

**Tute 07**

**COMP1511 22T3**

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# content

- pointers
- scanning in a loop (again)

# assignment 1

- what did we learn
- any tips to yourself or others

# pointers

recap

- declaration: `type *ptr`
- referencing: `ptr = &variable`
- accessing/deferencing: `*ptr`
- `struct_ptr->field` is equivalent to `(*struct_ptr).field`

the `*` is used both to indicate the type is a pointer and for dereferencing (and multiplication as well!)

# pointers

exercise on tute page

<https://cgi.cse.unsw.edu.au/~cs1511/22T3/tut/07/questions>

# pointers live-coding

```
struct person {  
    char character_name[100];  
    int num;  
};  
  
// copies the values from one person to another  
void clone_person(struct person original, struct person clone) {  
}
```

# scanning in loops

```
// this code scans character by character
// how would it be different for line by line?

#include <stdio.h>

#define MAX_LETTERS 100

int main (void) {
    char my_var;
    while (scanf(" %c", &my_var) == 1) {
        printf("Input: %c\n", my_var);
    }

    return 0;
}
```