

declaring a C variable allocates a number of memory cells(bytes) and assign them a name

Pointers – The address of operator &

- You can access the address of a variable using the & operator, e.g.

```
char x = 37;
char *px;
px = &x
```

In the above example:

- & is the address-of operator
- char* is the declaration of a pointer

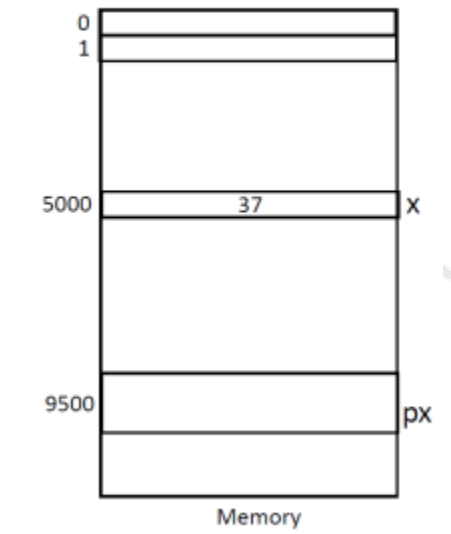


Pointers - Example:

```
int x = 37;
px = &x ;
```

Which one of the following statements evaluates to true?

- (x==5000) false
- (x==37) true
- (&x==9500) false
- (&x==5000) true
- (px==9500) false
- (px==37) false
- (*px==9500) false
- (*px==37) true



c language review

pointers

linked list

- a set of data structure (nodes) that contain reference to other data structures
- linked lists can grow and shrink as needed, array has fixed size
- linked list can insert a node between other nodes easily

queue

a FIFO data structure

arrays

- array name holds the starting addr of the array
- array name can be used as a ptr (a constant ptr)
- ptr can be used as an array name

```
// my first pointer
#include <stdio.h>

int main ()
{
    int firstvalue, secondvalue;
    int * mypointer;

    mypointer = &firstvalue;
    *mypointer = 10;
    mypointer = &secondvalue;
    *mypointer = 20;

    printf("firstvalue is %d\n", firstvalue);
    printf("secondvalue is %d\n", secondvalue);
    return 0;
}
```

firstvalue is 10
secondvalue is 20

```
// more pointers
#include <stdio.h>

int main ()
{
    int firstvalue = 5, secondvalue = 15;
    int * p1, * p2;

    p1 = &firstvalue; // p1 = address of firstvalue
    p2 = &secondvalue; // p2 = address of secondvalue
    *p1 = 10; // value pointed to by p1 = 10
    *p2 = *p1; // value pointed to by p2 = 10
                //value pointed to by p1
    p1 = p2; // (value of pointer is copied)
    *p1 = 20; // value pointed to by p1 = 20

    printf("firstvalue is %d\n",firstvalue);
    printf("secondvalue is %d\n",secondvalue);
    return 0;
}
```

firstvalue is 10
secondvalue is 20