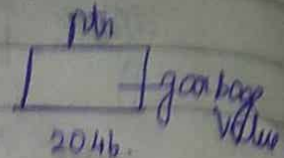


## C-83 → Wild Pointers in C

`int *ptr;` → wild pointer  
↳ uninitialized pointer



`printf("%d", *ptr);`  
↳ garbage value or undefined behaviour or program will crash.

\* If uninitialized pointer, then it will act as a wild pointer.

\* So what is the solution; then simply make it NULL.

```
int x = 9;
int *ptr;
ptr = &x;
printf("%d", *ptr);
```

→ Normal pointer.

```
int *ptr = NULL;
int x = 9;
ptr = &x;
printf("%d", *ptr);
```

→ Null Pointer

```
int *ptr = (int *) malloc (sizeof (int));  
*ptr = 5;  
printf ("%d", *ptr);
```

→ Memory  
allocation

## PROBLEM 1:

```
1  #include <stdio.h>
2  #include <stdlib.h>
3  /** WILD POINTERS **/
4  int main()
5  {
6      int *ptr; //wild pointer
7      /** here pointer is defined but not initialized and it gives any garbage value */
8      int a=10;
9      printf("a:%d",a);
10     getch();
11 }
12
```

### Logs & others

Code::Blocks x Search results x Cccc x Build log x Build messages x CppCheck/Vera++ x CppCheck/Vera++ x

File	Line	Message
		=== Build: Debug in 1_WILD POINTERS (compiler: GNU GCC Compiler) ===
D:\1. C NO...		In function 'main':
D:\1. C NO... 10	10	warning: implicit declaration of function 'getch'; did you mean 'g...
D:\1. C NO... 6	6	warning: unused variable 'ptr' [-Wunused-variable]
		=== Build finished: 0 error(s), 2 warning(s) (0 minute(s), 0 secon...