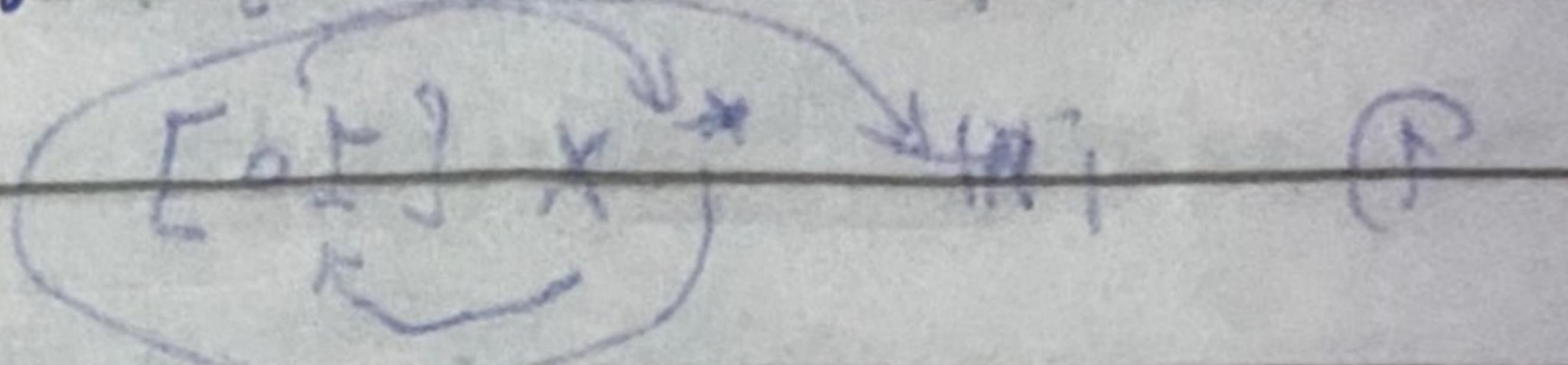


type Casting

تحويل حَوْمِيَّةِ الْبِيَاتِ مَعْدُوِّيَّةً إِلَىٰ أُخْرَىٰ

ex $\text{int} \rightarrow \text{float}$ $\text{float} \rightarrow \text{int}$ 

① implicit type Casting

يُحَدِّدُ هُنَّا خَلْقَانِيَّةً جَدَوْهُ تَحْلُّلَ مَاءِ الْأَطْبَاقِ

② Explicit type Casting

يَتَطلَّبُ تَحْلُّلَ لَحْصَيِّ التَّحْوِيلِ بِعِدَّةِ

ex
 $\text{int } y = 10, x = 20.5;$
 $\text{int } * \text{ptr} = &y;$
 $\text{float } * \text{ptr2} = &x;$
 $\text{ptr2} = (\text{float } *) \text{ptr};$

يُشَيرُ إِلَىٰ حَوْمِيَّةِ الْكَارِبِيَّةِ

$\text{float } *$ دَرْجَاتِ الْبِيَاتِ ptr يُشَيرُ إِلَىٰ

الدَّسَسِيَّةِ

malloc } مَسْكُونَةِ الْسَّفَارِمِ وَ
realloc }

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Pointers to Pointers.

$$\text{int } *P = \&X;$$

$$\text{int } **P = \&P$$

so to \Rightarrow $= \&[E]ES[9] tni$ We can say $*P = PA$

$**P \rightarrow$ يُخْرِجُ مُتَوَافِرًا
الى Pointers

Arrays vs PointersDifferences between both Pointers and 1D

we know that

$\text{int } A[10];$ $(i+1)^\circ \rightarrow$ "A is a pointer of array,"
 $\text{int } *P;$
 $P = A;$ $\boxed{R} \quad P = \&A[0]$

here we see that $A = \&A[0]$

And here the pointer point to the address of the first num of the array

if we need to reach the next num we will add
n bytes \equiv integers

$$P+1 = A+1 = \&A[1]$$

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~~2D array~~int $B[2][3]$; $A[i][j]$ $\rightarrow 00 \quad 01 \quad 02$ $A[i][j] \rightarrow 10 \quad 11 \quad 12$
 $A[0] \left\{ \begin{array}{l} \rightarrow \\ \text{3-D array of 3 integers} \end{array} \right.$
 $A[1] \left\{ \begin{array}{l} \rightarrow \\ \text{3 integers} \end{array} \right.$

we should say:

int $(*P)[3] = B;$ an pointer J of array that contains 3 integers

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

ex. In my P.C $A : A = 4$ printf(B) \rightarrow result $*B \rightarrow B[0] \rightarrow &B[0][0]$ $B+1 \rightarrow &B[1] \rightarrow &B[1][0]$ $*(B+1) \rightarrow B[1] \rightarrow &B[1][0]$ $*(B)+1 \rightarrow B[0]+1 \rightarrow &B[0][1]$ $result \rightarrow 3$

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Pointers to Functions

```
int Add (int a, int b) {
```

```
    return a+b;
```

```
int main () {
```

```
    int *c (&int, &int);
```

c = add ✓

c = func ✓

printf (*c (2, 3)) ✓ → c (2, 3) ✓

Pointers as functions

Pointers

with ↗

back ↗

int * Add(int *a, int *b) {

like
addresses int c = *a + *b

return &c;

}

int main () {

int *c = ~~expression~~

add (*a + *b);

in the function ↗

Pointers

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ex

دستور لغة C

Void A() {

printf("Hello");

}

Void B(Void(* Ptr)()) {

Ptr();

}

int main()

Void (*P)=A; // we can say P=A

B= P;

}

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Little Endian / Big Endian

هذا ملخص بسيط لمعنى المصطلحات Endian

`int x = 0x12 3456 789;`

Address	(1)	(2)	{3}	(4)
Value	0x12	0x34	0x56	0x78

Big Endian (الشكل الكبير)

Little Endian (الشكل الصغير)

(1)	(2)	{3}	(4)	
Value	0x78	0x56	0x34	0x12

In "Little" → we start from right }
"Big" → we start from left } as usual
to Constant