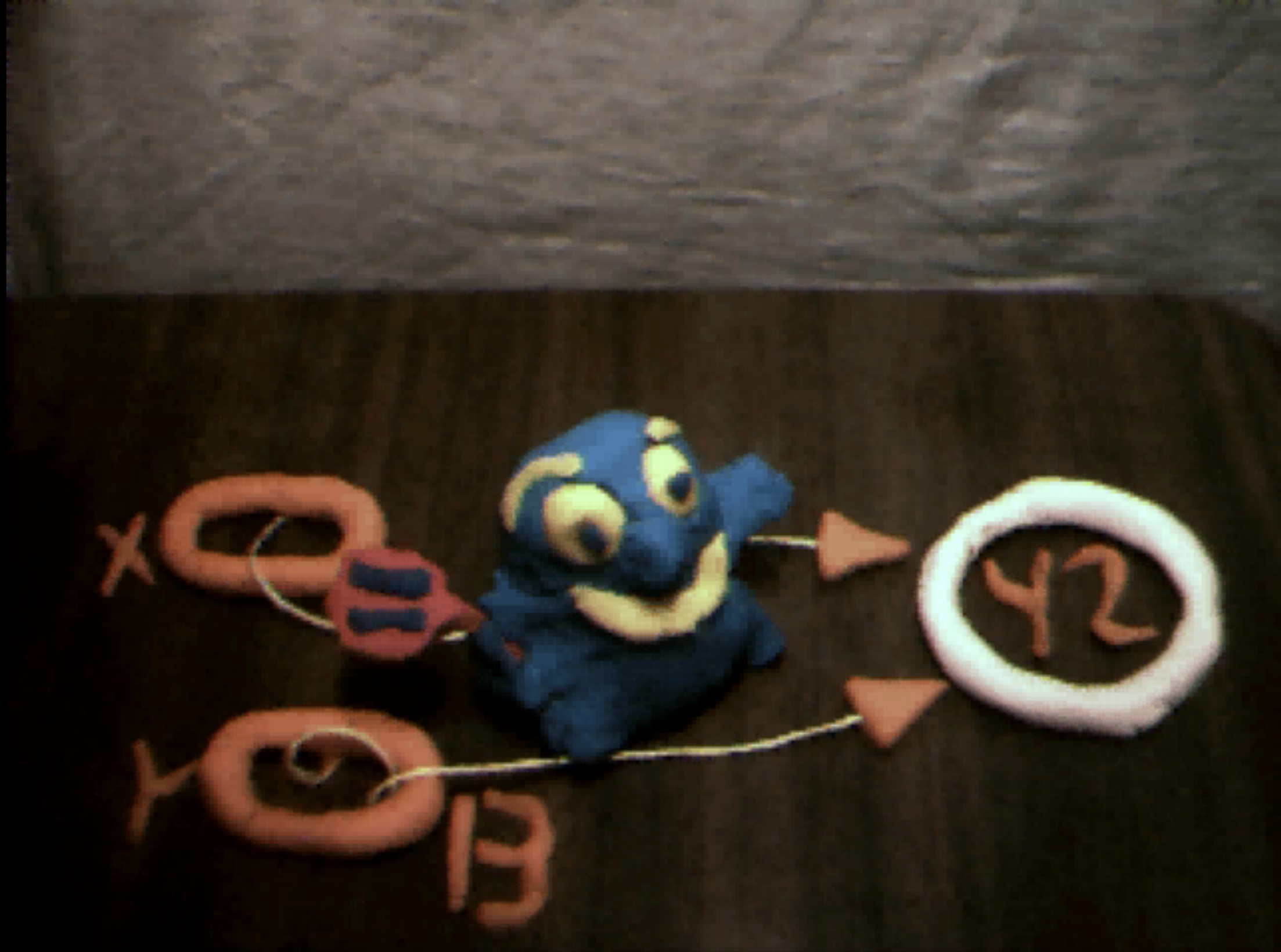
**\*x = 42;**

```
*y = 13;
```



`*y = 13;`

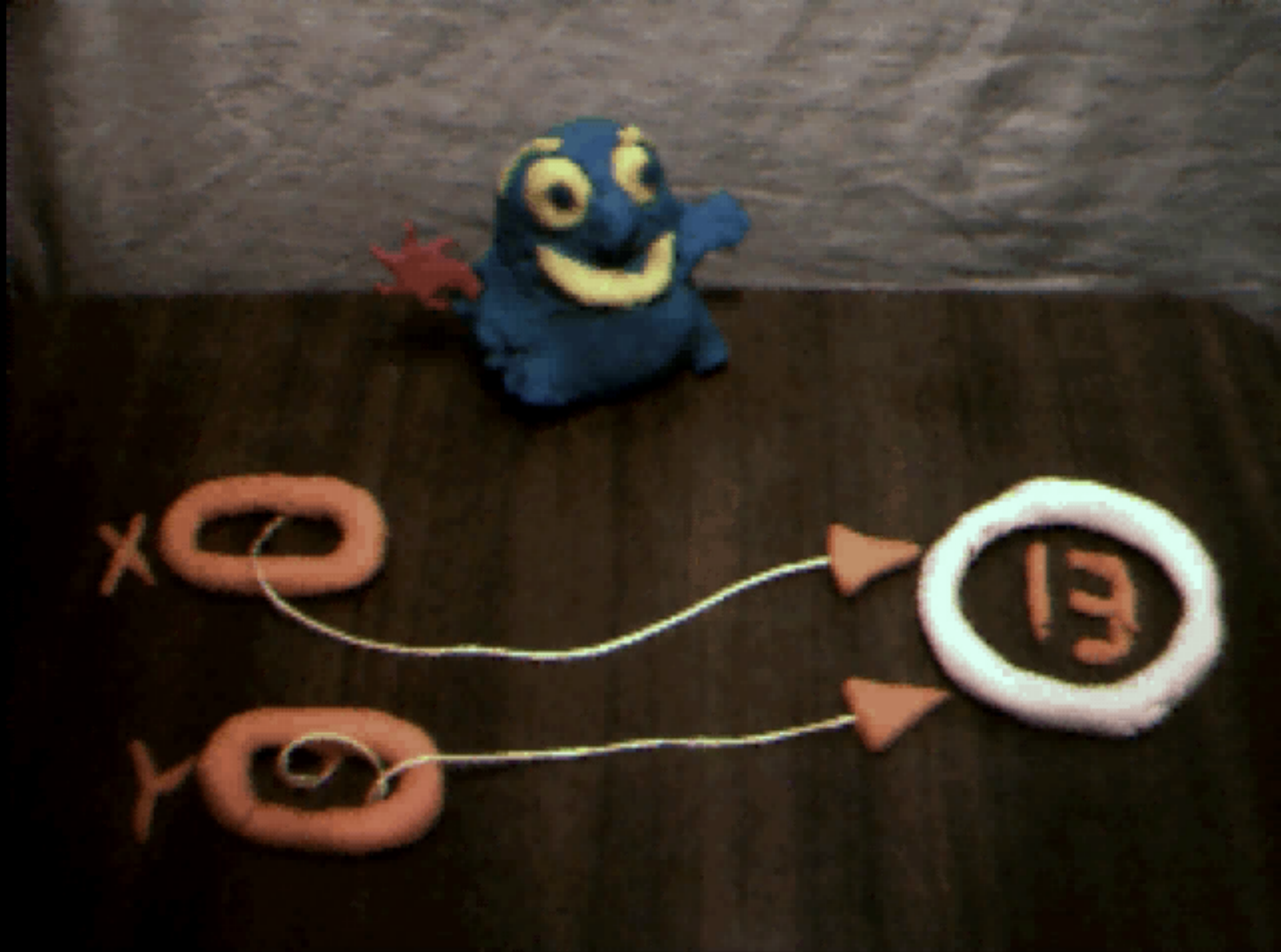
$$\mathbf{y} = \mathbf{x};$$



$y = x;$

```
*y = 13;
```





`*y = 13;`



# CS50 Library

GetChar

GetDouble

GetFloat

GetInt

GetLongLong

GetString

memory leak

# valgrind

```
valgrind --leak-check=full ./program
```

```
Invalid write of size 4
```

```
at 0x4005FF: f (memory.c:21)
```

```
by 0x400623: main (memory.c:26)
```

```
...
```

```
40 bytes in 1 blocks are definitely lost in loss record 1 of 1
```

```
at 0x4C2AB80: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
```

```
by 0x4005F6: f (memory.c:20)
```

```
by 0x400623: main (memory.c:26)
```

# valgrind

```
valgrind --leak-check=full ./program
```

Invalid write of size 4

at 0x4005FF: f (memory.c:21)

by 0x400623: main (memory.c:26)

...

40 bytes in 1 blocks are definitely lost in loss record 1 of 1

at 0x4C2AB80: malloc (in /usr/lib/valgrind/vgpreload\_memcheck-amd64-linux.so)

by 0x4005F6: f (memory.c:20)

by 0x400623: main (memory.c:26)

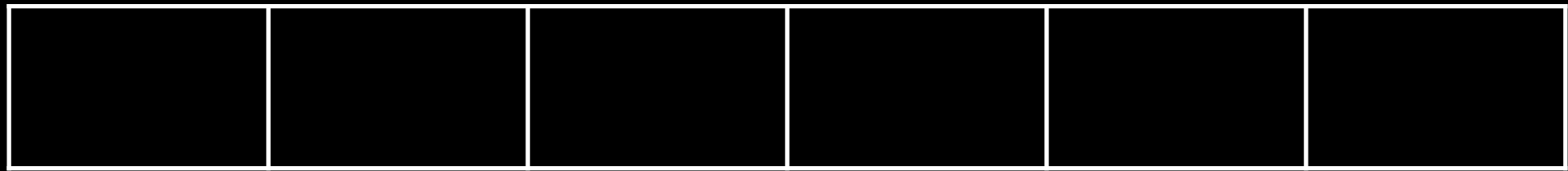
MAN, I SUCK AT THIS GAME.  
CAN YOU GIVE ME  
A FEW POINTERS?

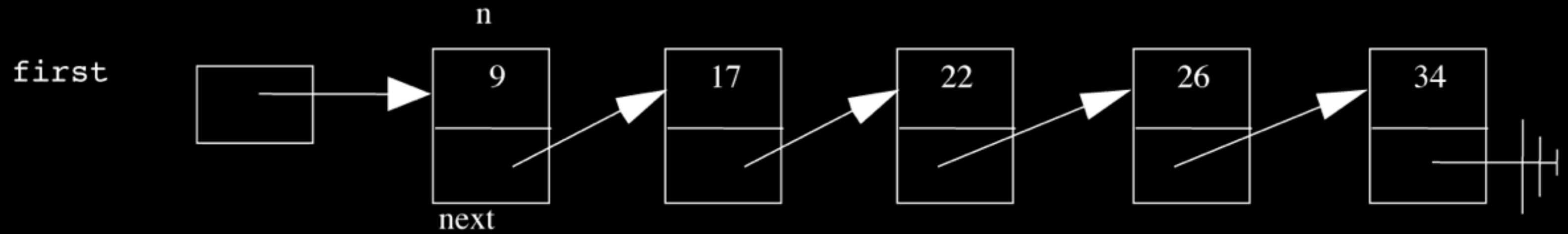
0x3A28213A  
0x6339392C,  
0x7363682E.

I HATE YOU.



# arrays







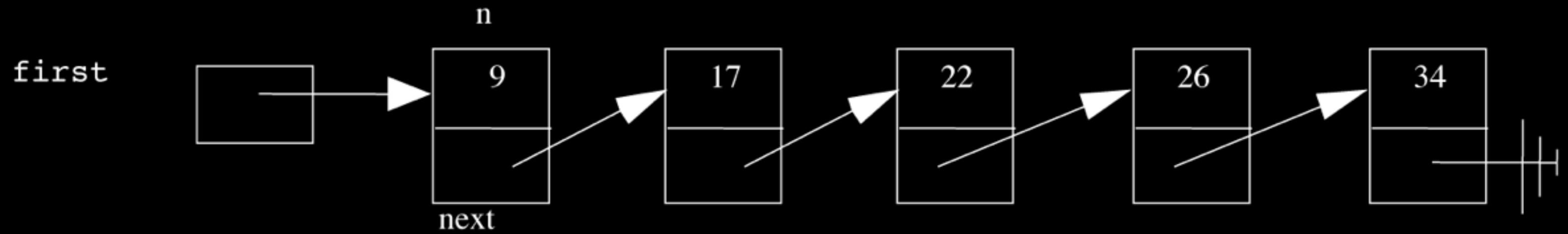


```
typedef struct
{
    string name;
    string house;
}
student;
```

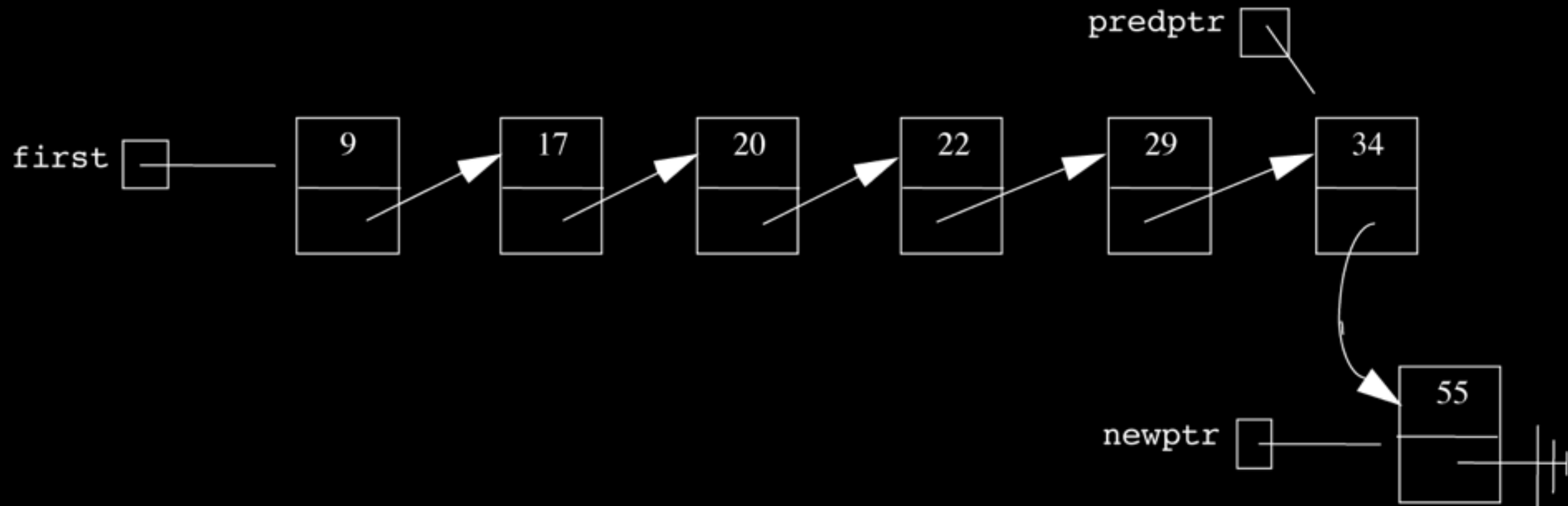
```
typedef struct node
{
    int n;
    struct node* next;
}
node;
```

```
typedef struct node
{
    int n;
    struct node* next;
}
node;
```

```
typedef struct node
{
    int n;
    struct node* next;
}
node;
```

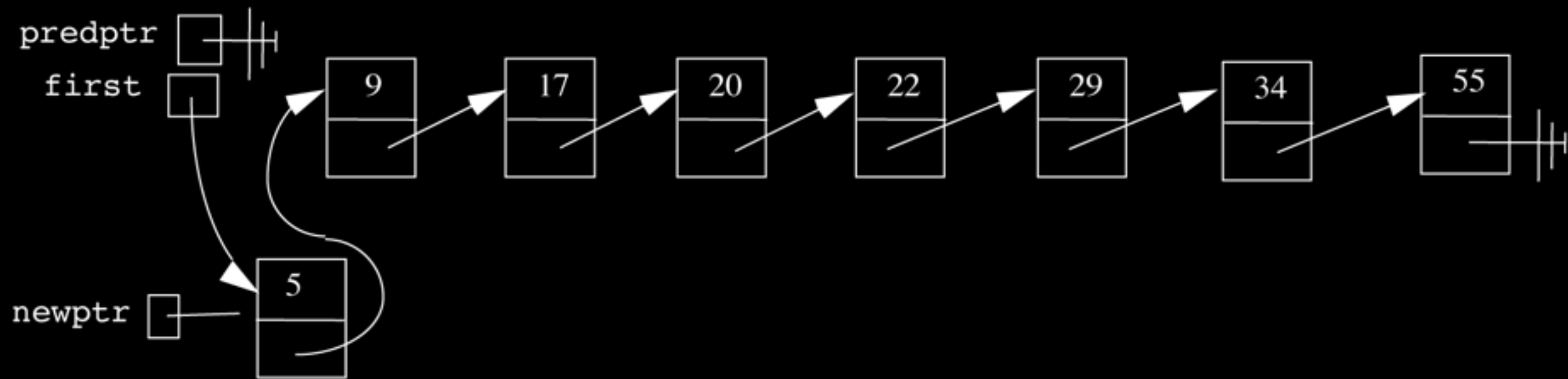


# insert at tail

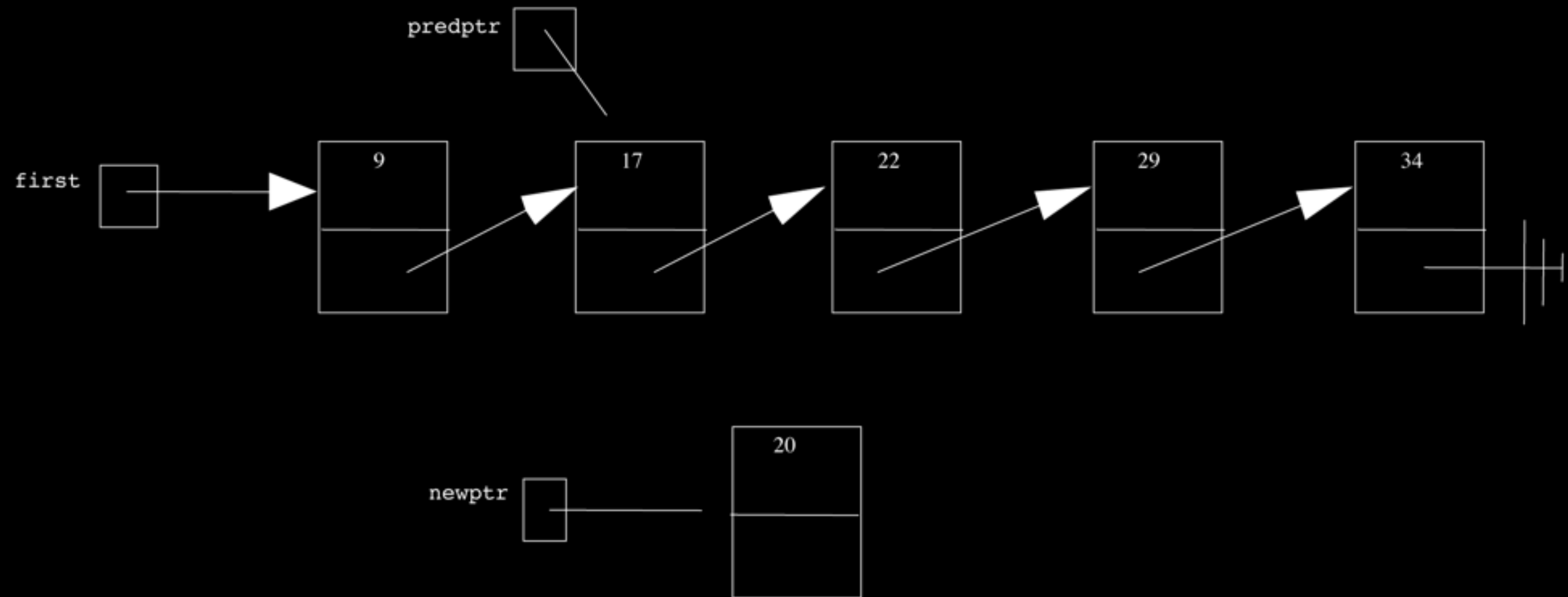




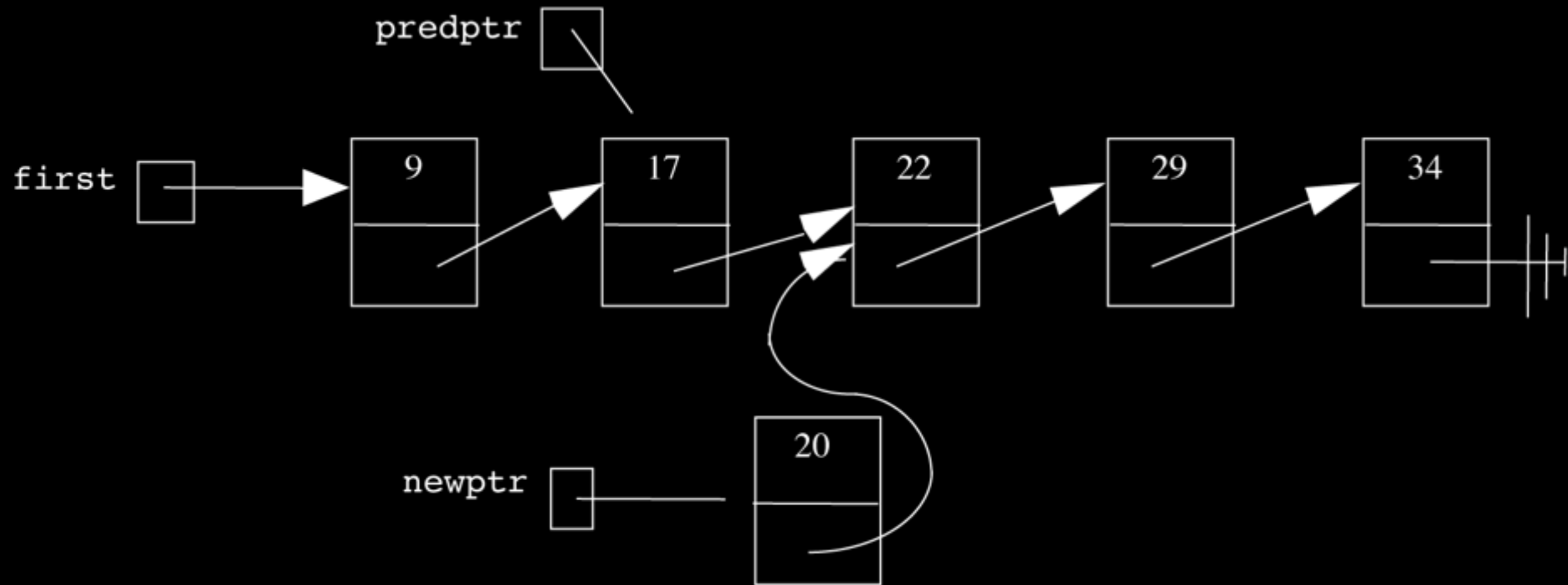
# insert at head



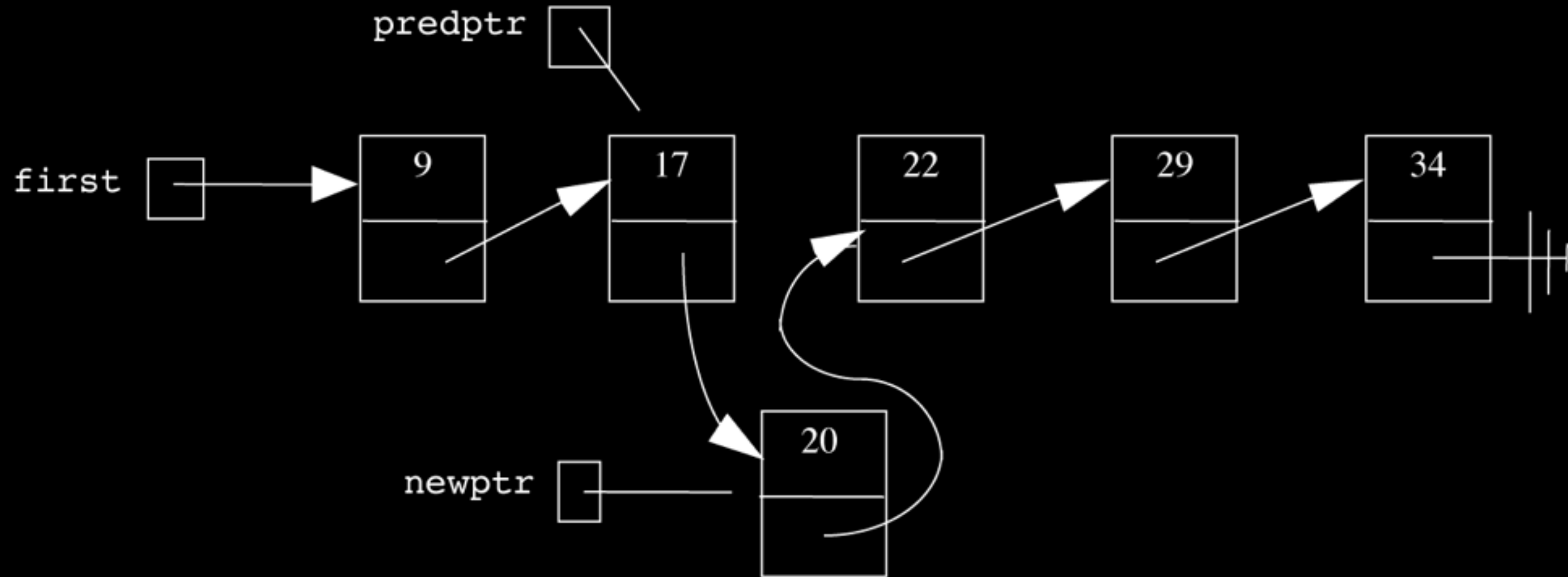
# insert in middle



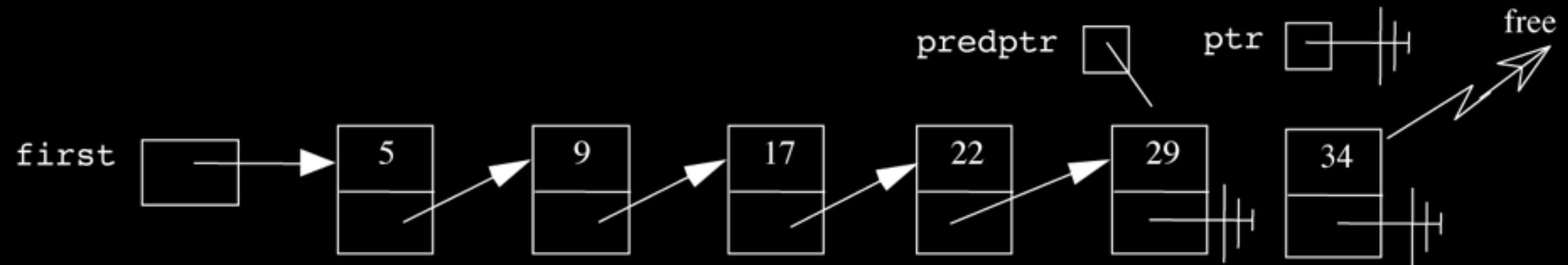
# insert in middle



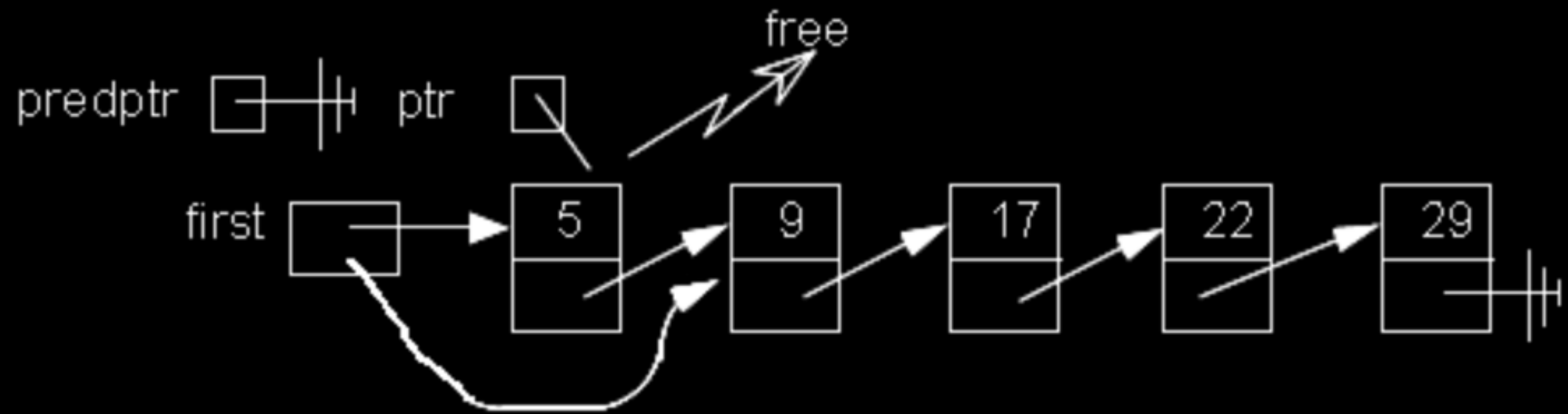
# insert in middle



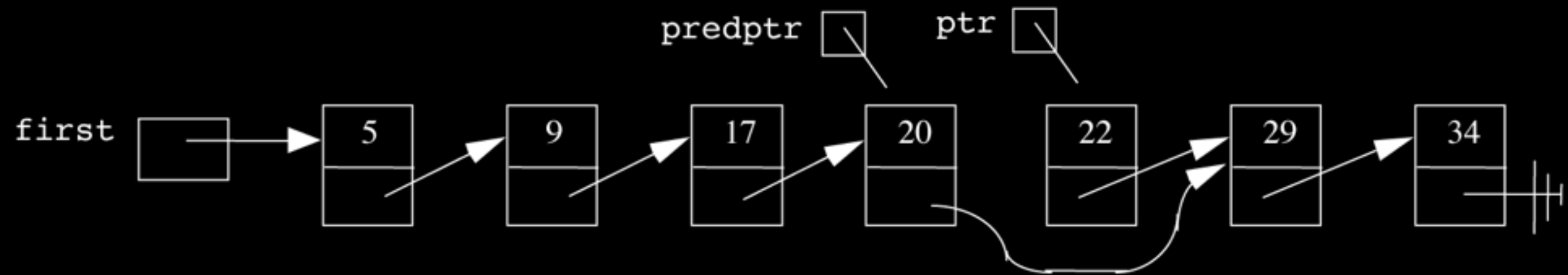
# remove tail



# remove head



# remove in middle













*O*

$O(\log n)$

$O(1)$