INFORMATICA I

Incremento de punteros

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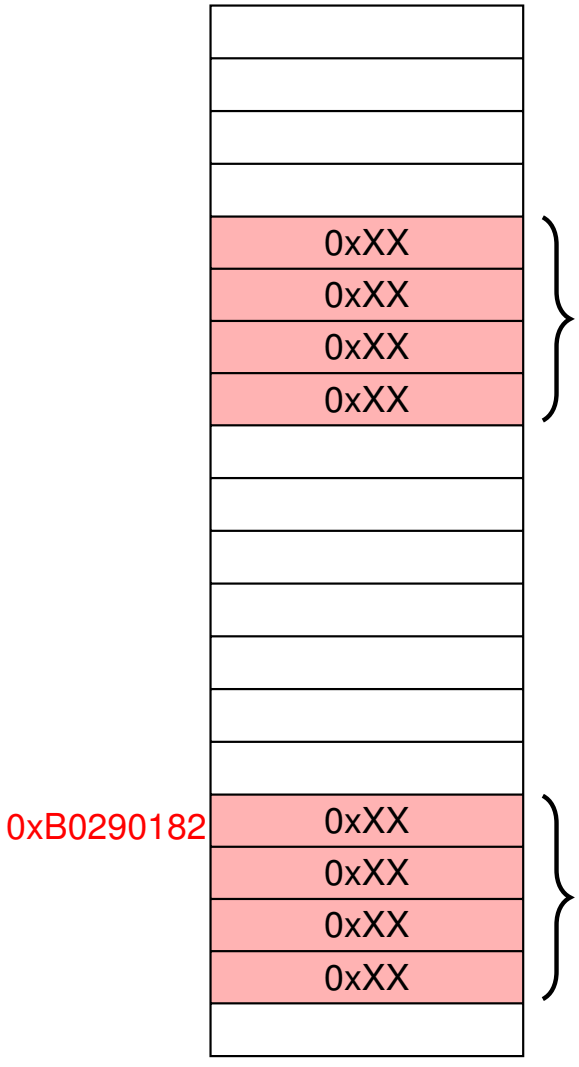
Facultad Regional Buenos Aires
Departamento de Ingeniería Electrónica

21 de mayo de 2019

MEMORIA en ARQUITECTURA x86 32-bits



PROGRAMA FUENTE

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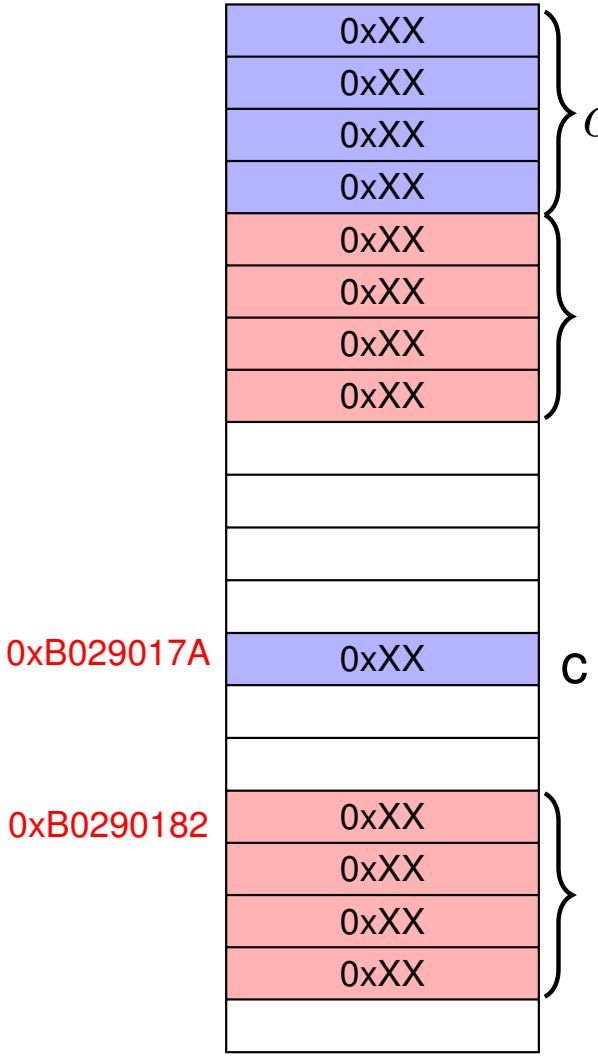

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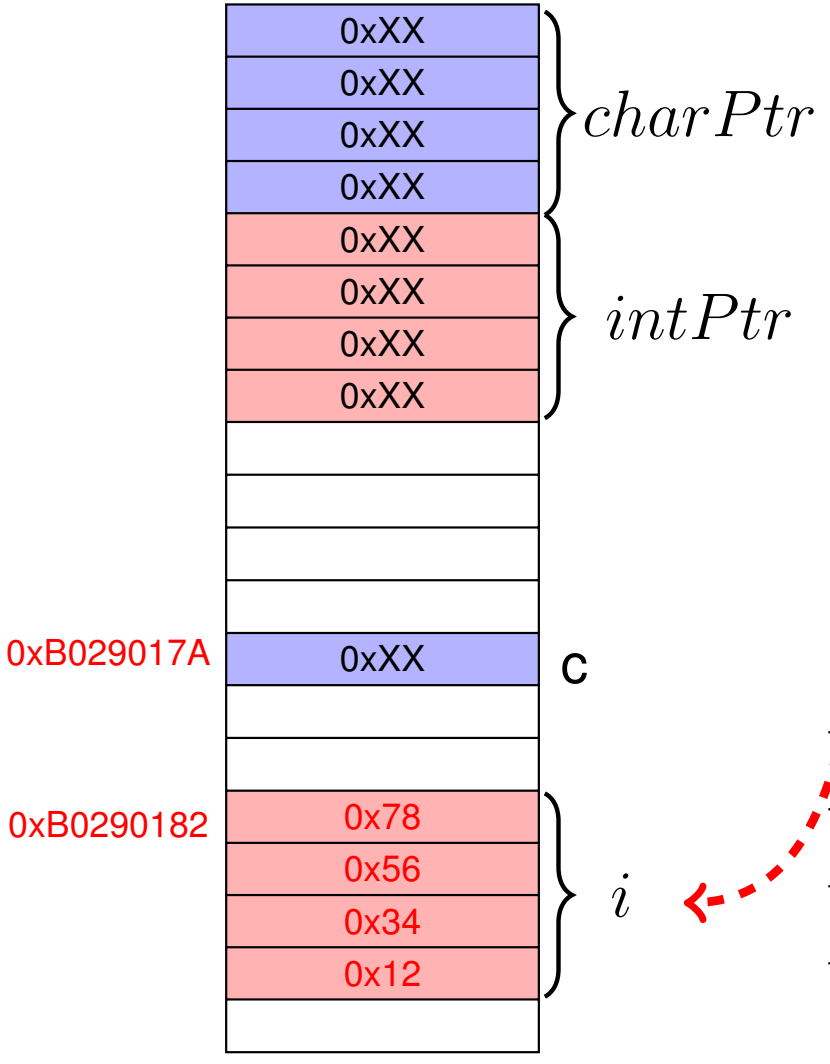

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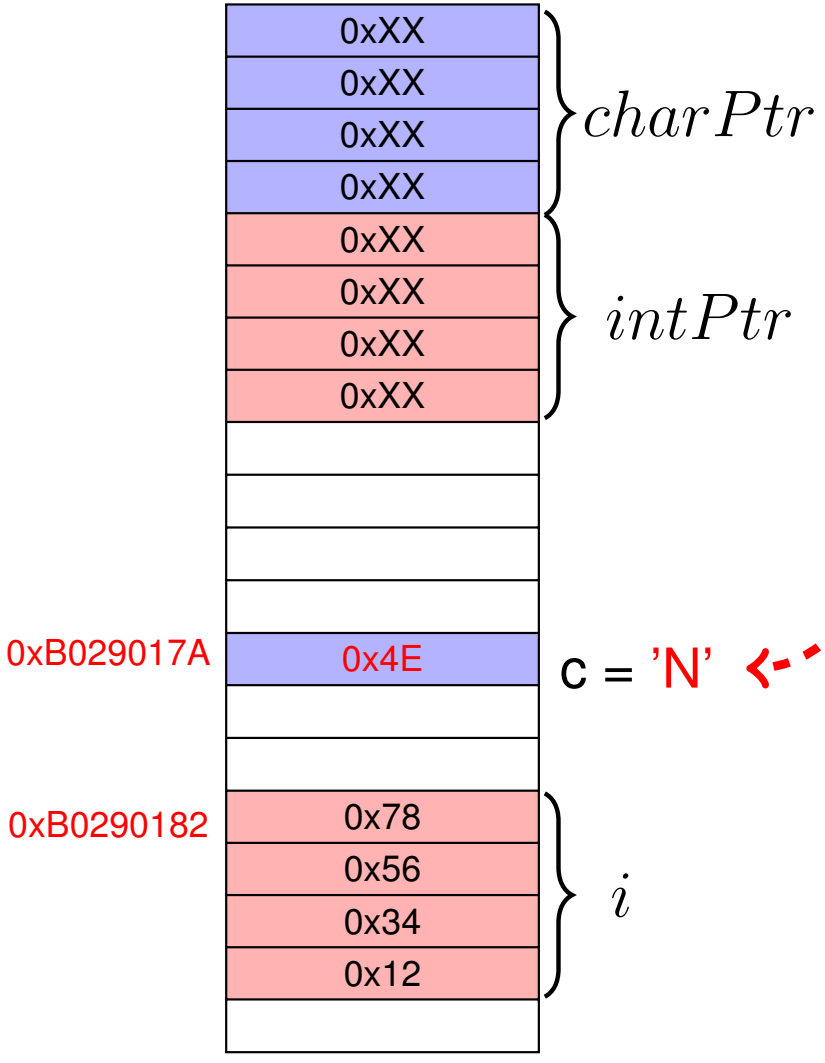

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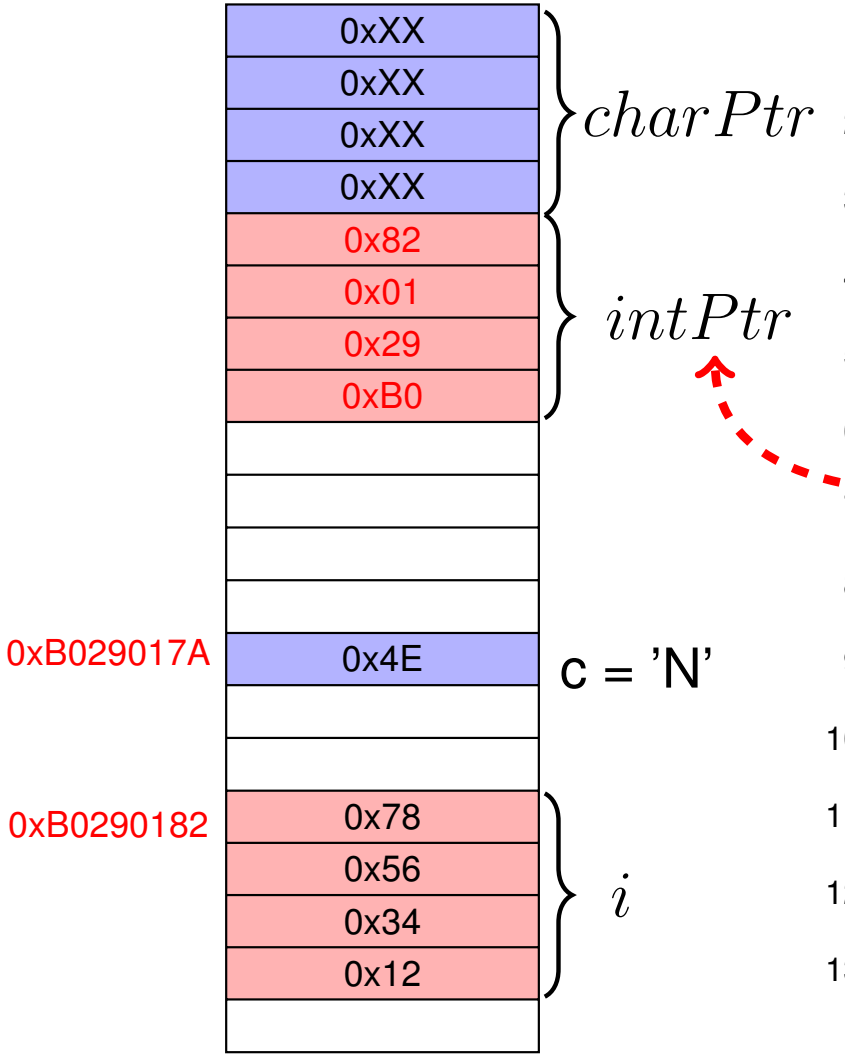

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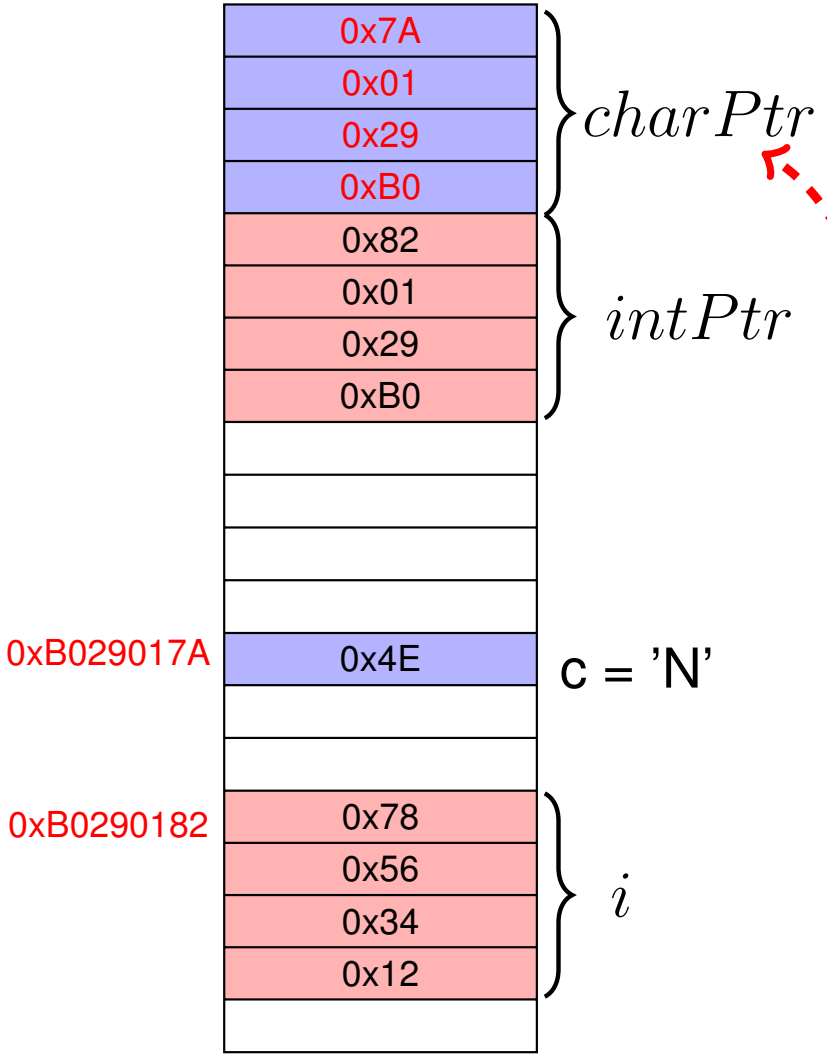

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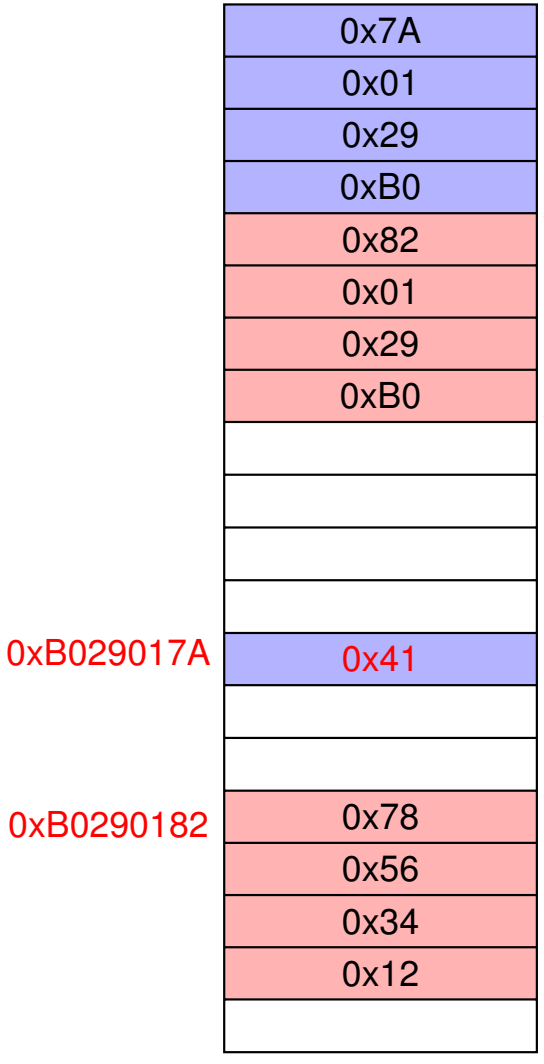

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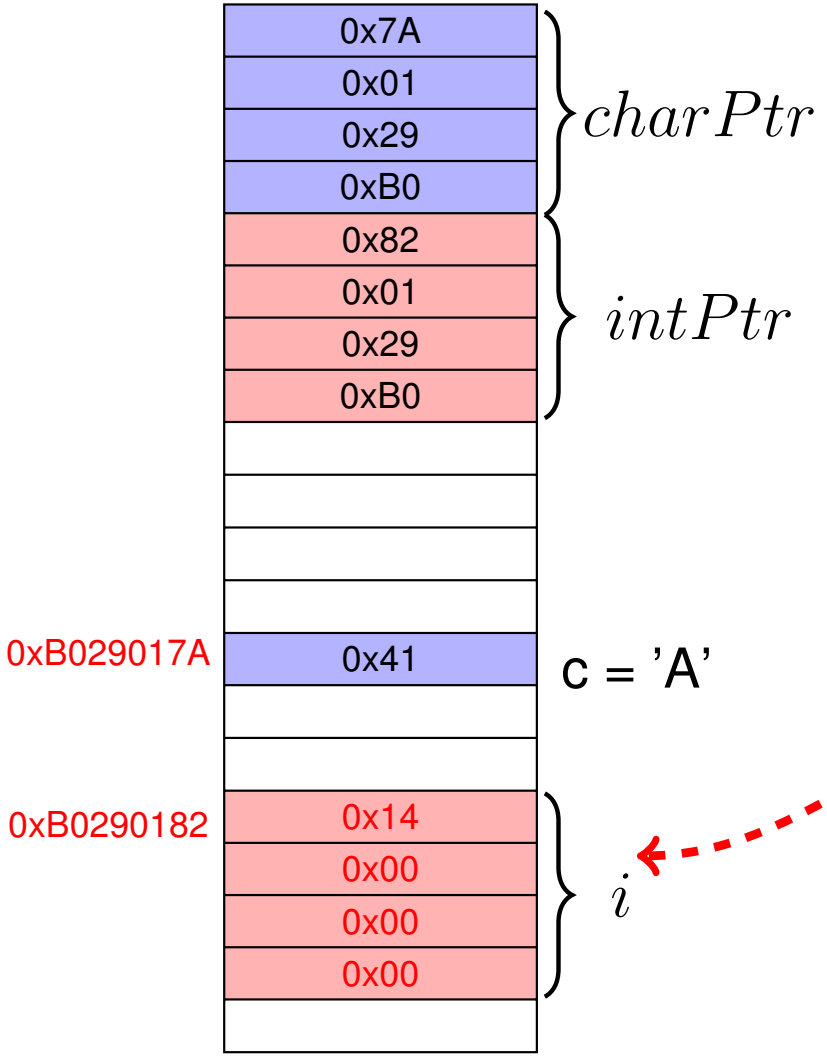

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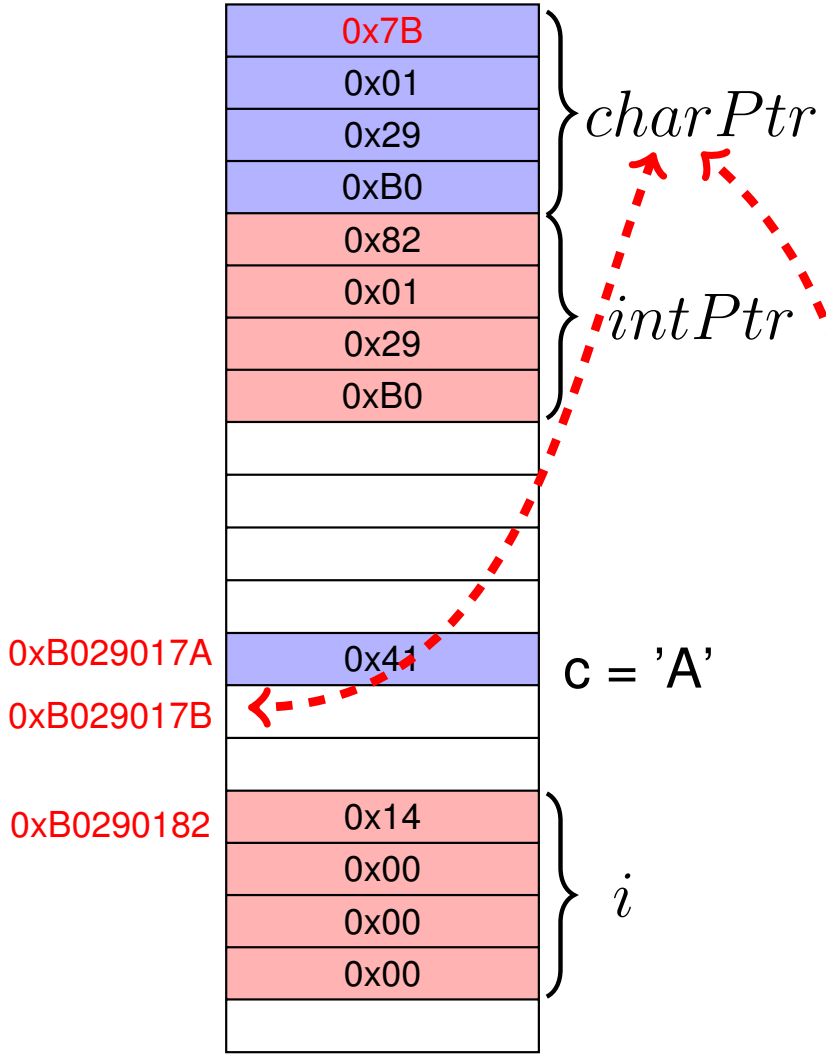

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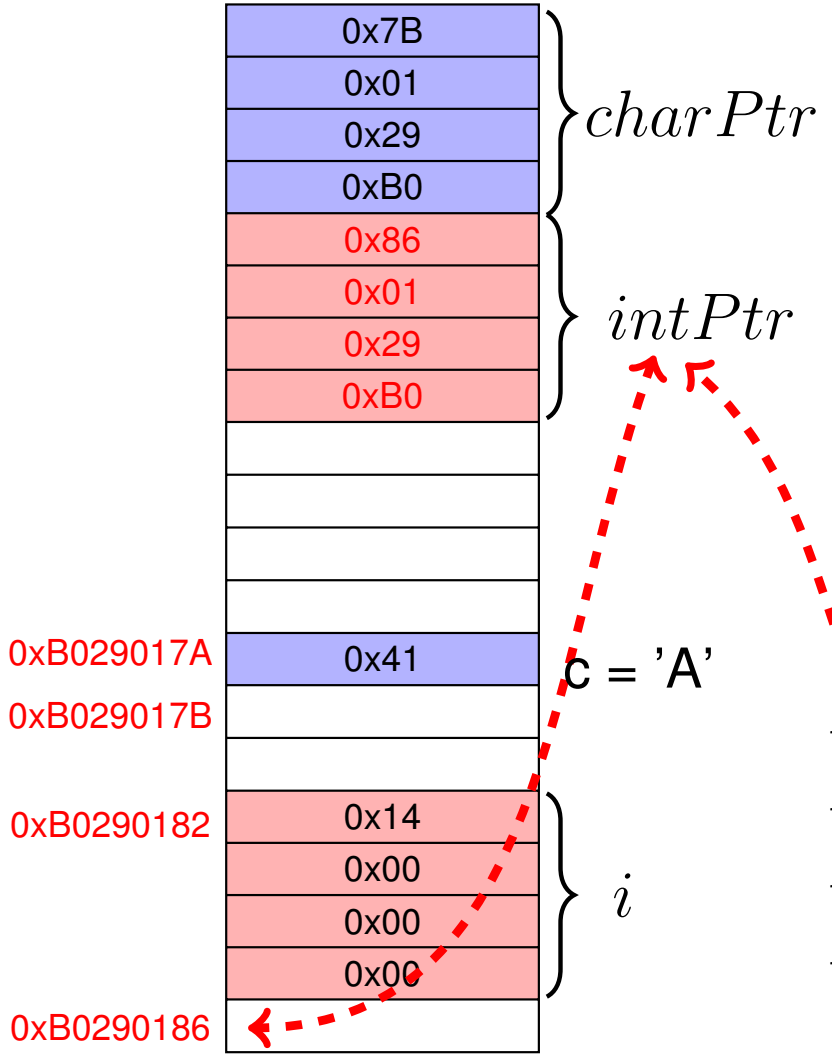

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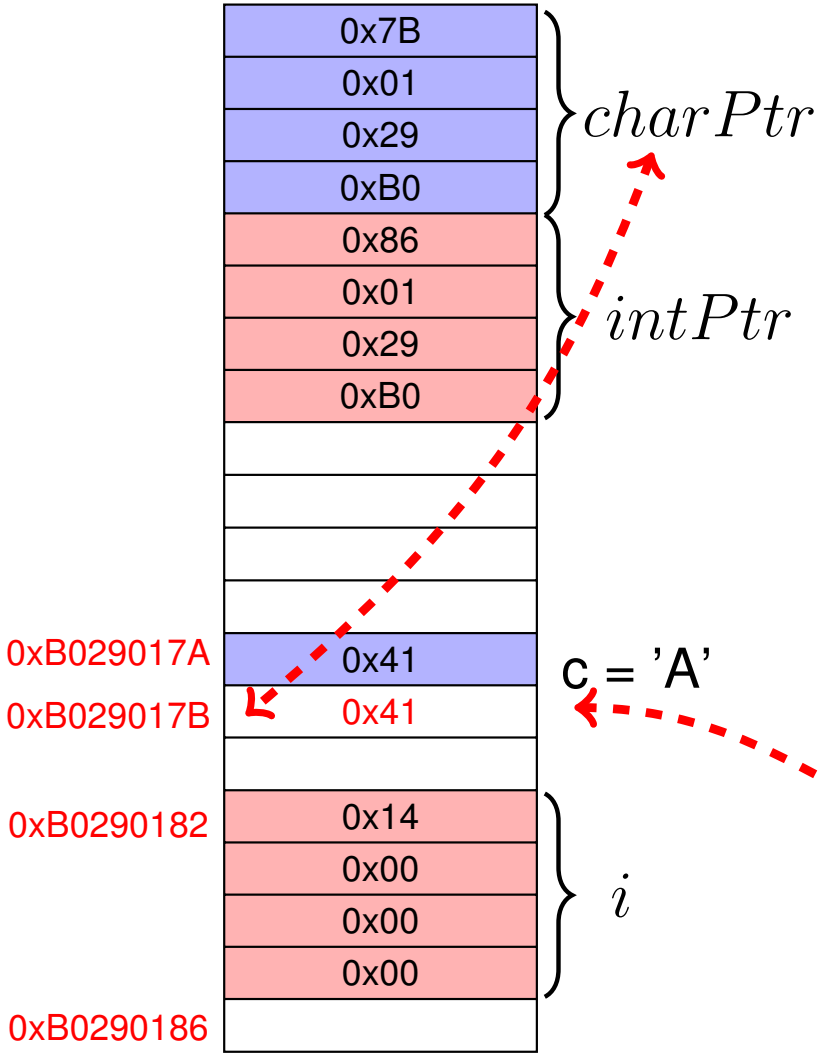

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Algunas reglas para recordar !!!

int A;
int $*p$;

$$\underbrace{p}_{int*} = \underbrace{\&A}_{int*}; \quad \overbrace{int}$$

$$\underbrace{A}_{int} = \underbrace{7}_{int};$$

$$\underbrace{*p}_{int} = \underbrace{7}_{int}; \quad \overbrace{int*}$$

int $V[\,] = \{10, 20\}$;
int $*p$;

$$\underbrace{p}_{int*} = \underbrace{\&V[0]}_{int*}; \quad \overbrace{int}$$

$$\underbrace{V[1]}_{int} = \underbrace{7}_{int};$$

$$\underbrace{*(p+1)}_{int} = \underbrace{7}_{int}; \quad \overbrace{int*}$$