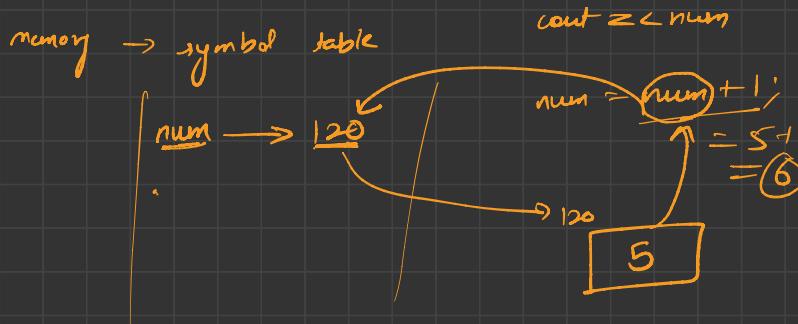
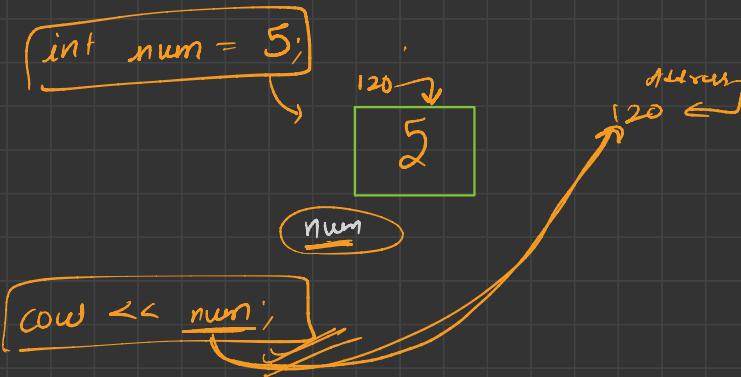



Pointers in C++



0x16b11f4ff → Hexadecimal format

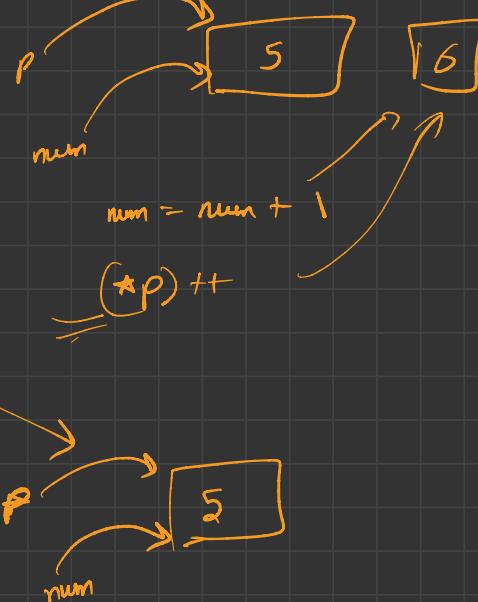
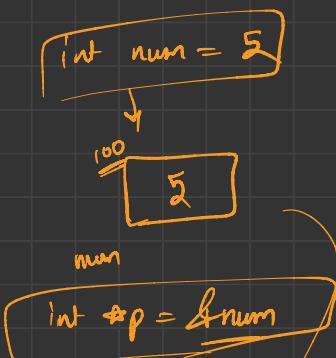
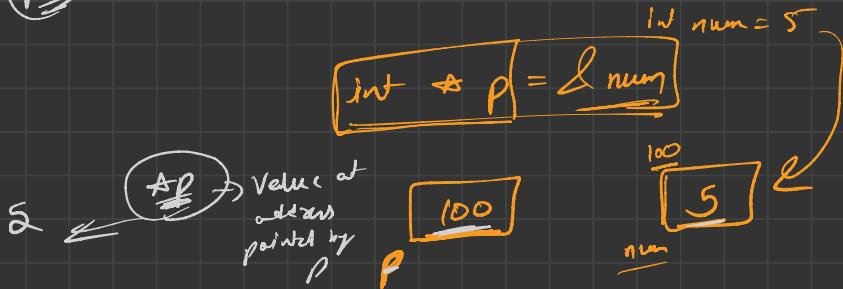
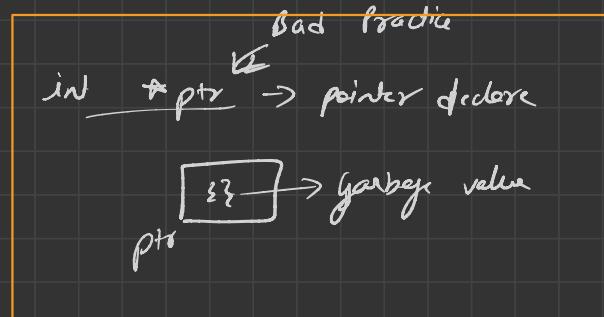
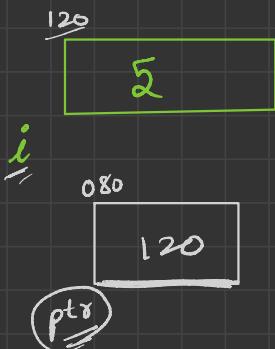
0 - - - g a b c d e f

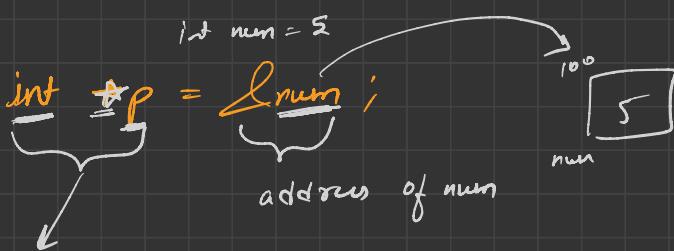
pointers :- store addresses

`int *ptr = &i;`

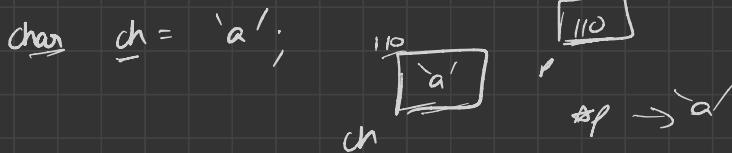
work on pointer address of i

$$\text{int } * \text{ptr} = \underline{\& i}$$





P is a pointer to int



C $\&an \quad \&p = &ch$

`double d = 4.2;`

double $\&ptr = &d;$

ptr is a pointer to double

$*ptr = 4.2$

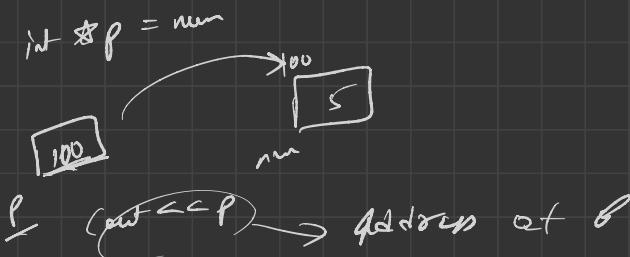
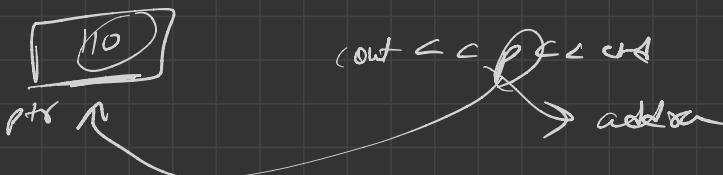
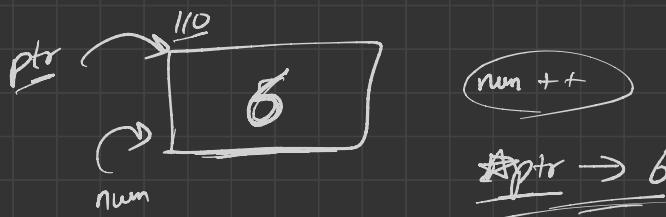
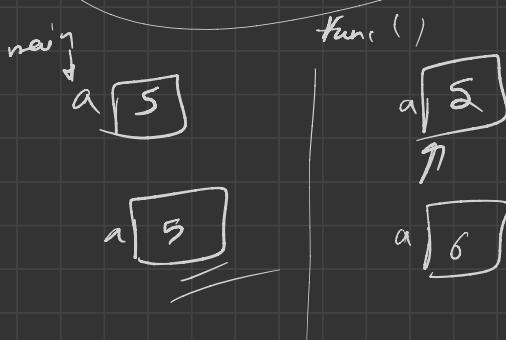
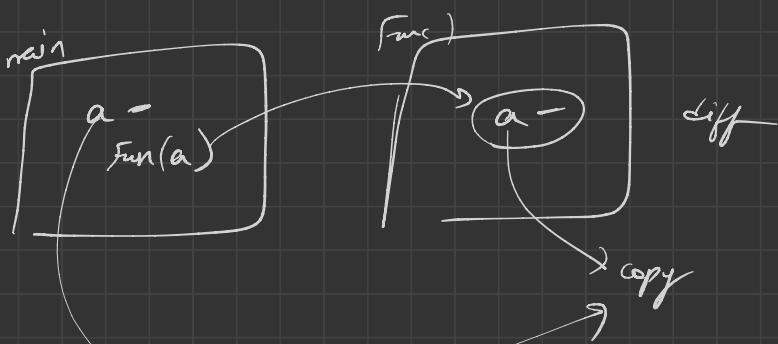
cout << num;

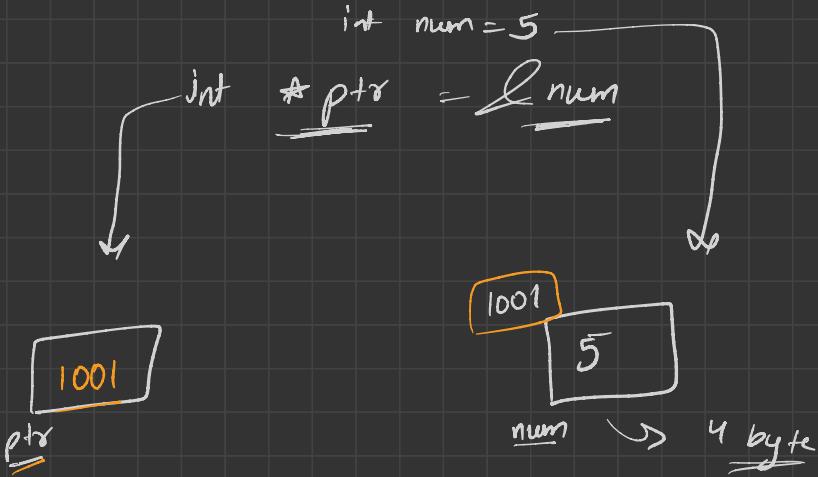
int *ptr; num

cout << *ptr;

dereference
operator

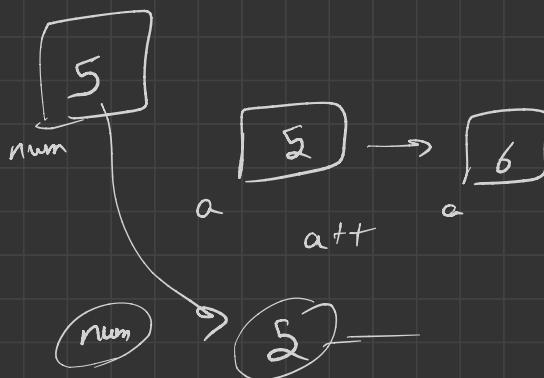
num $\quad \&p \rightarrow$ same value



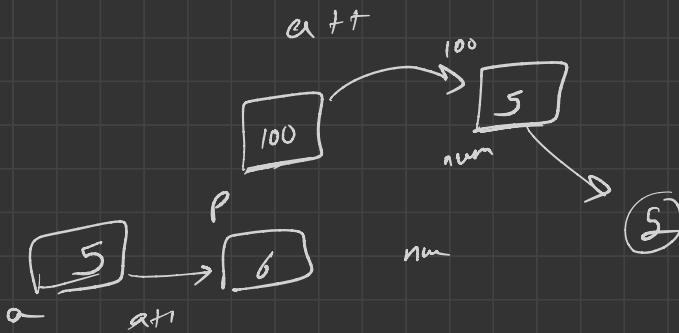


$\text{cout} \ll \underline{\text{ptr}} \ll \text{endl}; \rightarrow (001)$

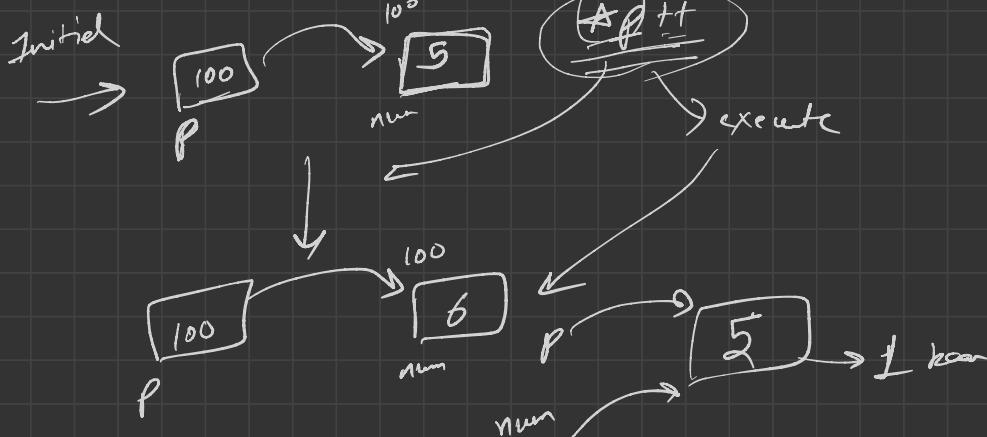
$\text{cout} \ll * \underline{\text{ptr}} \ll \text{endl}; \rightarrow 5$



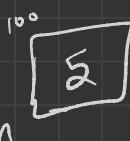
$\text{int } * \underline{\text{p}} = \underline{\text{f}} \underline{\text{num}}$
 $\text{int } a = * \underline{\text{f}}$



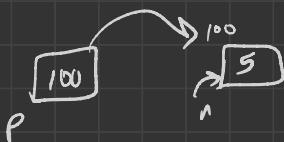
int *p = &num



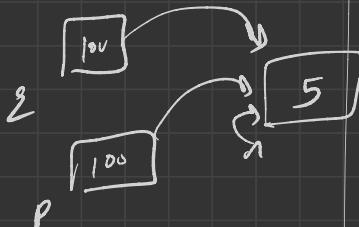
int n = 5



$$\int \star p = \delta n;$$



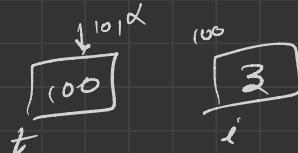
int *q = p;



$$\star t = \star t + 1$$

Value at
address = Value at
stored
in t address

$$\underline{t} = \underline{\underline{t}} - \underline{\underline{l}}$$



$\boxed{100}$

$\boxed{3}$

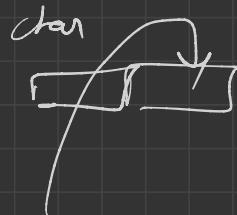
t

$\underline{\underline{int \rightarrow 4}}$

$$t = \cancel{t + 1}$$

104

$(100 - <104)$



char

$$\Rightarrow t = \cancel{t + 1} \rightarrow \underline{\underline{108}}$$