

Pointers

main()

{

x;

}

int x;

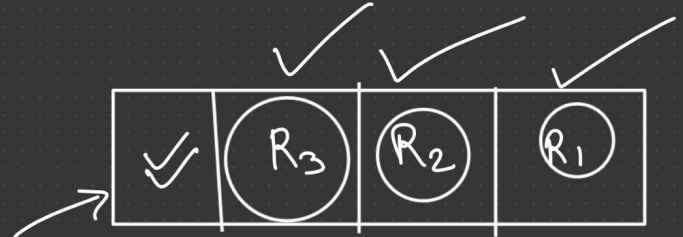
char y;

float z;

int *p;

char *p;

float *p;



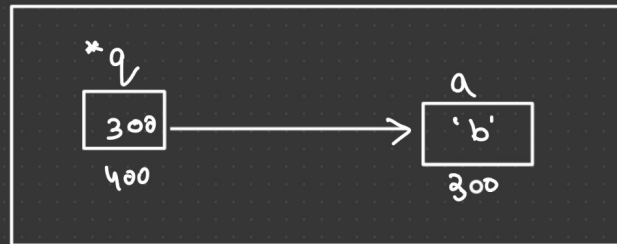
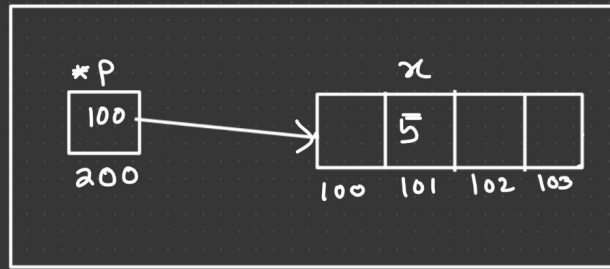
int x = 5;

int *p = &x;

char a = 'b';

char *q = &a;

RAM



Value at address of x

*

&x = p

Value at address of a

&a = q

	Address	Value
int x = 5;	&x	x
char a = 'b';	&a	a
int *p = &x;	p	*(&x) = *p
char *q = &a;	q	*(&a) = *q

v.v. Imp

$x = * \&x$

$* \&$ → cancel each other

