3.5 指针的设计规则_物联网/嵌入式工程师 - 慕 课网

第课网慕课教程 3.5 指针的设计规则涵盖海量编程基础技术教程,以图文图表的形式,把晦涩难懂的编程专业用语,以通俗易懂的方式呈现给用户。

在 32bit 的系统中, 所有的指针变量都是 4bytes

示例代码:

```
#include <stdio.h>

int main()
{
        int *p = NULL;
        char **p_char = (char **)&p;
        short **p_short = (short **)&p;
        int **p_int = (int **)&p;
        return 0;
}

运行结果:

sizeof(p_char) = 4
sizeof(p_short) = 4
sizeof(p_int) = 4
```

在 32bit 的系统中, 多级指针 (二级和二级以上) 在移动的每次移动都是 4bytes. 因为一个指针大小是 4bytes

示例代码:

```
#include <stdio.h>
int main()
{
    int *p = NULL;
    char **p_char = (char **)&p;
    short **p_short = (short **)&p;
```

```
int **p_int = (int **)&p;
```

```
printf("p_char = %p\n",p_char);
         printf("p_short = %p\n",p_short);
         printf("p_int = %p\n",p_int);
         printf("=====\n");
         p_char++;
         p_short++;
         p_int ++;
         printf("p_char = %p\n",p_char);
         printf("p_short = %p\n",p_short);
         printf("p_int = %p\n",p_int);
         return 0;
  }
运行结果:
  p_char = 0xfff0fabc
  p\_short = 0xfff0fabc
  p_int = 0xfff0fabc
  p_char = 0xfff0fac0
  p_short = 0xfff0fac0
  p_int = 0xfff0fac0
二级指针和一维数组的转换
  int a[5] = \{10, 20, 30, 40, 50\};
 int *p = a;
  int **q = &p;
  而根据一维数组得出结论:
  a[i] <===>*(a + i)<===>*(p + i)<===>p[i]
  且当前 *q<===>p,故
  (p + i) = p[i] = *(q + i) = *(q)[i]
示例代码:
  #include <stdio.h>
  int main()
  {
         int a[5] = \{10,11,12,13,14\};
         int *p = a;
         int **q = &p;
         printf("a[3] = %d\n",a[3]);
         printf("*(a + 3) = %d\n",*(a + 3);
printf("*(p + 3) = %d\n",*(p + 3));
         printf("p[3] = %d\n",p[3]);
         printf("*(*q + 3) = %d\n",*(*q + 3));
         printf("(*q)[3] = %d\n",(*q)[3]);
         return 0;
  }
运行结果:
  a[3] = 13
  *(a + 3) = 13
```

https://www.imooc.com/wiki/embedded/gtVn2w3qpJlrjb0ZKsef.html

*(p + 3) = 13p[3] = 13 *(*q + 3) = 13 (*q)[3] = 13

int a[5] = {1,3,5,7,9};
int *p = NULL;
int **q = NULL;

全文完

本文由 简悦 SimpRead 优化,用以提升阅读体验

使用了 全新的简悦词法分析引擎 beta, 点击查看详细说明



