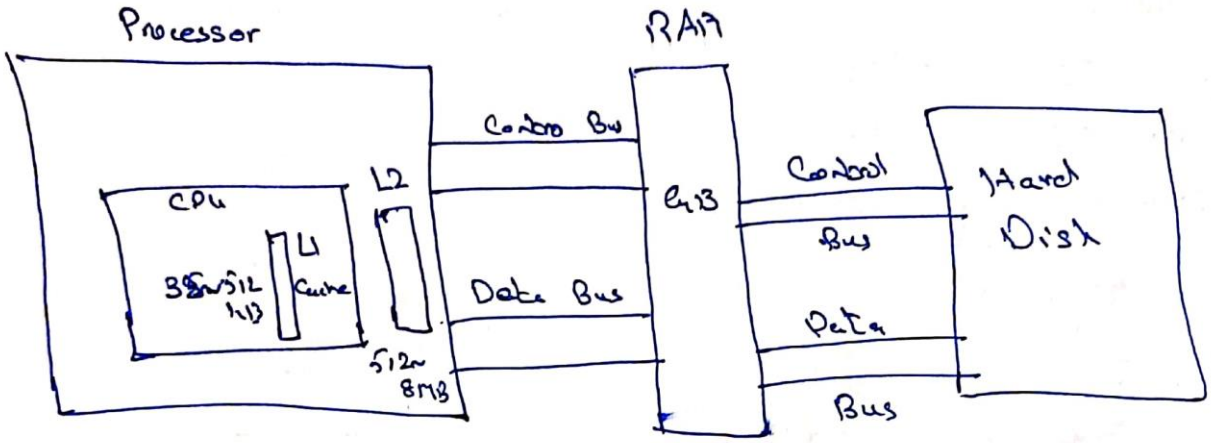
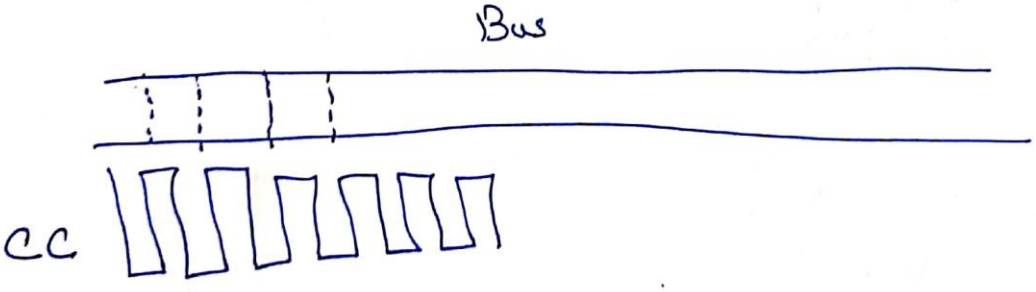
Buses (~6)
- Control Bus
- Data Bus
- System Bus

32-Bit OS
64-Bit OS





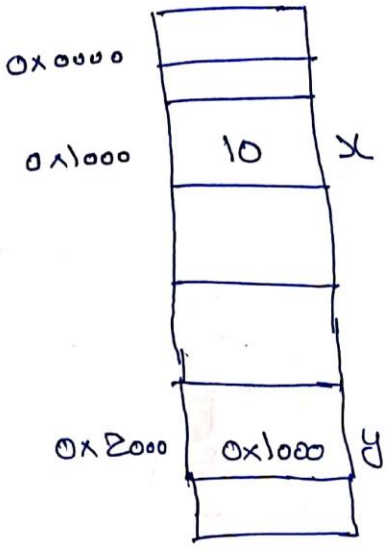
Lect #2, Lab #1

* Dereferencing
& Referencing (access & assign address)

```
int x=10;
int *y = &x;

cout << x; →10
cout << y; 0x1000
cout << *y; 10
cout << &y; 2000

*y = 20;
cout << x; 20
cout << *y; 20
```



Arrays & Pointers

```
int a[10], *ptr_a
ptr_a = &(a[0]);

for (i=0; i<=10; i++)
{ cout << Array
  cout << a[i]; → cout<< &a[i]
  cout << Pointer
  cout << ptr_a ++;
  cout << &ptr_a
}
```