



**Sunbeam Institute of Information Technology
Pune and Karad**

Module - Embedded C Programming

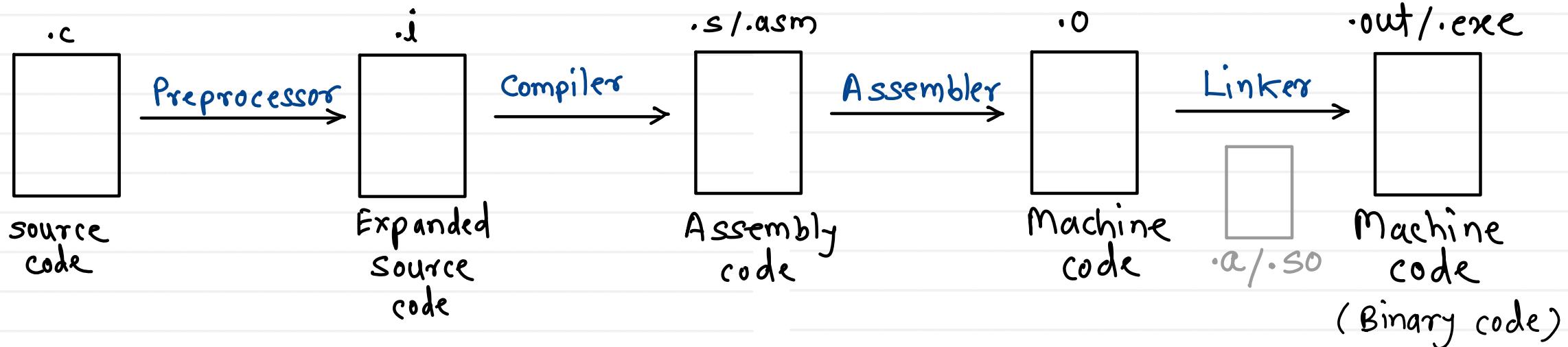
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C program - Compilation

GCC - GNU C Compiler
GNV - GNU Not UNIX
GPL - General Public License

Toolchain :

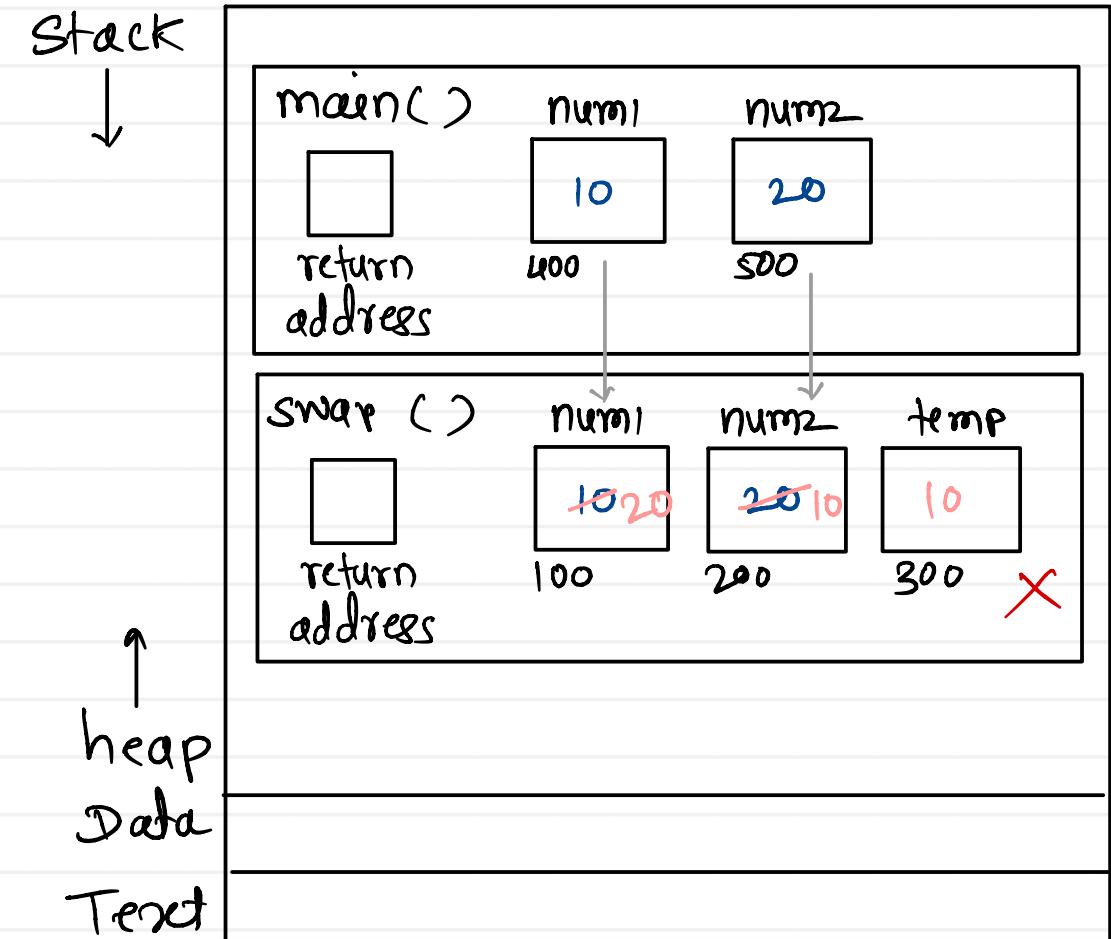
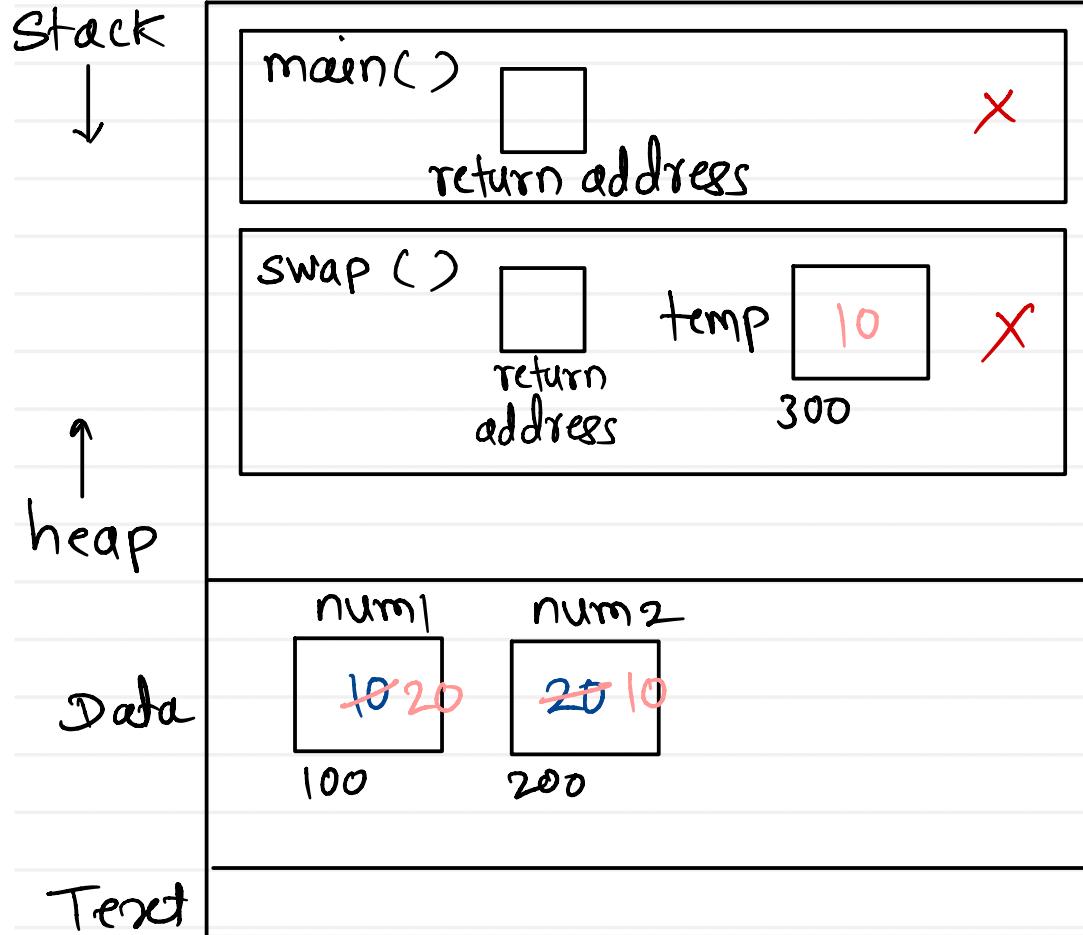
- set of tools like preprocessor, compiler, assembler, linker , debugger , etc .
(cpp) (cc) (as) (ld) (gdb)
- all tools work on source code one by one to convert it into machine code



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



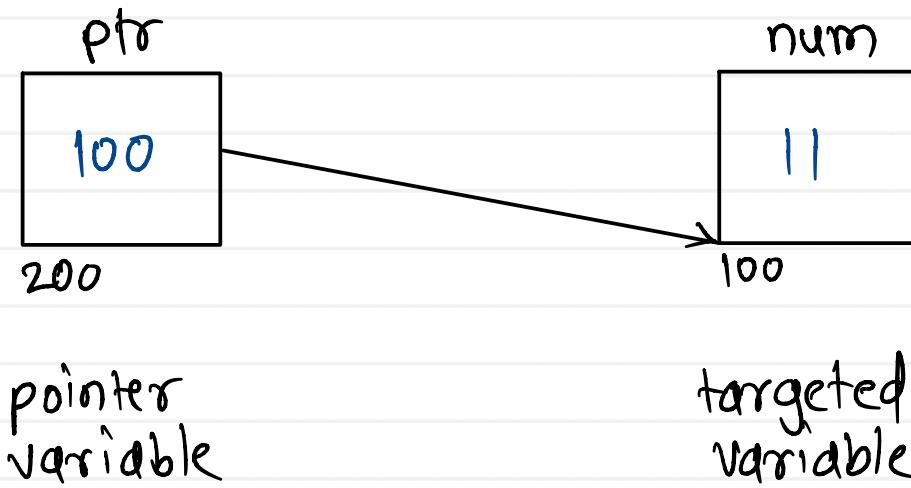
Call by value





Pointer

int *ptr = #



nt num = 11 ;

int temp = *ptr

temp = 11

- reading the value of targeted variable

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

ptr = 100
f ptr = 200
*ptr = *100 = 11

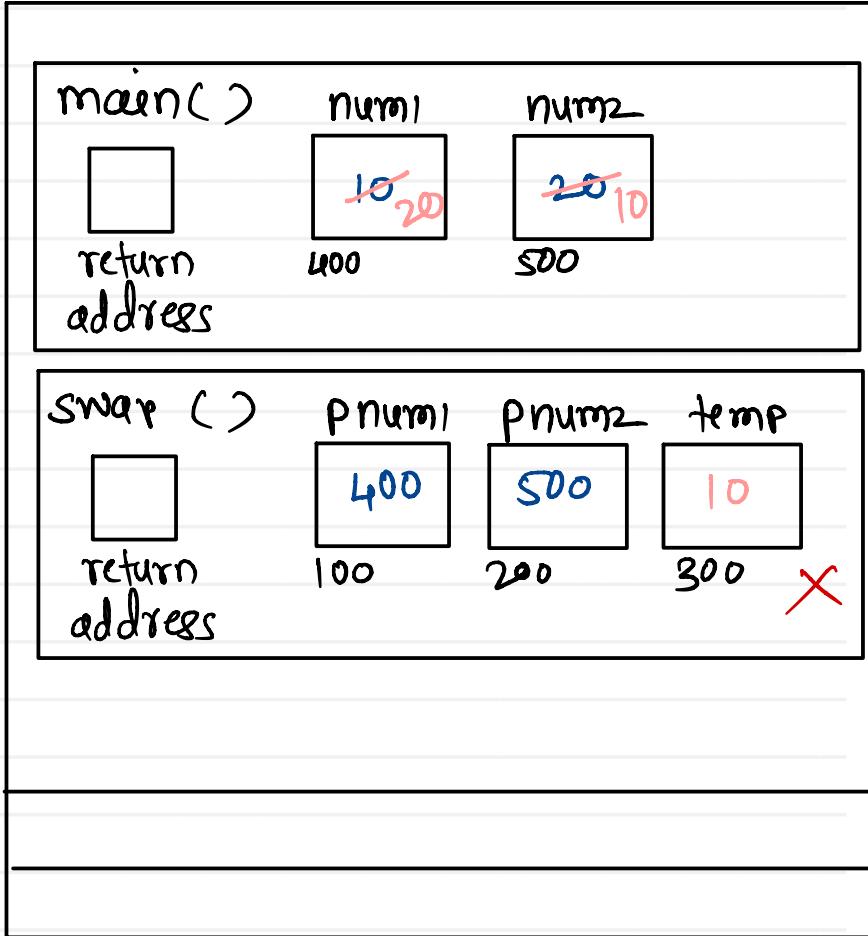
num = 11
fnum = 100

value of `ptr` = 100
value of `ptr` = 11



Call by address

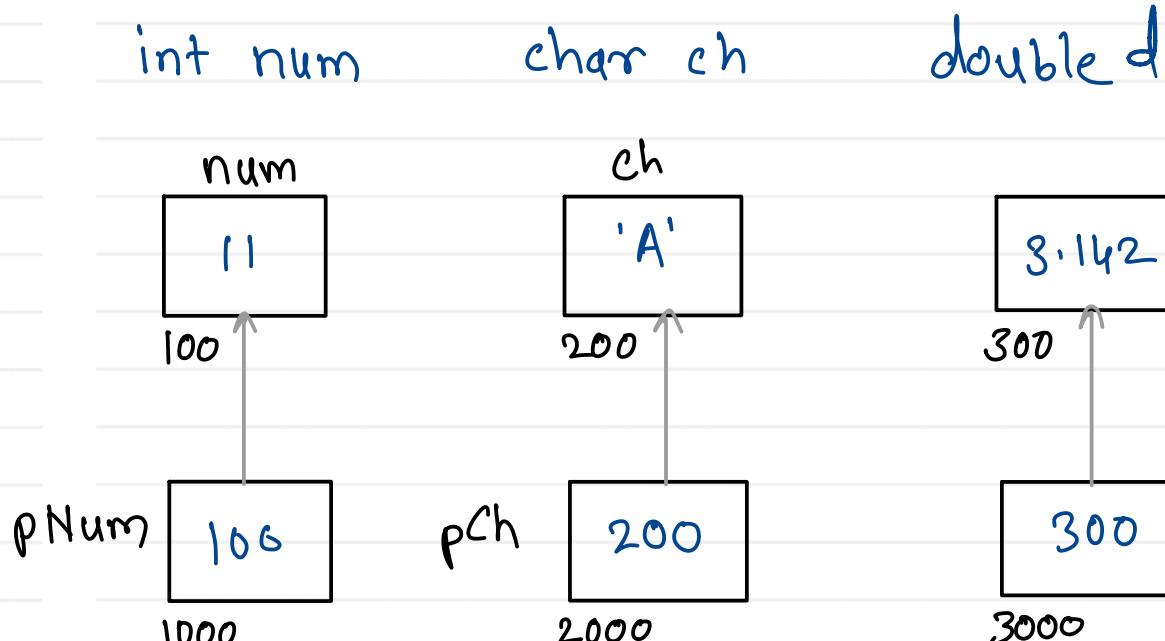
Stack



$$\ast pnum1 = \ast 400 = 10$$

$$\ast pnum2 = \ast 500 = 20$$

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



int *pNum char *pCh double *pd

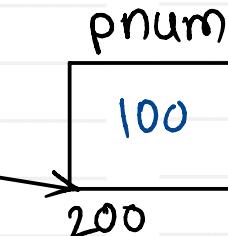
$$\begin{aligned} pNum &= 100 & pCh &= 200 & pd &= 300 \\ *pNum &= 11 & *pCh &= 'A' & *pd &= 3.142 \end{aligned}$$



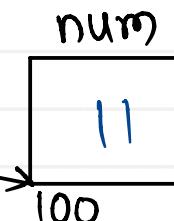
Pointer to pointer

pointer to pointer
variable

int **ppnum = &pnum; int *pnum = # int num = 11;



integer
variable



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

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

pnum = 100
&pnum = 200
*pnum = 11

num = 11
&num = 100



Thank you!!!

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