Abstract Data Types (ADTs),
After More on the Heap

COS 217
Preparing for the Midterm Exam

**Exam logistics**
- Date/time: Wednesday, March 15 at 10:00-10:50am (in lecture)
- Open books, open notes, open mind, but not open laptop/PDA
- Covering material from lecture, precept, and reading, but not tools

**Preparing for the midterm**
- Lecture and precept materials available online
- Course textbooks, plus optional books on reserve
- Office hours and the course listserv
- Old midterm exams on the course Web site
A Little More About the Heap…

- Memory layout of a C program
  - Text: code, constant data
  - Data: initialized global & static variables
  - BSS: uninitialized global & static variables
  - Heap: dynamic memory
  - Stack: local variables

- Purpose of the heap
  - Memory allocated explicitly by the programmer
  - Using the functions `malloc` and `free`

- But, why would you ever do this???
  - Glutton for punishment???
Example: Read a Line (or URL)

• Write a function that reads a word from stdin
  ◦ Read from stdin until encountering a space, tab, ‘\n’, or EOF
  ◦ Output a pointer to the sequence of characters, ending with ‘\0’

• Example code (very, very buggy)

```c
#include <stdio.h>

int main(void) {
    char* buf;
    scanf("%s", buf);
    printf("Hello %s\n", buf);
    return 0;
}
```
Problem: Need Storage for String

- Improving the code
  - Allocate storage space for the string
  - Example: define an array

- Example (still somewhat buggy)

```c
#include <stdio.h>

int main(void) {
    char buf[64];

    scanf("%s", buf);
    printf("Hello %s\n", buf);
    return 0;
}
```
Problem: Input Longer Than Array

• Improving the code
  ○ Don’t allow input that exceeds the array size

• Example (better, but not perfect)

```c
#include <stdio.h>

int main(void) {
    char buf[64];

    if (scanf("%63s", buf) == 1)
        printf("Hello %s\n", buf);
    else
        fprintf(stderr, "Input error\n");
    return 0;
}
```
Problem: How Much Storage?

- Improving the code
  - Finding out how much space you need from the user
  - Allocate exactly that much space, to avoid wasting

- Beginning of the example (is this really better?)

```c
int main(void) {
    int n;
    char* buf;

    printf("Max size of word: ");
    scanf("%d", &n);

    buf = malloc((n+1) * sizeof(char));
    scanf("%s", buf);
    printf("Hello %s\n", buf);
    return 0;
}
```
Really Solving the Problem

• Remaining problems
  ◦ User can’t input long words
  ◦ Storage wasted on short words

• But, how do we proceed?
  ◦ Too little storage, and we’ll run pass the end or have to truncate
  ◦ Yet, we don’t know how big the word might be

• The gist of a solution
  ◦ Pick a storage size (“line_size”) and read up to that length
  ◦ If we stay within the limit, we’re done
  ◦ If the user input exceeds the space, we can
    – Allocate space for another line, and keep on reading
    – At the end, allocate one big buffer and copy all the lines into it
Abstract Data Types (ADTs)
Abstract Data Type (ADT)

- An ADT module provides:
  - Data type
  - Functions that operate on the type

- Client does not manipulate the data representation directly
  - The client should just call functions

- “Abstract” because the observable results (obtained by client) are independent of the data representation

- Programming language support for ADT
  - Ensure that client cannot possibly access representation directly
  - C++, Java, other object-oriented languages have private fields
  - C has opaque pointers
An ADT Example: Stacks

- LIFO: Last-In, First-Out
- Like the stack of trays at the cafeteria
  - “Push” a tray onto the stack
  - “Pop” a tray off the stack
- Useful in many contexts
Stack Interface (stack.h)

```c
#ifndef STACK_INCLUDED
#define STACK_INCLUDED

typedef struct Item_t *Item_T;
typedef struct Stack_t *Stack_T;

extern Stack_T Stack_new(void);
extern int Stack_empty(Stack_T stk);
extern void Stack_push(Stack_T stk, Item_T item);
extern Item_T Stack_pop(Stack_T stk);

#endif
```

What's this for?
Notes on stack.h

- **Type Stack_T** is an opaque pointer
  - Clients can pass `Stack_T` around but can’t look inside

- **Type Item_T** is also an opaque pointer
  - … but defined in some other ADT

- **Stack_** is a disambiguating prefix
  - A convention that helps avoid name collisions
Stack Implementation: Array

`stack.c`

```c
#include <assert.h>
#include <stdlib.h>
#include "stack.h"

#define CAPACITY 1000

struct Stack_t {
    int count;
    Item_T data[CAPACITY];
};

Stack_T Stack_new(void) {
    Stack_T stk = malloc(sizeof *stk);
    assert(stk != NULL);
    stk->count = 0;
    return stk;
}
```
Careful Checking With Assert

`stack.c`

```c
#include <assert.h>
#include <stdlib.h>
#include "stack.h"

#define CAPACITY 1000

struct Stack_t {
    int count;
    Item_T data[CAPACITY];
};

Stack_T Stack_new(void) {
    Stack_T stk = malloc(sizeof *stk);
    assert(stk != NULL);
    stk->count = 0;
    return stk;
}
```

Make sure stk!=NULL, or halt the program!
int Stack_empty(Stack_T stk) {
    assert(stk);
    return (stk->count == 0);
}

void Stack_push(Stack_T stk, Item_T item) {
    assert(stk);
    assert(stk->count < CAPACITY);
    stack->data[stack->count++] = item;
}

Item_T Stack_pop(Stack_T stk) {
    assert(stk && stk->count > 0);
    return stk->data[--(stk->count)];
}
Problems With Array Implementation

**CAPACITY** too large: waste memory

- **data**
- wasted space

**CAPACITY** too small:

- **data**

  assertion failure (if you were careful)

  buffer overrun (if you were careless)
Linked List Would be Better…

```c
struct stack {
    int val;
    struct stack *next;
} *head;
```

push(1); push(2); push(3);

---

```
val
next
```
Popping and Pushing

head

3
2
1

pop();

head

3
2
1

push(4);

head

3
2
1
Stack Implementation: Linked List

`stack.c`

```c
#include <assert.h>
#include <stdlib.h>
#include "stack.h"

struct Stack_t {struct list *head;};
struct list {Item_T val; struct list *next;};

Stack_T Stack_new(void) {
    Stack_T stk = malloc(sizeof *stk);
    assert(stk != NULL);
    stk->head = NULL;
    return stk;
}
```
Stack Implementation: Linked List

```c
int Stack_empty(Stack_T stk) {
    assert(stk);
    return (stk->head == NULL);
}

void Stack_push(Stack_T stk, Item_T item) {
    Stack_T t = malloc(sizeof(*t));
    assert(t); assert(stk);
    t->val = item; t->next = stk->head;
    stk->head = t;
}
```

Draw pictures of these data structures!
Item_T Stack_pop(Stack_T stk) {
    Item_T x; struct list *p;
    assert(stk && stk->head);
    x = stk->head->val;
    p = stk->head;
    stk->head = stk->head->next;
    free(p);
    return x;
}
Client Program: Uses Interface

client.c

#include <stdio.h>
#include <stdlib.h>
#include "item.h"
#include "stack.h"

int main(int argc, char *argv[]) {
    int i;
    Stack_T s = Stack_new();
    for (i = 1; i < argc; i++)
        Stack_push(s, Item_new(argv[i]));
    while (!Stack_empty(s))
        Item_print(Stack_pop(s));
    return EXIT_SUCCESS;
}
Problem: Multiple Kinds of Stacks?

- Good, but still not flexible enough
  - What about a program with multiple kinds of stacks
  - E.g., a stack of books, and a stack of pancakes
  - But, can you can only define Item_T once

- Solution in C, though it is a bit clumsy
  - Don’t define Item_T (i.e., let it be a “void *”)
  - Good flexibility, but you lose the C type checking

```c
typedef struct Item_t *Item_T;
typedef struct Stack_t *Stack_T;

extern Stack_T Stack_new(void);
extern int Stack_empty(Stack_T stk);
extern void Stack_push(Stack_T stk, void *item);
extern void *Stack_pop(Stack_T stk);
```
Conclusions

• Heap
  ◦ Memory allocated and deallocated by the programmer
  ◦ Useful for making efficient use of memory
  ◦ Useful when storage requirements aren’t known in advance

• Abstract Data Types (ADTs)
  ◦ Separation of interface and implementation
  ◦ Don’t even allow the client to manipulate the data directly
  ◦ Example of a stack
    – Implementation #1: array
    – Implementation #2: linked list
  ◦ Backup slides on void pointers follow…
Backup Slides
on Void Opaque Pointers
#ifndef STACK_INCLUDED
#define STACK_INCLUDED

typedef struct Item_t *Item_T;
typedef struct Stack_t *Stack_T;

extern Stack_T Stack_new(void);
extern int Stack_empty(Stack_T stk);
extern void Stack_push(Stack_T stk, void *item);
extern void *Stack_pop(Stack_T stk);

/* It's a checked runtime error to pass a NULL Stack_T to any routine, or call Stack_pop with an empty stack */

#endif
Stack Implementation (with void*)

stack.c

#include <assert.h>
#include <stdlib.h>
#include "stack.h"

struct Stack_t {struct list *head;};
struct list {void *val; struct list *next;};

Stack_T Stack_new(void) {
    Stack_T stk = malloc(sizeof *stk);
    assert(stk);
    stk->head = NULL;
    return stk;
}
int Stack_empty(Stack_T stk) {
    assert(stk);
    return stk->head == NULL;
}

void Stack_push(Stack_T stk, void *item) {
    Stack_T t = malloc(sizeof(*t));
    assert(t); assert(stk);
    t->val = item; t->next = stk->head;
    stk->head = t;
}
void *Stack_pop(Stack_T stk) {
    void *x; struct list *p;
    assert(stk && stk->head);
    x = stk->head->val;
    p = stk->head;
    stk->head = stk->head->next;
    free(p);
    return x;
}

stack.c (with void*) continued
client.c (with void*)

#include <stdio.h>
#include <stdlib.h>
#include "item.h"
#include "stack.h"

int main(int argc, char *argv[]) {
    int i;
    Stack_T s = Stack_new();
    for (i = 1; i < argc; i++)
        Stack_push(s, Item_new(argv[i]));
    while (!Stack_empty(s))
        printf("%s\n", Stack_pop(s));
    return EXIT_SUCCESS;
}
Suppose we want to test two stacks for equality:

```c
int Stack_equal(Stack_T s1, Stack_T s2);  
```

How can this be implemented?

```c
int Stack_equal(Stack_T s1, Stack_T s2) {  
    return (s1 == s2);  
}
```

We want to test whether two stacks are equivalent stacks, not whether they are the same stack.
Almost, But Not Quite...

How about this:

```c
int Stack_equal(Stack_T s1, Stack_T s2) {
    struct list *p, *q;
    for (p=s1->head, q=s2->head; p && q; p=p->next, q=q->next)
        if (p->val != q->val)
            return 0;
    return p==NULL && q==NULL;
}
```

This is better, but what we want to test whether `s1->val` is equivalent to `s2->val`, not whether it is the same.
How about this:

```c
int Stack_equal(Stack_T s1, Stack_T s2) {
    struct list *p, *q;
    for (p=s1->head, q=s2->head; p && q;
        p=p->next, q=q->next)
        if ( ! Item_equal(p->val, q->val))
            return 0;
    return p==NULL && q==NULL;
}
```

This is good for the “Item_T” version of stacks (provided the Item interface has an Item_equal function), but what about the void* version of stacks?
Function Pointers

How about this:

```c
int Stack_equal(Stack_T s1, Stack_T s2,
                 int (*equal)(void *, void *)) {
    struct list *p, *q;
    for (p=s1->head, q=s2->head; p && q;
             p=p->next, q=q->next)
        if ( ! equal((void*)p->val, (void*) q->val))
            return 0;
    return p==NULL && q==NULL;
}
```

The client must pass an equality-tester function to Stack_equal.
Passing a Function Pointer

```c
int Stack_equal(Stack_T s1, Stack_T s2,
    int (*equal)(void *, void *)) {
    struct list *p, *q;
    for (p=s1->head, q=s2->head;  p && q;
        p=p->next, q=q->next)
        if ( ! equal((void*)p->val, (void*) q->val))
            return 0;
    return p==NULL && q==NULL;
}

Client:

int char_equal (char *a, char *b) {
    return (!strcmp(a,b));
}

int string_stacks_equal(Stack_T st1, Stack_T st2) {
    return Stack_equal(st1, st2,
        & (int (*)(void *, void*)) char_equal);
}
```