

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

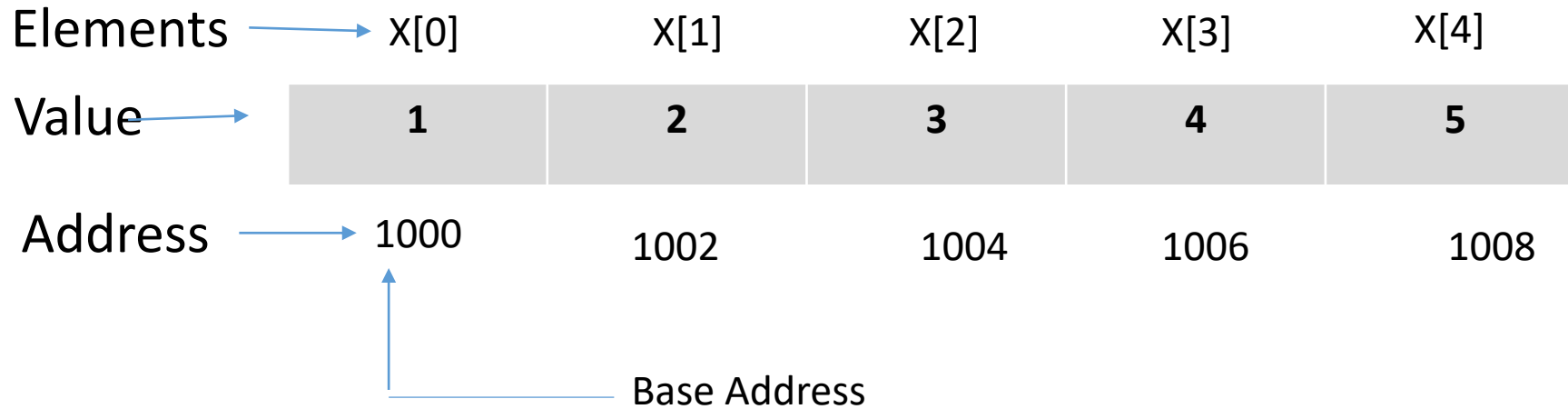
PART 2

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*****      *****      *****      *****\n\n");
    for(i=0;i<5;i++)
    {
        p=&x[i];
        printf("\nx[%d] \t\t\t%d\t\t\t%u\t\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()
```

```
{
```

```
    int x[5]={1,2,3,4,5},*p,*p1;
```

```
    p=x;
```

```
    p1=&x[4];
```

```
    printf("\nArray Element    Array Value    Address Of Array Element    Address of a ponter");
```

```
    printf("\n*****      *****      *****      *****\n\n");
```

```
    printf("\tx[0]\t\t%d\t\t%u\t\t\t%u",*p,p,&p);
```

```
    p++;
```

```
    printf("\n\tx[1]\t\t%d\t\t%u\t\t\t%u",*p,p,&p);
```

```
    p++;
```

```
    printf("\n\tx[2]\t\t%d\t\t%u\t\t\t%u",*p,p,&p);
```

```
    p++;
```

```
    printf("\n\tx[3]\t\t%d\t\t%u\t\t\t%u",*p,p,&p);
```

```
    p++;
```

```
    printf("\n\tx[4]\t\t%d\t\t%u\t\t\t%u",*p,p,&p);
```

```
    p--;
```

```
    printf("\n\tx[4]\t\t%d\t\t%u\t\t\t%u",*p,p,&p);
```

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

E>

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

The sum of two pointers is=>9