

# Computer Science & IT

## C programming



### Array & Pointers

Lecture No. 04



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# Recap of Previous Lecture



Topic

1-D array

Topic

Data type

Topic

Topic

Topic

# Topics to be Covered



Topic

2-D array

Topic

Data type

Topic

Topic

Topic





## Question

What is the output of the following C program?

```
#include <stdio.h>
```

```
int main() {
```

```
    double a[2]={20.0, 25.0}, *p, *q;
```

```
    p = a;
```

```
    q = p + 1;
```

```
    printf("%d,%d", (int)(q - p), (int)(*q - *p));
```

```
    return 0;
```

```
}
```

(A) 4,8

(B) 1,5 ✓

(C) 8,5

(D) 1,8

100 108

1

(5.0)

2024

type cast

p = 100

q = 100 + 1 = 100 + 1 × 8 = 108

Double pointer

$(108 - 100) = 108 - 100$   
 $= 8$   
 $8 = 8/8$





## 2 D Array



Declaration

`int a[2][2];`

wrong {  
`int a[][2];`  
`int a[2][];`  
`int a[][];`

Initialization

`int a[2][2] = { {1,2}, {3,4} }; ✓`

`int a[2][2] = { 1,2,3,4 }; ✓`

`int a[][2] = { 1,2,3,4 }; ✓`

`int a[2][] = { 1,2,3,4 }; ✗`

`int a[][] = { 1,2,3,4 }; ✗`

crossed

Initialed



## 2 D Array

$a[i][j]$

Row major ordering

$$= * (a+i)[j]$$

$$= * (* (a+i) + j)$$

Two-Dimensional

array access

$a[i][j]$

↑

Row

↑

Column





## Question



```
#include <stdio.h>
```

```
int main() {
```

```
    int a[][3] = {11, 12, 13, 14, 15, 16, 17};
```

```
    for (int i=0; i<3; i++) {
```

```
        for (int j=0; j<3; j++)
```

```
            printf("%d \t", a[i][j]);
```

```
        printf("\n");
```

```
    }
```

```
    return 0;
```

```
}
```

outer loop. → 0

1

2

0	1	2
<u>11</u>	12	13
14	15	16
17	0	0

a[0][1]

12

a[1][1]

15

a[0][2]

13

a[1][2]

16

11

a[1][0]

14

\* \*





## 2 D Array

$$a[i][j] = \{ \{1, 2\}, \{3, 4\} \}$$

1	2	3	4
---	---	---	---

$a$

Address of 1-D array ✓  $a+1$

100 104 108 112

$$a+1 \times \text{sizeof} = 100+8 = 108$$

1-D array

$*a$

Address of integer ✓  $*a+1 = 100+1 \times 4 = 104$

$**a$

Integer ✓  $**a+1 = 2$

$$**a = a[0][0] = *(*(a+0)+0) = **a$$





## 2 D Array

$$a[i] = *(a+i)$$

$$a[i][j] = \left( *(a+i) + j \right)$$





## 2-D Array



```
#include <stdio.h>
```

```
int main(){  
    int a[2][2] = {{11,12},{13,14}};
```

```
    printf("\n %u",a);  
    printf("\n %u",&a);  
    printf("\n %u",*a);  
    printf("\n %u",**a);
```

```
    printf("\n %u",a+1);  
    printf("\n %u",*a+1);  
    printf("\n %u",**a+1);  
    printf("\n %u",&a+1);
```

```
    return 0;
```

$$100 + 1 \neq 101$$

{11	12}	{3	14}
100	104	108	112

Data type

Size

$$\begin{array}{l} 100 \checkmark \\ 100 \checkmark \\ 100 \checkmark \end{array}$$

$$\begin{array}{l} 11 \\ 108 \end{array}$$

$$100 + 1 = 104$$

$$11 + 1 = 12$$

Address of 2D array;

$$\begin{array}{l} 100 + 1 = 100 + 1 \times \text{Size of data type} \\ 100 + 1 \times 16 = 116 \end{array}$$





## 2 D Array

`int a[3][2] = {1, 2, 3, 4, 5, 6};`

`a = 100` (Address 100)

1	2	3	4	5	6
---	---	---	---	---	---

`*a = 100` (Address integer)

100 104 108 112 116 120

`**a = 1`

`a+1 = 100 + 1 × 8 = 108`

`*a+1 = 100 + 1 × 4 = 104`

`**a+1 = 2`

`&a+1 = 100 + 1 = 100 + 1 × 24 = 124`





## 2 D Array

double a[4][5] =

$\begin{cases} \{1.0, 2.0, 3.0, 4.0, 5.0\}, \\ \{1.1, 2.1, 3.1, 4.1, 5.1\}, \\ \{1.2, 2.2, 3.2, 4.2, 5.2\}, \\ \{1.3, 2.3, 3.3, 4.3, 5.3\} \end{cases}$

double = 8Byte  
 $5 \times 8 = 40$   
2D size  
 $20 \times 8$   
160

a — 100 ✓ (1-D array)  
\*a 100 (Double Address)  
\*\*a 1.0 (Double)

a + 1  $100 + 1 = 100 + 1 \times 40 = 140$

\*a + 1  $100 + 1 = 100 + 1 \times 8 = 108$

\*\*a + 1 = 2.0

2a + 1 2D array =  $100 + 160 = 260$





## 2 D Array

`int a[4][4]`

`a[3][2]`

$\ast (\ast (a+3) + 2)$

$\ast (\ast (100+3) + 2)$

$\ast (\ast (100+3 \times 16) + 2)$

$\ast (\ast (148) + 2)$

	0	1	2	3
0	100 1	104 2	108 3	112 4
1	116 5	120 6	124 7	128 8
2	132 9	136 10	140 11	144 12
3	148 13	152 14	156 15 ✓	160 16

Integer Address

$\ast (148 + 2)$

$\ast (148 + 2 \times 4) = \ast (156) = 15$





# GATE 2015



What is the output of the following C code? ( Assume that the address of X is 2000 (in decimal) and an integer requires four bytes of memory.)

```
int main() {  
    unsigned int x[4][3]={{1, 2, 3},  
                           {4, 5, 6},  
                           {7, 8, 9},  
                           {10, 11, 12}};  
    printf ("%u,%u,%u", x+3, *(x+3), *(x+2)+3);  
}
```

- (A) 2036, 2036, 2036
- (B) 2012, 4, 2204
- (C) 2036, 10, 10
- (D) 2012, 4, 6

2000

2000+3

2000+3 x Size of  
1D

2000+3x12

2036

$\ast(2036)$

2036

$\ast(x+2)+3$

$\ast(2000+2)+3$

$\ast(2000+2 \times 12)+3$

$\ast(2024)+3$

Integer Ad  
2024 + 3

2024+3x4 = 2024+12

2036





## GATE 2015



What is the output of the following C code? ( Assume that the address of X is 2000 (in decimal) and an integer requires four bytes of memory.)

```
int main() {  
    unsigned int x[4][3]={ {1, 2, 3},  
                           {4, 5, 6},  
                           {7, 8, 9},  
                           {10, 11, 12}};  
    printf ("%u,%u,%u", x+3, *(x+3), *(x+2)+3);  
}
```

- (A) 2036, 2036, 2036
- (B) 2012, 4, 2204
- (C) 2036, 10, 10
- (D) 2012, 4, 6





Consider the following C program.

```
#include <stdio.h>
int main () {
    int a[4][5] = {{1, 2, 3, 4, 5},
                  {6, 7, 8, 9, 10},
                  {11, 12, 13, 14, 15},
                  {16, 17, 18, 19, 20}};

    printf("%d\n", *(*(a+1*a+ 1)+4));
    return (0);
}
```

The output of the program is 15.

$$\begin{aligned} & \rightarrow * (* (a + 1 + 1) + 4) \\ & * (* (a + 2) + 4) \\ & \underline{a[2][4]} \end{aligned}$$





# GATE 2020

Consider the following C program.

```
#include <stdio.h>
int main () {
    int a[4][5] = {
        {1, 2, 3, 4, 5},
        {6, 7, 8, 9, 10},
        {11, 12, 13, 14, 15},
        {16, 17, 18, 19, 20}
    };
    printf("%d\n", *(*(a+**a+ 1)+4));
    return (0);
}
```

The output of the program is 15.

$$* (* (a + 1 + 1) + 4)$$

$$* (* (a + 2) + 4)$$

$$= (* (\underbrace{100 + 2}_{100+2} + 4))$$

$$* (* (140) + 4)$$

$$* (140 + 4) = * (140 + 4 \times 4)$$
$$* (156) = \textcircled{19}$$



Consider the following C program.

```
#include <stdio.h>
int main () {
    int a[4][5] = {{1, 2, 3, 4, 5},
                    {6, 7, 8, 9, 10},
                    {11, 12, 13, 14, 15},
                    {16, 17, 18, 19, 20}};

    printf("%d\n", *(*(a+**a+ 1)+4));
    return (0);
}
```

The output of the program is \_\_\_\_\_.

$$100+2$$

$$100+2 \times 20 = 140$$

$$*(140) + 3$$

$$140 + 3 \times 4 = 140 + 12 = 152$$

If base Address is 100 and Size of element 4B  
if  $a+2$  is  $x$  (Address)

if  $*(a+2)+3$  is  $y$

if  $*(a+2)-3$  is  $z$

$$*(140)-3$$

$x+y+z$  is \_\_\_\_\_

$$140 - 3 \times 4 = 128$$

$$140 + 152 + 128 = 420$$





## GATE 2015



```
#include<stdio.h>
int main( ){
    static int a[] = {14,27,73,40,50};
    static int *p[] = {a, a+3,a+4,a+1,a+2};
    int**ptr=p;
    ptr++ ;
    printf ("%d%d", ptr-p, **ptr);
}
```

The output of the program is \_\_\_\_\_.

HW

Memory diagram

Strong





## 2 mins Summary

Topic

2 D array

Topic

2 D array Data type

Topic

practice

Topic

Topic



**THANK - YOU**

