Function Pointers In C- C Tutorial In Hindi #72.mp4 - VLC media player

Media Playback Audio Video Subtitle Tools View Help

POINTERS

Quick Recap

int a = 3;
int * ptr = &a

*ptr

*ptr → 3

- A pointer is a variable which stores address of another variable
- & symbol is used to get the address of the variable.
- * symbol is used to get the value of the variable that the pointer is pointing to.
- In C, we can create generic pointers too
- Regular C variable stores the value whereas pointer stores the address of the variable.

01:16 18:22

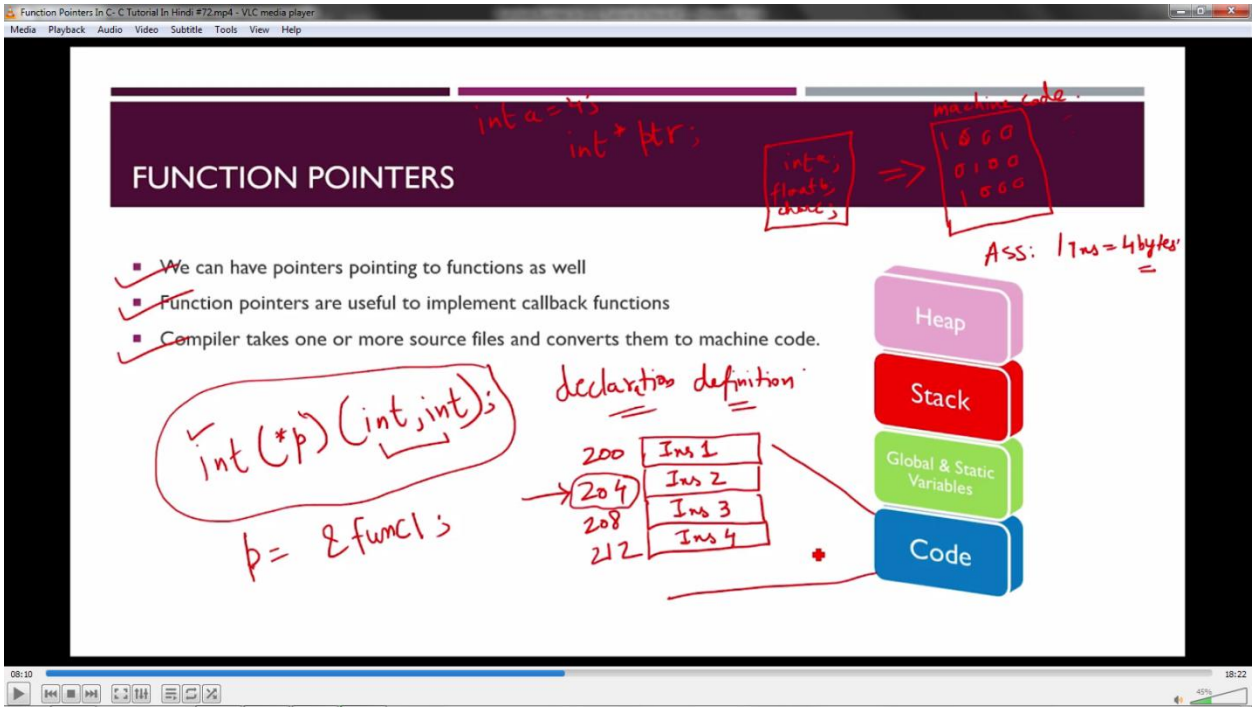
Function Pointers In C- C Tutorial In Hindi #72.mp4 - VLC media player

Media Playback Audio Video Subtitle Tools View Help

DYNAMIC MEMORY ALLOCATION: RECAP

- An statically allocated variable or array has a fixed size in memory.
- **Dynamic Memory Allocation** is a way in which the size of a data structure can be changed during the runtime.
- Memory assigned to a program in a typical architecture can be broken down into four segments:
  1. Code
  2. Static/global variables
  3. Stack
  4. Heap

02:06 18:22



here “here” means for instruction