

# CS2351

## Data Structures

"Pass by Value" or "Pass by Pointer"

# About this slide

- In today's lecture, we mentioned two ways to perform **enqueue** in a queue
  - In fact, one of the way is **WRONG**
- We shall see why it is wrong

# The wrong enqueue

- The following function tries to perform enqueue using pass by value :

```
void enqueue( struct node *head,  
             struct node *tail, struct node y )  
{  
    if ( head != NULL ) // if not empty  
    { tail->next = &y ; tail = &y; }  
    else  
    { head = tail = &y ; }  
}
```

# The wrong enqueue

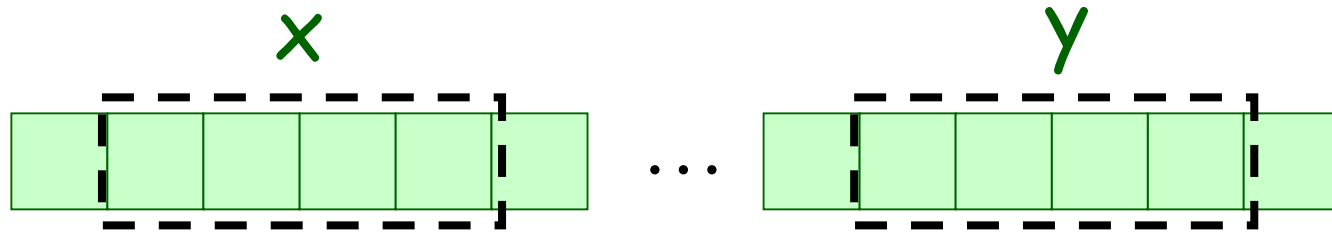
- Unfortunately, it is WRONG
- Suppose in the main program, we write :

```
struct node *head, *tail, x ;  
head = NULL ;  
enqueue( head, tail, x ) ;
```

- What happens is that after `enqueue`, `head` nor `tail` do not point at `x` as we expect
- Reason: During `enqueue`, there is a temp memory space for the local variable `y` ...

# The wrong enqueue

- Then, **y** copies all the contents of **x** from the main program



- Then inside **enqueue**, the local variables **head** and **tail** are assigned to point at **y**
- Consequently, **head** and **tail** in main program have no change, and no one points at **x**!

# The correct enqueue

- We need to ensure that after **enqueue**, both **head** and **tail** in the main program are set correctly (point at **x**, not **y**)
- In this case, we shall use **pass by pointers**
  - Another scheme called pass by reference may be used instead
- Since values of **head** and **tail** need to be changed, we need to know their actual memory addresses inside **enqueue**

# The correct enqueue

- To pass the address of a pointer **p** is easy
  - Simply use a pointer that points at **p**

```
void enqueue( struct node **head,
              struct node **tail, struct node *y )
{
    if ( *head != NULL ) // if not empty
    { (*tail)->next = y ; (*tail) = y; }
    else
    { (*head) = (*tail) = y ; }
}
```

# The correct enqueue

- Then inside the main program, we write :

```
struct node *head, *tail, x ;  
head = NULL ;  
enqueue( &head, &tail, &x ) ;
```

- After the **enqueue** call, the actual memory locations of both **head** and **tail** will be filled with the actual address of **x**