

EEM103

Computer Programming

Week10

- Pointers
- Pointer operators
- Pointer arithmetic
- Array-Pointer relation

1

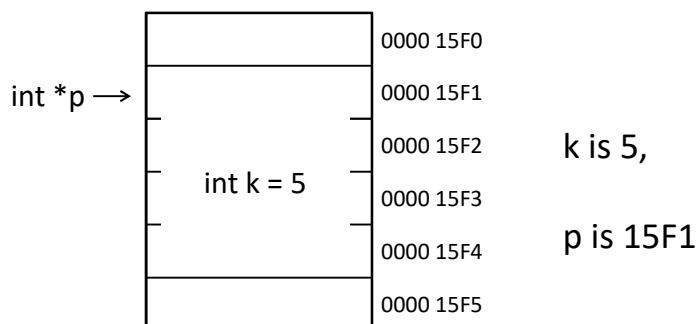
Pointers

- **Pointers** are variables whose values are memory addresses.
 - A variable directly contains a specific value.
 - A pointer contains an address of a variable that contains a specific value.
- Declaring Pointers;
*type * pointer_name;*
- e.g;

```
int * p;      /* p is a pointer which keeps address of an integer.*/
float * q;    /* q is a pointer which keeps address of a float.*/
int * p2, i; /* p2 is an int pointer, i is an int variable*/
```

2

```
int k = 5;
int *p ;
p = &k ; // &k = address of k
```



3

Initializing pointers

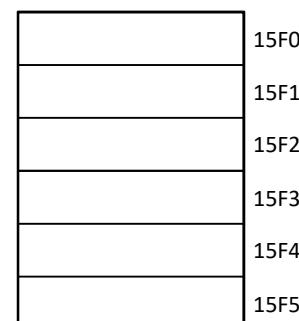
- A pointer should be initialized with the address of a variable.

```
int *p;


p=15F2; meaningless..


```

```
int *p, i;
i = 5;
p = &i ; OK...
```

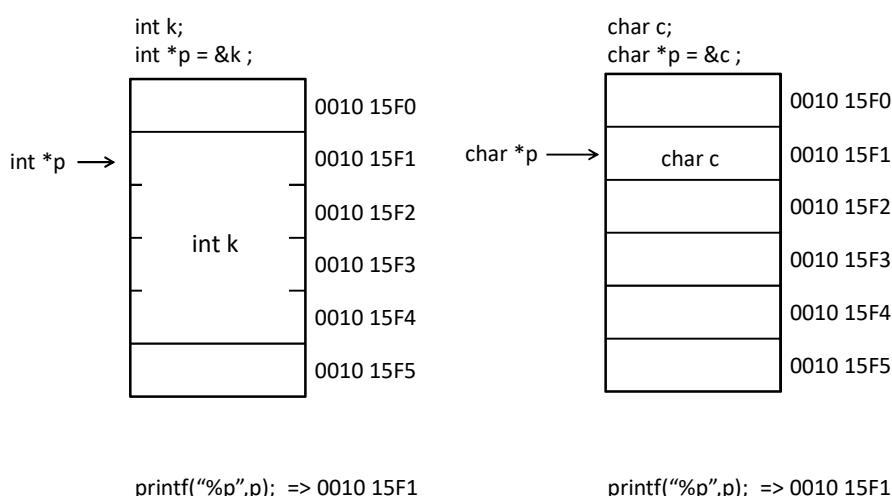


4

Size of a pointer

- All pointers have the same size,
 - which is equal to the addressing type of the operating system, (32 or 64 bit)
- But, the type of the pointer determines the size of memory area that it effects.

5



Pointer operators

1. address-of operator: &
2. indirection (dereferencing) operator: *

int *p ; → int pointer p

*p → content of p (the value of the integer that p points)

int i; → i is an integer variable

&i → address of i

7

int i;

int *p;

p=&i;

i=5; *p=5; → same

printf("%d\n", p);

printf("%d\n", *p);

printf("%d\n", i);

printf("%d\n", &i);

8

Pointer Arithmetic

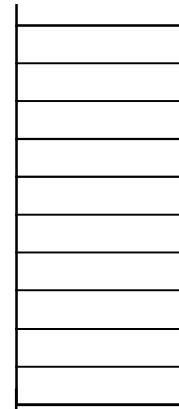
```
int i, *p;
```

i=5;

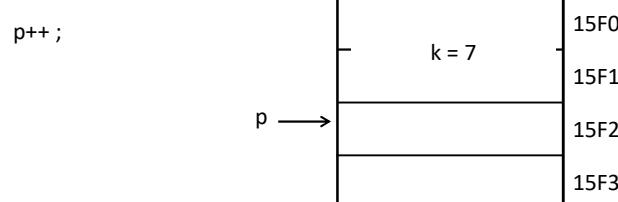
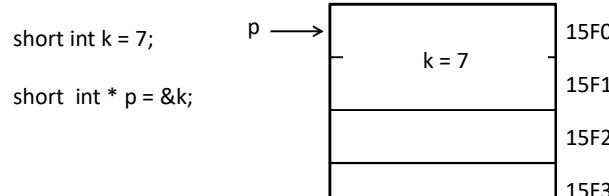
p=&i; → assume, p=1F51

p=p+1; → p = 1F51 + 4 = 1F55

Why !!



9

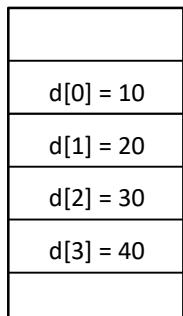


10

Array – Pointer relation

- **Name of an array is a POINTER.**
– and, it points the first element of the array.

e.g: int d[4] = {10,20,30,40} ;

d →		0010 15F0 printf("%d \n", d[0]); 0010 15F4 printf("%d \n", *d); 0010 15F8 printf("%p \n", &d[0]); 0010 15FC printf("%p \n", d); 0010 1600 printf("%d \n", *(d+2)); 0010 1604 printf("%d \n", d[2]); printf("%p \n", d+2);
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11