Programming – 13.11.19

* When generating a pointer, the \*variable, I.E the \* is required. It does not need to be used later in the program.
* **THE DEREFRENCE OPERATOR IS USED TO ACCESS THE CONTENTS OF A MEMORY ADDRESS WHICH IS STORED IN A POINTER VARIABLE**
* Pointer variables can only be declared in reference to other variables, they CANNOT be defined with hard-coded addresses. So, ptr1 = 0x000000 is impossible.
* “0xF1F6AC” = format
* You cannot #define a pointer
* EX1.c – Program to demonstrate the dereference operator
* The dereference operator is defined by a \*, so printf(“blah %d”, \*ptr);
* If you do not give a pointer something to point to, it will throw an error.
* If you point a pointer at an undefined variable, the data will be random.
* Giving the %d of a character will throw the ASCII value of the stated character.
* Using \*ptr = 5, this will assign the value to the address ptr is pointed too.
* “Go to memory address pointed at by ptr, and change it to five”
* There is no change in time when using a pointer over a variable.
* *First Monday, December second will be the second lab test*