



# C Language Pointers recapitulation



# Pointer Concept

- Each variable is assigned a particular memory location referenced by its address.
- For example, when the variable *i* is declared as
- `int i = 20;`
- *i* becomes a named location having an address (say 1000) in memory holding an integer value of 20



# Pointer Definition

- In C, it is possible to manipulate a variable either by its name, or by its address. The address of a variable can be stored in another variable (**called a pointer variable**), and the variable can be accessed through this pointer variable.
- A pointer can therefore be defined as a variable that holds the address of another variable.
- A Pointer variable is associated with the type of the value it is pointing to.
- Thus Pointer is a derived type.



# Pointer – Declaration & initialization

- Pointers can be declared and initialized as follows:
- `int i, *ip;`
- `i = 20;`
- `ip = NULL;`
- `ip = &i;`
- `&` is the referencing operator returning the address of a variable



# Pointer dereferencing

- `*` is the dereferencing operator which returns the value pointed to by a pointer
- Thus one can write
- `j = *ip;`
- `j = *ip + 1;`
- `*ip = 10;`
- `ip1 = ip2;`



# Arrays and Pointers

- In the declaration
- `int arr[10];`
- the name `arr` of the array refers to the starting address of the area that gets allocated for storing the elements of the array, i.e. address of `arr[0]`, i.e., `&arr[0]`
- Thus `arr` is a constant pointer, pointing to `arr[0]`
- `(arr + 1)` points to `arr[1]`, i.e., `(arr + 1)` is same as `&arr[1]`, and so on
- In other words, `*(arr + 1)` means `arr[1]`, and so on



# Pointer Arithmetic

- If `ip` is a pointer variable, `++ip`, `ip++`, `--ip`, `ip--` and `ip + n`, and `ip - n` ( $n$  an integer) are valid expressions
- `ip++` means
- new value of `ip` = old value of `ip` + size of data type associated with `ip`
- `ip * n` and `ip / n` are not valid
- If `ip1` and `ip2` point to two different elements of an array, `ip1 > ip2`, `ip1 < ip2`, etc. are meaningful



# Pointers and 2-dimensional arrays

- What is meant by
- `int p[3][5] = {`  
    `{ 2, 4, 6, 8, 10},`  
    `{ 3, 6, 9, 12, 15},`  
    `{ 5, 10, 15, 20, 25}`  
    `};`
- What are the values of `*(*p)`, `*(*p+1)`, `*(*(p+1))`,  
    `*(*(p+1)+1)`, `*(*(p+1)+1)+1` ?





## Pointer to Pointer

- The address of a variable can be stored in another pointer variable, as discussed earlier
- Similarly, the address of a pointer variable can be stored in another variable; referencing and dereferencing can be done upto any level of nesting
- `int i, *ip, **ip2p;`
- `i = 20;`
- `ip = &i;`
- `ip2p = &ip;`



# Strings and pointers

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- What is meant by
- `char *s = "abcdefgh";`
- `char st[20] = "Akash Chopra" ;`
- A string is a sequence of characters terminated by a NULL character `'\0'`



# Pointers as arguments of functions

- What is the difference between

```
void swap (int x, int y)
```

```
{ int temp = x;
```

```
  x= y;
```

```
  y=temp;
```

```
}
```

- And

```
void swap (int *x, int *y)
```

```
{ int temp=*x;
```

```
  *x=*y;
```

```
  *y=temp;
```

```
}
```



## Revision requirement

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- Void pointers and byte pointers
- Structs, its variants and self-referential structures
- Pointers to functions
- Function pointers as parameters of functions