

Les pointeurs**Exercice de compréhension**

Ci-dessous quelques définitions et instructions, après chaque instruction, complétez le dessin pour montrer le contenu des variables.

```
main()
{
    int x = 6;
    int y = 20;
    int z = '5';
    int *ptr1, *ptr2;

    ptr1=&x;
    ptr2=&z;
```

PTR1**PTR2****X****Y****Z**

```
y=(*ptr1)++;
```

PTR1**PTR2****X****Y****Z**

```
*ptr2-='0';
```

PTR1**PTR2****X****Y****Z**

```
y=--(*ptr2);
```

PTR1

PTR2

X

Y

Z

```
*ptr1*=*ptr2;
```

PTR1

PTR2

X

Y

Z

```
*ptr1=++*ptr2;
```

PTR1

PTR2

X

Y

Z

```
*ptr1+=*ptr2;
```

PTR1

PTR2

X

Y

Z

```
x=++*ptr2**ptr1;
```

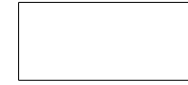
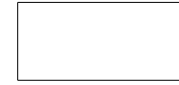
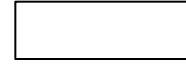
PTR1

PTR2

X

Y

Z



```
ptr1=&y;
```

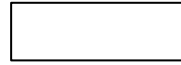
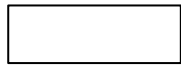
PTR1

PTR2

X

Y

Z



```
*ptr2=*ptr1-=*ptr2;
```

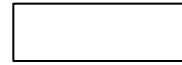
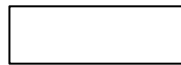
PTR1

PTR2

X

Y

Z



```
ptr2 = &x ;  
*ptr1=*ptr2+1;
```

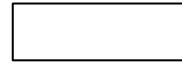
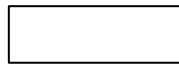
PTR1

PTR2

X

Y

Z



```
ptr2 = ptr1 ;
```

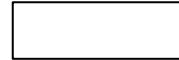
PTR1

PTR2

X

Y

Z



```
return 0;  
}
```

Exercice de programmation des pointeurs

Reprenez l'exercice de la séance 4 et modifiez-le afin

- d'allouer dynamiquement les zones mémoires associées aux tables
- d'accéder aux éléments des tables en utilisant des pointeurs.