



Arrays in C

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Passing Array elements to function

- Array elements can be passed to a function by calling the function by value, or by reference.
 - In the call by value we pass values of array elements to the function, whereas
 - In the call by reference we pass addresses of array elements to the function.



Demonstration

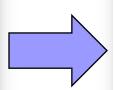
```
/* Demonstration of call by value */
main()
    int i;
    int marks[] = { 55, 65, 75, 56, 78, 78, 90 };
    for (i = 0; i \le 6; i++)
         display ( marks[i] );
display (int m)
    printf ( "%d ", m );
And here's the output...
55 65 75 56 78 78 90
```

```
/* Demonstration of call by reference */
main()
    int i;
    int marks[] = {55, 65, 75, 56, 78, 78, 90};
    for (i = 0; i \le 6; i++)
         disp ( &marks[i] );
disp (int *n)
    printf ( "%d ", *n );
And here's the output...
55 65 75 56 78 78 90
```



Pointers and arrays

```
main()
    int i = 3, *x:
    float j = 1.5, *y;
    char k = 'c'. *z:
    printf ( "\nValue of i = %d", i );
    printf ( "\nValue of j = \%f", j);
    printf ( "\nValue of k = %c", k );
    x = &i:
    y = \&i;
    z = &k:
    printf ( "\nOriginal address in x = %u", x );
    printf ( "\nOriginal address in y = %u", y );
    printf ( "\nOriginal address in z = %u", z );
    X++;
    y++;
    Z++:
    printf ( "\nNew address in x = %u", x );
    printf ( "\nNew address in y = %u", y );
    printf ( "\nNew address in z = %u", z );
```



```
Value of i = 3
Value of j = 1.500000
Value of k = c
Original address in x = 65524
Original address in y = 65520
Original address in z = 65519
New address in x = 65526
New address in y = 65524
New address in z = 65520
```

Observe the last three lines of the output.

65526 is original value in x plus 2, 65524 is original value in y plus 4, and 65520 is original value in z plus 1.

This so happens because every time a pointer is incremented it points to the immediately next location of its type.

That is why, when the integer pointer x is incremented, it points to an address two locations after the current location, since an int is always 2 bytes long.

Similarly, y points to an address 4 locations after the current location and z points 1 location after the current location.

This is a very important result and can be effectively used while **passing the entire array to a** function.



Pointers (increment & Decrement)

- The way a pointer can be incremented, it can be decremented as well, to point to earlier locations.
 - Thus, the following operations can be performed on a pointer:

```
Addition of a number to a pointer. For example, int i = 4, *j, *k; j = &i; j = j + 1; j = j + 9; k = j + 3;
```

```
Subtraction of a number from a pointer. For example, int i = 4, *j, *k; j = &i; j = j - 2; j = j - 5; k = j - 6;
```



Subtraction of one pointer from another.

```
#include<stdio.h>
#include<conio.h>
main()
int arr[] = { 10, 20, 30, 45, 67, 56, 74 };
 int *i, *j;
 i = &arr[1] ;
 j = &arr[5];
 for (int k=0; k<7; k++)
printf ("\n Element[%d]--> %d Address %u", k,arr[k], &arr[k]);
printf ( "\n\n%u - %u is %d and %u - %u is %d", j, i, j - i, *j, *i,
*j - *i ) ;
getche();
```

What would be the output???



Output

```
Element[0]--> 10 Address 1638200
Element[1]--> 20 Address 1638204
Element[2]--> 30 Address 1638208
Element[3]--> 45 Address 1638212
Element[4]--> 67 Address 1638216
Element[5]--> 56 Address 1638220
Element[6]--> 74 Address 1638224
```

1638220 - 1638204 is 4 and 56 - 20 is 36



Comparison of two pointers veriable

- Pointer variables can be compared provided both variables point to objects of the same data type.
 - Such comparisons can be useful when both pointer variables point to elements of the same array.
 - The comparison can test for either equality or inequality.



Program (Pointers Comparison)

```
main()
{
  int arr[] = { 10, 20, 36, 72, 45, 36 };
  int *j, *k;
  j = &arr [ 4 ];
  k = ( arr + 4 ); //assign the address of arr[4] to k
  if ( j == k )
  printf("The two pointers point to the same location");
  else
  printf("The two pointers do not point to the same
location");
}
```

What would be the output???



A word of Caution

- Do not attempt the following operations on pointers... they would never work out.
 - Addition of two pointers
 - Multiplication of a pointer with a constant
 - Division of a pointer with a constant



Important points

- Now we will try to correlate the following two facts, which we have learnt before:
 - Array elements are always stored in contiguous memory locations.
 - A pointer when incremented always points to an immediately next location of its type.



Simple program

```
#include<stdio.h>
#include<conio.h>
main()
{
   int num[] = { 24, 34, 12, 44, 56, 17 } ;
   int i, *j;
   j = &num[0]; /* assign address of zeroth element */
   for ( i = 0; i <= 5; i++)
   {
      printf ( "\naddress = %u ", j );
      printf ( "element = %d", *j );
      j++; /* increment pointer to point to nextlocation */
   }
   getche();
}</pre>
```

```
address = 1638204 element = 24
address = 1638208 element = 34
address = 1638212 element = 12
address = 1638216 element = 44
address = 1638220 element = 56
address = 1638224 element = 17
```



Passing an Entire Array to a Function

Let us now see how to pass an entire array to a function rather than its individual elements. Consider the following example:

```
/* Demonstration of passing an entire array to a
function */
#include<stdio.h>
#include<conio.h>
void display(int *, int);
main()
                                                 element = 24
                                                 element = 34
 int num[] = { 24, 34, 12, 44, 56, 17 };
                                                 element = 12
display ( &num[0], 6 );
                                                 element = 44
void display ( int *j, int n )
                                                 element = 56
                                                 element = 17
int i;
for (i = 0; i \le n - 1; i++)
printf ( "\nelement = %d", *j );
j++; /* increment pointer to point to next element */
 getche();
```



Accessing Array Elements in different ways

```
/* Accessing Array Elements in different ways */
#include<stdio.h>
#include<conio.h>
main()
 int num[] = { 24, 34, 12, 44, 56, 17 };
 int i ;
 for (i = 0; i \le 5; i++)
 printf ( "\nAddress = %u ", &num[i] ) ;
 printf ( "Element = %d %d ", num[i], *( num + i ) )
 printf ( "%d %d", *( i + num ), i[num] );
  getche();
           What would be the output???
```

```
Address = 1638204 Element = 24 24 24 24 Address = 1638208 Element = 34 34 34 34 Address = 1638212 Element = 12 12 12 12 Address = 1638216 Element = 44 44 44 44 Address = 1638220 Element = 56 56 56 Address = 1638224 Element = 17 17 17 17
```





