Precept Activity Instructions

Work in small groups:

- If you were to design a validation module for Stackao, what invariants would you have to check? (Invariants are things that you know must be true. That is, they cannot vary or something is wrong. In the context of a validation module, invariants are constraints on values of individual state variables or relationships between state variables.)
- 2) Review the structure of the validation module (stackaochecker.h and stackaochecker.c). Are all the invariants from part 1) present?
- 3) Review how the validation module is called from the implementation code in a version with hooks to do so (stackaochecked.c) notice how validation happens on every return path from every mutator function.
- 4) Log into armlab and copy all files into your directory on armlab:
 cp -r /u/cos217/PreceptDemos/stackao .
 Build and run the correct (stackaochecked.c) and buggy (stackaocheckedbad.c) hooked versions. Compare the outputs. Find the bug in stackaocheckedbad.c.

Precept Activity Answers

1) The following cases indicate the state of the data structure is invalid:

Case 1. iInitialized is 0, but pdArray is not NULL, or uTop is not 0, or uPhysLength is not 0.

Case 2. iInitialized is 1, but pdArray is NULL, or uPhysLength is 0. **Case 3.** uTop > uPhysLength.

- 2) They should be.
- 3) The checker function is called before every return statement in every non-static function that changes the state of the abstract object.

4) stackaochecked output:

3.3 2.2 1.1 6.6 5.5 4.4

stackaocheckedbad output:

```
Next push would be OOB of storage array
teststackbad: stackaocheckedbad.c:107: Stack_push: Assertion
`isValid(pdArray, uTop, uPhysLength, iInitialized)' failed.
Aborted (core dumped)
```

Why do we get this error message?

Because, in Stack_push() the condition for calling the Stack_grow() function is incorrect. Should be if (uTop == uPhysicalLength)