Ponteiros e vetores

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- A relação que existe entre ponteiros e vetores é forte.

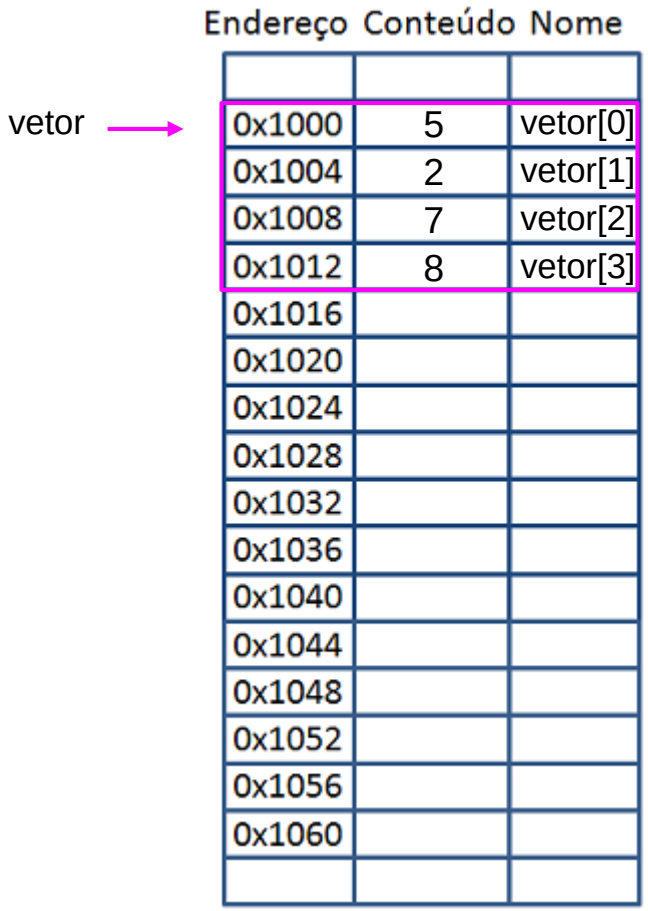
- O compilador entende vetores como ponteiros.

Ponteiros e vetores

Endereço	Conteúdo	Nome
0x1000		
0x1004		
0x1008		
0x1012		
0x1016		
0x1020		
0x1024		
0x1028		
0x1032		
0x1036		
0x1040		
0x1044		
0x1048		
0x1052		
0x1056		
0x1060		

```c
int main(void) {

  int vetor[4] = {5,2,7,8};

  printf("%p\n", vetor);
  printf("%p\n", &vetor[0]);
  printf("%i\n", *vetor);
  printf("%i\n", *(vetor + 1));

  int* p = vetor;

  p = p + 2;

  printf("%p\n", p);
  printf("%i\n", *p);

  p = p - 1;
  *p = 20;

  printf("%p\n", p);
  printf("%i\n", p[0]);
  printf("%i\n", p[1]);
  printf("%i\n", p[2]);
  printf("%i\n", p[3]);

  return 0;
}
```

Ponteiros e vetores

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int main(void) {

  int vetor[4] = {5,2,7,8};

  printf("%p\n", vetor);
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  int* p = vetor;

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  return 0;
}
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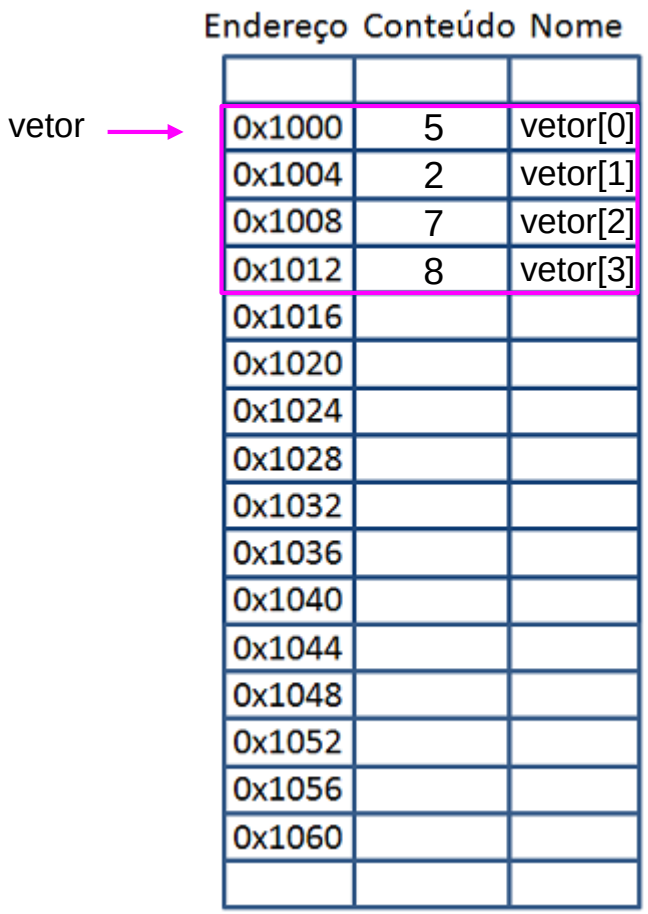


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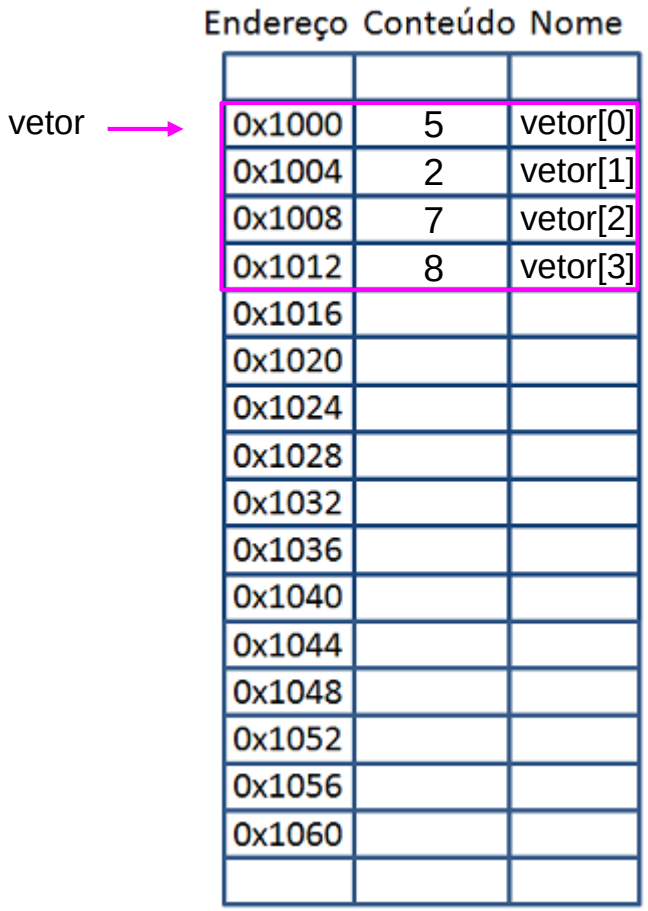


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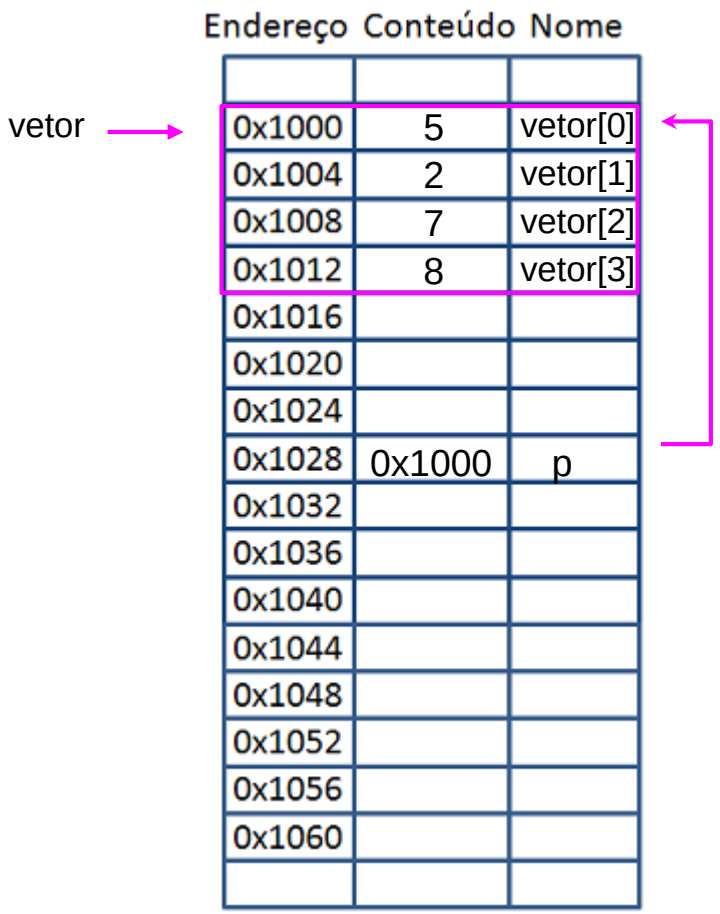
Ponteiros e vetores

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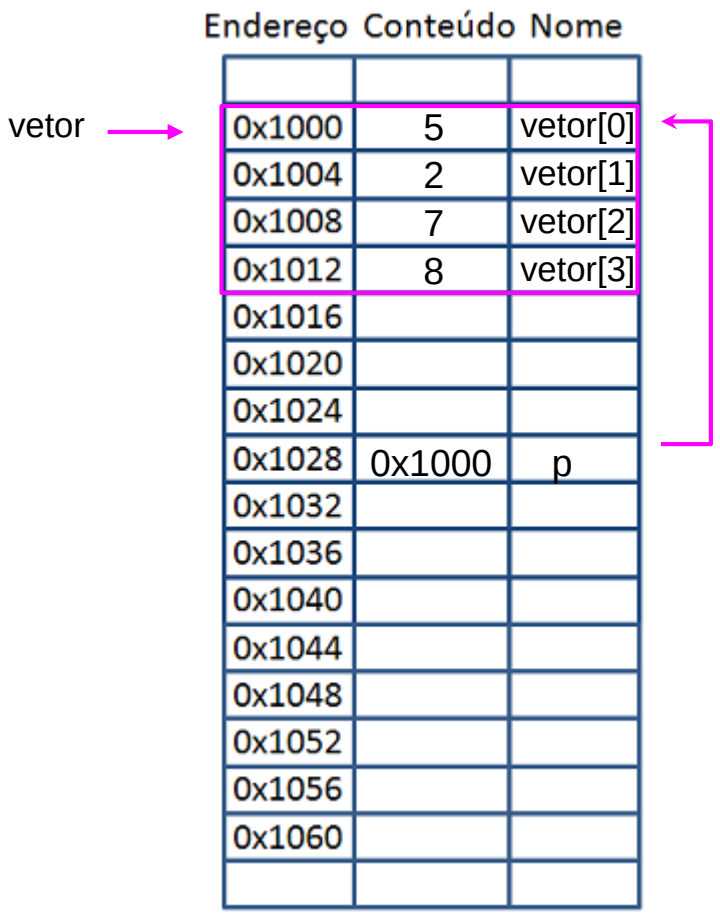


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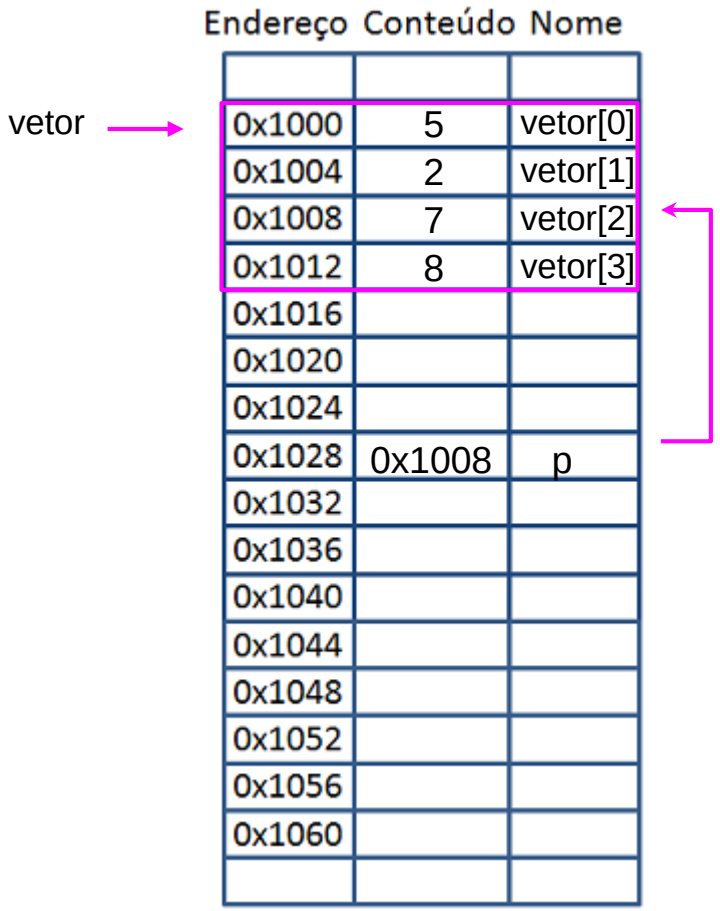
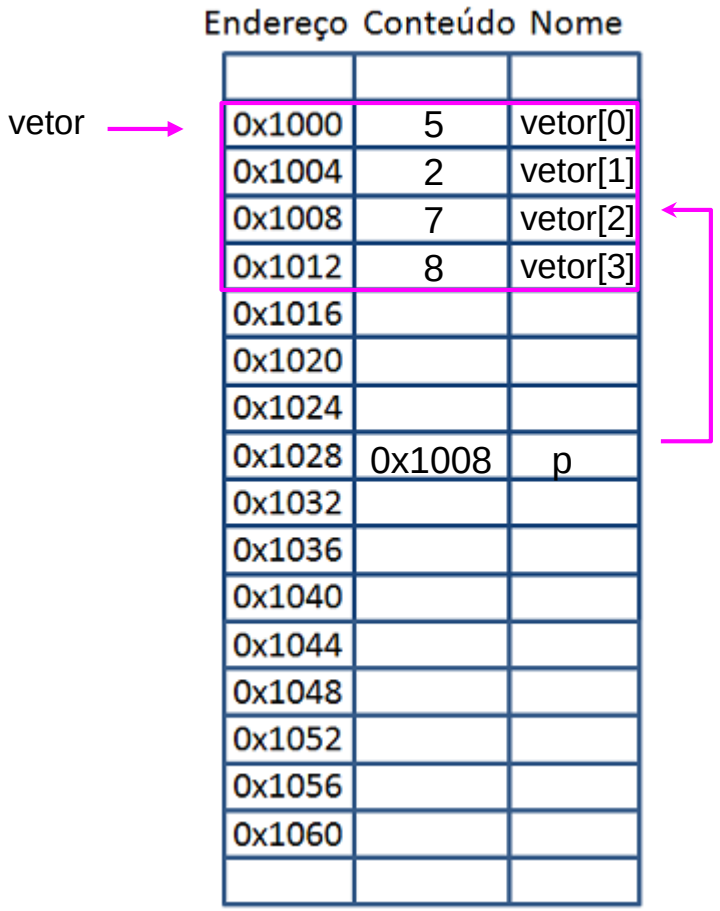
Ponteiros e vetores




```c
int main(void) {

  int vetor[4] = {5,2,7,8};

  printf("%p\n", vetor);
  printf("%p\n", &vetor[0]);
  printf("%i\n", *vetor);
  printf("%i\n", *(vetor + 1));

  int* p = vetor;

  p = p + 2;

  printf("%p\n", p);
  printf("%i\n", *p);

  p = p - 1;
  *p = 20;

  printf("%p\n", p);
  printf("%i\n", p[0]);
  printf("%i\n", p[1]);
  printf("%i\n", p[2]);
  printf("%i\n", p[3]);

  return 0;
}
```

Ponteiros e vetores

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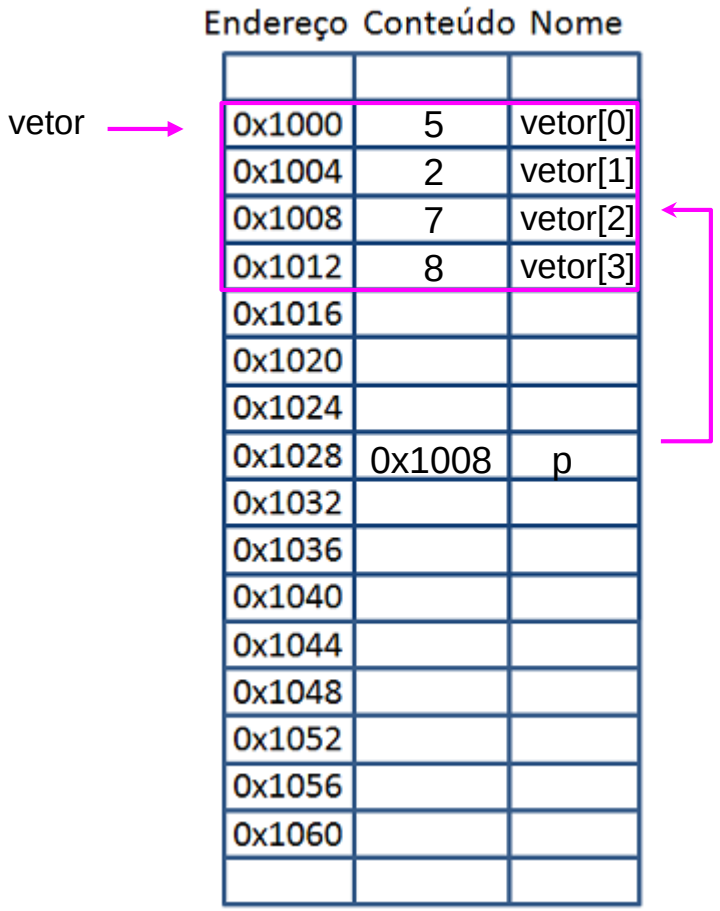


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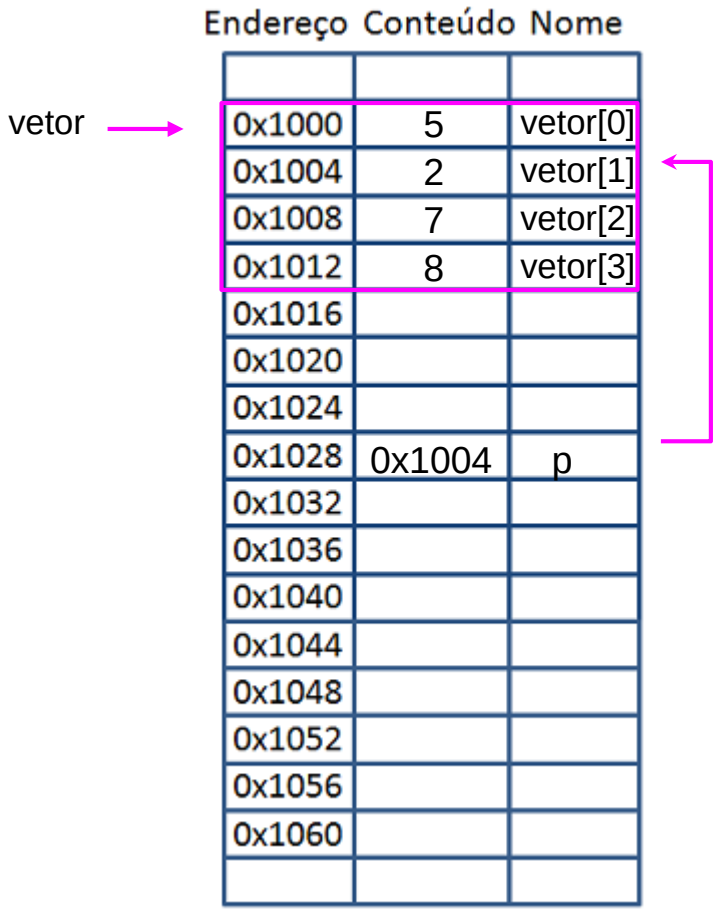


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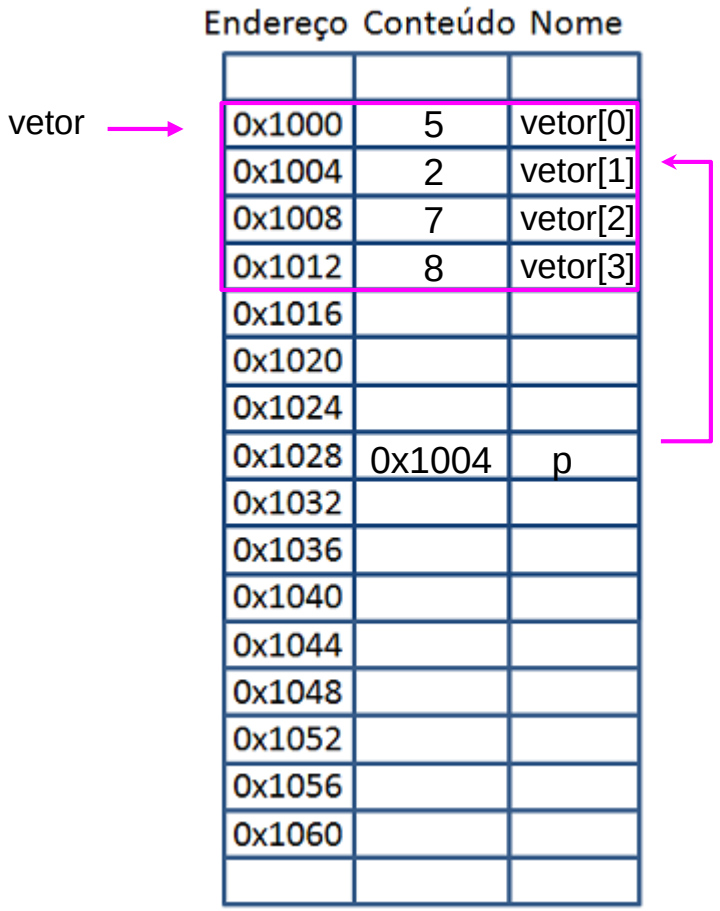


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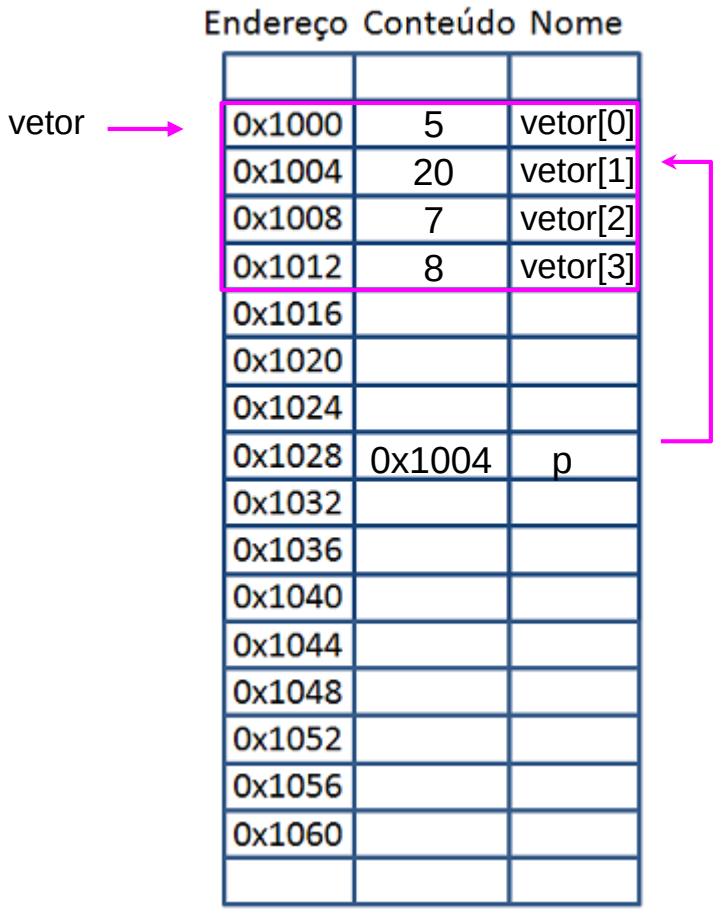


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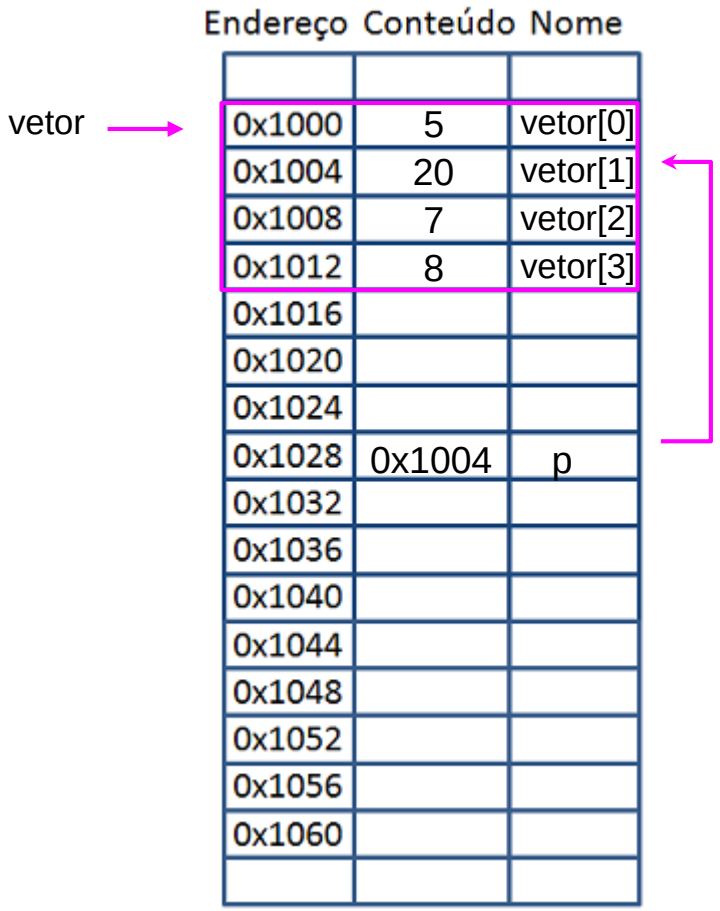


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