
UNIVERSIDAD AUTONOMA DE QUERETARO

FACULTAD DE INFORMATICA


# Apuntadores arreglo

## estructura de datos

INGENIERIA EN SOFTWARE

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```cpp
#include <iostream>
#include <cstdlib>

using namespace std;

int main(){
    system("cls");
    int arr[5] = {10,20,30,40};
    int *apArr;
    apArr = arr;
    //apArr = &arr[3];

    //cout << "\n" << arr;
    //cout << "\n" << apArr;

    cout << "\n" << &arr[0];
    cout << "\n" << &apArr[0] << endl;
    cout << "\n" << &arr[1];
    cout << "\n" << apArr+1 << endl;
    cout << "\n" << &arr[2];
    cout << "\n" << &apArr[2] << endl;
    cout << "\n" << &arr[3];
    cout << "\n" << apArr+3;
    cout << "\n" << &apArr[3] << endl;
    cout << "\n" << arr[3];
    cout << "\n" << apArr[3];
    cout << "\n" << *arr;
    cout << "\n" << *apArr;
    cout << endl << endl;

    int *aprArr2 =&arr[3];
    apArr =&arr[1];
    int n = aprArr2 - apArr;
    cout << "\nn: " << n;
    return 0;
}
```

```
0x4441ff7f0
0x4441ff7f0

0x4441ff7f4
0x4441ff7f4

0x4441ff7f8
0x4441ff7f8

0x4441ff7fc
0x4441ff7fc
0x4441ff7fc

40
40
10
10


n: 2
```