Computer Programming: Skills & Concepts (CP)
Structured data: typedef, struct, enum

Kenneth Heafield

Monday 6 November 2017
Last lecture

- Strings
Today and tomorrow

- **typedef** – for very simple type definitions.
- **struct** – for interesting type definitions.
- **enum** – for set types.
- **switch/case** statement.
Basic data types in C

int   char   float   double

Really that’s all ...
except for variations such as signed char, unsigned char, short, ...
▶ These are the basic options we have for *variables*.
▶ We can apply operators to them, compare them etc * , + , ==, < etc.
typedef – “create your own types”

Create your own types.

► Well, really just rename the standard ones.
► Use the type just like you would the standard one.
► Useful, for example, in physics:
  Can create metres, kilograms, seconds, joules etc by typedef-ing double. (Unfortunately, C will still let you assign seconds to metres... )
More ‘complex’ types

Complex numbers.
Consist of a real and an imaginary part.
Special ways of performing algebraic operations.
Need 2 variables to represent each number.

Messy!
Adding two complex numbers

/* i3 and r3 are returned as the result */
int add(double i1, double i2, double r1, double r2,
        double *r3, double *i3) {
    *r3 = r1 + r2 ;
    *i3 = i1 + i2 ;
    return EXIT_SUCCESS;
}

Yuck.
Structured data

Two new data structures. Normally use with typedef.

struct:
  ▶ Allows you to group related data into a single type.
  ▶ Functions can return a struct and hence return multiple items of data.

enum:
  ▶ Allows you to define a set of data that will be enumerated to an integer.

Naming convention: common to append ‘_t’ to indicate that the name is a type. Other conventions also used.
A complex number definition

/* Complex number type */

typedef struct {
    /* Real and imaginary parts. */
    double re, im;
} complex_t;
A function to return a complex number

we access the member data with .⟨member-name⟩

complex_t MakeComplex (double r, double i)
/* Function to create an item of ‘complex number’ type
 with real part r, imaginary part i. */
{
    complex_t z;
    z.re = r;
    z.im = i;
    return z;
}
struct and typedef

With typedef

typedef struct {
  ...
} complex_t;

complex_t a, b;

Without typedef

struct complex {
  ...
};

struct complex a, b;
Complex number functions

complex_t ComplexSum(complex_t z1, complex_t z2)
/* Returns the sum of z1 and z2 */
{
    complex_t z;
    z.re = z1.re + z2.re;
    z.im = z1.im + z2.im;
    return z;
}

int ComplexEq(complex_t z1, complex_t z2)
/* Testing for equality of structs. */
{
    return (z1.re == z2.re) && (z1.im == z2.im);
}
Multiply and modulus

complex_t ComplexMultiply(complex_t z1, complex_t z2)
/* Returns product of z1 and z2 */
{
    complex_t z;
    z.re = z1.re*z2.re - z1.im*z2.im;
    z.im = z1.re*z2.im + z1.im*z2.re;
    return z;
}

double Modulus(complex_t z)
{
    return sqrt(z.re*z.re + z.im*z.im);
}
An example of using these

```c
int main(void)
{
    complex_t z, z1, z2;
    z1 = MakeComplex(1.0, -5.0);
    z2 = MakeComplex(3.0, 2.0);
    z = ComplexMultiply(z1, z2);
    printf("The modulus of z is %f\n", Modulus(z));
    if (ComplexEq(z, MakeComplex(13.0, -13.0))) {
        printf("z is equal to 13-13i\n");
    } else {
        printf("z is not equal to 13-13i\n");
    }
    return EXIT_SUCCESS;
}
```
Nested structs

A struct can include another struct. This is called nesting.
To access a nested struct member

```c
#include "descartes.h"

typedef struct { point_t points[3]; } triangle_t;

triangle_t tri;
int x_pos = 10;

tri.points[0].x = x_pos;
```

Because of influences from more modern languages, some would say that
nested access is bad style, and it’s better to write

```c
point_t p0 = tri.points[0];
p0.x = x_pos;
```

Certainly if you’re going to write `tri.points[0]` more than once, it pays
to use a variable for it.
Passing struct to a function

Structs can be passed as values to functions:

```c
func1(c1) { ... }
```

Since C is call by value, the function cannot change member values in the original struct.

To pass a struct by call by reference:

```c
Normalize(complex_t *cptr);

complex_t c1;
Normalize(&c1);
```

In most uses of structs, they are always passed via pointers.
Structs and pointers

To access the elements of *cptr, we have to write (*cptr).re and (*cptr).im. This rapidly gets boring to type, and is hard to read. C lets us write cptr->re and cptr->im instead.

```c
void Normalize(complex_t *cptr) {
    double mod = Modulus(*cptr);
    cptr->re = cptr->re / mod;
    cptr->im = cptr->im / mod;
}
```

Structs often contain not other structs, but pointers to other structs. Then we get ‘pointer chasing’:

```c
    g->players[north]->num_concealed
```

where g is a pointer to a struct whose players element is an array of pointers to player structs, and a player struct contains an element num_concealed
Summary (struct)

- `typedef` allows you to re-name types: Handy with `struct` and `enum`.

- `struct` allows you to group related data into a single variable:
  - Useful for records of multiple items.
  - Bank accounts – name, address, balance etc.

- Can treat `struct` just like any other type:
  - `return` from functions
  - Arrays of `struct`
  - Nested structures
  - Passing `structs` to a function.
enum

Allows data with integer equivalents to be represented:
– For example months of the year.
– Variables are actually stored as integers.

```c
typedef enum {JAN, FEB, MAR, APR, MAY, JUN, JUL, AUG, SEP, OCT, NOV, DEC} month_t;

typedef struct {
    int day;
    month_t month;
    int year;
} date_t

date_t Today;
Today.day = 8; Today.month = NOV; Today.year = 2004
```
switch/case statement

- A multiple branch selection statement.
- Tests the value of an expression against a list of integers or character constants.
- Similar to a set of nested if statements:
  - Except can only test for equality.
  - Neater and more readable.
  - Well suited to testing enumerated types
  - *(not good)* need to break out of the switch.
switch/case standard usage

switch (⟨expression⟩) {
case ⟨constant-1⟩:
    ⟨statement-sequence-1⟩;
    break;
case ⟨constant-2⟩: /* constants are integers */
    ⟨statement-sequence-2⟩;
    break;
case ⟨constant-3⟩:
    .
    .
default:
    ⟨statement-sequence⟩;
}
Function to return the next day

date_t Tomorrow(date_t d) {
    switch (d.month) {
    case JAN:
        if (d.day == 31) {
            d.day = 1; d.month++;
        } else { d.day++; }
        break;
    /* Now the other months FEB - NOV ....... */
    ...
    case DEC:
        if (d.day == 31) {
            d.day = 1; d.month = JAN; d.year++;
        } else { d.day++; }
    }
    return d;
}
Combining similar cases

date_t Tomorrow(date_t d) {
    switch (d.month) {
    case JAN: case MAR: case MAY: case JUL: case AUG: case OCT:
        if (d.day == 31) {
            d.day = 1; d.month++;
        } else { d.day++; }
        break;
    /* Now the 30 day months, then February */
    ...
    case DEC:  /* is special */
        if (d.day == 31) {
            d.day = 1; d.month = JAN; d.year++;
        } else { d.day++; }
    }
    return d;
}

CP Lect 15 – slide 23 – Monday 6 November 2017
Summary

e\text{enum} allows representation of information with integer equivalence:

- Months, days etc
- Items in a stock list.
- Buttons on a 'pocket calculator' application.

\text{switch/case} statement:

- Similar to a set of nested if statements
- Useful for processing an enumerated type.
- For example, processing the key pressed in the calculator.