

int $x = 10;$

int x $\underline{\text{ptr}} = \&X;$

int $x;$

int $x = 10;$

int \underline{x} $\underline{\text{ptr}};$ → wild pointer

$\&\text{ptr} = 10;$

int x

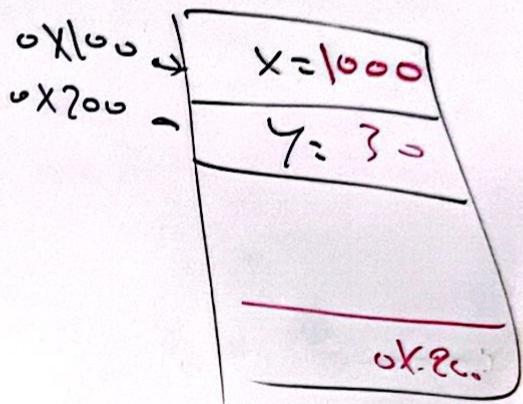
int \underline{x}

$\underline{\text{ptr}}$

int $x = 10, y = 30$

int *ptr;

→ $\star ptr = 1000$



→ int main()

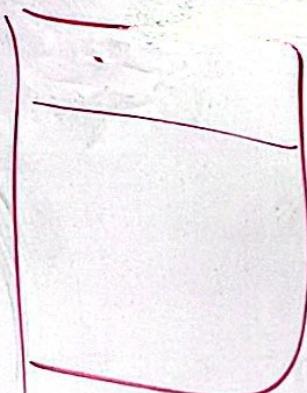
int *ptr = func();

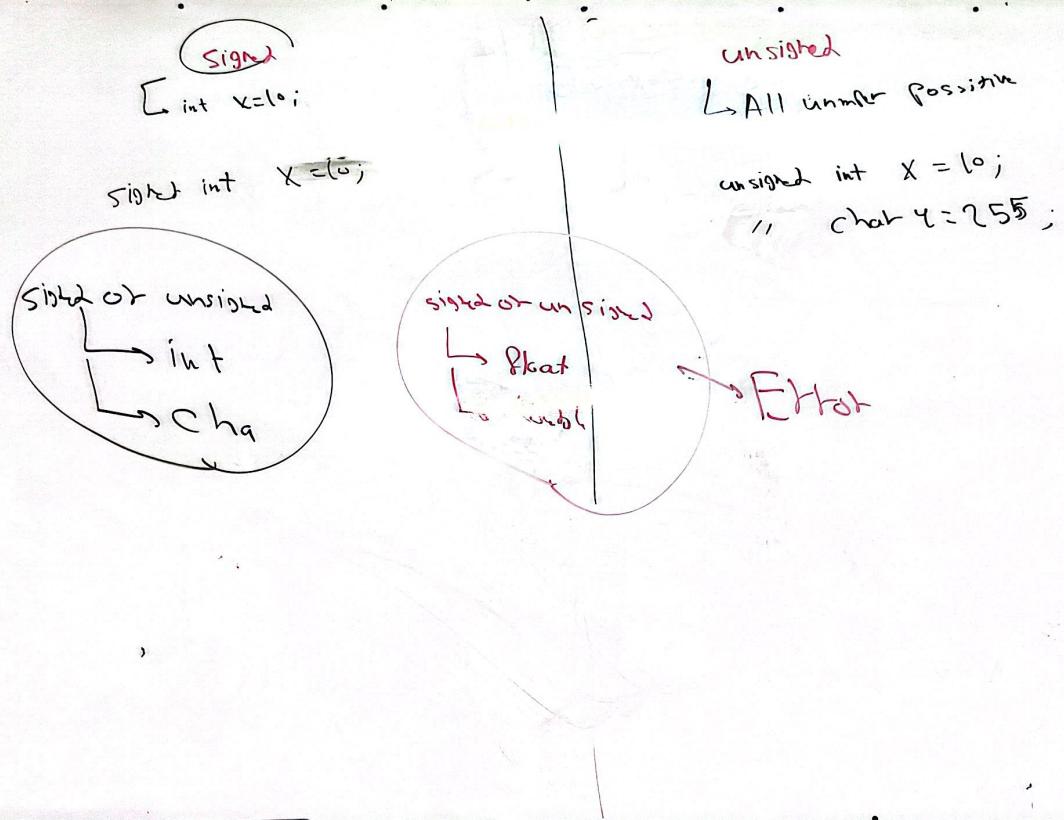
int *func(void)
static int x = 10;

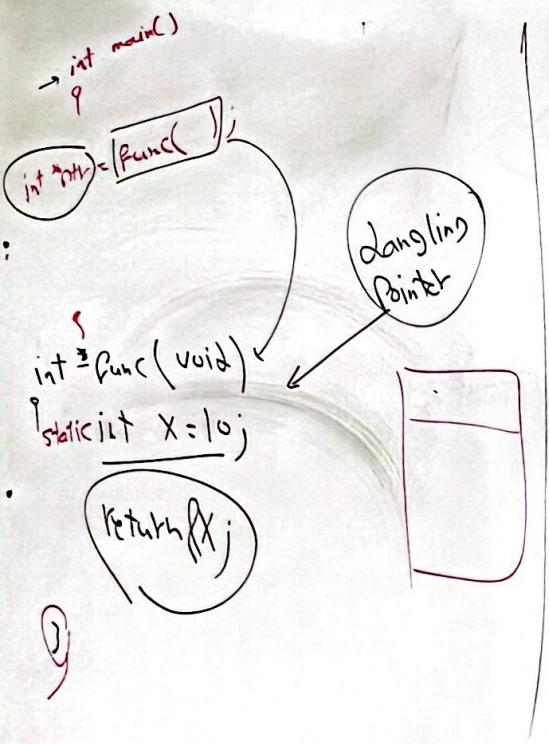
return x;

}

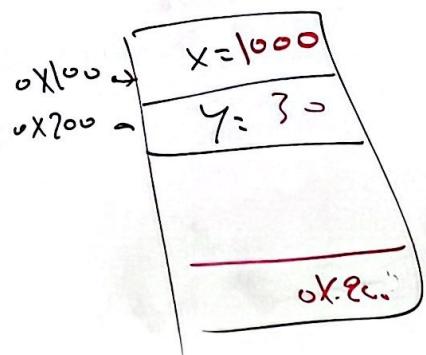
Dangling
pointer

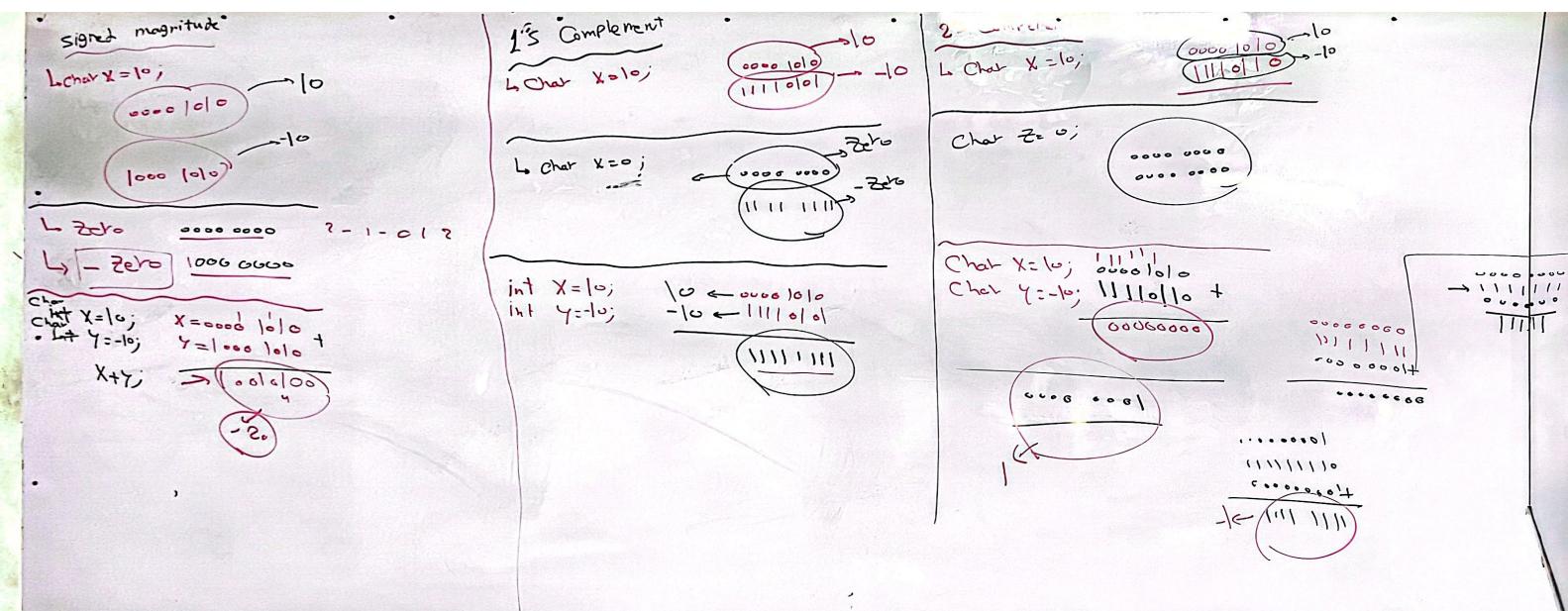


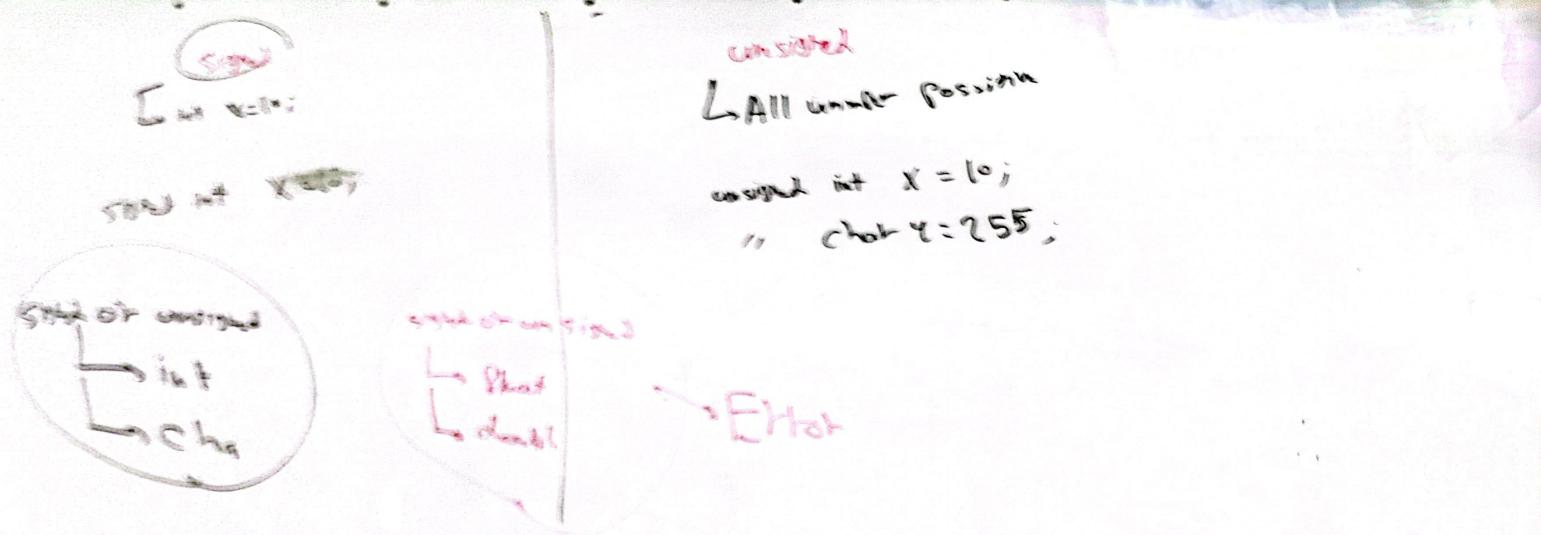


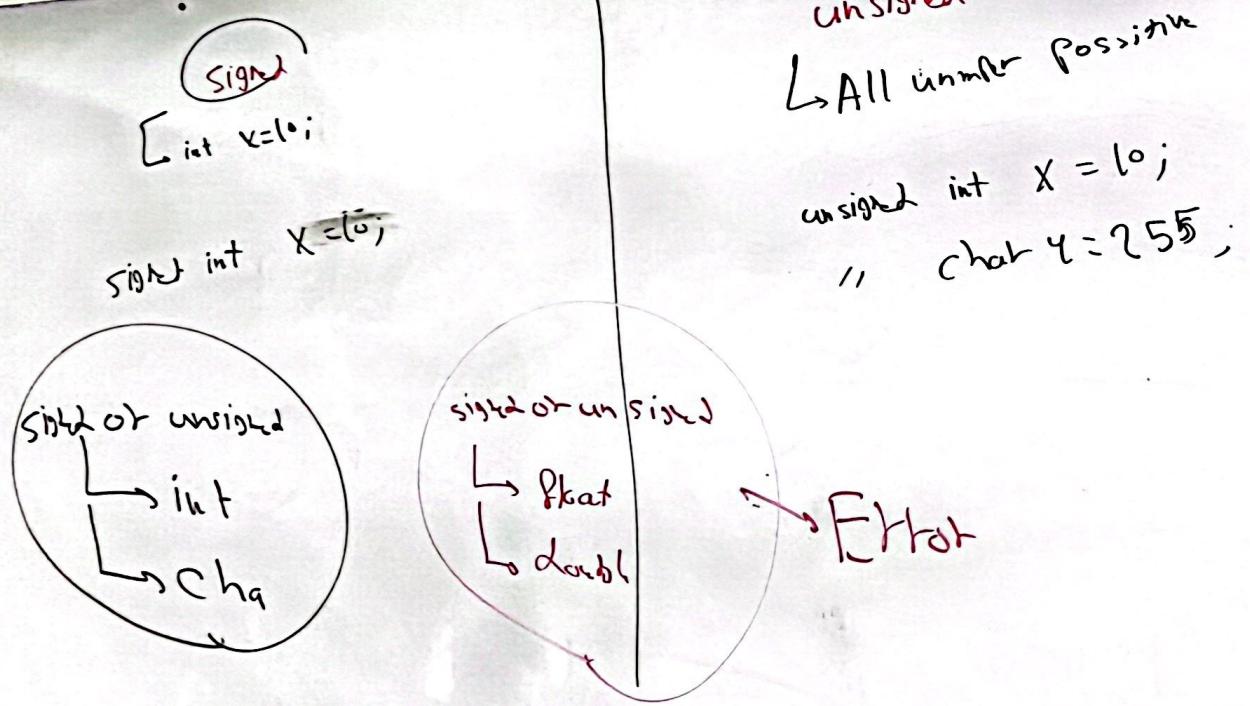


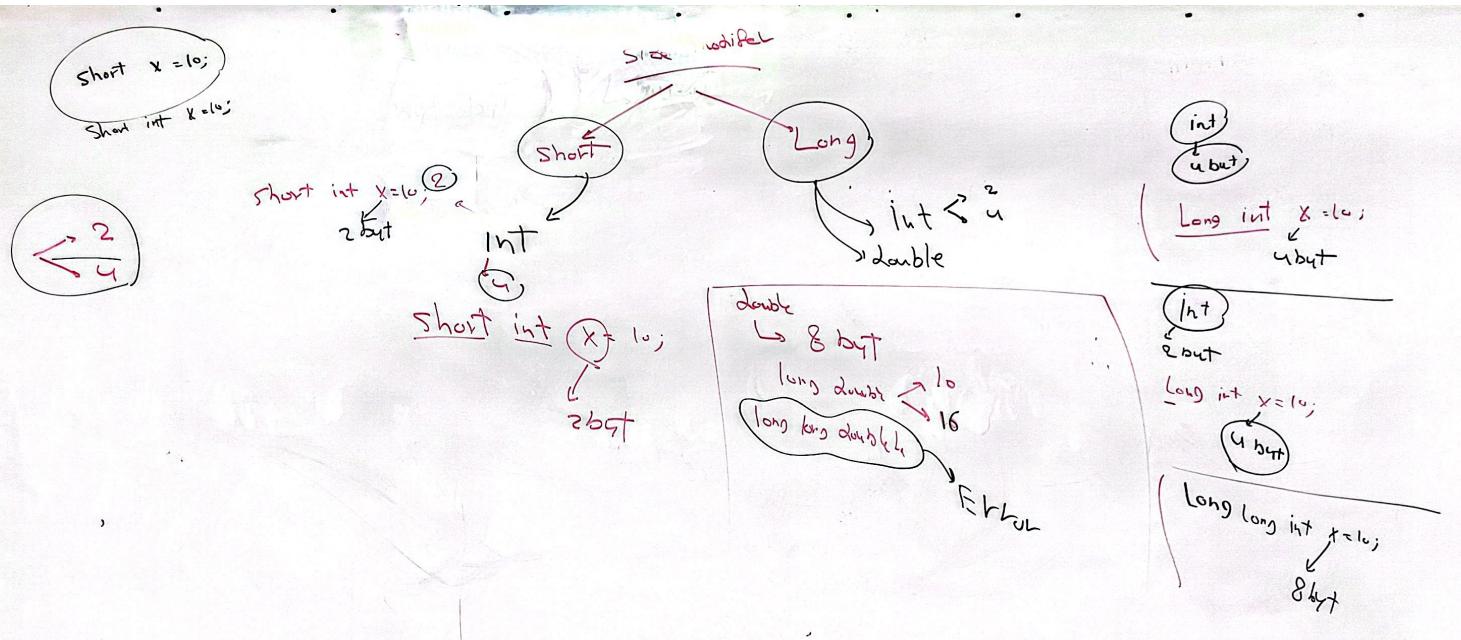
int x = 10, y = 3;
 int *ptr;
 ↗
 *ptr = 1000;











TypeDef

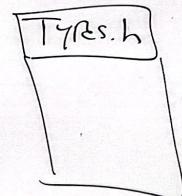
Syntax

typedef Old Datatype New Datatype ;

Ex,

typedef unsigned Char u8 ;

typedef singled Char s8 ;



Constant

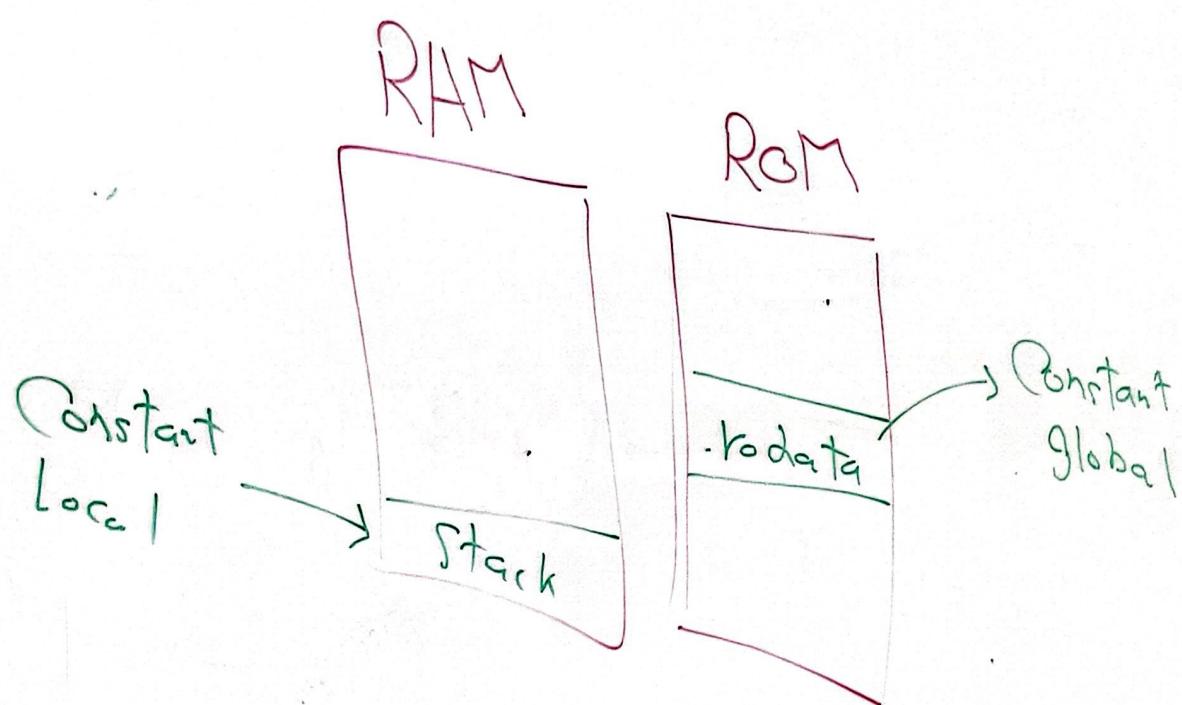
↳ Const int X = 10;
↳ int Const X = 10;

X = 20;
X = 70;

Error

v = 10;
int *ptr = &X;

*ptr = 22;
→ X → 22



Const

int *ptr = &X;

*ptr = 22;

$\rightarrow X \rightarrow 22$

int x=10;
int y=20;

int *const ptr = &X;

*ptr = 100;
ptr = &Y;

Error

int const *ptr = &X;

*ptr = 200;
ptr = &Y;

int Const *const ptr = &X;

: (ptr = &Y) → Error
(*ptr = low) → Error

X = 10;

$$X = \{0\}$$

Kahel-

Cont. int $x=10$

Chas. C

Exch int $x=6$,
Cory

Constant
global

extern →
exm. int x=1;

{
Const int x = ...
int *ptr = &x; } | in

• Static → Local Varib

↳ scope inside
function

↳ whole project

Static local
initialized

Static local
uninitialized

RAM

RoM

