



Week 4 - Lectures 1, 2

Pointers

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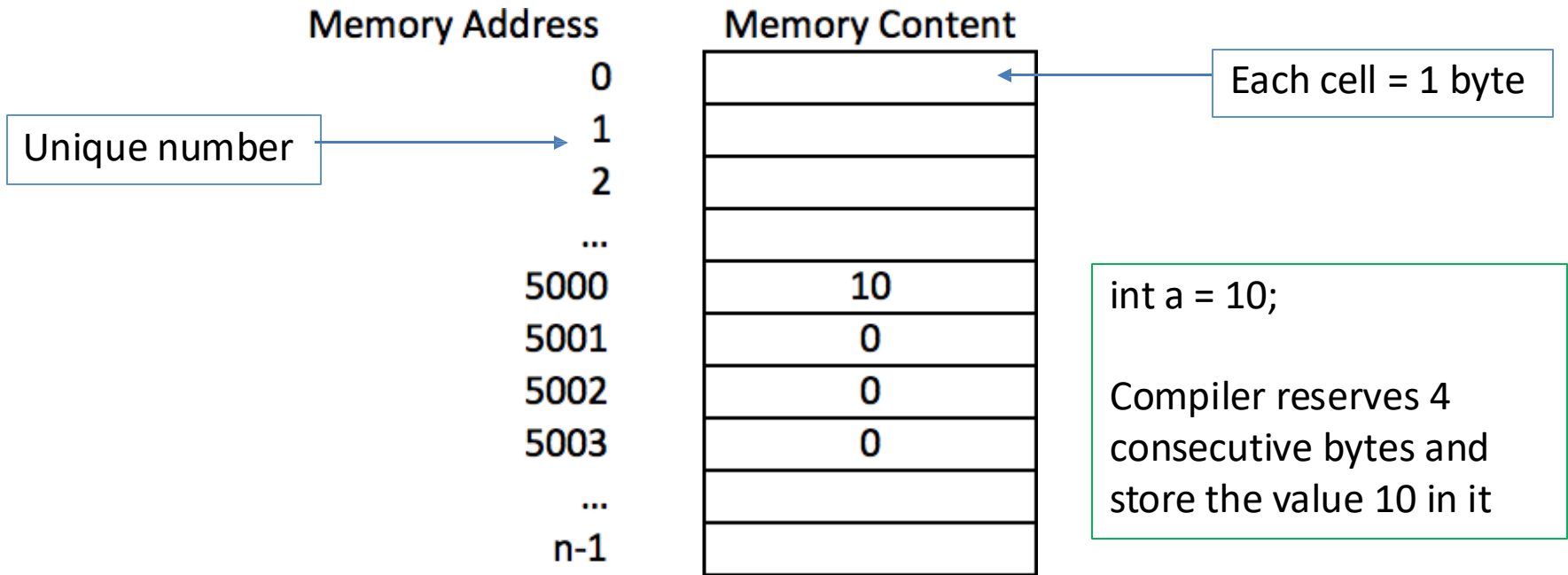


Overview

- Declaration and initialisation
- Pointer to Constant vs. const Pointer
- Pointers and arrays
 - String literals
- Array of pointers
- Pointer arithmetic (e.g., subtracting, comparing)



Memory Layout



Variable Name, Variable and Memory Address

- `int ID = 2017233;`

Variable name

Value

- `&ID`

Memory address of ID

```
C:\Users\z2017233\Desktop>iteration
Current ID number is 0
Current ID number is 0060FF2C

Enter your ID number: 2017233

Current ID number is 2017233
Current ID number is 0060FF2C
C:\Users\z2017233\Desktop>
```

```
2  #include <stdio.h>
3
4  int main(void)
5  {
6      int id = 0;
7
8      printf("Current ID number is %d\n", id);
9      printf("Current ID number is %p\n", &id);
10
11     printf("\n\nEnter your ID number: ");
12     scanf("%d", &id);
13
14     printf("\n\nCurrent ID number is %d\n", id);
15     printf("Current ID number is %p\n", &id);
16
17     return 0;
18 }
```



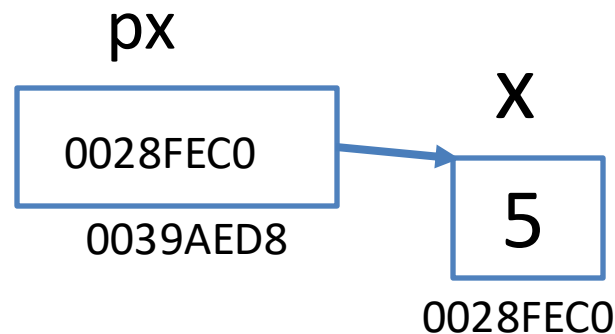
Pointer and Variable

- Pointers are variables whose values are memory addresses.
- Pointers enable programs to:
 - simulate pass-by-reference
 - pass functions between functions
 - create and manipulate dynamic data structures, i.e., data structures that can grow and shrink at execution time, such as linked lists, queues, stacks and trees.



Pointer and Variable (2)

```
// normal integer initialised to value 5  
int x = 5;  
// declare a pointer to an integer variable  
int *px;  
// set the pointer value to the address of the  
x variable  
px = &x;
```

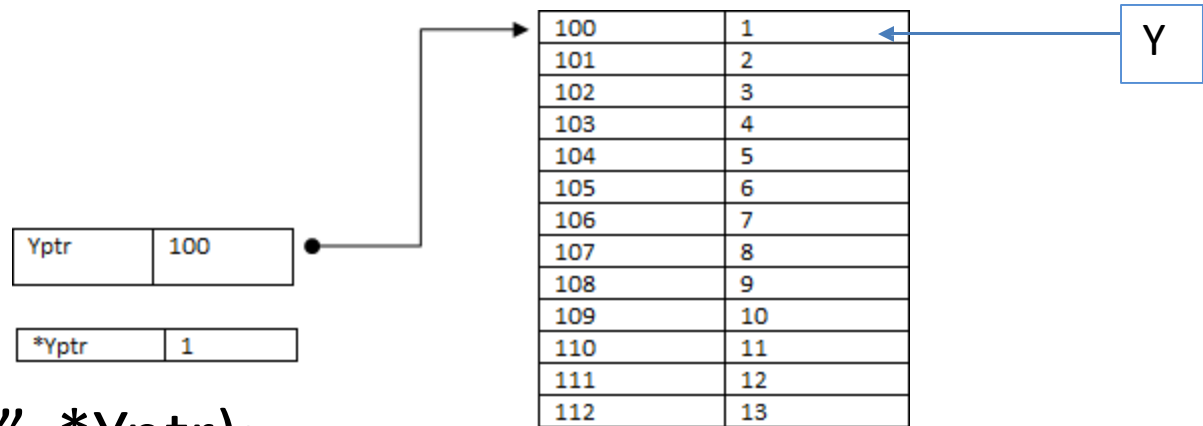


Pointer and Variable (3)

A variable name *directly* references a value, a pointer *indirectly* references a value.

```
int Y = 1;  
int *Yptr;  
Yptr = &Y;
```

```
printf("%d\n", *Yptr);  
||  
printf("%d\n", Y);
```



Source: <http://www.exforsys.com/tutorials/c-language/c-pointers.html>



Pointer and Variable (4)

- A pointer may be initialized to NULL or an address.
- A pointer with the value NULL points to nothing.

```
int *px = NULL;
// ...
// do some things that may or may not
// make px point to a variable.
// ...
if(px != NULL)
{
    printf("%d\n", *px);
}
```



Example: a simple pointer

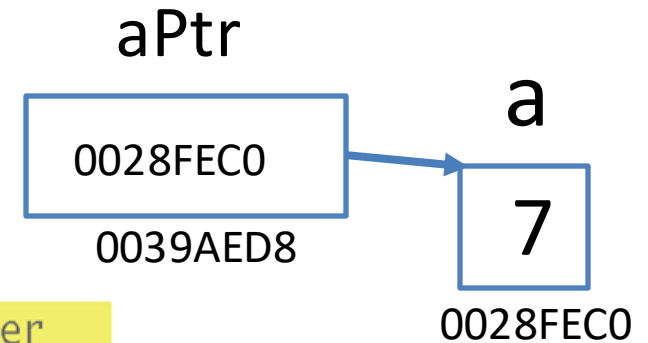
```
1 // Fig. 7.4: fig07_04.c
2 // Using the & and * pointer operators.
3 #include <stdio.h>
4
5 int main( void )
6 {
7     int a; // a is an integer
8     int *aPtr; // aPtr is a pointer to an integer
9
10    a = 7;
11    aPtr = &a; // set aPtr to the address of a
12
13    printf( "The address of a is %p"
14           "\nThe value of aPtr is %p", &a, aPtr );
15
16    printf( "\n\nThe value of a is %d"
17           "\nThe value of *aPtr is %d", a, *aPtr );
18
19    printf( "\n\nShowing that * and & are complements of "
20           "each other\n&*aPtr = %p"
21           "\n*&aPtr = %p\n", &*aPtr, *&aPtr );
22 } // end main
```



```

1 // Fig. 7.4: fig07_04.c
2 // Using the & and * pointer operators.
3 #include <stdio.h>
4
5 int main( void )
6 {
7     int a; // a is an integer
8     int *aPtr; // aPtr is a pointer to an integer
9
10    a = 7;
11    aPtr = &a; // set aPtr to the address of a
12
13    printf( "The address of a is %p"
14           "\nThe value of aPtr is %p", &a, aPtr );
15
16    printf( "\n\nThe value of a is %d"
17           "\nThe value of *aPtr is %d", a, *aPtr );
18
19    printf( "\n\nShowing that * and & are complements of "
20           "each other\n&*aPtr = %p"
21           "\n*&aPtr = %p\n", &*aPtr, *&aPtr );
22 } // end main

```



`&a == 0028FEC0`

`aPtr == 0028FEC0`

`a == 7`

`*aPtr == 7`

`&*aPtr == 0028FEC0`

`*&aPtr == 0028FEC0`



Example (output)

```
The address of a is 0028FEC0  
The value of aPtr is 0028FEC0
```

```
The value of a is 7  
The value of *aPtr is 7
```

```
Showing that * and & are complements of each other  
&*aPtr = 0028FEC0  
*&aPtr = 0028FEC0
```



Declaring Pointers

- A pointer holds the **memory address** of a variable.
- **int** *int_ptr, myInt;
- **double** *double_ptr, myDouble;



Pointer Initialisation

- Memory address operator is &

- ```
int *ptr;
int a = 0;
ptr = &a;
```

Careful!! If a pointer is used without initialisation, it can cause segmentation fault

- ```
int *ptr = NULL;
```

A pointer that **does NOT** point to anything.



Example: Pointer and Variable

- `int num = 50;`
- `int *ptr = #`

Variable	Value in it
num	50
&num	1002
ptr	1002
*ptr	50

Variable Name : **num**



1002

Source: <http://www.c4learn.com/c-programming/c-dereferencing-pointer/>



Example: Pointer and Variable (2)

- Memory addresses are unchanged.
- Values can be changed.
- For a *pointer*, the change of *value* means the change of *location* (where it is pointing to).



De-referencing of a Pointer

To read the value at a given memory address

```
1#include<stdio.h>
2
3int main(void){
4    int x = 5;
5    int *p = NULL;
6
7    p = &x;
8
9    printf("%d\n", *p); //dereference
10
11    printf("%p\n", &p);
12    printf("%p\n", p);
13    printf("%p\n", &x);
14
15    //Note: the output when printing out p and &x is the same
    because p is a pointer and it is pointing to x, therefore memory
    address of x is stored in p
16
17    return 0;
18}
```




```
1 #include<stdio.h>
```

```
2
```

```
3 int main(void){
```

```
4     int x = 5;
```

```
5     int *p = NULL;
```

```
6
```

```
7     p = &x;
```

```
8
```

```
9     printf("%d\n", *p); //dereference
```

```
10
```

```
11     printf("%p\n", &p);
```

```
12     printf("%p\n", p);
```

```
13     printf("%p\n", &x);
```

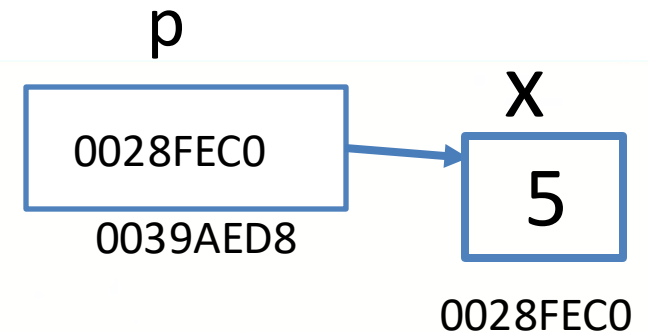
```
14
```

```
15     //Note: the output when printing out p and &x is the same  
    because p is a pointer and it is pointing to x, therefore memory  
    address of x is stored in p
```

```
16
```

```
17     return 0;
```

```
18 }
```



*p == 5

&p == 0039AED8

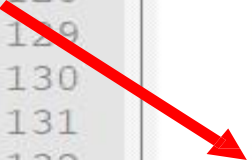
p == 0028FEC0

&x == 0028FEC0

De-referencing of a Pointer (2)

To write the value at a given memory address

```
121  int main(void)
122  {
123      int x = 5;
124      int *p = NULL;
125
126      p = &x;
127
128      printf("%d\n", *p); // dereference
129      printf("%p\n", p);
130      printf("x is %d\n", x);
131
132      *p = 7; // dereference
133      printf("\n%d\n", *p); // dereference
134      printf("%p\n", p);
135      printf("x is %d\n", x);
136
137
138      return 0;
139  }
```



Suggestions – Code Spacing

Compile error

Example: good spacing

```
*average = *total / *count;    /* compute the average */
```

Example: poor spacing

```
*average=*total/*count;        /* compute the average */  
    ^ begin comment  end comment ^
```



Q1: What is the output?

```
int *ptr, a;  
a = 10;  
ptr = &a;  
printf("Val = %d\n", *ptr);
```

Memory Address	Memory Content
0	
1	
2	
...	
5000	10
5001	0
5002	0
5003	0
...	
n-1	



Q2: What is the output?

```
int *pc, c;  
c = 5;  
pc = &c;  
c = 1;  
printf("%d\n", c);  
printf("%d\n", *pc);
```



Q3: What is the output?

```
int *pc, c, d;  
c = 5;  
d = -15;  
pc = &c;  
printf("%d\n", *pc);  
pc = &d;  
printf("%d\n", *pc);
```



Q4: What is the output?

```
#include <stdio.h>
int main()
{
    int *pc, c;

    c = 22;
    printf("Address of c: %p\n", &c);
    printf("Value of c: %d\n\n", c);

    pc = &c;
    printf("Address of pointer pc: %p\n", pc);
    printf("Content of pointer pc: %d\n\n", *pc);

    c = 11;
    printf("Address of pointer pc: %p\n", pc);
    printf("Content of pointer pc: %d\n\n", *pc);

    *pc = 2;
    printf("Address of c: %p\n", &c);
    printf("Value of c: %d\n\n", c);
    return 0;
}
```



Q5: what is the output?

```
int i = 0, *ptr = &i;  
*ptr = *ptr ? 10 : 20;  
printf("Val = %d\n", i);
```



Q6: what is the output?

```
int *ptr1, *ptr2, *ptr3, i = 10, j = 20, k = 30;  
ptr1 = &i;  
ptr2 = &j;  
ptr3 = &k;  
*ptr1 = *ptr2 = *ptr3;  
k = i+j;  
printf("%d\n", *ptr3);
```



Q7: what is the output?

```
int *ptr1, *ptr2, *ptr3, i = 10, j = 20, k = 30;  
ptr1 = &i;  
i = 100;  
ptr2 = &j;  
j = *ptr2 + *ptr1; ptr3 = &k;  
k = *ptr3 + *ptr2;  
printf("%d\n %d\n %d\n", *ptr1, *ptr2,  
*ptr3);
```



Overview

- Declaration and initialisation
- **Pointer to Constant vs. const Pointer**
- Pointers and arrays
 - String literals
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Pointer to a const Variable

- A *non-constant* pointer to *constant data* can be modified to point to any data item of the appropriate type, but the data to which it points cannot be modified.
- Such a pointer might be used to receive an array argument to a function that will process each element without modifying the data.



Pointer to a const Variable (2)

Here, a pointer can be used to change the data.

```
160 #include <stdio.h>
161
162 int main(void)
163 {
164     const int x = 5, y = 6;
165     int *p = &x;
166
167     printf("de-p is %d\n", *p); // dereference
168     printf("x is %d\n", x);
169     printf("y is %d\n", y);
170
171     //x = 7;
172     *p = 7;
173     printf("\nde-p is %d\n", *p); // dereference
174     printf("x is %d\n", x);
175     printf("y is %d\n", y);
176
177     p = &y;
178     printf("\nde-p is %d\n", *p); // dereference
179     printf("x is %d\n", x);
180     printf("y is %d\n", y);
181
182
183     return 0;
184 }
```

Declare a pointer to ordinary int variable, and initialise it.

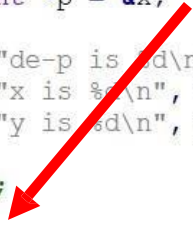
A loophole to change the value of constant variable *x*.



“Pointer to Constant” to const Var

- Here, **compile error!!**
- Pointer to constant can NOT be used to change data.

```
187 #include <stdio.h>
188
189 int main(void)
190 {
191     const int x = 5, y = 6;
192     const int *p = &x;
193
194     printf("de-p is %d\n", *p); // dereference
195     printf("x is %d\n", x);
196     printf("y is %d\n", y);
197
198     //x = 7;
199     *p = 7;
200     printf("\nde-p is %d\n", *p); // dereference
201     printf("x is %d\n", x);
202     printf("y is %d\n", y);
203
204     p = &y;
205     printf("\nde-p is %d\n", *p); // dereference
206     printf("x is %d\n", x);
207     printf("y is %d\n", y);
208
209
210     return 0;
211 }
```



“Pointer to Constant” to non-const Var

- Prohibits to change the value of a variable through a “pointer to constant”.

- `int j, i = 10;`
`const int *ptr;`
`ptr = &i;`

Allowed: “pointer to constant” points to a non-constant variable.

- `*ptr = 30;`

Not allowed: the program will not compile

const Pointer to constant Var

- The least access privilege is granted by a constant pointer to constant data.
- Such a pointer always points to the same memory location, and the data at that memory location cannot be modified.



const Pointer to constant Var (2)

- Prohibits a pointer from pointing to another variable
- ```
const int j=20, i = 10;
int *const ptr = &i;
*ptr = 30;
```

A loophole to change the value of constant variable i.
- ```
ptr = &j;
```

Not allowed: the program will not compile



const Pointer to non-constant Var

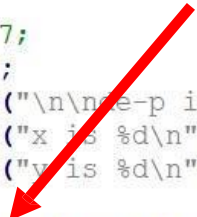
- A constant pointer to non-constant data always points to the same memory location, and the data at that location can be modified through the pointer.
- Pointers that are declared “const” must be initialized when they are defined.



const Pointer to non-constant Var (2)

- Here, **compile error!!**
- const Pointer can NOT change where it is pointed to.

```
241 #include <stdio.h>
242
243 int main(void)
244 {
245     int x = 5, y = 6;
246     int *const p = &x;
247
248     printf("de-p is %d\n", *p); // dereference
249     printf("x is %d\n", x);
250     printf("y is %d\n", y);
251
252     //x = 7;
253     *p = 7;
254     printf("\n\nde-p is %d\n", *p); // dereference
255     printf("x is %d\n", x);
256     printf("y is %d\n", y);
257
258     p = &y; // compile error
259     printf("\n\nde-p is %d\n", *p); // dereference
260     printf("x is %d\n", x);
261     printf("y is %d\n", y);
262
263
264     return 0;
265 }
```



Pointer to Constant vs. const Pointer

- Pointer to Constant
`const int* ptr = &x;`

const Pointer
`int *const ptr = &x;`

Variable it points to:

can be modified
e.g., `ptr = &y;`

CANNOT

Value pointed by the pointer:

CANNOT

can be modified
e.g., `*ptr = 7;`



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- **Pointers and arrays**
 - **String literals**
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Pointers and Arrays

- The elements of an array are stored in successive memory location
- `int arr[2];`
- The first element is stored in 5000 – 5003
- The second element is stored in 5004 – 5007
- `arr == &arr[0]`

Memory Address	Memory Content
0	
1	
2	
...	
5000	10
5001	0
5002	0
5003	0
...	
n-1	

Name of an array can be used as a pointer to its first element!!



Use Pointer Variable like Array

Name of an array can be used as a pointer to its first element!!

- `int *ptr, i, arr[5] = {10, 20, 30, 40, 50};`

`ptr = arr;`

Points to the first element 10

```
for(i = 0; i < 5; i++){  
    printf("Addr = %p Val = %d\n", ptr, *ptr);  
    ptr++;  
}
```

Increment the pointer by 4 bytes
WHY?!

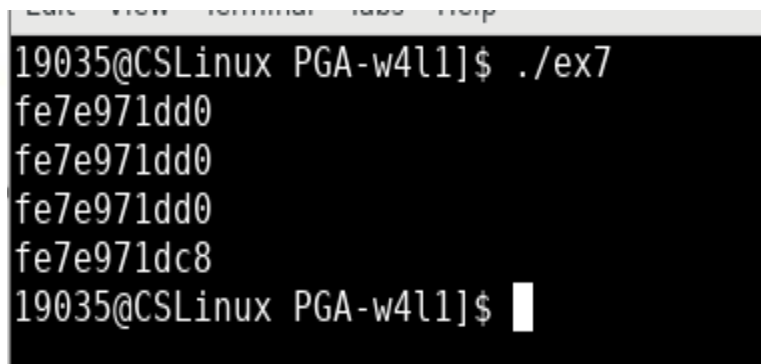
Address and value



Pointer to Array

How many of the printf's below have the same output?

```
299     int x[] = {9, 11, 13};
300     int *p;
301     p = x; // array name is a pointer, and pointer stores memory address!!
302
303     int y = 10;
304     int *q;
305     q = &y; // note the difference when pointer is pointing to an array
306             // and when pointer is pointing to a normal variable
307
308     printf("%p\n", x);
309     printf("%p\n", &x[0]);
310     printf("%p\n", p);
311     printf("%p\n", &p);
```

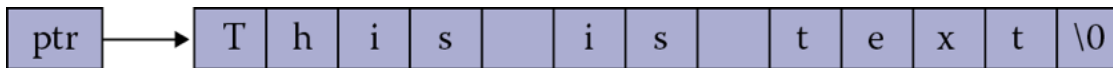


```
19035@CSLinux PGA-w4l1]$ ./ex7
fe7e971dd0
fe7e971dd0
fe7e971dd0
fe7e971dc8
19035@CSLinux PGA-w4l1]$
```



Pointers and String Literals

- `printf("%c %c\n", "message"[4], *("message"+4));`
- `char *ptr = "This is text";`



String literals are usually read-only, so you might not be able to modify its content

- `printf("%c %c\n", ptr[5], *(ptr+5));`
`printf("%s\n", ptr);`
`printf("%s\n", ptr+5);`

```
C:\Users\z2017233\Desktop>ptr
a a
i i
This is text
is text
```



Example: Your own strlen

- Relies on having `'\0'` to terminate your string.
- Otherwise, undefined behaviour.

```
1#include<stdio.h>
2
3int main(void){
4    // Can declare your string as char *
5    // The const keyword enforces the fact you are not allowed to change
6    //a string literal.
7    //const char *str = "Paul";
8
9    //Or you could declare the string as an array of characters.
10   //Try changing the null character at the end to something else to see
11   //what happens with string not ending in \0.
12   char name[] = {'P', 'a', 'u', 'l', '\0'};
13   char *str = name; // "name" equivalent to "&name[0]"
14
15   //First version that uses array notation.
16   int n = 0;
17   while(str[n] != '\0'){
18       //printf("%c", str[n]); //Comment out to print characters one by one
19       //while counting
20       n = n + 1;
21   }
22   printf("\nArray notation length %d.\n", n);
23
24   //Second version that uses pointer arithmetic.
25   int len = 0;
26   while (*str != '\0'){
27       //printf("%c", *str); //Comment out to print characters one by one
28       //while counting.
29       str = str + 1;
30       len = len + 1;
31   }
32   printf("\nPointer arithmetic length %d.\n", len);
33
34   return 0;
35 }
```



String Functions

- `#include <string.h>`
- `strlen()` – not counting null character
- `strcpy(*dest, *src)`
- `strncpy(*dest, *src, count)`
- `strcat(*dest, *src)`
- `strcmp(*dest, *src)`
- `strncmp(*dest, *src, count)`

Check if dest is big enough!!

Add null character if src is shorter than count

Negative for less or shorter, positive for more, zero for identical

Read more here: <https://beginnersbook.com/2014/01/c-strings-string-functions/>



Q8: What will be displayed?

- `int *ptr, arr[5] = {10, 20, 30, 40, 50}; ptr = arr;`
`printf("Val1 = %d, Val2 = %d\n", *ptr+2, *(ptr+2));`



Q9: What is arr[0] + arr[2]?

- ```
int *ptr, arr[] = {10, 20, 30, 40, 50};
ptr = arr;
*ptr = 3;
ptr += 2;
*ptr = 5;
printf("Val = %d\n", arr[0]+arr[2]);
```



# Summary

- Declaration and initialisation
- Pointer to Constant vs. const Pointer
- Pointers and arrays
  - String literals

