Pointer to an Array in C

It is most likely that you would not understand this section until you are through with the chapter 'Pointers'.

Assuming you have some understanding of pointers in C, let us start: An array name is a constant pointer to the first element of the array. Therefore, in the declaration —

```
double balance[50];
```

balance is a pointer to &balance[0], which is the address of the first element of the array balance. Thus, the following program fragment assigns **p** as the address of the first element of **balance** –

```
double *p;
double balance[10];

p = balance;
```

It is legal to use array names as constant pointers, and vice versa. Therefore, * (balance + 4) is a legitimate way of accessing the data at balance[4].

Once you store the address of the first element in 'p', you can access the array elements using *p, *(p+1), *(p+2) and so on. Given below is the example to show all the concepts discussed above -

```
#include <stdio.h>

int main () {

    /* an array with 5 elements */
    double balance[5] = {1000.0, 2.0, 3.4, 17.0, 50.0};
    double *p;
    int i;
```

```
p = balance;

/* output each array element's value */
printf( "Array values using pointer\n");

for ( i = 0; i < 5; i++ ) {
    printf("*(p + %d) : %f\n", i, *(p + i) );
}

printf( "Array values using balance as address\n");

for ( i = 0; i < 5; i++ ) {
    printf("*(balance + %d) : %f\n", i, *(balance + i) );
}

return 0;
}</pre>
```

When the above code is compiled and executed, it produces the following result –

```
Array values using pointer

*(p + 0): 1000.000000

*(p + 1): 2.000000

*(p + 2): 3.400000

*(p + 3): 17.000000

*(p + 4): 50.000000

Array values using balance as address

*(balance + 0): 1000.000000

*(balance + 1): 2.000000

*(balance + 2): 3.400000

*(balance + 3): 17.0000000

*(balance + 4): 50.0000000
```

In the above example, p is a pointer to double, which means it can store the address of a variable of double type. Once we have the address in p, *p will give us the value available at the address stored in p, as we have shown in the above example.