



Sunbeam Institute of Information Technology
Pune and Karad

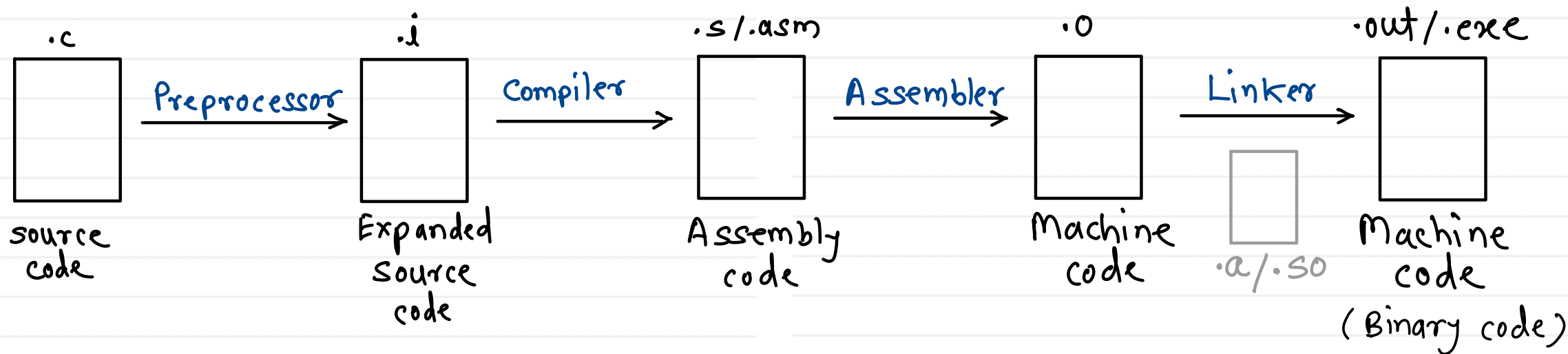
Module - Embedded C Programming

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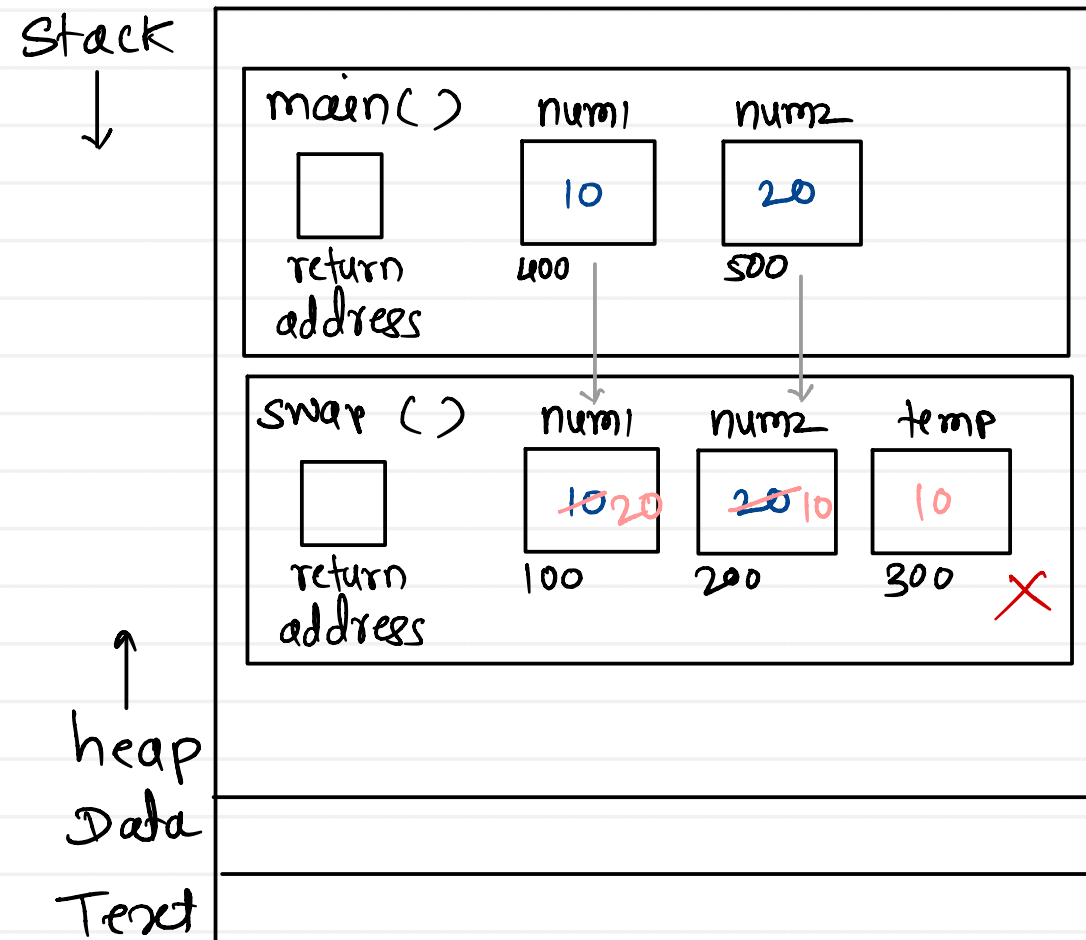
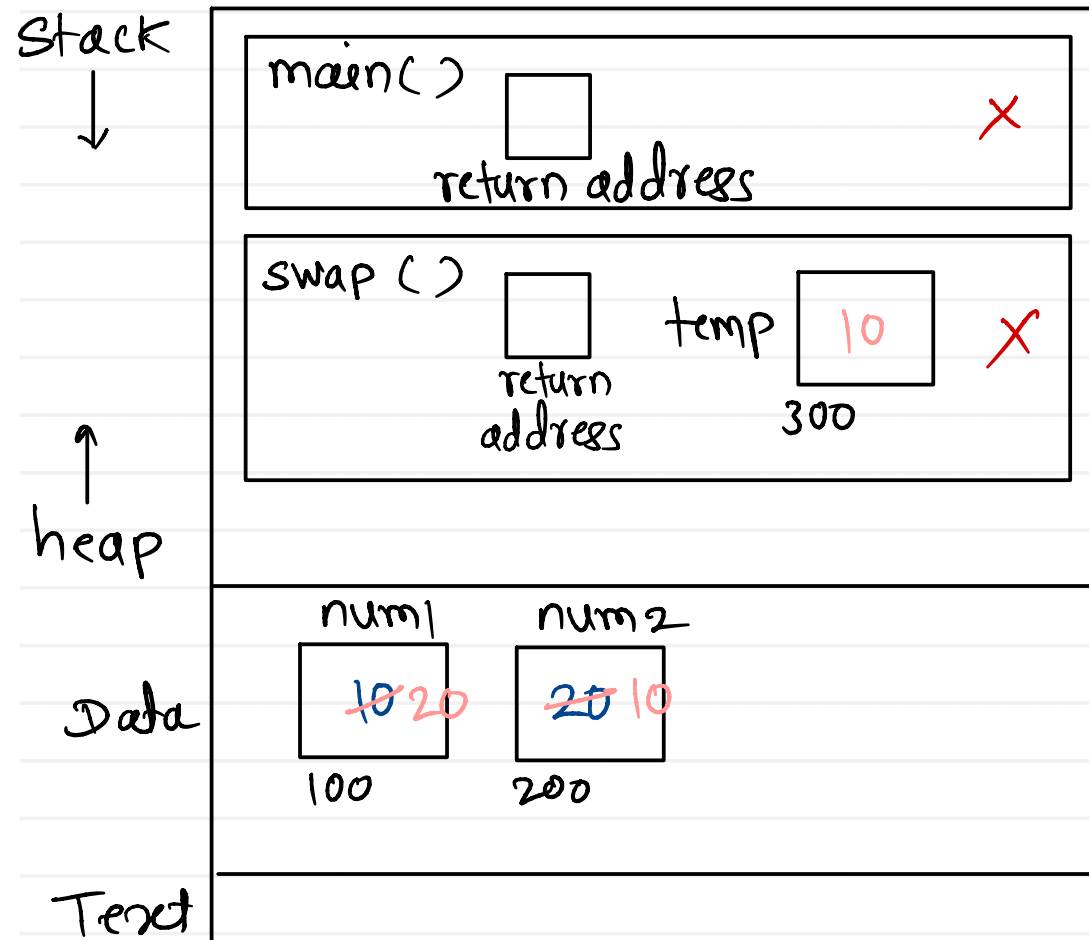
Toolchain :

- set of tools like preprocessor, compiler, assembler, linker, debugger, etc.
 (cpp) (cc) (as) (ld) (gdb)
- all tools work on source code one by one to convert it into machine code



- objdump / readelf tools are used to read sections of executable

Call by value

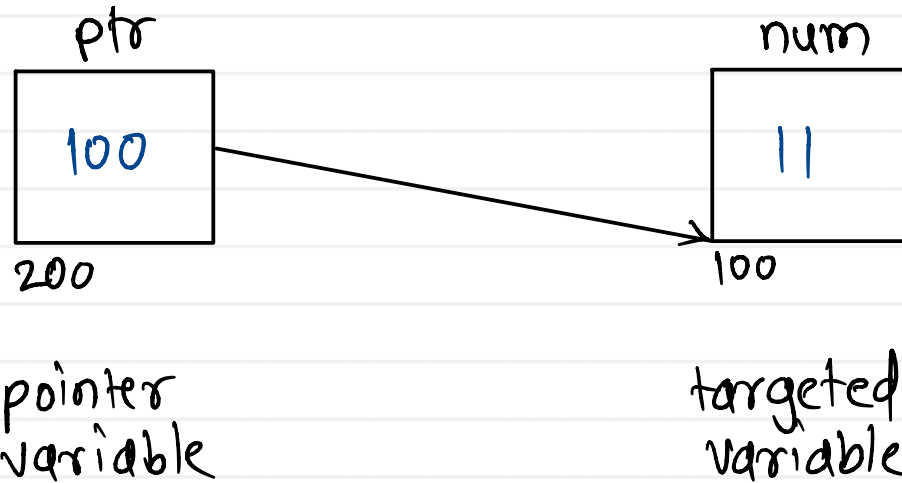


```
int *ptr = &num;
```

```
int num = 11;
```

```
int temp = *ptr; ← reading the value of targeted variable
```

temp = 11



```
*ptr = 22; ← writing the value of targeted variable
```

num = 22

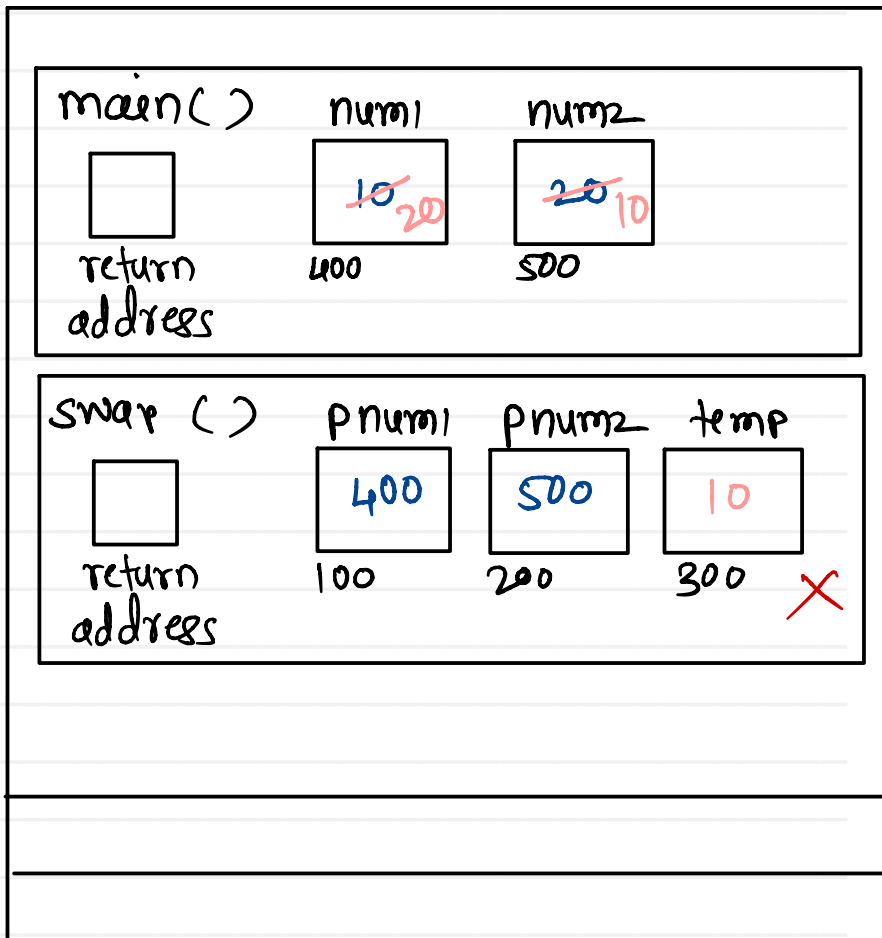
```
ptr = 100
&ptr = 200
*ptr = *100 = 11
```

```
num = 11
&num = 100
```

value of ptr = 100
value at ptr = 11

Call by address

Stack



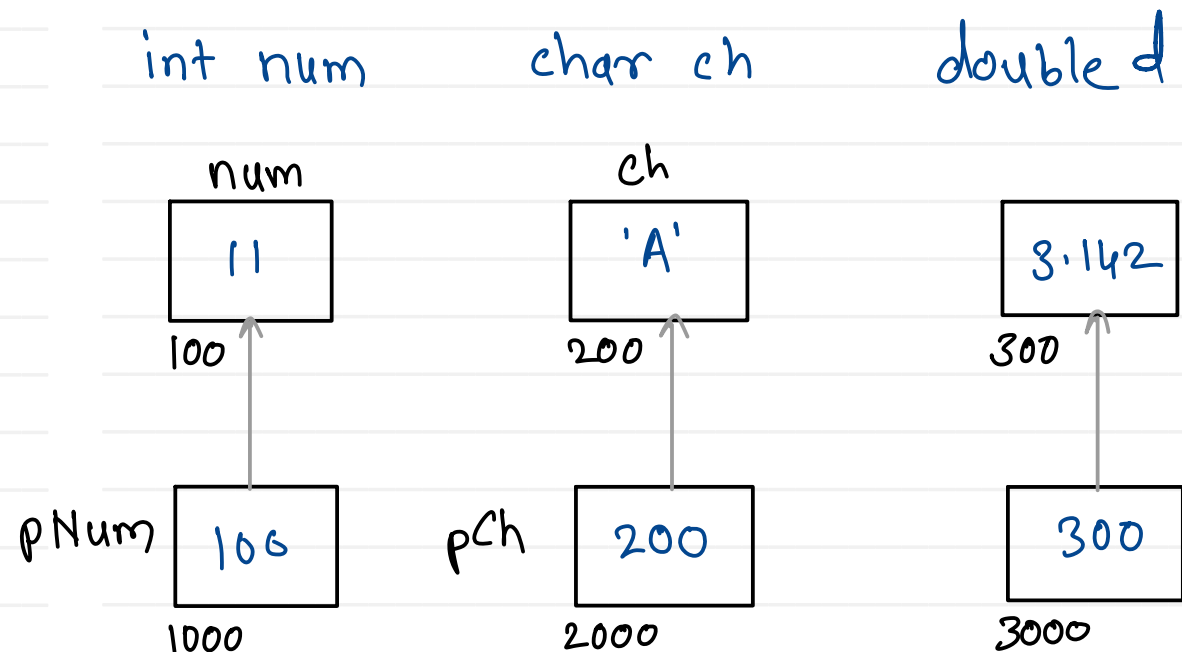
heap
Data

Text

$*pnum1 = *400 = 10$

$*pnum2 = *500 = 20$

- \$ - address of / reference
 - to get address of variable
- * - value at / dereference
 - to get value of targeted variable



<code>int *pNum</code>	<code>char *pCh</code>	<code>double *pd</code>
<code>pNum = 100</code>	<code>pCh = 200</code>	<code>pd = 300</code>
<code>*pNum = 11</code>	<code>*pCh = 'A'</code>	<code>*pd = 3.142</code>

Pointer to pointer

pointer to pointer
variable

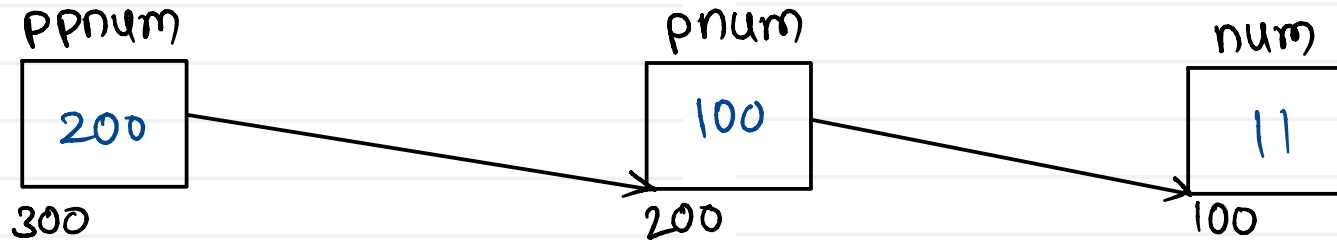
pointer
variable

integer
variable

`int **ppnum = &pnum;`

`int *pnum = #`

`int num = 11;`



`ppnum = 200`
`&ppnum = 300`
`*ppnum = *200`
`= 100`

`**ppnum = **200`
`= *100`
`= 11`

`pnum = 100`
`&pnum = 200`
`*pnum = 11`

`num = 11`
`&num = 100`



Thank you!!!

Devendra Dhande

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