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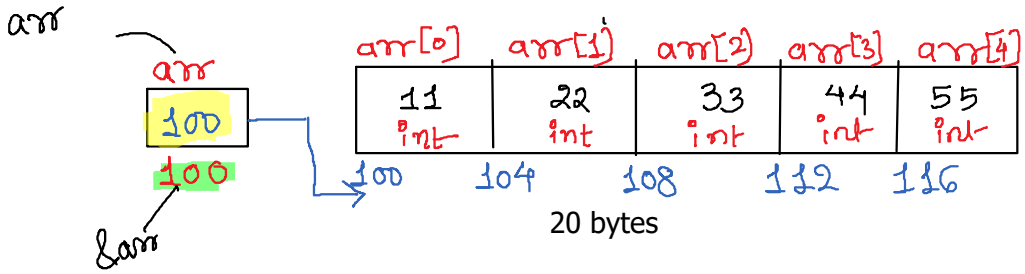
int arr[5];



Array can be implemented in 2 ways:

1. Static implementation
   a. If prerequisite is known i.e. how many eles
      To be processed in advance
      Early binding
      Memory once given cannot be shrinked or grown at runtime
2. Dynamic implementation
   a. If no. of eles to be processed is not known in advance
   b. Late binding
   c. Memory once given can be shrinked or grown at runtime

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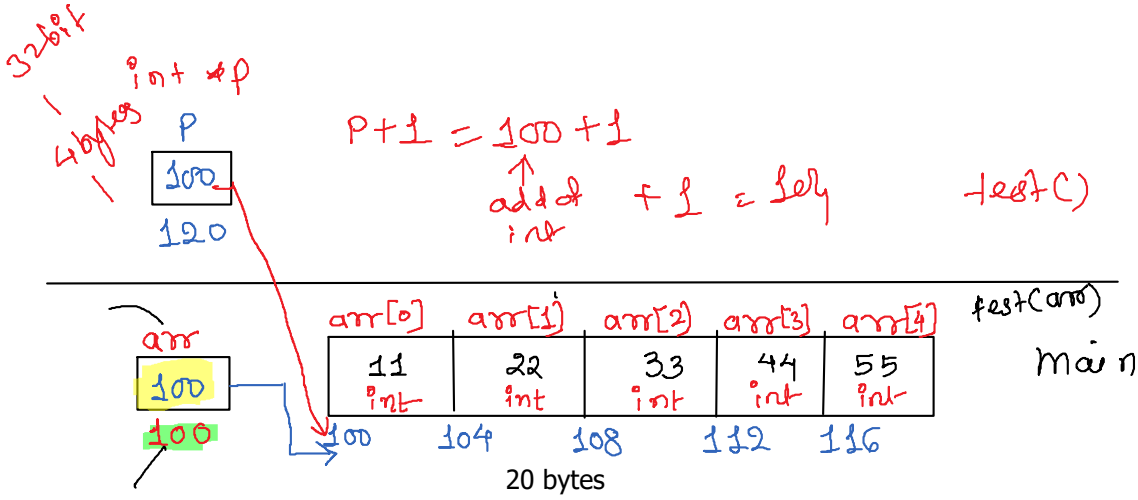
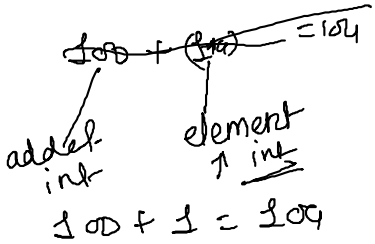
arr + 1 = 100 + 1 =

add of int — int



→ ask yourself address is of which type data
→ what is scale factor of that type.



p[1]

array notation

resolve above notation into pointer

*(p+1)

*(p+1)

Pointer notation