Lesson 5 Pointer

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Concept of Memory

Every data stored in certain address(位址).

Address	Data
0x000E	
0x000D	
0x000C	
0x000B	
0x000A	
0x0009	
0x0008	
0x0007	
0x0006	
0x0005	
0x0004	
0x0003	
0x0002	
0x0001	
0x0000	

Caution!

THINGS I AM GOING TO TELL MAY NOT BE 100% CORRECT. BUT CAN MAKE YOU UNDERSTAND FASTER AND MORE CLEARLY.

Inside Memory

```
int a[3];
                                              Address
                                                       Data
                                               0x08
                                                        Χ
float b[3] = \{1.1, 2.2, 3.3\};
                                       flag
                                               0x07
                                                       true
char c = 'x';
                                               0x06
                                                        'X'
                                               0x05
                                                        3.3
bool flag = true;
                                               0x04
                                                        2.2
                                       b[]
                                               0x03
                                                        1.1
                                               0x02
                                                        Χ
                                               0x01
                                                        Χ
                                       a[]
                                               0x00
                                                        X
```

How to get the address of variable?

Use & operator.

int a = 10;

cout<<&a; //you will see 0x30, not 10

Address	Data
0x32	X
0x31	X
0x30	10

How to get the address of array?

First of all, array's name carries address.

```
int nums[3] = \{10, 11, 12\};
```

cout<<nums; //address of 1st element(0x30)

cout<<nums+2; //address of 3rd element(0x32)

Address	Data
0x32	12
0x31	11
0x30	10

nums->

What is pointer?

Pointer will always points to an address.

How to use pointer

```
int *ptr;  //define a pointer
int a, b = -1;
ptr = &b;    //assign variable's address
cout<<&ptr;    //pointer's address(0x30)
cout<<ptr;    //data in ptr(0x32)
cout<<*ptr;    //-1</pre>
```

	Address	Data
b	0x32	-1
a	0x31	X
tr->	0x30	0x32

Knowledge

Basically, array's name is pointer.

array[i] equivalent(等於) to *(array + i), that is why array[i] can get the data.

Tips

* = get data

& = at address

Exercise 1

```
Write a function that can print whole array out.

void int_array_Print(int *a, unsigned int length);

<Tips>

#include "array_length.h"

Use ARRAY_LENGTH() to calculate the length of array.
```

What is header file?

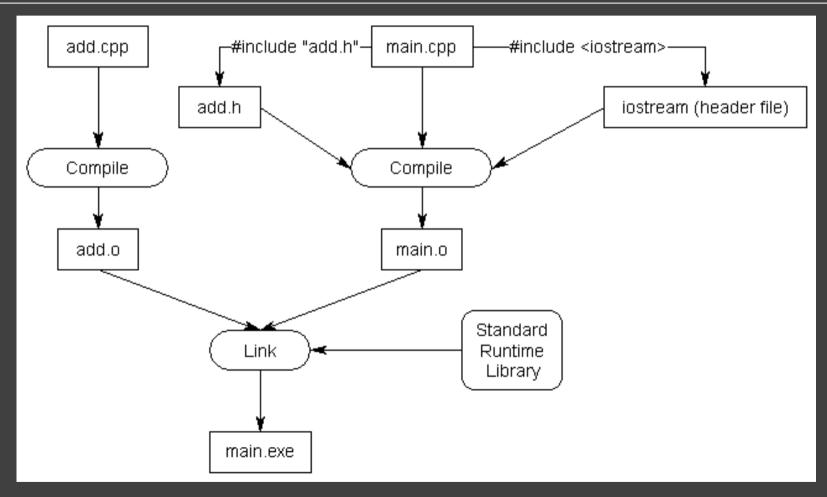
Define some macros(巨集).

Define prototype of functions.

Define data structures(結構). //we will talk in next lesson

Do a link between files.

How does header file work?



Source: LearnCpp

How to use header file?

- 1. Add header & source files into project.
- 2. Use '#include' to include header files at the beginning.
- 3. Never include source file(*.c).

Exercise 2

Use sort function that you finished last time. Do some modify. Sort several arrays and print out.