

# CS & IT ENGINEERING

Programming in C

Arrays and Pointers

Lec- 06




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TOPICS TO BE  
COVERED



**Arrays and Pointers**

1)  $\text{int } (*P)[4]$

P is a pointer to array of 4 integer.

2)  $\text{int } ^*(^*P)[5]$

P is a pointer to (array of 5 pointer to integer)

3)  $\text{int } ^*\overset{\checkmark}{P}[\overset{\checkmark}{4}]$

P is an array of 4 pointer to integer

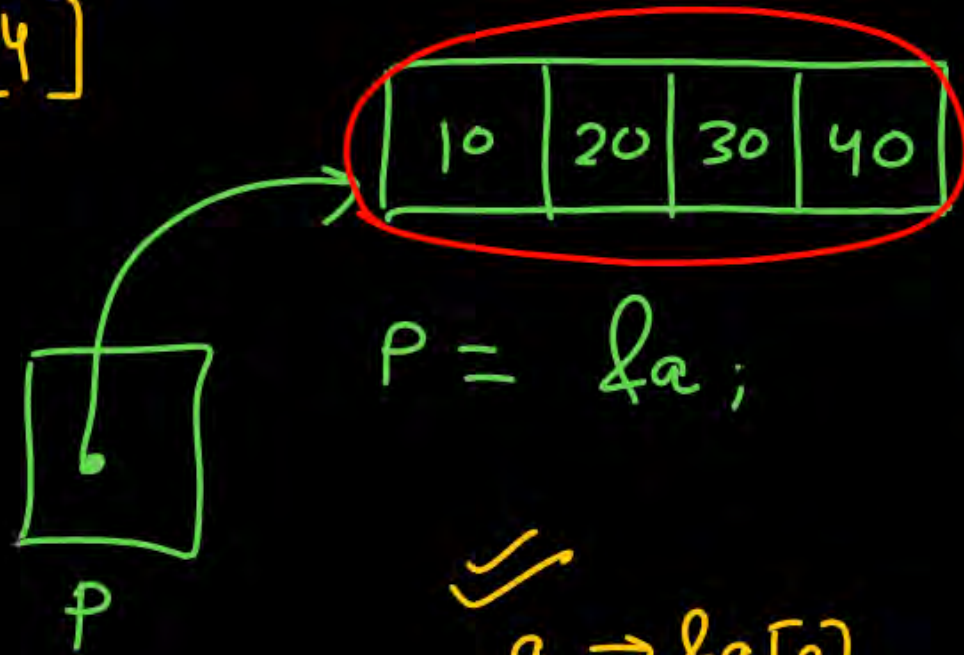
4)  $\text{int } (^*\overset{\checkmark}{P})(\overset{\checkmark}{})$

P is a pointer to function that takes no argument and returns an integer.



int a[4] = {10, 20, 30, 40};

1) int (\*P)[4]

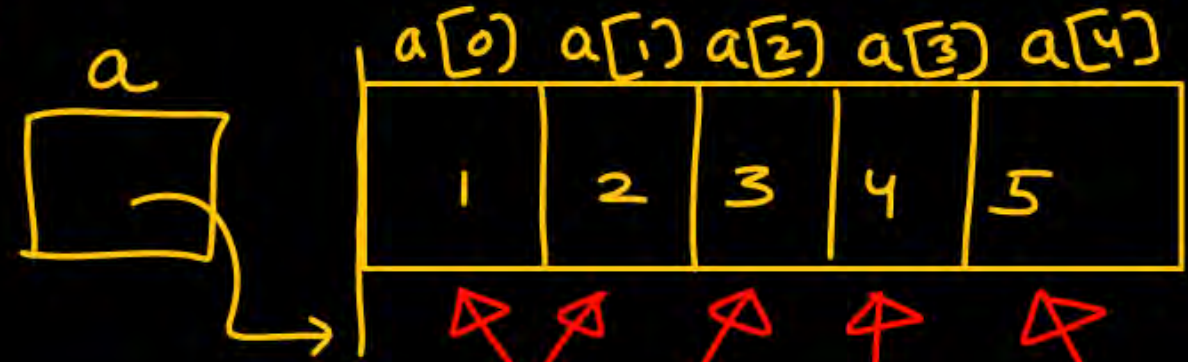


P = &a;

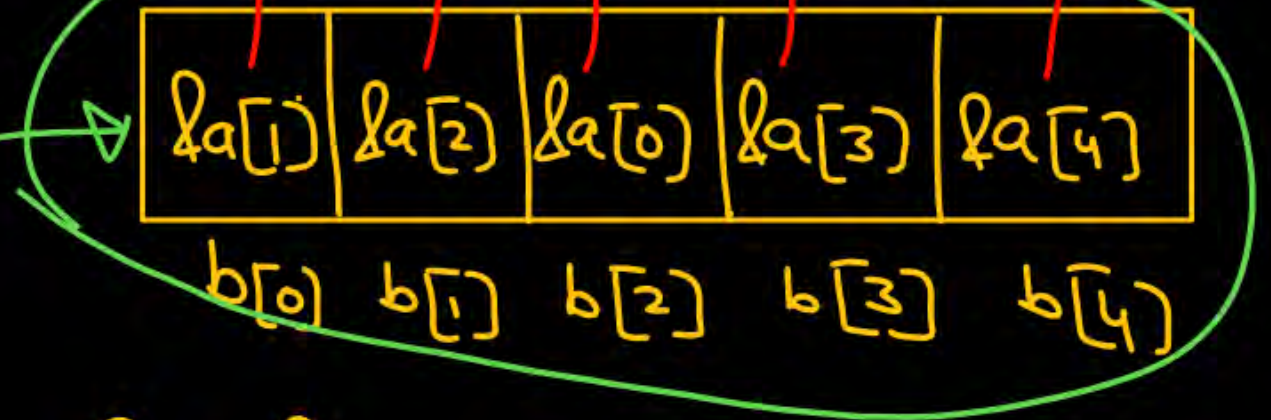
✓  
 $a \Rightarrow \&a[0]$

$a+1 \Rightarrow \&a[1]$   
 $a+2 \Rightarrow \&a[2]$   
 $a+3 \Rightarrow \&a[3]$   
 $a+4 \Rightarrow \&a[4]$

int a[5] = {1, 2, 3, 4, 5};



int\* b[5] = {a+1, a+2, a, a+3, a+4};



P = &b;

2) int\* (\*P)[5]

P is a pointer to

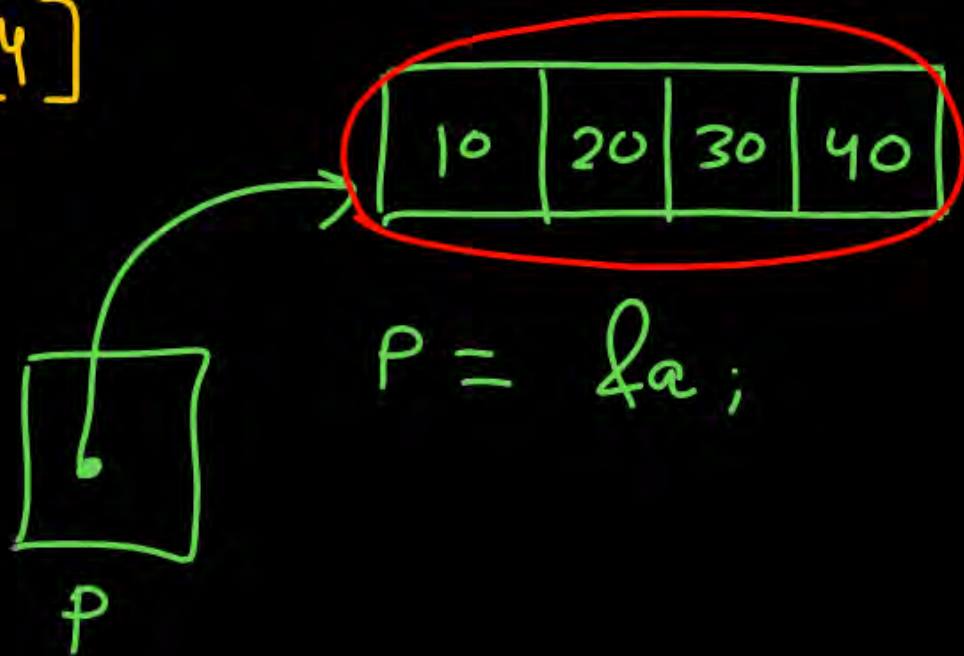
array of 5 pointer to integers



1)  $\text{int } (*P)[4]$

$\text{int } a[4] = \{10, 20, 30, 40\};$

3)  $\text{int } ^{\check{*}}P[4]$



2)  $\text{int}^*$   $(^*P)[5]$

4)  $\text{int } (^{\check{*}}P)(\check{\phantom{x}})$

function pointer



5)  $\text{int } (*P)(\text{int}, \text{float})$   $(\text{int}, \text{float})$

P is a pointer to function that takes 2 arguments, first is integer second is float and it returns a integer value.

7)  $\text{int } (*f)(\text{int}^*)$

f is a pointer to function that take a pointer to integer as argument and returns integer value.

6)  $\text{int } (*P)(\text{char}^*)$   $\text{intAdd}(\text{int}, \text{int})$

P is a pointer to function  $\rightarrow$  that takes a pointer to char as argument and returns integer.

# function pointer (pointer to function)

Q) Can we pass value to a function

```
int a=10, b=20, result;  
result = Add(a, b);
```

valid ✓

Q) Can we pass an address to a function

```
int a[4] = {10, 20, 30, 40}; fun(a);
```

```
#include <stdio.h>
```

```
void fun(){
```

```
    printf("Hello");
```

```
}
```

```
void main(){
```

```
    fun();
```

```
    fun();
```

```
}
```

address

```
void  
fun(){
```

```
}
```

```
main(){
```

```
}
```

$$e^x = 1 + \frac{x}{1!} + \frac{x^2}{2!} + \dots$$

factorial



`int a = 10;`    `float b = 10.38`  
`int *p;`    `float *ptr;`

<sup>②</sup>  
<sup>①</sup>  
`int Add(int, int);`

P is a pointer to  
a function that takes 2  
integer arguments  
and  
return integer.

`int (*P)(int, int);`

Add(10,20); ✓

Equivalent →

P = Add ;

(\*P)(10,20);

<sup>②</sup>  
int <sup>①</sup>Add(int, int);

int (\*P)(int, int);



```
#include <stdio.h>
```

```
int Add(int a, int b){  
    return a + b;  
}
```

```
int Sub(int a, int b){  
    return a - b;  
}
```

```
int Prod(int a, int b){  
    return a * b;  
}
```

```
void main(){  
    int (*P)(int, int);
```

```
    P = Add;
```

```
    printf("/d", (*P)(10, 20));
```

```
    P = Sub;
```

```
    printf("/d", (*P)(10, 20));
```

```
    P = Prod;
```

```
    printf("/d", (*P)(10, 20));  
}
```

int a[4] = {10, 20, 30, 40};

int \*P[4] = {a+3, a+2, a+1, a};

int y;

Pre-dec

y = --P[0] - P[1];

printf("/d", y);

printf("/d", \*P[0]);

\*P[0]

~~\*&a[2]~~ ⇒ a[2]

→ &a[3] → &a[1]  
↓ &a[2] ↓ &a[0]

(i) P[0] = P[0] - 1  
y = P[0] - P[1]

a[0] a[1] a[2] a[3]

|    |    |    |    |
|----|----|----|----|
| 10 | 20 | 30 | 40 |
|----|----|----|----|

100 104 108

&a[2]

|                      |       |       |       |
|----------------------|-------|-------|-------|
| <del>&amp;a[3]</del> | &a[2] | &a[1] | &a[0] |
|----------------------|-------|-------|-------|

100 P[0] 104 P[1] P[2] P[3]

P[0] = &a[3] - 1

P[0] = &a[2]

y = &a[2] - &a[2]  
=  $\frac{108 - 108}{4} = \frac{0}{4} = 0$



int a=5, b=10, c=15;

int \*p[3] = { &a, &b, &c};

15

printf("%d", \*p[\*p[1]-8]);

$p[1] = \&b$

~~$*p[\&b - 8]$~~

$\Rightarrow \&c$

$*p[b - 8]$

$*p[10 - 8] \Rightarrow *p[2]$

$\Rightarrow \textcircled{c}$

static int a[] = {10, 20, 30, 40, 50}; P

static int \*p[] = {a, a+3, a+4, a+1, a+2};

int \*\*ptr = (P);

ptr++;

printf("%d %d", ptr - P, \*\*ptr);

|       |       |       |       |       |
|-------|-------|-------|-------|-------|
| &a[0] | &a[3] | &a[4] | &a[1] | &a[2] |
| P[0]  | P[1]  | P[2]  | P[3]  | P[4]  |
| 100   | 104   | 108   | 112   | 116   |



(i)  $ptr - P \Rightarrow \&P[1] - \&P[0] = \frac{104 - 100}{4}$

(ii)  $**ptr \Rightarrow \&P[1] \Rightarrow *P[1] \Rightarrow \&a[3] \Rightarrow a[3]$   
 $= \frac{4}{4} = 1$



Q

```
void f(int*);
```

```
int main(){
```

```
    int a[2][3] = {1, 2, 3, 4, 5, 6};
```

```
    f(a[1]);
```

```
    printf("/d /d", a[1][1], a[1][2]);
}
```

```
void f(int* p){
```

```
    p--;
```

```
    *p = *p * *p;
```

```
    p--;
```

```
    *p = *p * *p;
```

```
}
```

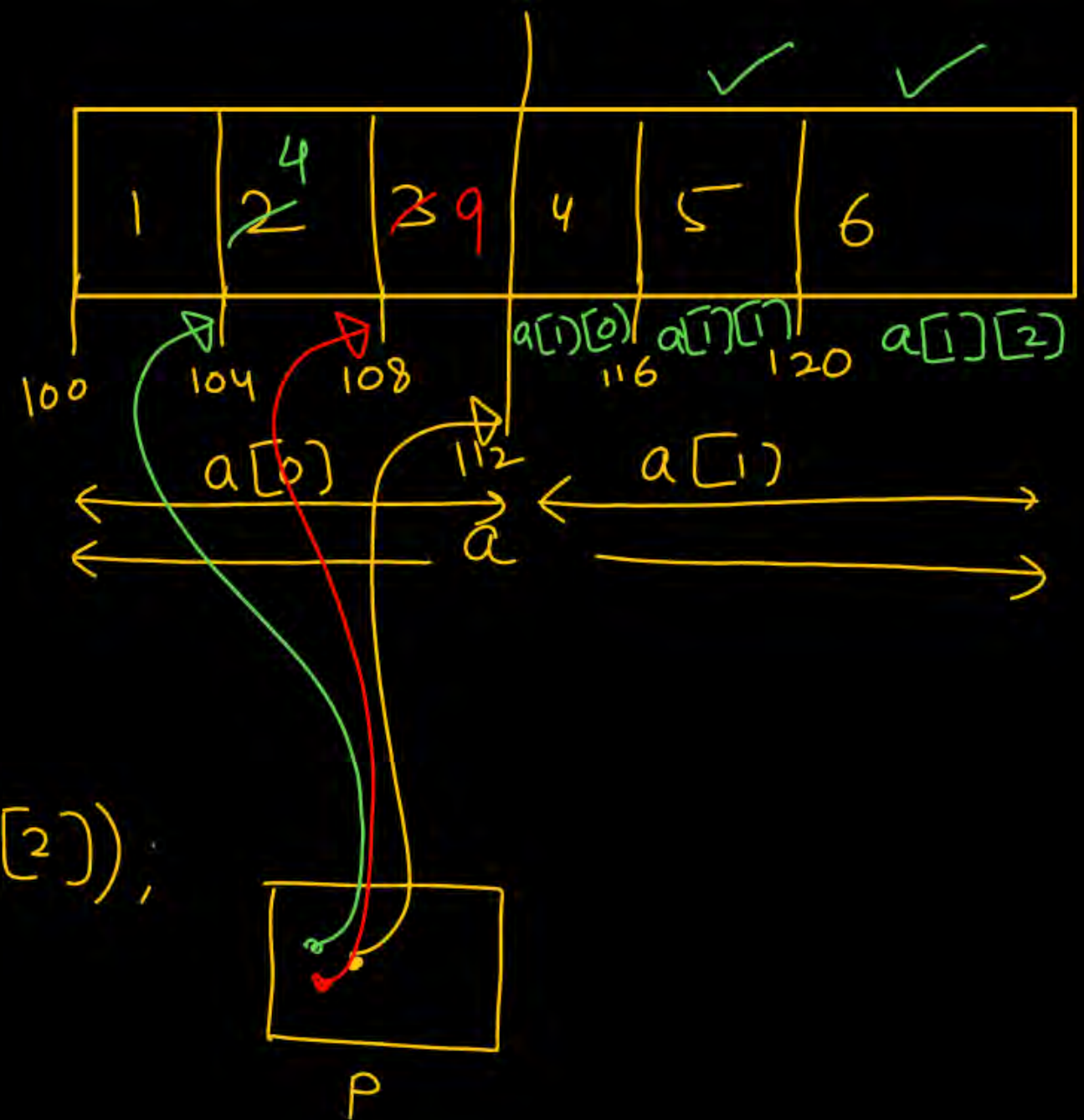


Diagram illustrating pointer arithmetic:

- Initial state: `*p = 3` (value 9)
- After `p--`: `*p = 3` (value 9)
- After `*p = *p * *p`: `*p = 3 * 3 = 9`
- After `p--`: `*p = 2` (value 4)
- After `*p = *p * *p`: `*p = 2 * 2 = 4`

int a[4][5] = { { 1, 2, 3, 4, 5 },  
 { 6, 7, 8, 9, 10 },  
 { 11, 12, 13, 14, 15 },  
 { 16, 17, 18, 19, 20 } };

printf("/d\n", \* (\* (a + ~~\*\*\*~~ a + 2) + 3) );

19

\* (\* (a + 1 + 2) + 3)

\* (\* (a + 3) + 3)

\* (a[3] + 3)  $\Rightarrow$  a[3][3]

① a[i] = \*(a+i)

\* (a+3) = a[3]

② \*(a[i]+j)  $\Rightarrow$  a[i][j]

~~\*\*\*~~ a[0]

\* (a[0])

~~\*\*\*~~ a[0][0]

a[0][0]



```
int f(int *a, int n){
```

```
    if (n <= 0) return 0;
```

```
    else if (*a / 2 == 0)
```

```
        // even
        return *a + f(a+1, n-1);
```

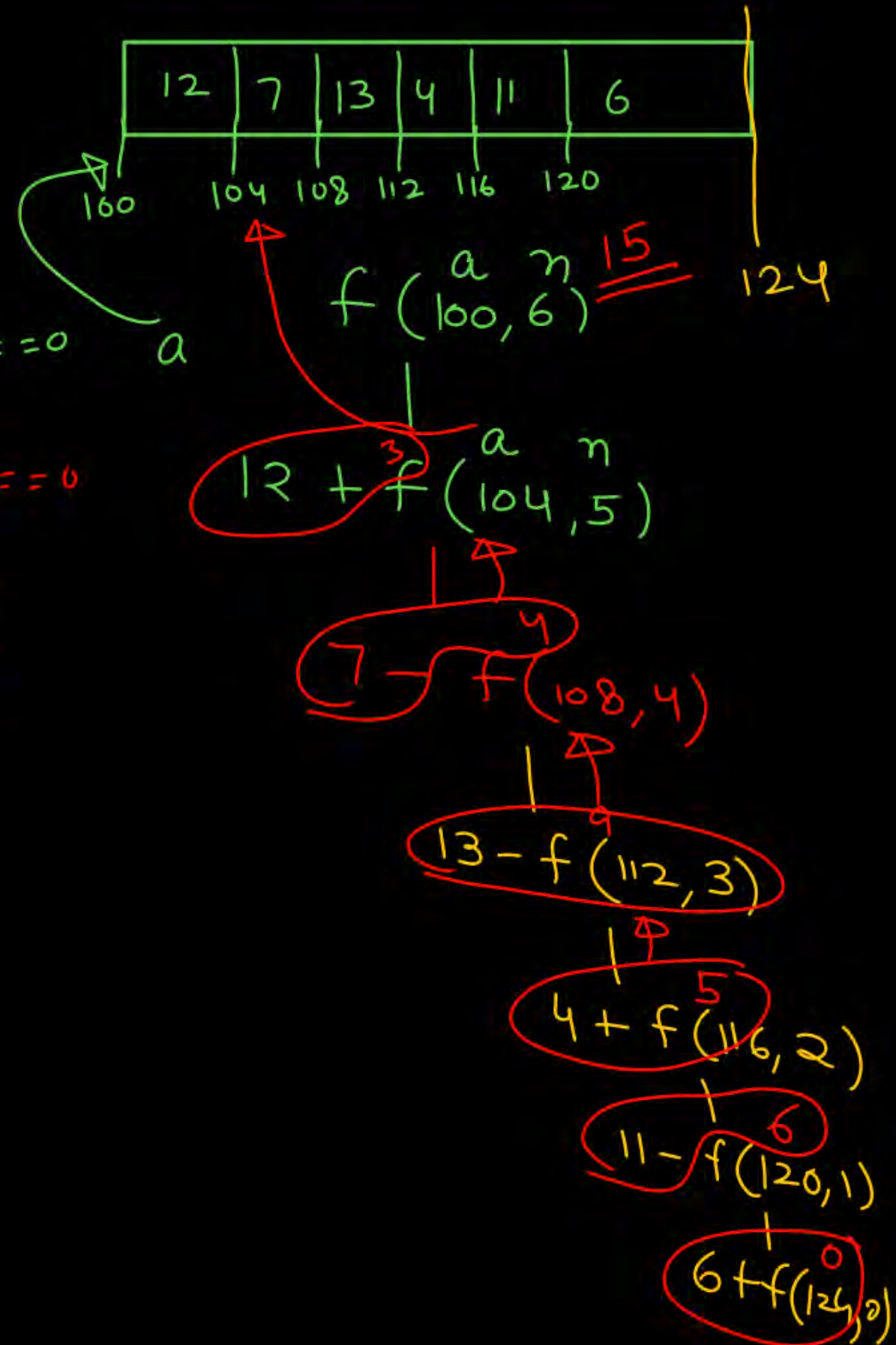
```
    else
```

```
        // odd
        return *a - f(a+1, n-1);
```

```
void main(){
```

```
    int a[] = {12, 7, 13, 4, 11, 6};
```

```
    printf("%d", f(a, 6));
}
```



```
int f(int *p, int n)
```

```
{
```

```
    if (n <= 1) return 0;
```

```
    else
```

```
        return max(f(p+1, n-1), p[0]-p[1]);
```

```
}
```

```
void main(){
```

```
    int a[] = {3, 5, 2, 6, 4};
```

```
    printf("%d", f(a, 5));
```

```
}
```

f(100, 5)

$$P[0] = \star(p+0) = 3$$

$$P[1] = \star(p+1) = 5$$

