



Review Questions

1. What type of variable do functions that operate on strings take?

A string in C is a char array. And we now know that an array is simply a pointer in C. So, both `char[]` and `char*` are correct.

2. How many bytes of memory do a `uint64_t` and a `uint32_t` use?

64 bits = 8 bytes and 32 bits = 4 bytes. Therefore, 8 and 4 bytes of memory, respectively.

3. How many bytes of memory does a `char*` pointer use?

Per the example shown in class, the answer is 8 bytes (see slide 2 of lecture).

However, the real answer is that it depends on the processor. Most modern processors are 64-bit systems whereby the memory addresses are composed of 8 bytes. However, there are many processors that are not 64-bit. For example, many processors designed for use in power-constrained or embedded applications are 32-bit or even 16-bit. In this case, the bytes of memory for a `char*` would be 4 or 2 bytes, respectively.