

# C Pointers and parameter passing

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# Pointers and addresses

# C and F pointers

C++ and Fortran have a clean reference/pointer concept: a reference or pointer is an 'alias' of the original object

C/C++ also has a very basic pointer concept:  
a pointer is the address of some object  
(including pointers)

If you're writing C++ you should not use it.  
if you write C, you'd better understand it.

# Memory addresses

If you have an `int i`, then `&i` is the address of `i`.

An address is a (long) integer, denoting a memory address. Usually it is rendered in hexadecimal notation. C style:

**Code:**

```
int i;
printf("address of i: %ld\n",
      (long)(&i));
printf(" same in hex: %lx\n",
      (long)(&i));
```

**Output**

**[pointer] printfpoint:**

```
address of i: 140732688436964
same in hex: 7ffee1e70ee4
```

and C++:

**Code:**

```
int i;
cout << "address of i, decimal: "
      << (long)&i << endl;
cout << "address of i, hex      : "
      << std::hex << &i << endl;
```

**Output**

**[pointer] coutpoint:**

```
address of i, decimal: 14073275
address of i, hex      : 0x7ffee5
```

# Address types

The type of '`&i`' is `int*`, pronounced 'int-star', or more formally: 'pointer-to-int'.

You can create variables of this type:

```
int i;  
int* addr = &i;
```

# Dereferencing

Using `*addr` 'dereferences' the pointer: gives the thing it points to; the value of what is in the memory location.

**Code:**

```
int i;  
int* addr = &i;  
i = 5;  
cout << *addr << endl;  
i = 6;  
cout << *addr << endl;
```

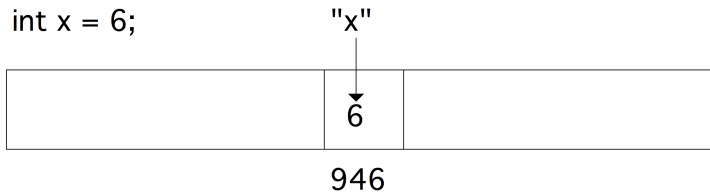
**Output**

**[pointer] cintpointer:**

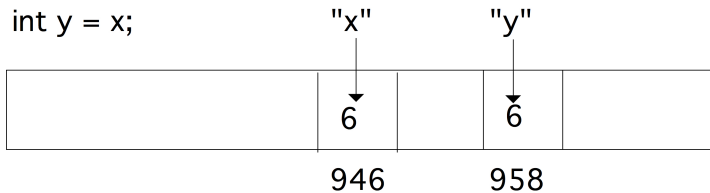
5  
6

## illustration

int x = 6;

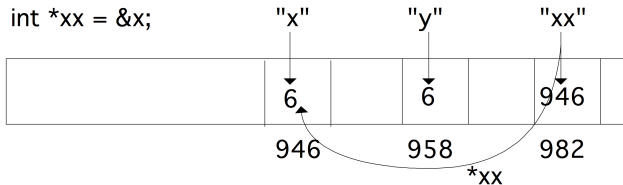


int y = x;

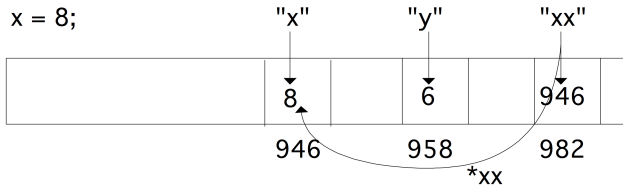


# illustration

int \*xx = &x;



x = 8;





# Star stuff

Equivalent:

- `int* addr`: `addr` is an int-star, or
- `int *addr`: `*addr` is an int.

## Addresses and parameter passing

# C++ pass by reference

C++ style functions that alter their arguments:

```
void inc(int &i) { i += 1; }  
int main() {  
    int i=1;  
    inc(i);  
    cout << i << endl;  
    return 0;  
}
```

# C-style pass by reference

In C you can not pass-by-reference like this. Instead, you pass the address of the variable *i* by value:

```
void inc(int *i) { *i += 1; }  
int main() {  
    int i=1;  
    inc(&i);  
    cout << i << endl;  
    return 0;  
}
```

Now the function gets an argument that is a memory address: *i* is an int-star. It then increases *\*i*, which is an int variable, by one.

# Exercise 1

Write another version of the *swap* function:

```
void swapij( /* something with i and j */ {  
    /* your code */  
}  
int main() {  
    int i=1,j=2;  
    swapij( /* something with i and j */ );  
    cout << "check that i is 2: " << i << endl;  
    cout << "check that j is 1: " << i << endl;  
    return 0;  
}
```

Hint: write C++ code, then insert stars where needed.

# Arrays and pointers

# Array and pointer equivalence

Array and memory locations are largely the same:

**Code:**

```
double array[5] = {11,22,33,44,55};  
double *addr_of_second = &(array[1]);  
cout << *addr_of_second << endl;  
array[1] = 7.77;  
cout << *addr_of_second << endl;
```

**Output**

**[pointer] arrayaddr:**

22  
7.77

# Multi-dimensional arrays



# Multi-dimensional arrays

After

```
double x[10][20];
```

a row `x[3]` is a `double*`, so is `x` a `double**`?

Was it created as:

```
double **x = new double*[10];  
for (int i=0; i<10; i++)  
    x[i] = new double[20];
```

No: multi-d arrays are contiguous.

# Dynamic allocation

# Problem with static arrays

```
if ( something ) {  
    double ar[25];  
} else {  
    double ar[26];  
}  
ar[0] = // there is no array!
```

# Declaration and allocation

```
double *array;  
if (something) {  
    array = new double[25];  
} else {  
    array = new double[26];  
}
```

(Size in doubles, not in bytes as in C)

# De-allocation

Memory allocated with `new` does not disappear when you leave a scope. Therefore you have to delete the memory explicitly:

```
delete(array);
```

The C++ `vector` does not have this problem, because it obeys scope rules.

# Memory leak1

```
void func() {  
    double *array = new double[large_number];  
    // code that uses array  
}  
  
int main() {  
    func();  
};
```

- The function allocates memory
- After the function ends, there is no way to get at that memory
- $\Rightarrow$  memory leak.

# Memory leaks

```
for (int i=0; i<large_num; i++) {  
    double *array = new double[1000];  
    // code that uses array  
}
```

Every iteration reserves memory, which is never released: another memory leak.

Your code will run out of memory!