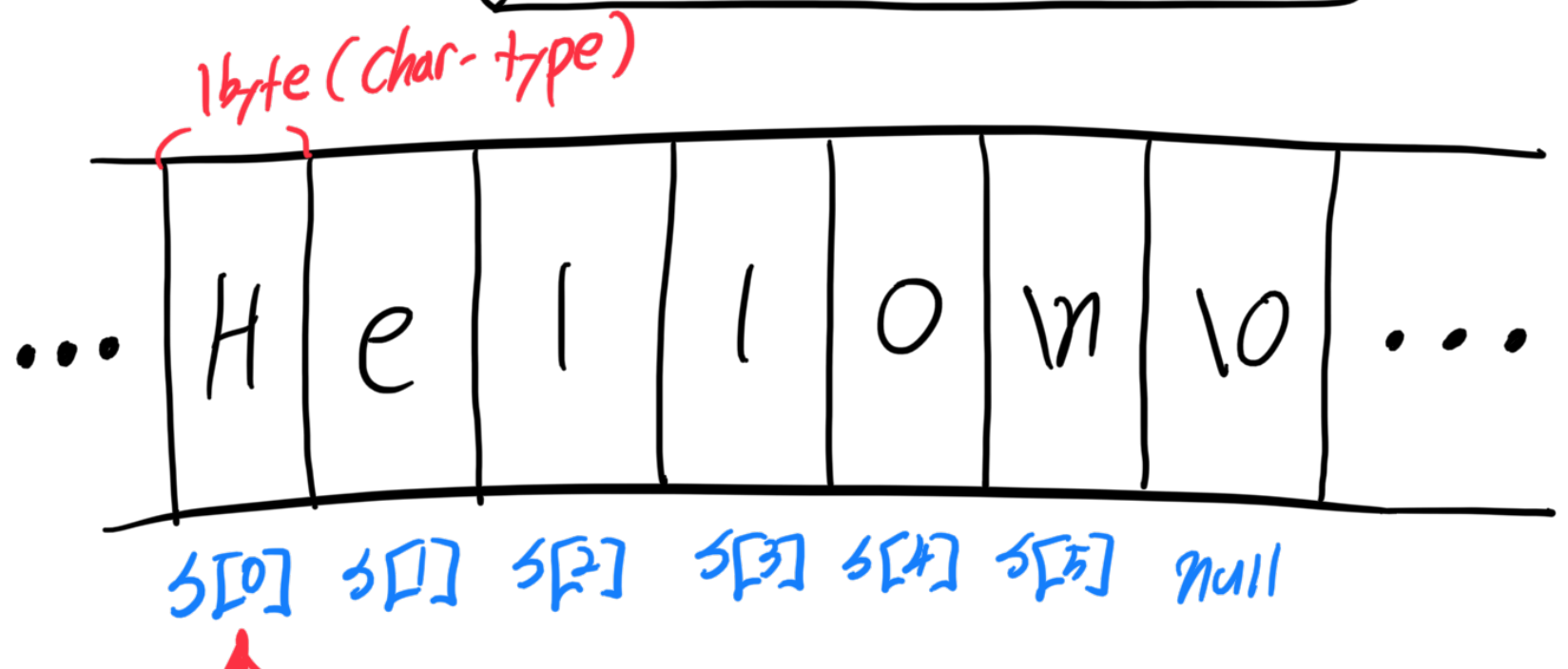
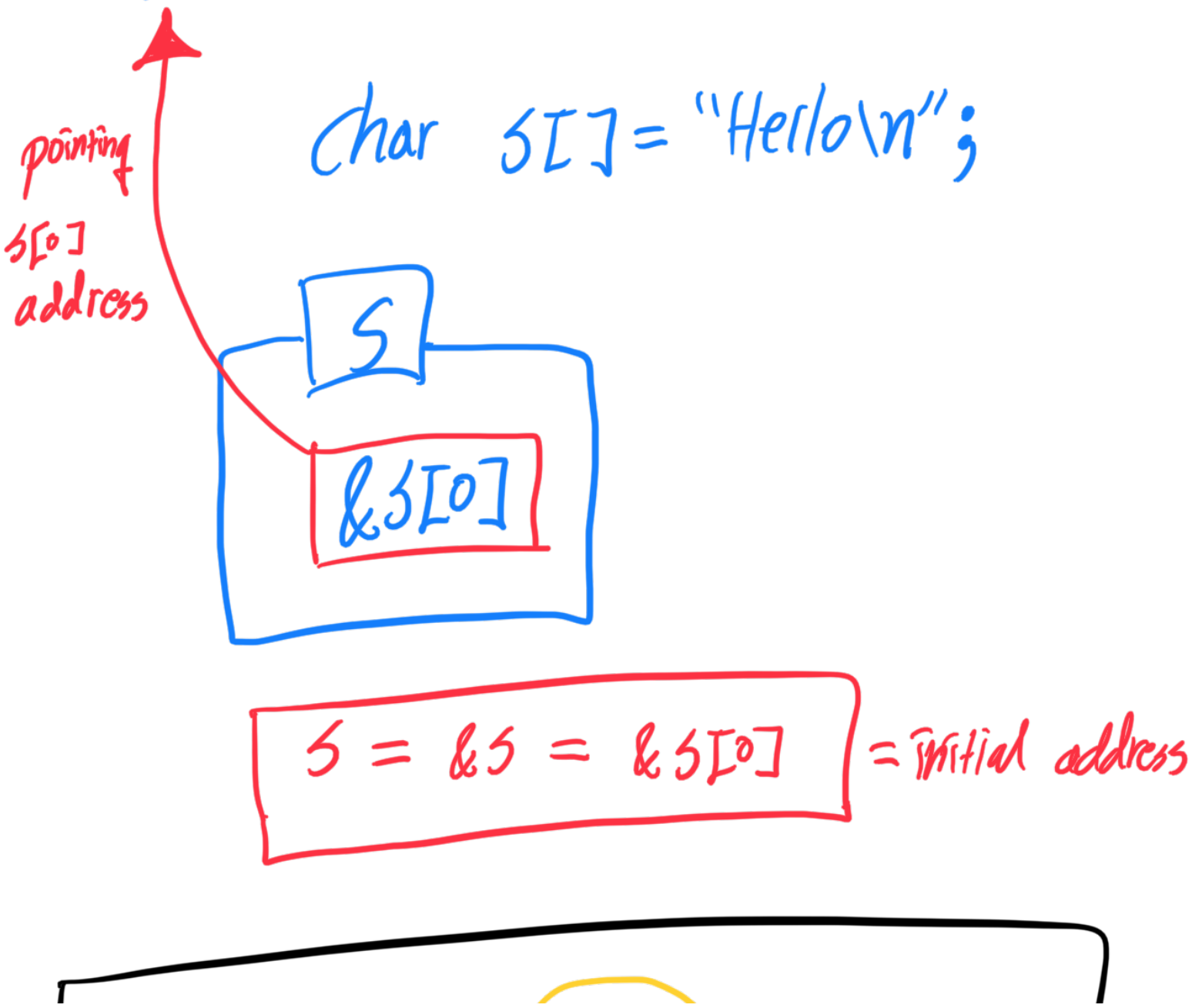
C Language

pointer with Argument

Using char s[]



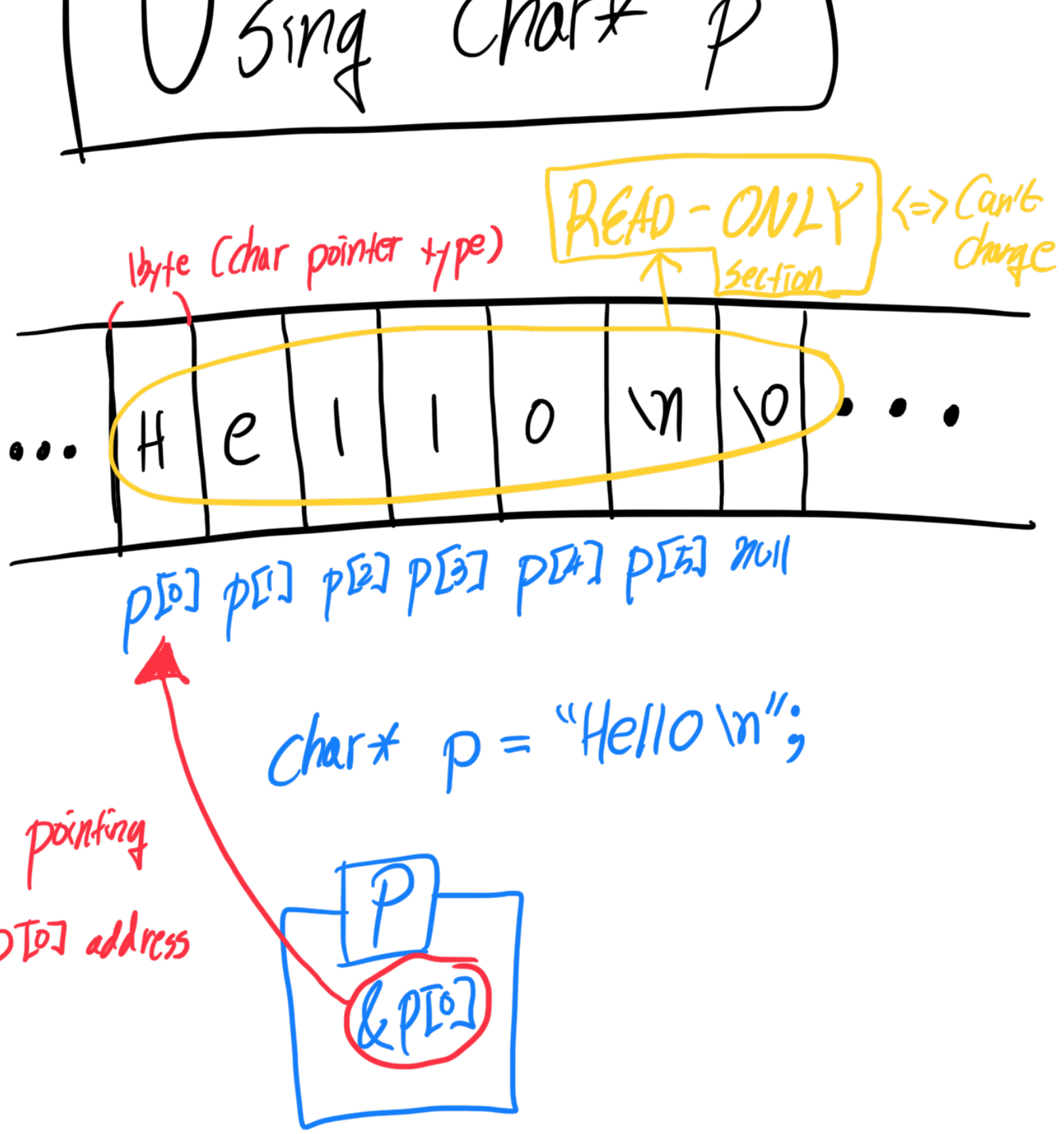


printf("%s", s);

↳ %s wants Initial address of array s.

<Remark>

Using char* p



```
char s[] = "Hello\n";
```

= {'H', 'e', 'l', 'l', 'o', '\n'}

Each components are saved in memory location, which we can read and write

```
char* p = "Hello\n";
```

Each components are saved in memory location, which we can only read.

< Difference >

Pointer in parameter and argument

```
Void print1(char str1[]){

}
```

and

```
Void print2(char* str2){

}
```

are interpreted exactly same.

parameter

char str1[] = char* str2

(just, as parameter)

```
int main(){
    ...
    print1(p);
    print1(s);
    ...
}
```

argument

```
void print1(char str1[]){
    str1[i]='a';
}
```

↳ not allowed!

Because argument is char * p

Read-only

```
void print1(char str1[]){
    str1[i]='a';
}
```

↳ allowed!

Because argument is char s[]

Read & Write