

MASTERING C FUNDAMENTALS: POINTERS, ARRAYS, AND BEYOND

Biraj Shrestha
Kripash Shrestha
Ishwodhan Maharjan



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- Pointers
- Pass by value
- Pass by reference
- Array
- Multi-dimensional array
- String and character arrays
- Difference between array and pointers
- Different library function for string handling

INTRODUCTION TO POINTERS

- Pointers are **variables** that store **memory addresses**.
- **Declaration:** `int *ptr;` declares a pointer to an integer.
- **Initialization:** `int x = 10; int *ptr = &x;`





PASS BY VALUE

- Function parameters receive a copy of the argument's value.
- Changes to the parameter do not affect the original variable.
- Efficient for simple data types but not suitable for large objects.

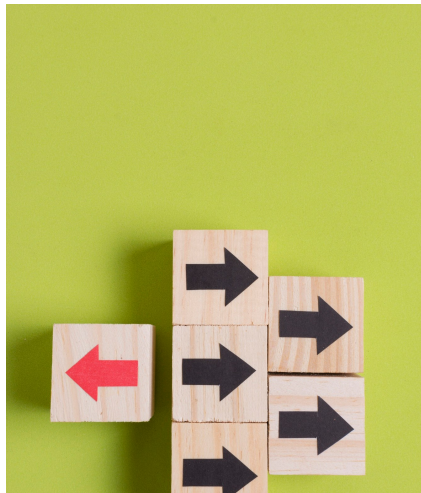
PASS BY REFERENCE

- Uses pointers to pass the memory address of a variable.
- Changes to the parameter affect the original variable.
- Allows efficient manipulation of large data structures.



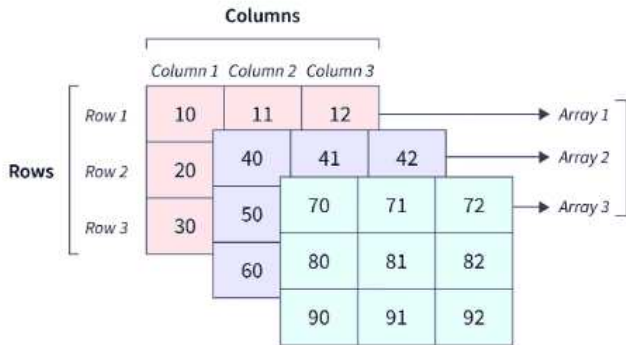
ARRAYS

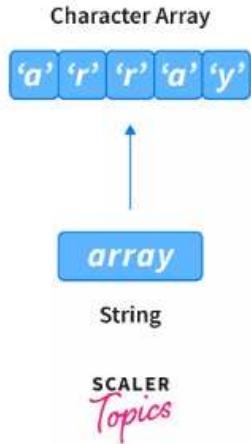
- Collections of elements of the same data type.
- Declaration: `int arr[5];` declares an integer array of size 5.
- Accessing elements: `arr[0]`, `arr[1]`, ...



MULTI-DIMENSIONAL ARRAYS

- 2D arrays are arrays of arrays.
- Declaration: `int matrix[3][3];` declares a 3x3 matrix.
- Accessing elements: `matrix[0][0]`, `matrix[1][2]`, ...





STRING AND CHARACTER ARRAYS

- Character arrays are arrays of characters, often used for strings.
- Strings are null-terminated character arrays.
- Example: `char str[10] = "Hello";`

DIFFERENCE BETWEEN ARRAY AND POINTERS

- Arrays decay into pointers when passed to functions.
- Array size is fixed; pointer can be reassigned.
- `sizeof(array)` gives total size; `sizeof(pointer)` gives pointer size.

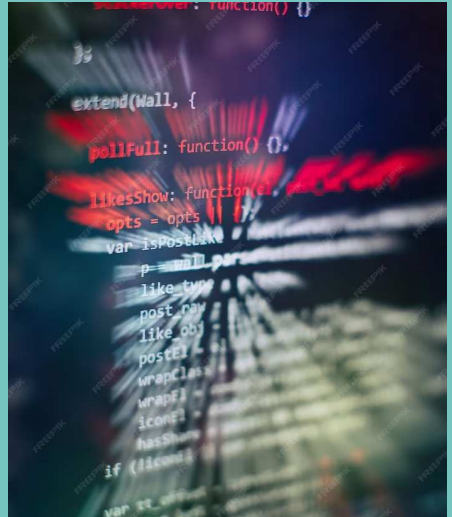
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LIBRARY FUNCTIONS FOR STRING HANDLING

- **strlen(str)**: Returns the length of the string.
- **strcpy(dest, src)**: Copies the source string to the destination.
- **strcat(dest, src)**: Concatenates the source string to the destination.



CONCLUSION

In summary, our exploration of pointers, arrays, and related concepts today lays a strong foundation for effective C programming. Pointers grant us precision and control over memory, enabling efficient manipulation of data. The interplay between pass by value and pass by reference, coupled with insights into arrays and multi-dimensional arrays, enhances our ability to structure and access information.



Thanks!

Do you have any questions?