1 - Size of pointers (Depends on bit system)

32 - bit system ⇒ 4 bits

64 - "   "   ⇒ 8 "

Types of Pointers

① NULL pointer:

$$\text{int *ptr = NULL;}$$

└→ if it is null, it's not a valid memory location

② Wild pointers:

int *ptr;   // not initialized

③ Dangling pointers:

int * ptr = (int *) malloc (sizeof (int) *4);
free (ptr)

It is a pointer pointing to memory location that has been freed;

④ pointer to function:

return type → int (*ptr) (int , int)   — Parameter list

SENA

int * pointer ; ← متغير يخزن عنوانه

int Ahmed = 1 ;

* pointer = Ahmed ;

∴ pointer = & Ahmed

, *Pointer = 1

char Ahmed = 'A' ;

// Pointer نوعه int

char * pointer ;

في المثال ده .

* Pointer = Ahmed ;

عنوان حرف A// pointer :

∴ pointer = & Ahmeed

المتغير Ahmed الل شايل حرف A

, *Pointer = 'A'

نوعه : int يعني بيتخزن في 4 byte