

Pointer to an array

(1)

main()

{
int i;

int a[5] = {10, 20, 30, 40, 50};

int *p;

p = a;

for (i = 0; i < 5; i++)

{ printf("%d\t", a[i]); // 10 20 30 40 50

3
for (i = 0; i < 5; i++)

{ printf("%d\t", *(p+i)); // 10 20 30 40 50

3
for (i = 0; i < 5; i++)

{ printf("%d\t", *(p+i)); // 1036 1040 1044 1048 1052

return 0;

}

Pointer to an array of 10 integers

main()

{
int i;

int a[5] = {10, 20, 30, 40, 50};

int (*ptr)[5];

ptr = &a;

for (i = 0; i < 5; i++)

{ printf("%d\t", (*ptr)[i]); // 10 20 30 40 50

3

(2)

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for (i=0; i<5; i++)

{
 printf("%d\t", *(p[i])); // 1036 1056
}

1076 1096

1116

for (i=0; i<5; i++)

{
 printf("%d\t", &(*(p[i]))); //

1036 1040

1044 1048

1052

}

Array of pointers.

main()

{
 int a, b, c, d, e;

 int *p[4] = {&a, &b, &c, &d};

 a=10; b=20; c=30; d=40;

 for (i=0; i<4; i++)

 {
 printf("%d\t", *(p[i])); // 10 20 30 40

 printf("%d\t", p[i]); // 1076 1072 1068

1064

 }

 return 0;

}

Teacher's Signature: _____

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```
main()
{
    int a[3] = {10, 20, 30};
    int *p[3], i;
    for (i=0; i<3; i++)
        {
            p[i] = &a[i];
            // or p[i] = a[i];
        }
}
```

```
for (i=0; i<3; i++)
    {
        printf("%d\t", *p[i]); // 10 20 30
    }
}
```

```
return 0;
}
```