Thursday, June 15, 2023 10:00 AM

Recursion
Basics of pointer
Pass by address
Array

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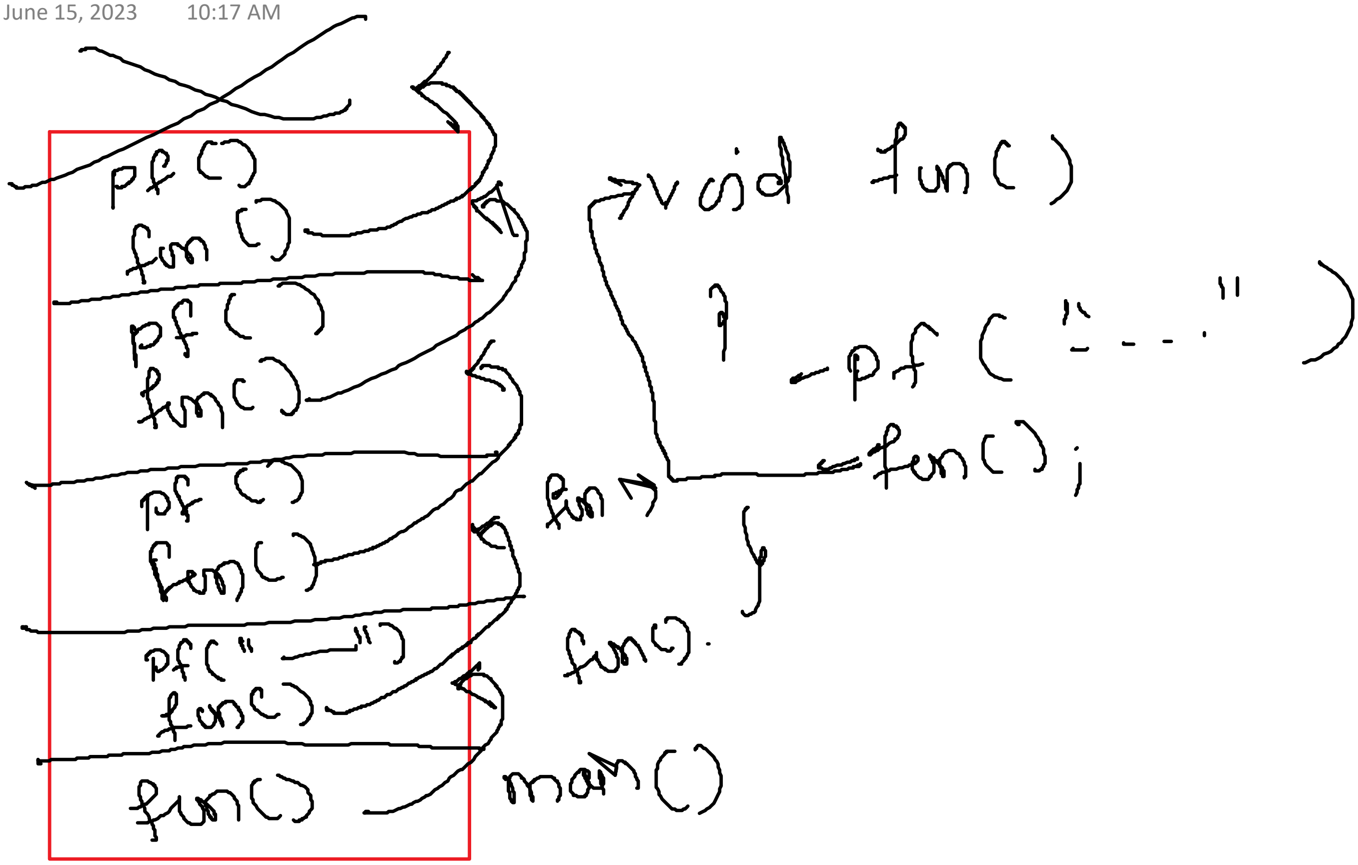

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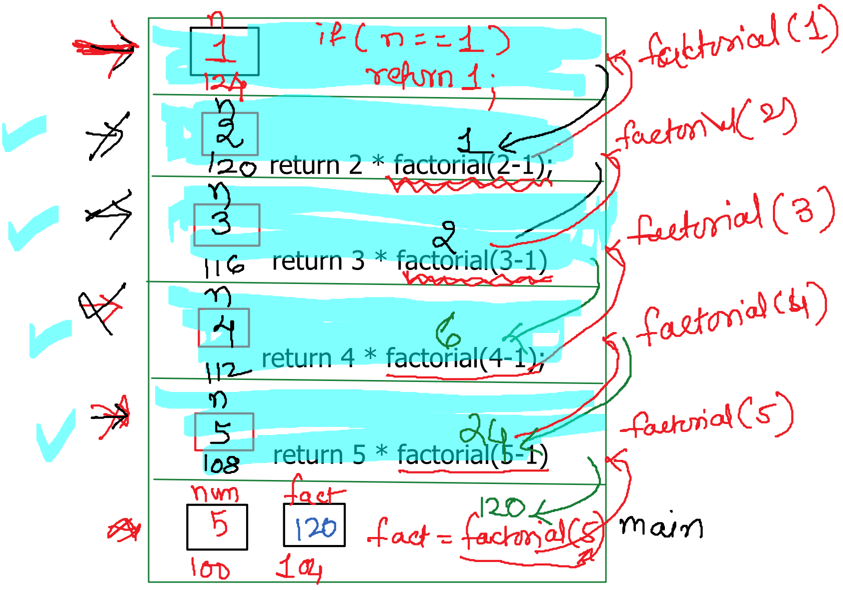
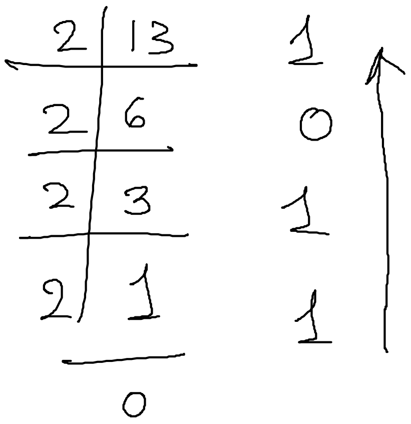
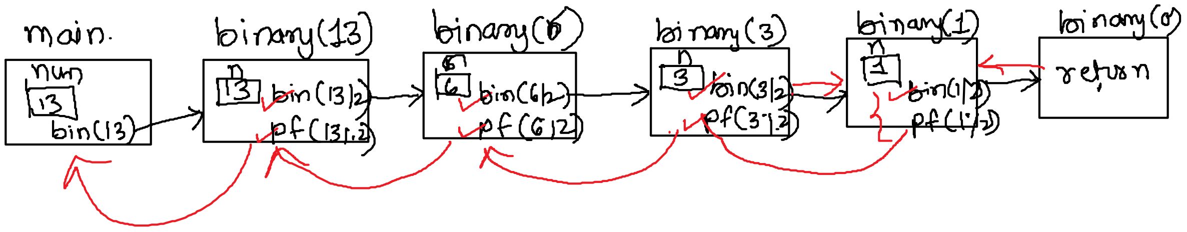
```
int factorial(int n)
{
    if(n==1)
        return 1;
    return n * factorial(n-1);
}
```



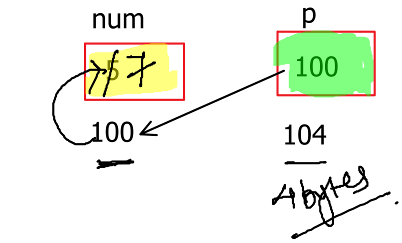


```
void binary(int n)
{
    If(n==0)
        return;

    binary(n/2);
    printf("%d",n%2);
}
```



1101

```
int binary(int n)
{
    if(n==0)
        return 0;

    return binary(n/2) * 10 + (n%2);
}
```



*(100)

Num = 5
&num = 100

P = 100
&p = 104

*p

*p

p = 100

*100 = 5

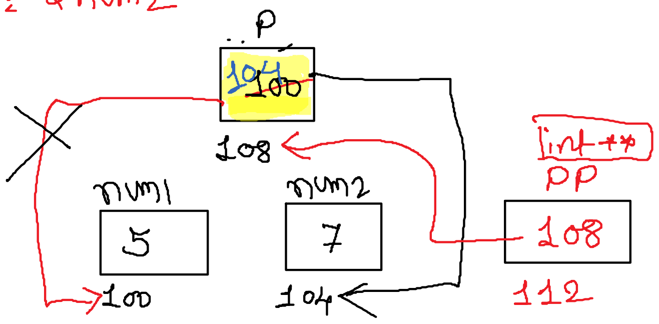
*p = 7

p = green

*p = yellow

p = &num1

p = &num2



pp = &p

&pp = 112

pp = 108 - add of ptr to int

*pp = *108 = 104 add of int

*pp

*104 = 7 int

*(*pp)

112

104

7

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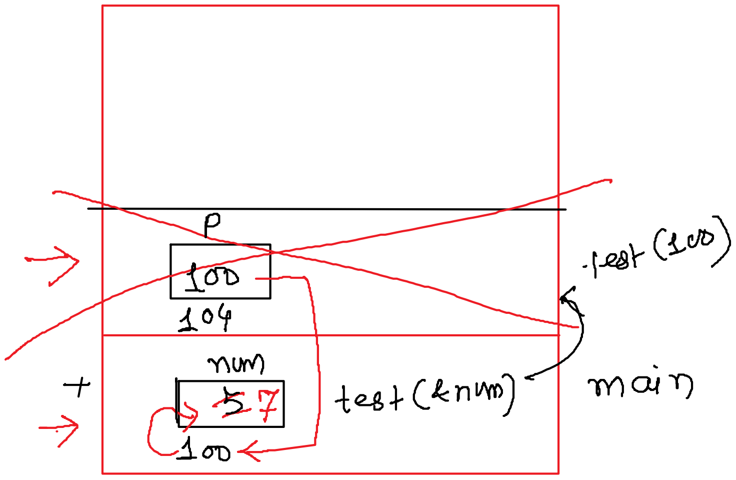
```
int main()
{
    int num=5;
    printf("before num = %d \n",num); //5
    test(&num);
    printf("after call num = %d \n",num);
}
void test(int *p)
{
    printf("*p= %d \n",*p); // 5
    *p = 7;
    printf("*p= %d \n",*p); //7
}
```

*p = 7

*100 = 7



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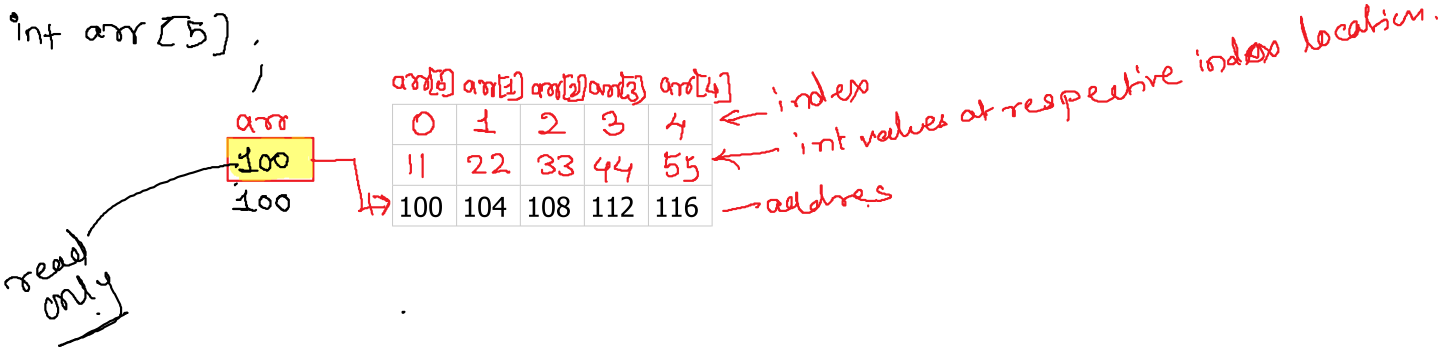
int arr[5] ;



arr[0]	arr[1]	arr[2]	arr[3]	arr[4]
0	1	2	3	4
11	22	33	44	55
100	104	108	112	116

array's base add will remain fix