

# Introducción a la Programación

## Grado en Ingeniería Informática

### Seminarios – Punteros en C

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#### Seminario

# Ejemplos

```
int main(){
```

```
int a;  
int b;
```

a

b



```
}
```

1190F

1100B

## Ejemplos

```
int main(){
```

```
//Declarar variable puntero
```

```
int a;
```

```
int b;
```

```
int * p;
```

a



1190F

b



1100B

p



1A10B

```
}
```

## Ejemplos

```
int main(){
```

```
int a;  
int b;  
int * p;  
a=8;
```

```
}
```

a



1190F

b



1100B

p

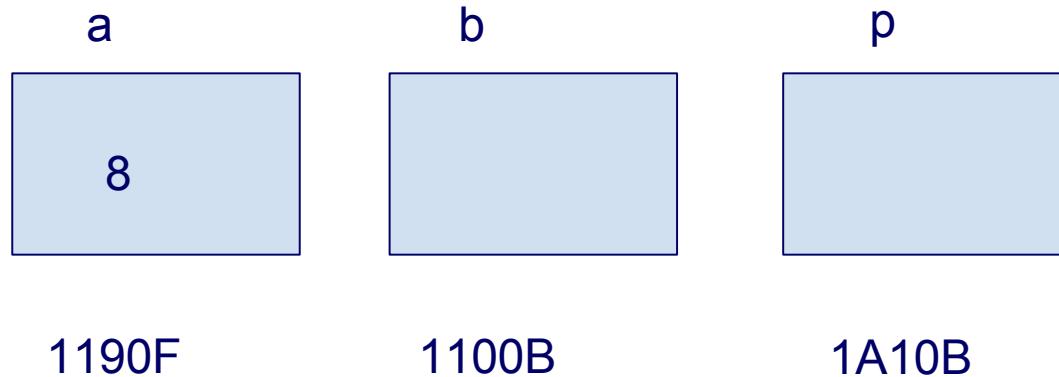


1A10B

## Ejemplos

```
int main(){
```

```
int a;  
int b;  
int * p;  
a=8;
```

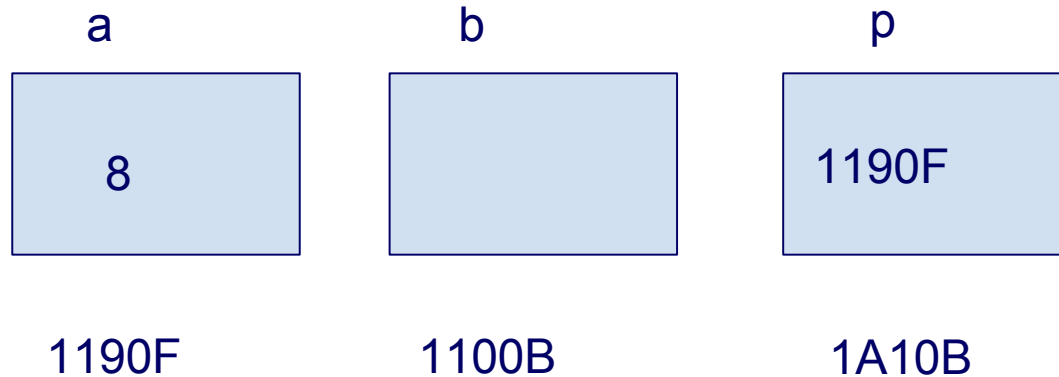


```
}
```

## Ejemplos

```
int main(){
```

```
int a;  
int b;  
int * p;  
a=8;  
p= &a;
```



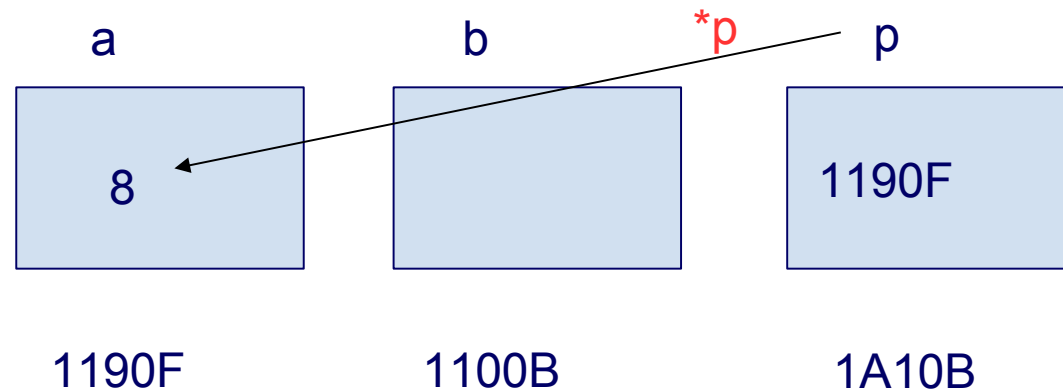
```
}
```

## Ejemplos

```
int main(){
```

```
int a;  
int b;  
int * p;  
a=8;  
p= &a;
```

```
}
```

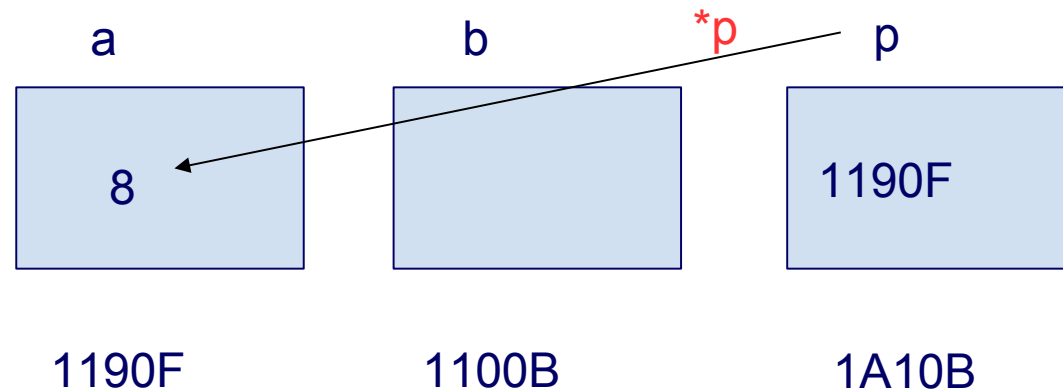


## Ejemplos

```
int main(){
```

```
    int a;  
    int b;  
    int * p;  
    a=8;  
    p= &a;  
    *p=16;
```

```
}
```



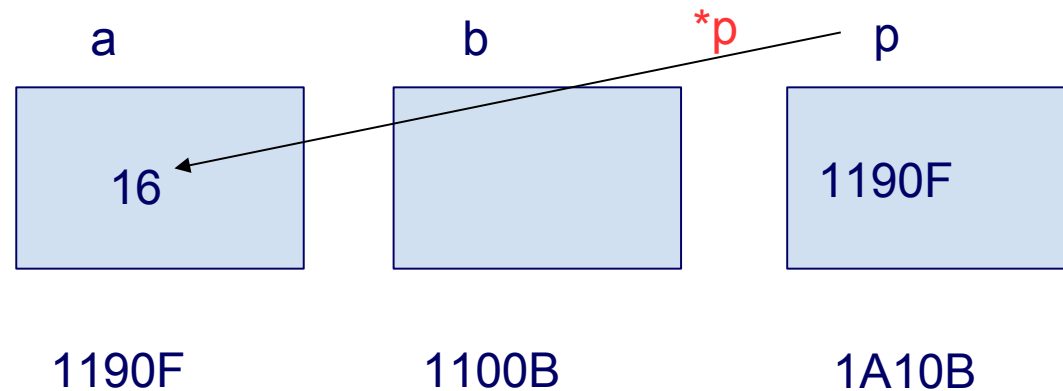


## Ejemplos

```
int main(){
```

```
int a;  
int b;  
int * p;  
a=8;  
p= &a;  
*p=16;
```

```
}
```

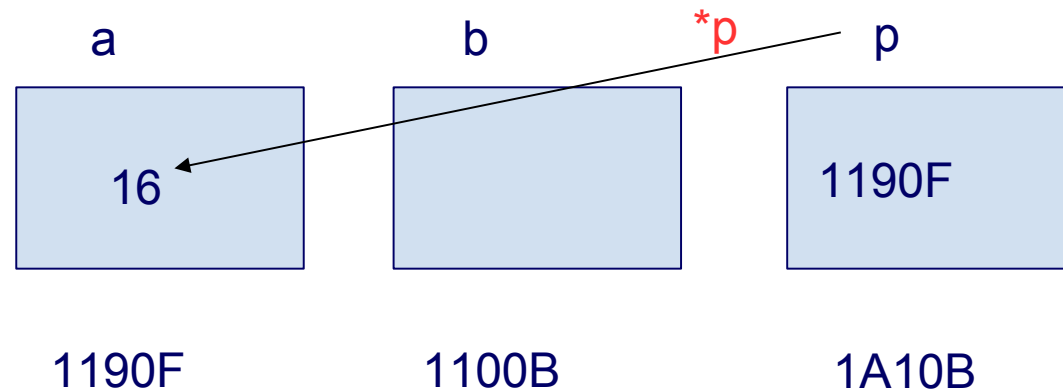


## Ejemplos

```
int main(){
```

```
int a;  
int b;  
int * p;  
a=8;  
p= &a;  
*p=16;  
b=7;
```

```
}
```

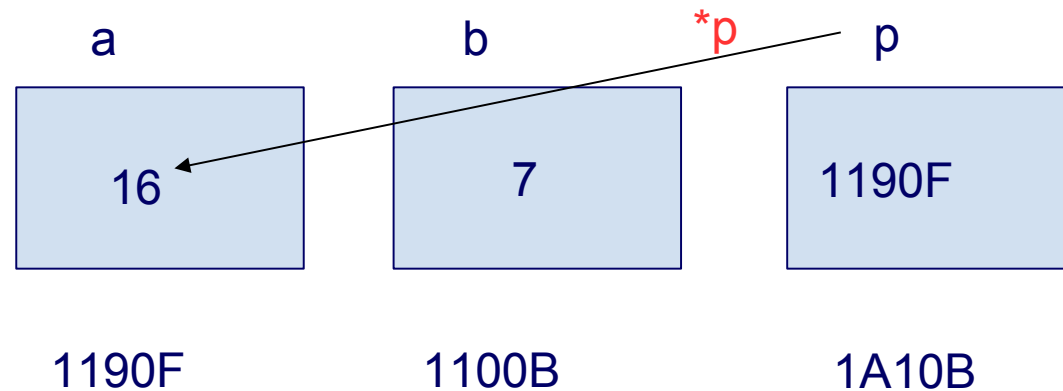


## Ejemplos

```
int main(){
```

```
int a;  
int b;  
int * p;  
a=8;  
p= &a;  
*p=16;  
b=7;
```

```
}
```

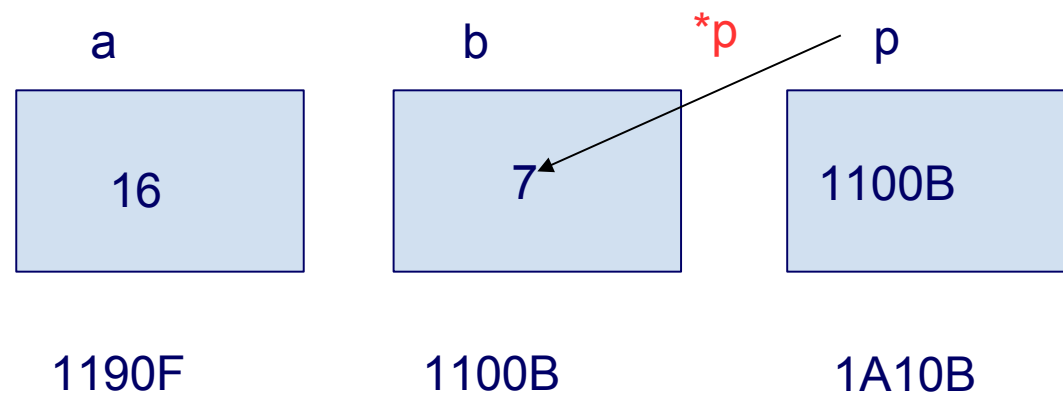


## Ejemplos

```
int main(){
```

```
int a;  
int b;  
int * p;  
a=8;  
p= &a;  
*p=16;  
b=7;  
p=&b;
```

```
}
```



## Ejemplos

```
int main(){
```

```
int a;
```

```
int b;
```

```
int * p;
```

```
a=8;
```

```
p= &a;
```

```
*p=16;
```

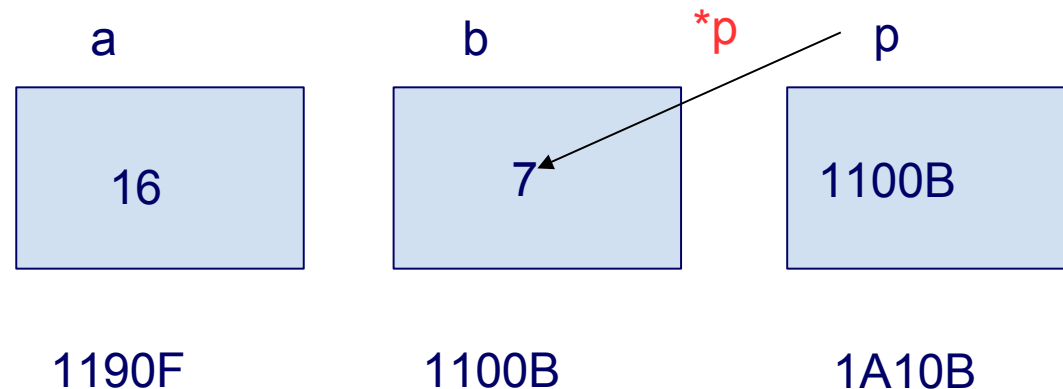
```
b=7;
```

```
p=&b;
```

```
printf("%p, %d", p, *p);
```

```
1100B, 7
```

```
}
```



## Ejercicio 1.- Enunciado

```
#include <stdio.h>
int main(){
    int a=3,b=4;
    float c=5,d=6;
    float *pf;
    int *pi;
    pi =&a;
    pf=&c;
    *pi=*pi+b;
    *pf=c*d;
    printf("%d %d%f %f",a,b,c,d);
    return 0;
}
```

7 4 30 6