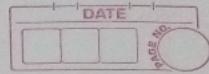


Assignment No - 9



(Q) what is pointer? explain the term with an example.

→ Pointer:-

- pointer is considered as derived datatype in C and C++
- in Java programming there is no such concept of pointer
- pointer is considered as variable which store the memory address
- pointer is such a special variable which store the memory address can store the memory address of anything the power of pointer is to fetch the data whose address is stored in it
- we can create a pointer which points to any primitive datatype.
- pointer is a special variable which holds the address of each address of size unsigned long.
- Every pointer is of 8 bytes because it holds the memory address is of type unsigned long

- Every pointer data fetching capacity is based on type of pointer if the pointer char* then it fetch 1 byte
- if the pointer is int* or float* then its fetch data fetching is 4 byte if the pointer is double* then data fetching capacity is 8 byte
- * operator is used with pointer to fetch the data that pointed datatype / variable

For example:-

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

```
int main()
```

```
{
```

```
    int i = 10;
```

```
    int *ip = &i;
```

```
    printf (" value of i -d \n", i)
```

```
    printf (" value pointed by ip -d \n", *ip);
```

```
    printf (" Address of i -u \n", &i);
```

```
    printf (" Address of ip -u \n", &ip);
```

- in above example variable i having datatype integer assigned with value 10.

if *i* is pointer which points to integer datatype variable *i* & currently stores the ^{mem} address of *i* -

Q2] what is mean by Null pointer?
why we must initialize the pointer to NULL.

→ NULL Pointer:-

- pointers which do not point to any memory location

In C, a null pointer is commonly represented by the constant "0" or by the macro "NULL"

- Always initialize pointers to NULL when declaring them if you don't have a valid memory address to assign immediately.

Q3. what are different types of
pointers) list out them

→ following are the types of pointers

- 1) Integer pointer
- 2) Array pointer
- 3) Structure pointer
- 4) function pointer
- 5) Double pointer (Pointer to pointer)
- 6) NULL pointer
- 7) void pointer
- 8) wild pointer
- 9) Constant pointer
- 10) pointer to constant
- 11) far pointer
- 12) Dangling pointer
- 13) Huge pointer
- 14) Complex pointer
- 15) Near pointer

Q4) Write notes on pointer, size of pointer, data type of pointer.

→ Pointer:-

A pointer is a variable that holds the address of a variable or a function. A pointer is a powerful feature that adds enormous power and flexibility to C language. A pointer variable can be declared as

```
int i = 10;  
int* ptr = &i;
```

Size of pointer:-

Size of pointer variable is same for every every data type. It would be 8 bytes.

Datatype of pointer

The datatype of a pointer is the type of data the pointer is pointing to for example a pointer that points to an integer value is called a integer pointer.

(Q5) what is mean by increment and decrement operator?

- In C, C++ and Java there are two operators which are used to increase (+) the value by 1 and as well as used to decrease (-) its value by 1.

Increment operator (++)

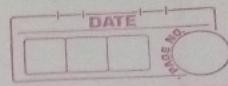
- It is one type of short hand operator
- classified as in 2 types
 - 1) pre-increment
 - 2) Post-increment

1) Pre-increment (++i)

- In the Pre-increment operator first we increment value by 1 if then Assignment operator used.

2) Post-increment (i++)

- In the post-increment operator we first Assignment operator if then increment operator is used.



2) Decrement operator

- it is one type of short hand operator

- In this the value of the variable is decreased by 1

by - there are 2 type of Decrement operator

1) Pre-Decrement ($i--$)

- In this operator we firstly use decrement operator & then use the Assignment operator

2) Post-Decrement ($--i$)

- In this operator we firstly use the Assignment operator & then we use decrement operator.

Q6) what is pointer to pointer, explain with example & write a program to demonstrate this

Pointer to Pointer

- A pointer to pointer also known as double pointer is a chain of pointers or multiple indirection that stores the address of another pointer

- for example:-

datatype ** pointer-name
int ** ip

Program

```
# include <stdio.h>
int main ()
{
    int a = 10;
    int *p = &a;
    int **ptp = &p;

    printf(" value of a=%d\n", a);
    printf(" value of pointer p=%d\n", *p);
    printf(" value of ptp=%d\n", **ptp);

    return 0;
}
```

a) write note on pointer arithmetic

→ Pointer Arithmetic:-

- In case of pointer the Arithmetic operations are not like normal operators that perform on numeric values

- To use the concept of pointer Arithmetic there should be atleast 2 pointers

- Both the pointer should be same datatype

- Both the pointer should be pointed same region (expected Array)

- In the pointer Arithmetic pointer increment, decrement is allowed

- Addition of two pointer is not allowed in pointer Arithmetic

- Only Addition of any number with pointer is also allowed

- Subtraction of two pointer is allowed in pointer Arithmetic

- Subtraction of any number with pointer is also allowed

Q8) Explain how array is considered as pointer & pointer can be treated as array

- An Array of pointers or pointer arrays as they are commonly known, is an array that contains different pointer variables.
- We can create individual pointer variables that point to various value ranges or we can create a single integer array of pointers that point to all available values

(e9) Predict the output of below code

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

```
int main ()
```

```
{
```

```
    int no = 10;
```

```
    int *p = NULL;
```

```
    p = &no;
```

```
    printf("%d", no);
```

```
    printf("%d", p);
```

```
    *p = 11;
```

```
    printf("%d", no);
```

```
    printf("%d", p);
```

```
    return 0;
```

```
}
```

Output:-

10

1098060092

11

1098060092

Q10) Predict the output of below code

```
#include <stdio.h>
int main ()
{
    float arr[] = {10.5, 20.2, 30.5, 40.6};
    float *a = NULL;
    float *b = NULL;

    a = arr;
    b = &arr[3];

    printf("y-d", a);
    printf("y-d", b);
    printf("y-f", *b);
    printf("y-f", *a);
    printf("f", *(a+2));
    printf("y-f", a[1]);
    printf("y-f", *(2+arr));
    printf("f-f", 0[arr]);
    printf("y-f", b-a);
    printf("y-f", *(b-2));

    return 0;
}
```

output:-

617630304

617630292

40.5

10.5

30.5

20.2

30.5

10.5

10.5

20.2

