

Mini misión 8

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Pointers (Computer Programming)

[[https://en.wikipedia.org/wiki/Pointer_\(computer_programming\)](https://en.wikipedia.org/wiki/Pointer_(computer_programming))]

Un apuntador es un objeto que guarda la dirección de memoria. Se usan principalmente para recorrer strings, listas, tablas y arboles.



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Pointer (computer programming)

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In **computer science**, a **pointer** is a [programming language object](#) that stores a [memory address](#). This can be that of another value located in [computer memory](#), or in some cases, that of [memory mapped computer hardware](#). A pointer *references* a location in memory, and obtaining the value stored at that location is known as *dereferencing* the pointer. As an analogy, a page number in a book's index could be considered a pointer to the corresponding page; dereferencing such a pointer would be done by flipping to the page with the given page number and reading the text found on that page. The actual format and content of a pointer variable is dependent on the underlying [computer architecture](#).

Using pointers significantly improves performance for repetitive operations like traversing [iterable](#) data structures, e.g. [strings](#), [lookup](#) and [tree](#) structures. In particular, it is often much cheaper in time and space to copy and dereference pointers than it is to copy and access the pointers point.


Pointers are also used to hold the addresses of entry points for [called](#) subroutines in [procedural programming](#) and for [run-time linking libraries \(DLLs\)](#). In [object-oriented programming](#), [pointers to functions](#) are used for [binding methods](#), often using what are called [virtual functions](#).

Computer Science

[https://en.wikipedia.org/wiki/Computer_science]

Es el estudio de los procesos que interactúan con los datos y que pueden ser representados como programas. Utiliza los algoritmos para manipular, guardar y comunicar diversos tipos de datos

Databases [\[edit \]](#)
Main article: [Database](#)



This article is **missing information about a structured set of data held in a computer, especially one that is accessible in various ways**. Please expand the article to include this information. Further details may exist on the [talk page](#). (*September 2018*)

A database is intended to organize, store, and retrieve large amounts of data easily. Digital databases are managed using database management systems to store, create, maintain, and search data, through [database models](#) and [query languages](#).

Computer applications [\[edit \]](#)

Computer graphics and visualization [\[edit \]](#)
Main article: [Computer graphics \(computer science\)](#)


Computer graphics is the study of digital visual contents and involves the synthesis and manipulation of image data. The study is connected to many other fields in computer science, including [computer vision](#), [image processing](#), and [computational geometry](#), and is heavily applied in the fields of special effects and [video games](#).

Human-computer interaction [\[edit \]](#)
Main article: [Human-computer interaction](#)

Research that develops theories, principles, and guidelines for user interface designers, so they can create satisfactory user experiences with desktop, laptop, and mobile devices.

Scientific computing and simulation [\[edit \]](#)


Scientific computing (or **computational science**) is the field of study concerned with constructing [mathematical models](#) and [quantitative analysis](#) techniques and using computers to analyze and solve [scientific](#) problems. A major usage of scientific computing is [simulation](#) of various processes, including computational [fluid dynamics](#), physical, electrical, and electronic systems and circuits as well as societies and social situations (notably war games) along with their habitats, among many others. Modern computers enable optimization of such designs as complete aircraft. Notable electrical and electronic circuit design are SPICE,^{[\[citation needed \]](#)} as well as software for physical realization of new (or modified) designs. The latter includes essential design software for [integrated circuits](#).^{[\[citation needed \]](#)}



Videogames

[https://en.wikipedia.org/wiki/Video_game]

Los videojuegos son juegos electrónicos que involucran la interacción del usuario con una interfaz gráfica que puede ser bidimensional o tridimensional. Forman gran parte del entretenimiento moderno.



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Video game

From Wikipedia, the free encyclopedia

"Video Games" redirects here. For other uses, see [Video Games \(disambiguation\)](#).

A **video game** is an **electronic game** that involves interaction with a **user interface** to generate visual feedback on a two- or three-dimensional **video display device** such as a **touchscreen**, **virtual reality headset** or **monitor/TV set**. Since the 1980s, video games have become an increasingly important part of the **entertainment industry**, and whether **they are also a form of art** is a matter of dispute.

The electronic systems used to play video games are called **platforms**. Video games are developed and released for one or several platforms and may not be available on others. Specialized platforms such as **arcade games**, which present the game in a large, typically **coin-operated** chassis, were common in the 1980s in **video arcades**, but declined in popularity as other, more affordable platforms became available. These include dedicated devices such as **video game consoles**, as well as general-purpose computers like a **laptop**, **desktop** or **handheld computing devices**.

The input device used for games, the **game controller**, varies across platforms. Common controllers include **gamepads**, **joysticks**, **mouse devices**, **keyboards**, the **touchscreens** of **mobile devices**, or even a person's body, using a **Kinect sensor**. Players view the game on a **display device** such as a **television** or **computer monitor** or sometimes on **virtual reality head-mounted display goggles**. There are often **game sound effects**, **music** and **voice actor lines** which come from **loudspeakers** or **headphones**. Some games in the 2000s include **haptic**, **vibration** effects, **force feedback peripherals** and **virtual reality headsets**.

Since the 2010s, the commercial importance of the **video game industry** has been increasing. The emerging Asian markets and **smartphones** in particular are driving the growth of the industry. As of 2018, video games generated sales of US\$134.9 billion ^{worldwide},^[1] and were the third-largest segment in the U.S. entertainment market, behind broadcast and cable TV.

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2 Overview

2.1 Platforms


2.1.1 PC

2.1.2 Home console

2.1.3 Handheld



People playing a large scale version of the iconic *Pong* video game at the National Videogame Museum



Part of a series on:

Video games

Platforms [hide]

Arcade game · Console game (Game console · Home console) · Electronic game (Audio game · Electronic handheld) · Handheld game (Handheld console · Mobile game) · Online game (Social network game) · PC game (Linux · Mac)

Genres [hide]

Action (Beat 'em up (Hack 'n' Slash) · Fighting · Platform · Shooter · Survival · Battle royale) · Action-adventure (Stealth · Survival horror) · Adventure