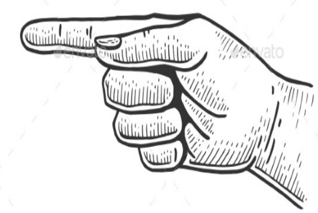
Pointers & Address

Pointers



Objectives

- Explain what a pointer is and where it is used
- Explain how to use pointer variables and pointer operators
- Assign values to pointers
- Pointer arithmetic
- Pointer comparisons
- Pointers and single dimensional arrays
- Pointer and multidimensional arrays
- Explain how allocation of memory takes place
- Function pointers

What is a Pointer?

- A pointer is a variable, which contains the address of a memory location of another variable
- If one variable contains the address of another variable, the first variable is said to point to the second variable
- A pointer provides an indirect method of accessing the value of a data item
- Pointers can point to variables of other fundamental data types like int, char, or double or data aggregates like arrays or structures

What are Pointers used for?

Some situations where pointers can be used are -

- To return more than one value from a function
- To pass arrays and strings more conveniently from one function to another
- To manipulate arrays easily by moving pointers to them instead of moving the arrays itself
- To allocate memory and access it (Direct Memory Allocation)

Pointer Variables

A pointer declaration consists of a base type and a variable name preceded by an *

General declaration syntax is :

```
type *name;
```

For Example:

```
int *var2;
```

Pointer Operators

- There are 2 special operators which are used with pointers :

  & and *****

- The & operator is a unary operator and it returns the memory address of the operand

  var2 = &var1;

- The second operator * is the complement of &. It is a unary operator and returns the value contained in the memory location pointed to by the pointer variable's value

  temp = *var2;

Assigning Values To Pointers-1

- Values can be assigned to pointers through the **&** operator.

```
ptr_var = &var;
```

- Here the address of var is stored in the variable ptr_var
- It is also possible to assign values to pointers through another pointer variable pointing to a data item of the same data type

```
ptr_var = &var;
ptr_var2 = ptr_var;
```

Assigning Values To Pointers-2

- Variables can be assigned values through their pointers as well

```
*ptr_var = 10;
```

- The above declaration will assign 10 to the variable var if ptr_var points to var

Pointer Arithmetic-1

- Addition and subtraction are the only operations that can be performed on pointers

```
int var, *ptr_var;
ptr_var = &var;
var = 500;
ptr_var++ ;
```

- Let us assume that **var** is stored at the address **1000**

- Then ptr_var has the value 1000 stored in it. Since integers are 2 bytes long, after the expression "ptr_var++;" ptr_var will have the value as 1002 and not 1001

Pointer Arithmetic-2

++ptr_var or ptr_var++	points to next **integer** after var
—ptr_var or ptr_var—	points to **integer** previous to var
ptr_var + i	points to the ith integer after var
ptr_var - i	points to the ith integer before var
++*ptr_var or (*ptr_var)++	will increment **var** by 1
*ptr_var++	will fetch the value of the next integer after var

- Each time a pointer is incremented, it points to the memory location of the next element of its base type
- Each time it is decremented it points to the location of the previous element
- All other pointers will increase or decrease depending on the length of the data type they are pointing to

Pointer Comparisons

- Two pointers can be compared in a relational expression provided both the pointers are pointing to variables of the same type
- Consider that ptr_a and ptr_b are 2 pointer variables, which point to data elements a and b. In this case the following comparisons are possible:

ptr_a < ptr_b	Returns true provided **a** is stored before **b**
ptr_a > ptr_b	Returns true provided **a** is stored after **b**
ptr_a <= ptr_b	Returns true provided **a** is stored before **b** or ptr_a and ptr_b point to the same location
ptr_a >= ptr_b	Returns true provided **a** is stored after **b** or ptr_a and ptr_b point to the same location.
ptr_a == ptr_b	Returns true provided both pointers ptr_a and ptr_b points to the same data element.
ptr_a != ptr_b	Returns true provided both pointers ptr_a and ptr_b point to different data elements but of the same type.
ptr_a == NULL	Returns true if ptr_a is assigned NULL value (zero)

Pointers and Single Dimensional Arrays-1

The address of an array element can be expressed in two ways :

- By writing the actual array element preceded by the ampersand sign (&)

- By writing an expression in which the subscript is added to the array name

Pointers and Single Dimensional Arrays-2

```
#include<stdio.h>
void main()
{
    static int ary[10] = {1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
    int i;
    for (i = 0; i < 10; i ++)
    {
        printf("\ni=%d, aryi]=%d, *(ary+i)=%d", &i, ary[i], *(ary + i));
        printf("&ary[i]= %X, ary+i=%X", &ary[i], ary+i);
         /* %X gives unsigned hexadecimal */
    }
}
```

Pointers and Single Dimensional Arrays-3

Output:

```
i=0   ary[i]=1   *(ary+i)=1   &ary[i]=194   ary+i = 194
i=1   ary[i]=2   *(ary+i)=2   &ary[i]=196   ary+i = 196
i=2   ary[i]=3   *(ary+i)=3   &ary[i]=198   ary+i = 198
i=3   ary[i]=4   *(ary+i)=4   &ary[i]=19A   ary+i = 19A
i=4   ary[i]=5   *(ary+i)=5   &ary[i]=19C   ary+i = 19C
i=5   ary[i]=6   *(ary+i)=6   &ary[i]=19E   ary+i = 19E
i=6   ary[i]=7   *(ary+i)=7   &ary[i]=1A0   ary+i = 1A0
i=7   ary[i]=8   *(ary+i)=8   &ary[i]=1A2   ary+i = 1A2
i=8   ary[i]=9   *(ary+i)=9   &ary[i]=1A4   ary+i = 1A4
i=9   ary[i]=10  *(ary+i)=10  &ary[i]=1A6   ary+i = 1A6
```

Pointers and Multi Dimensional Arrays-1

- A two-dimensional array can be defined as a pointer to a group of contiguous one-dimensional arrays
- A two-dimensional array declaration can be written as :

```
data_type  (*ptr_var) [expr 2];
```

instead of

```
data_type ptr_var [expr1] [expr 2];
```

Pointers and Strings-1

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

void main ()
{
   char a, str[81], *ptr;
   printf("\nEnter a sentence:");
   gets(str);
   printf("\nEnter character to search for:");
   a = getche();
   ptr = strchr(str,a);
   /* return pointer to char*/
   printf("\nString starts at address: %u",str);
   printf("\nFirst occurrence of the character is at address: %u ",ptr);
   printf("\n Position of first occurrence(starting from 0)is: % d", ptr-str);
}
```

Pointers and Strings-2

Output:

```
Enter a sentence: We all live in a yellow submarine
Enter character to search for: Y
String starts at address: 65420.
First occurrence of the character is at address: 65437.
Position of first occurrence (starting from 0) is: 17
```

Allocating Memory-1

The **malloc()** function is one of the most commonly used functions which permit allocation of memory from the pool of free memory. The parameter for **malloc()** is an integer that specifies the number of bytes needed.

Allocating Memory-2

Example

```
#include<stdio.h>
#include<malloc.h>
void main()
{
int *p,n,i,j,temp;
printf("\n Enter number of elements in the array :");
scanf("%d",&n);
p=(int*)malloc(n*sizeof(int));
for(i=0;i<n;++i) {
 printf("\nEnter element no. %d:",i+1);
 scanf("%d",p+i); }
for(i=0;i<n-1;++i)
  for(j=i+1;j<n;++j)
     if(*(p+i)>*(p+j)) {
          temp=*(p+i);
         *(p+i)=*(p+j);
         *(p+j)=temp;   }
for(i=0;i<n;++i)
         printf("%d\n",*(p+i));
 }
```

free()-1

free() function can be used to de-allocates (frees) memory when it is no longer needed.

<u>Syntax</u>:

```
void free( void *ptr );
```

- This function deallocates the space pointed to by *ptr*, freeing it up for future use.

- *ptr* must have been used in a previous call to malloc(), calloc(), or realloc().

free()-2

```
#include <stdio.h>
#include <stdlib.h>     /*required for the malloc and free functions*/
void main()
{
  int number;
  int *ptr;
  int i;
  printf("How many ints would you like store?");
  scanf("%d", &number);
  ptr = (int *) malloc (number*sizeof(int)); /*allocate memory */
  if(ptr!=NULL)
  {
    for(i=0 ; i<number ; i++)
    {
      *(ptr+i) = i;
    }
```

free()-3

```
    for(i=number ; i>0 ; i--)
    {
        printf("%d\n",*(ptr+(i-1)));
     /* print out in reverse order */
    }
    free(ptr); /* free allocated memory */
    return 0;
  }
 else
 {
    printf("\nMemory allocation failed - not enough memory.\n");
    return 1;
 }
}
```

calloc()-1

calloc is similar to **malloc**, but the main difference is that the values stored in the allocated memory space is zero by default

- **calloc** requires two arguments
- The first is the number of variables you'd like to allocate memory for
- The second is the size of each variable

Syntax :

```
void *calloc( size_t num, size_t size );
```

calloc()-2

```
#include <stdio.h>
#include <stdlib.h>
int main() {
  float *calloc1, *calloc2;
  int i;
  calloc1 = (float*) calloc(3, sizeof(float));
  calloc2 = (float*)calloc(3, sizeof(float));
  if(calloc1!=NULL && calloc2!=NULL) {
    for(i=0 ; i<3 ; i++) {
       printf("calloc1[%d] holds %05.5f ", i, calloc1[i]);
       printf("\ncalloc2[%d] holds %05.5f ", i, *(calloc2+i));
    }
    free(calloc1); free(calloc2);
    return 0;
  }
  else {
    printf("Not enough memory\n");
    return 1;
  }
  return 0;
}
```

realloc()-1

You've allocated a certain number of bytes for an array but later find that you want to add values to it.You could copy everything into a larger array, which is inefficient, or you can allocate more bytes using **realloc**, without losing your data.

- **realloc** takes two arguments
- The first is the pointer referencing the memory
- The second is the total number of bytes you want to reallocate

Syntax:

```
void *realloc( void *ptr, size_t size );
```

realloc()-2

```
#include<stdio.h>
#include <stdlib.h>
int main() {
    int *ptr;  int i;
    ptr = (int *)calloc(5, sizeof(int *));
    if (ptr!=NULL)  {
       *ptr = 1;  *(ptr+1) = 2;
       ptr[2] = 4;  ptr[3] = 8;  ptr[4] = 16;
       ptr = (int *)realloc(ptr, 7*sizeof(int));
       if (ptr!=NULL)  {
          printf("Now allocating more memory... \n");
          ptr[5] = 32; /* now it's legal! */ ptr[6] = 64;
          for(i=0 ; i<7 ; i++) {
             printf("ptr[%d] holds %d\n", i, ptr[i]);
          }
         realloc(ptr,0); /* same as free(ptr); - just fancier! */ return 0;
       } else { printf("Not enough memory - realloc failed.\n"); return 1; }
    } else { printf("Not enough memory - calloc failed.\n"); return 1; }
}
```

Function Pointers

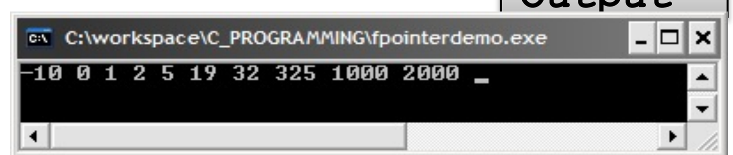
- Address is the entry point of the function
- Function has a physical location in memory that can be assigned to a pointer
- By using function pointers, a function can be sent as a parameter to another function.
- This feature enables the C program to load function dynamically at runtime.

Function Pointers - Example

```
/* Quick sort example */
#include <stdio.h>
#include <stdlib.h>

int compare (const void * a, const void * b);
int main (){
  int values[] = { 2, 5, -10, 1000, 19, 32, 325, 2000, 0, 1 };
  int n;
  qsort (values, 10, sizeof(int), compare);
  for (n=0; n<10; n++)
     printf ("%d ",values[n]);
  return 0;
}
int compare (const void * a, const void * b){
  return ( *(int*)a - *(int*)b );
}
```

Output



Thank you

Q&A