

CS & IT ENGINEERING



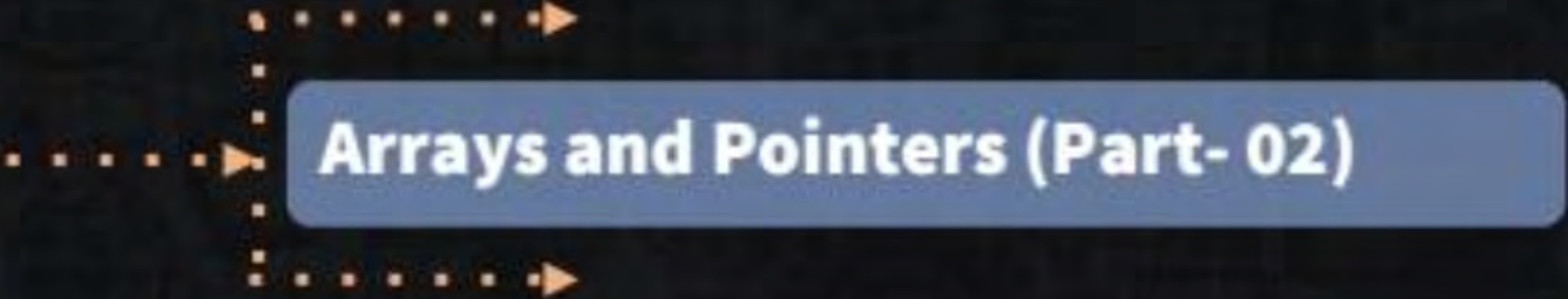
C Programming
Arrays and Pointers
Lec - 02



By- Pankaj Sharma Sir



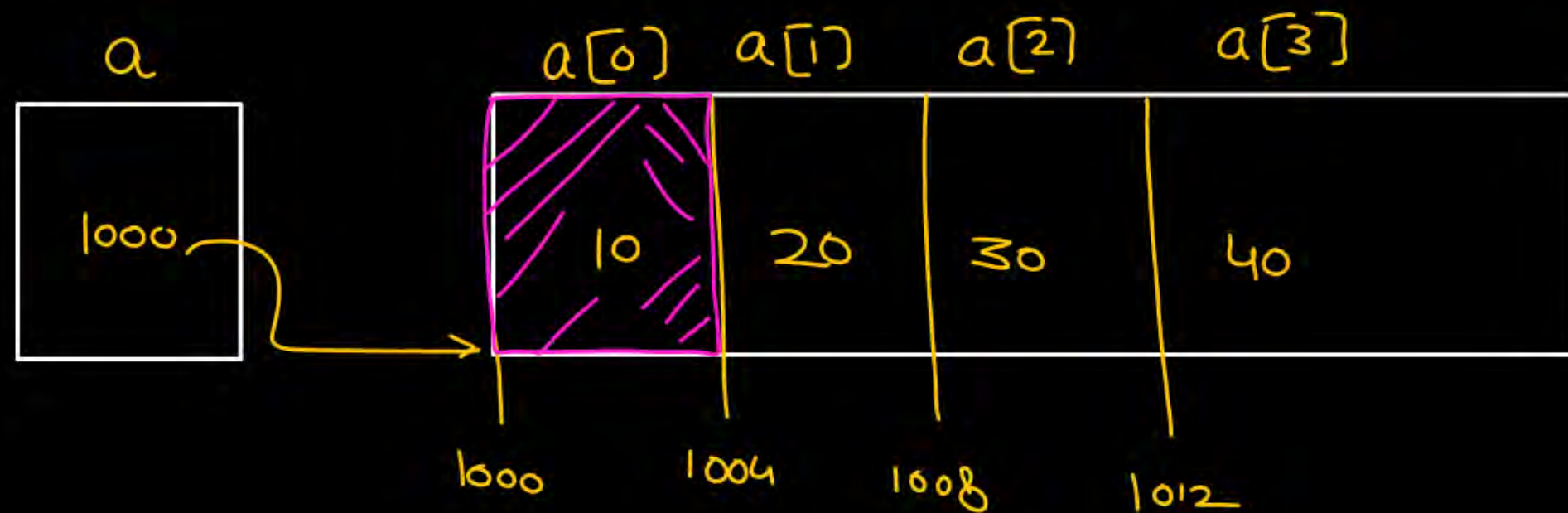
TOPICS TO
BE
COVERED



Arrays and Pointers (Part- 02)

1) Array name represents address of its first element.

`int a[4] = {10, 20, 30, 40};`



1000 { `printf("/u", a);`
`printf("/u", &a[0]);`

`a = &a[0]`

2) Array name does not represent an address with 2 operators

(i) & : address of operator

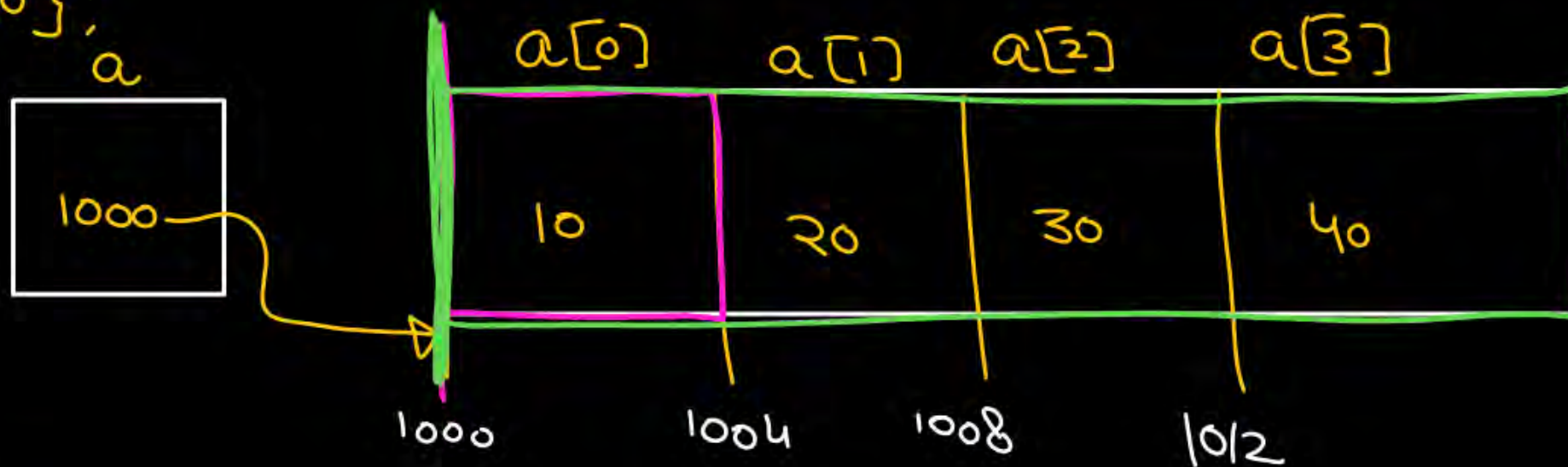
(ii) sizeof() operator

int a[4] = {10, 20, 30, 40};

4 byte
on
Element
of address

`printf("/d", a);`
`printf("/d", &a[0]);`
`printf("/d", &a);` → 1000

address of whole array
4 byte of element



```
printf("/d", &a[0]);
```

```
printf("/d", &a);
```

Numerical value is
same but

logically we are talking about
diff. element's address.

[4 byte]
[16 byte]

③

Numerical value of a is 100

what is

$a+1$

a
is simple
var.

value

a is an
address / pointer
variable

int a = 100;

printf("%d", a+1);

or

Maths. value + value
= value

address
arithmetic

Address + value = address
value + address = address
address + address \Rightarrow Invalid

④

If the declaration(initialization) of an array has n -dimension

int a[4]; 1 dim

int a[2][3]; 2 dim

int a[2][3][4]; 3 dim

a) Anywhere other than declaration if we provide exactly n -dim.
then we are working on element.

b) if we provide less than n -dim then we are working on addresses.

int a[4]; 1-dim

≡

a ⇒ add/element
(0-dim)
address

a[i] // 1-dim
add ✗ element ✓

int a[2][3]; 2-dim.

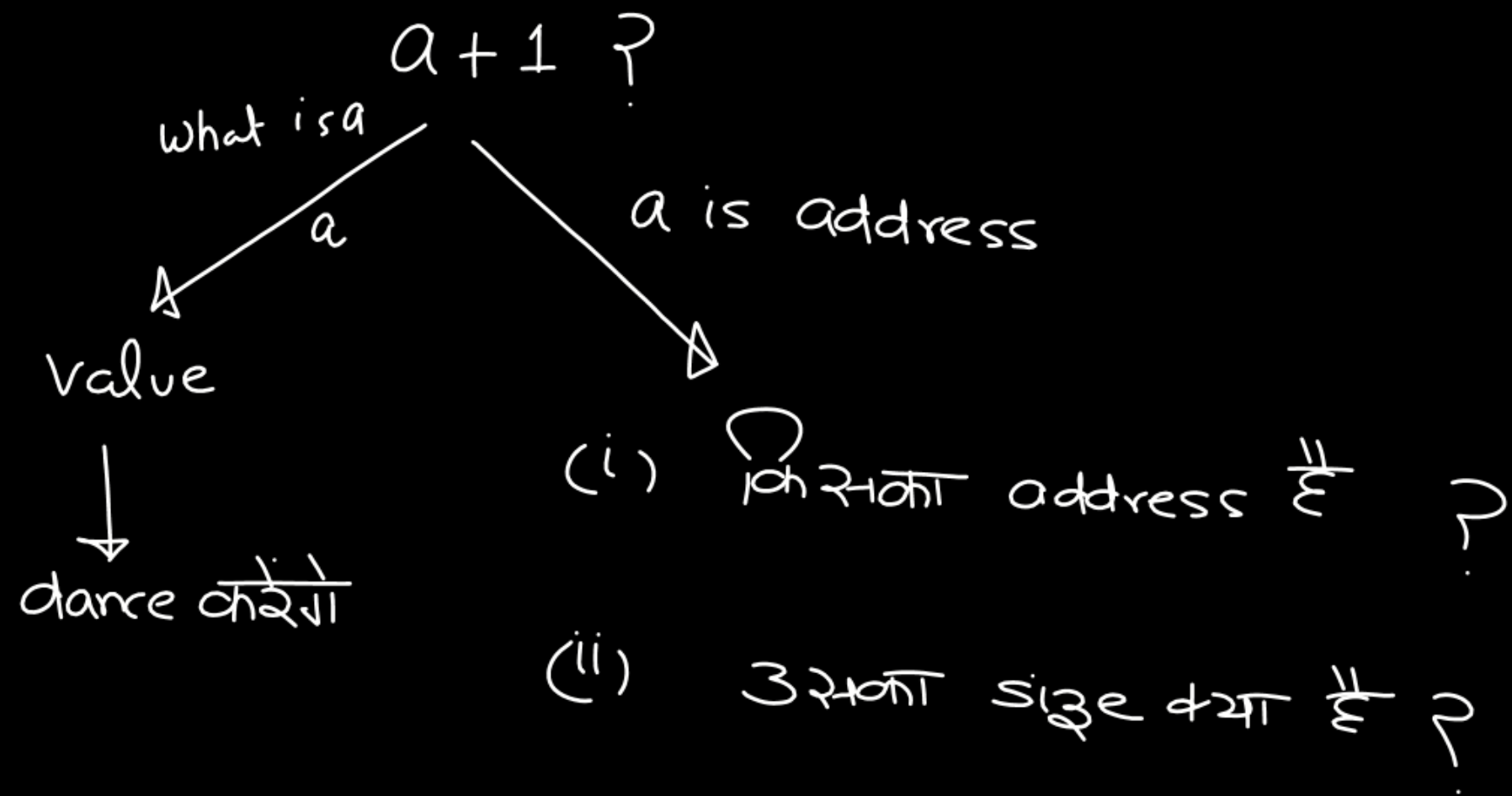
≡

a → 0-dim
address ✓
element ✗

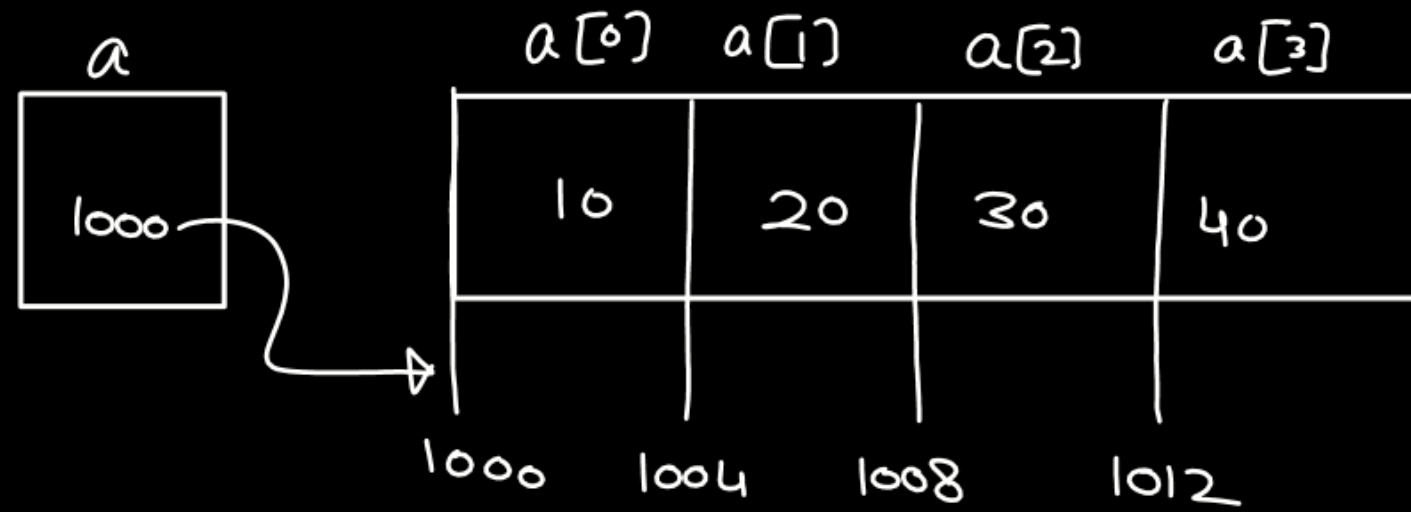
a[0] → 1-dim
add ✓
element ✗

a[i] → 1-dim
add ✓
element ✗

a[0][0] → 2-dim
add ✗
element ✓



int a[4] = {10, 20, 30, 40};



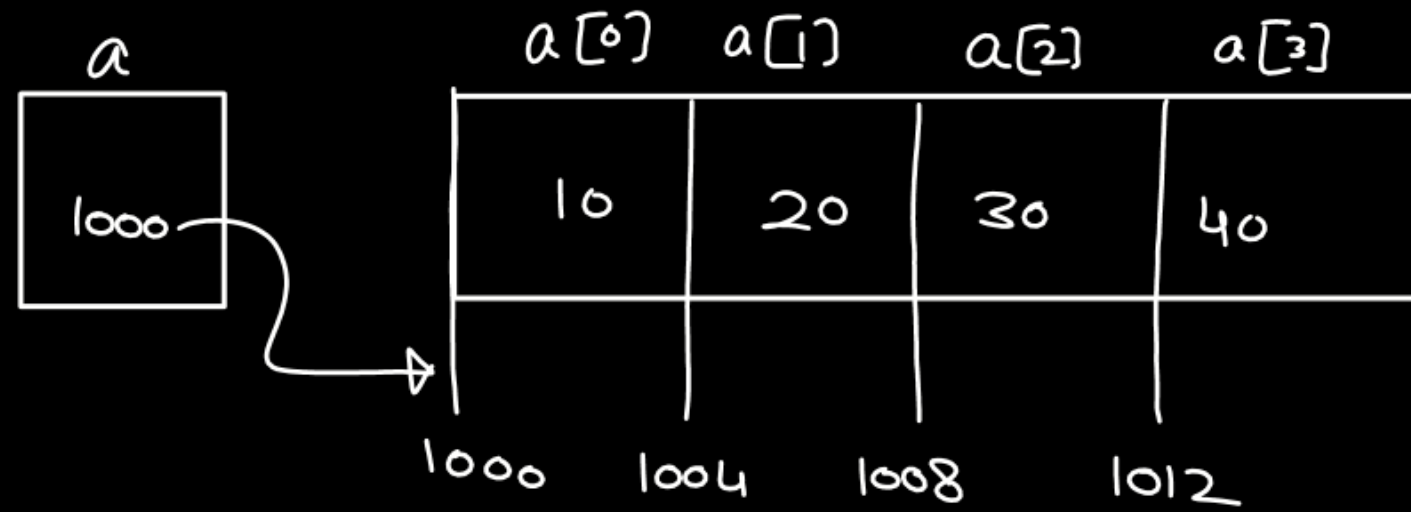
$$\begin{aligned} a+1 &= \&a[0] + 1 \\ &= \&a[0] + 1 \times 4 = 1004 \end{aligned}$$

$$(a+1) = \text{Memory location} = \&a[1]_{1004}$$

$$(a+2) = \text{Memory location} = \&a[2]_{1008}$$

$$\begin{aligned} a+2 &= \&a[0] + 2 \times 4 \\ &= 1008 \end{aligned}$$

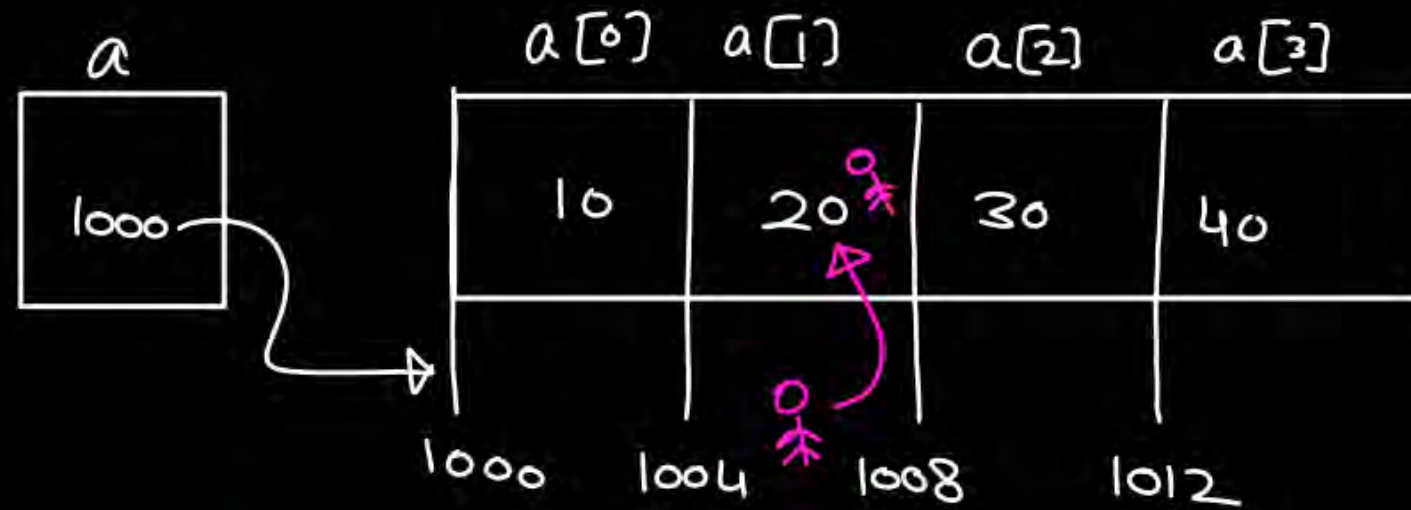
int a[4] = {10, 20, 30, 40};



$$(a+1) = \text{Memory location} = \&a[1]_{1004} \quad -(1)$$

$$(a+2) = \text{Memory location} = \&a[2]_{1008} \quad -(2)$$

int a[4] = {10, 20, 30, 40};



$$(a+1) = \text{Memory location} = \&a[1]_{1004} \quad (1)$$

$$(a+2) = \text{Memory location} = \&a[2]_{1008} \quad (2)$$

$$*(a+2) = \text{value at (Memory location)} = \cancel{*\&a[2]}_{1008}$$

$$*(a+2) = a[2]$$

$$*(a+1) = \text{value at (Memory location)} = \cancel{*\&a[1]}_{1004}$$

$$*(a+1) = a[1]$$

$$*(a+2) = a[2]$$

$$*(a+i) = a[i]$$

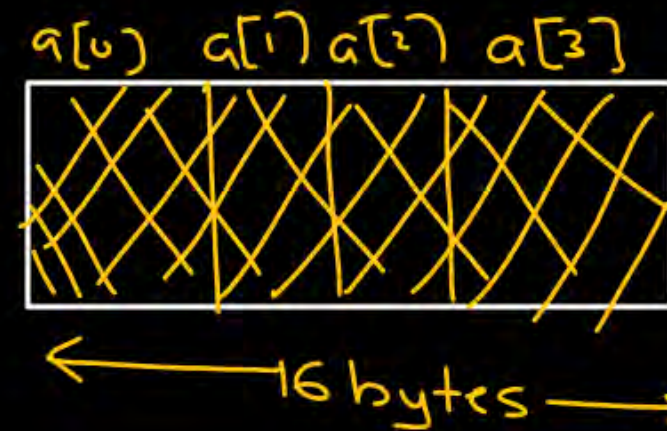


int a[4] = {1, 2, 3, 4};

a[4] = 100;

→ behaviour is undefined

* (value)




```
int a[4] = {10, 20, 30, 40};
```

$\left. \begin{array}{l} \text{printf}("/d", a[1]); \\ \text{printf}("/d", *(a+1)); \end{array} \right\} \Rightarrow \text{same}$

~ Addition is commulative

$$2 + 3 = 3 + 2$$

$$a[1] = *(a+1) = *(1+a) = 1[a]$$

int a[4] = {10, 20, 30, 40};

pf("/d", a[2]);

pf("/d", *(a+2));

pf("/d", 2[a]);

pf("/d", *(2+a));

} 30

int 4[a] = {10, 20, 30, 40}; \rightarrow Error

$$a[i] = *(a+i) = *(i+a) = i[a]$$


```
void main(){
```

```
int a[4] = {10, 20, 30, 40};
```

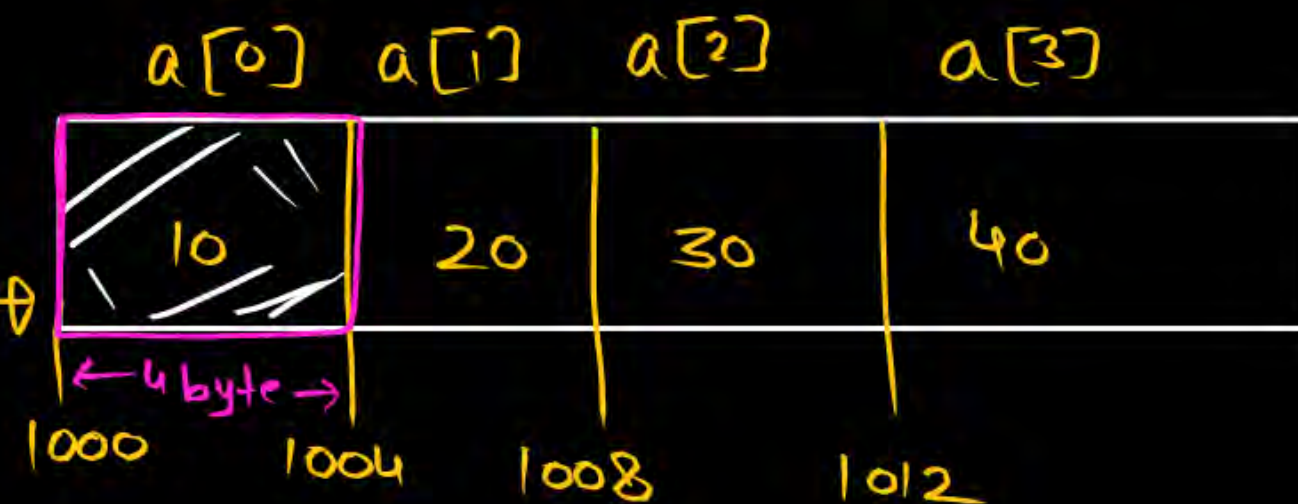
```
printf("/d", a);
```

```
printf("/d", &a);
```

```
printf("/d", a+1);
```

```
printf("/d", &a+1);
```

```
}
```



array की पहली

⇒ first ele. add = &a[0]
= 1000

```
void main(){
```

```
int a[4] = {10, 20, 30, 40};
```

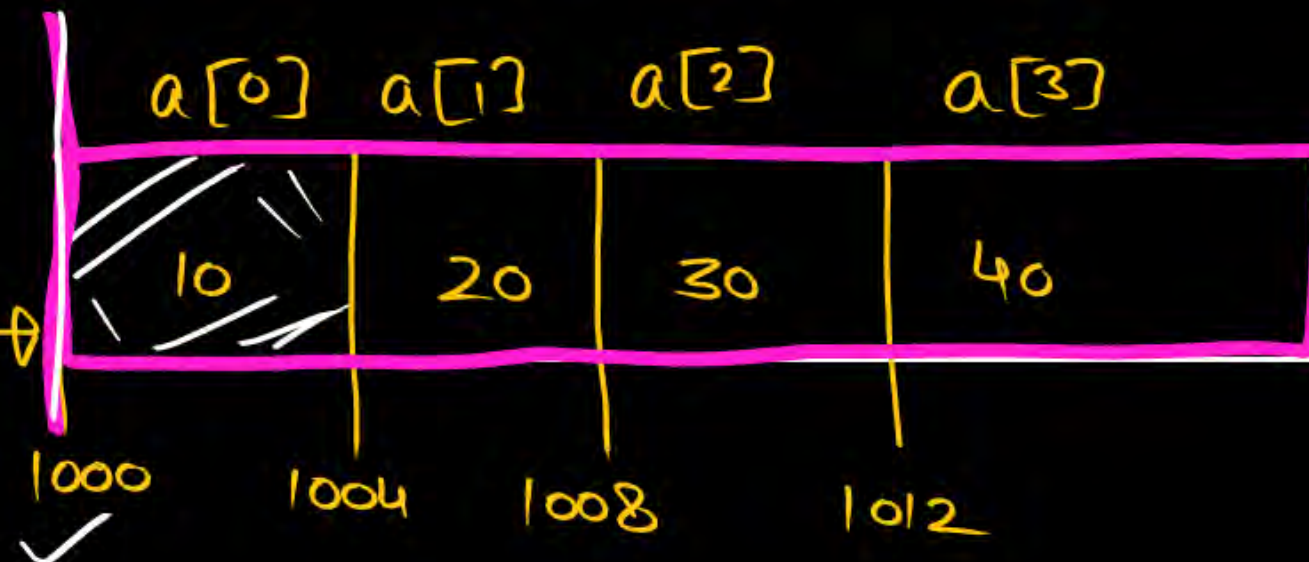
```
printf("/d", a);
```

```
printf("/d", &a);
```

```
printf("/d", a+1);
```

```
printf("/d", &a+1);
```

```
}
```



4th array element address \Rightarrow 1000
(16 byte of elem.)

```
void main(){
```

```
    int a[4] = {10, 20, 30, 40};
```

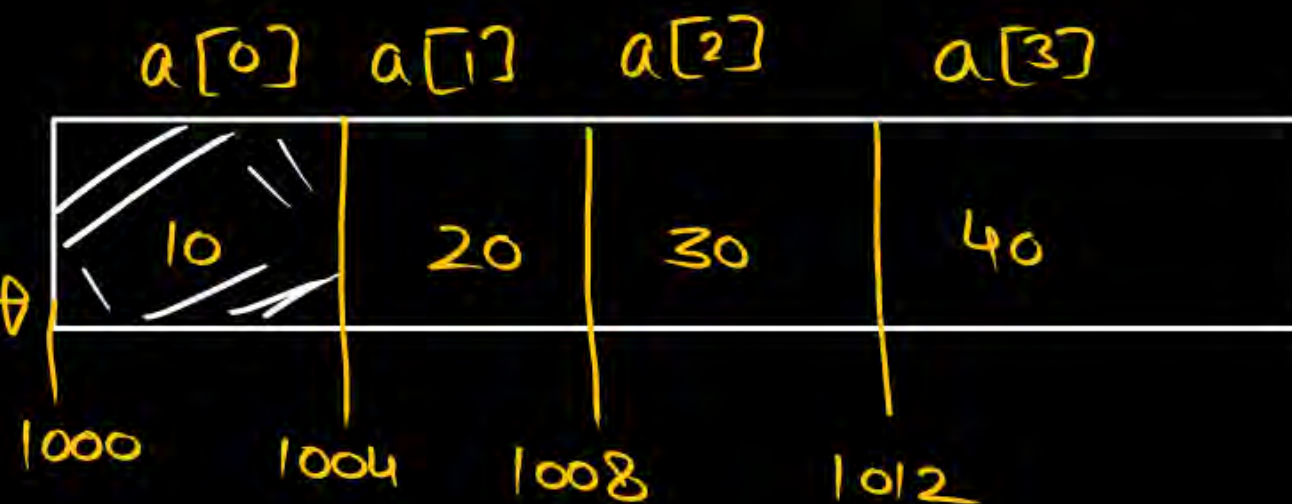
```
    printf("/d", a);
```

```
    printf("/d", &a);
```

```
    printf("/d", a+1);
```

```
    printf("/d", &a+1);
```

```
}
```



$a+1 \Rightarrow$ a being array name \Rightarrow 3140
first ele.
at address

$$a = \&a[0]$$

$$\begin{aligned} a+1 &= \&a[0] + 1 \\ &= 1000 + 1 \times 4 \\ &= 1004 \end{aligned}$$

(a[0] \rightarrow 4 byte)


```
void main(){
```

```
    int a[4] = {10, 20, 30, 40};
```

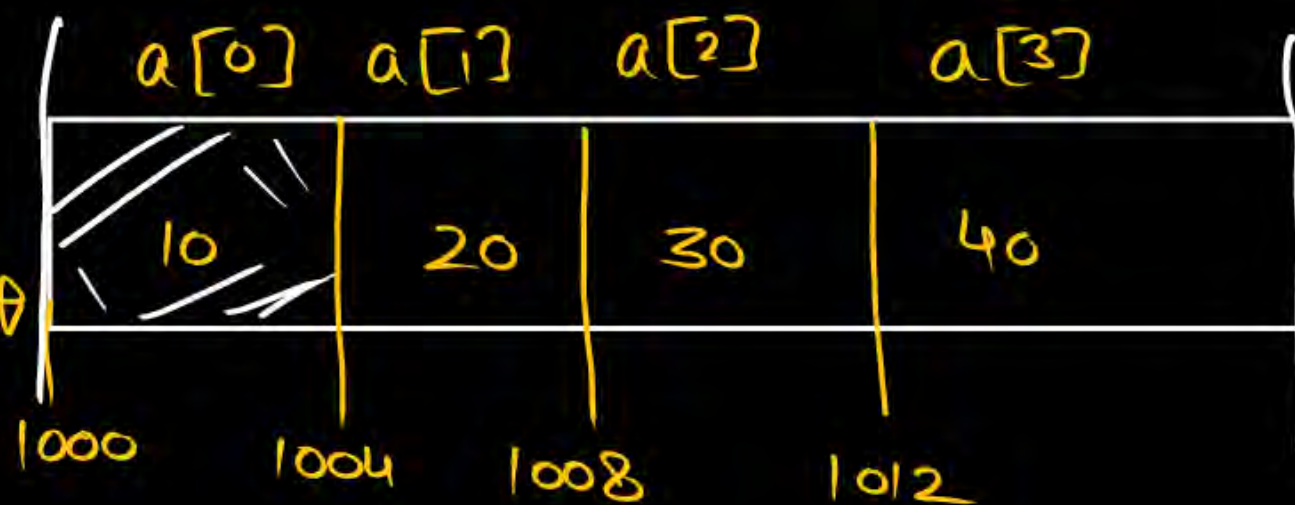
```
    printf("/d", a);
```

```
    printf("/d", &a);
```

```
    printf("/d", a+1);
```

```
    printf("/d", &a+1);
```

```
}
```



$\&a + 1 \Rightarrow \&a + 1 \times 16 = 1000 + 16 = 1016$

↓
यह
array की
address

यह array की size
(16 byte)

Doubts ?

$a[i] \Rightarrow$ square brackets

Relative addressing

$\star(a+1)$
↓
 $\text{address} + 1 \Rightarrow \star(\text{add})$
//

6 hrs

$2a[0] + \downarrow$

constant

$$\begin{cases} 300x + 200y = 30 \\ 200x - 400y = 40 \end{cases}$$



1 small square = 10 units

