

Accessing the Variable's value through Pointer

Example

```
int quantity, *p, n;  
quantity=179;  
p=&quantity;  
n= *p; or n=*&quantity → n=quantity
```

* can be remembered as ‘value at address’

DEMO: WAP to compute sum of three numbers using pointer.

CLASS ACTIVITY



Declare 4 variables and initialize them with float values.
Define a pointer variable that will point to all variables.
Display the memory address and values of all variables
pointed by the pointer. [5 Minutes]

Declare 5 character pointers. Make all the pointers to point to the same variable called as ‘ch’ who is having a value assigned with ‘q’. Display the memory address of the variable ‘ch’, value of ch and also the address of the pointer variables. [5 Minutes]

Home Assignment

Write at least two program to solve problems using pointer

UNIT VI

POINTERS & ARRAY

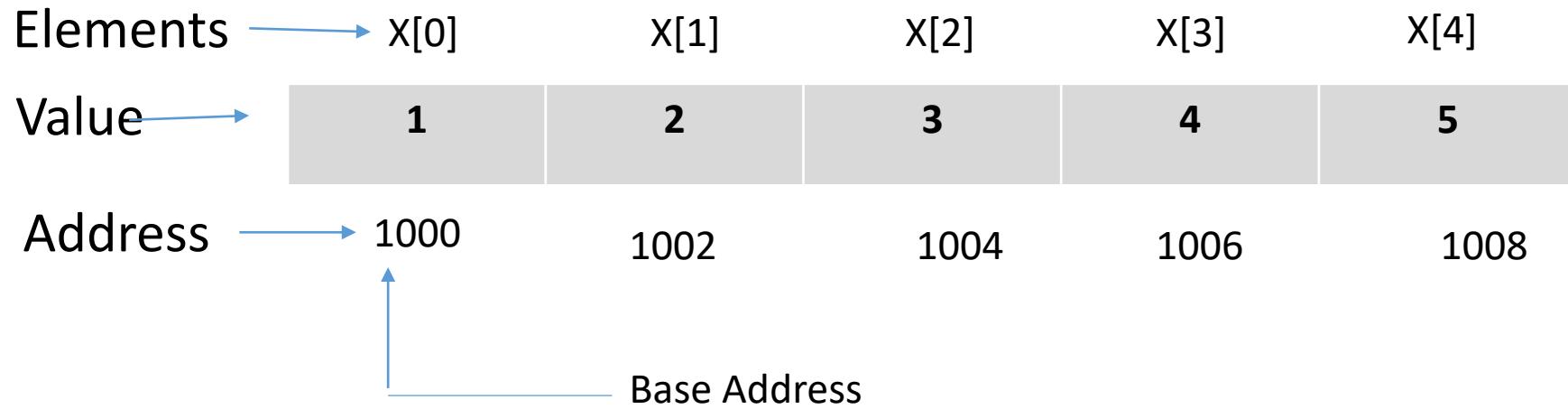
PART 2

POINTERS AND ARRAY

- The pointers can be used to access the array elements
- And this pointer accessing method is considered to be much faster than array indexing
- When an array is declared, all the array elements are stored in contiguous memory locations
- The base address is the location of the first element (index 0) of the array
- The compiler defines the array name as a constant pointer to the first element

Suppose we declare an array **x**:

```
int x[5]={1,2,3,4,5};
```



- Suppose the base address of **x** is **1000** and assuming each integer requires two bytes, the five elements will be stored as shown in the diagram above.

POINTERS AND ARRAY

- The name x is defined as the constant pointer pointing to the first element of the array
- The value of x will be **1000**, the location of $x[0]$
 $x = \&x[0] = 1000;$
- Pointer variable p can be assigned as follows
 $p = x;$
- Which is equivalent to $p = \&x[0];$
- Now, the remaining array element can be accessed as
 - $p = \&x[0]; \quad (=1000)$
 - $p+1 = \&x[1]; \quad (=1002)$
 - $p+2 = \&x[2]; \quad (1004)$
- Use of pointer to access array element is much faster than array indexing

```

#include<stdio.h>
void main()
{
    int x[5]={1,2,3,4,5},*p,i;
    printf("\nArray Element    Array Value    Address Of Array Element    Address of a pointer");
    printf("\n*****\t\t*****\t\t*****\t\t*****\n");
    for(i=0;i<5;i++)
    {
        p=&x[i];
        printf("\nx[%d]\t\t%d\t\t%u\t\t%u",i,*p,p,&p);
    }
    getch();
}

```

Array Element	Array Value	Address Of Array Element	Address of a pointer
x[0]	1	1374772	1374760
x[1]	2	1374776	1374760
x[2]	3	1374780	1374760
x[3]	4	1374784	1374760
x[4]	5	1374788	1374760

- The relationship between pointer **p** and array **x** can be shown as:

```
p=&x[0]=1000  
p+1=&x[1]=1002;  
p+2=&x[2]=1004;  
p+3=&x[3]=1006;  
p+4=&x[4]=1008;
```

```
#include<stdio.h>  
void main()  
{  
    int x[5]={1,2,3,4,5}, *p;  
    p=&x[0];  
    printf("\n%d %u", * (p) , p);  
    printf("\n%d %u", * (p+1) , (p+1));  
    printf("\n%d %u", * (p+2) , (p+2));  
    printf("\n%d %u", * (p+3) , (p+3));  
    printf("\n%d %u", * (p+4) , (p+4));  
    getch();  
}
```

```
1 3209080  
2 3209084  
3 3209088  
4 3209092  
5 3209096_
```

```
#include<stdio.h>
void main()
{
```

The sum of two pointers is=>9

Array Element	Array Value	Address Of Array Element	Address of
x[0]	1	3472136	34
x[1]	2	3472140	34
x[2]	3	3472144	34
x[3]	4	3472148	34
x[4]	5	3472152	34
x[4]	4	3472148	34

```

p=x;
p1=&x[4];
printf("\nArray Element    Array Value   Address Of Array Element   Address of a pointer");
printf("*****      *****      *****      *****\n");
printf("\tx[0]\t\t%d\t\t%u\t\t%p", *p, p, &p);
p++;
printf("\n\tx[1]\t\t%d\t\t%u\t\t%p", *p, p, &p);
p++;
printf("\n\tx[2]\t\t%d\t\t%u\t\t%p", *p, p, &p);
p++;
printf("\n\tx[3]\t\t%d\t\t%u\t\t%p", *p, p, &p);
p++;
printf("\n\tx[4]\t\t%d\t\t%u\t\t%p", *p, p, &p);
p--;
printf("\n\tx[4]\t\t%d\t\t%u\t\t%p", *p, p, &p);

printf("\n\nThe sum of two pointers is=>%d", (*p+*p1));

```