

Session 8:

Pointers in C

TeachToTech

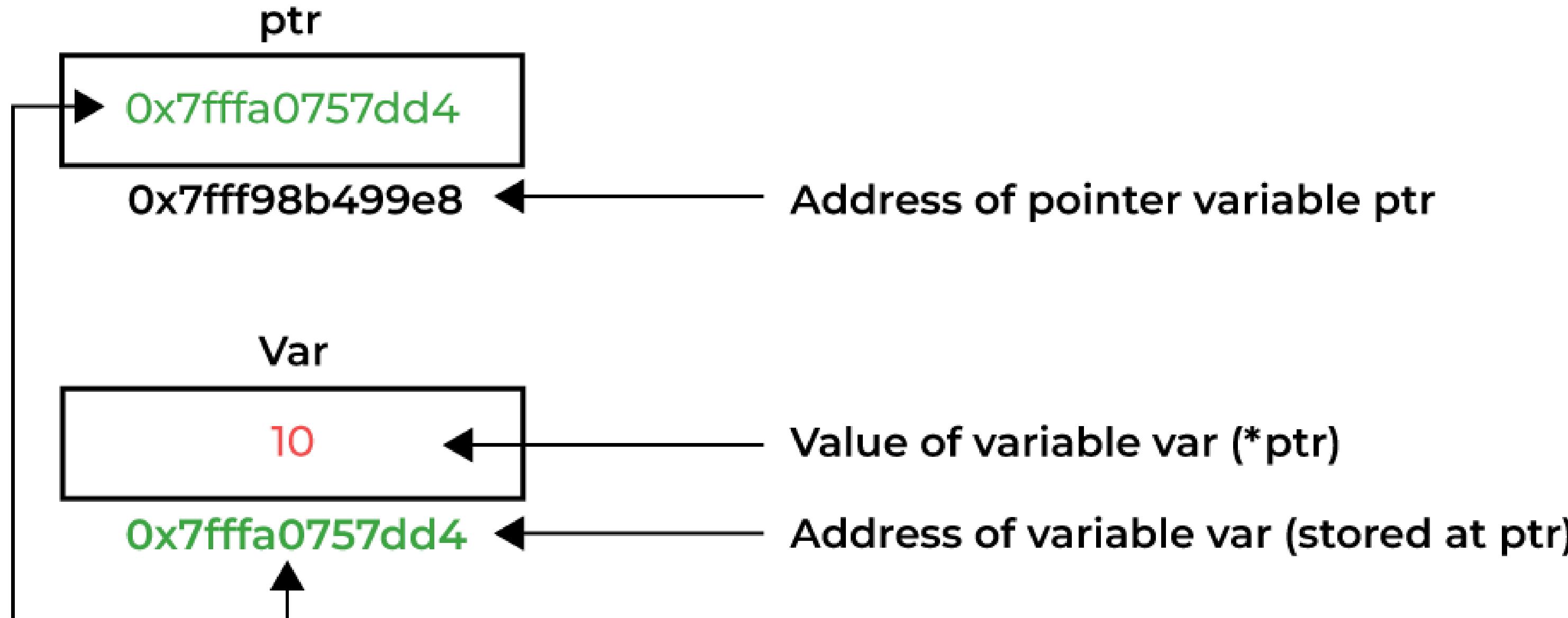


What is a Pointer?

A pointer is a variable that stores the address of another variable.

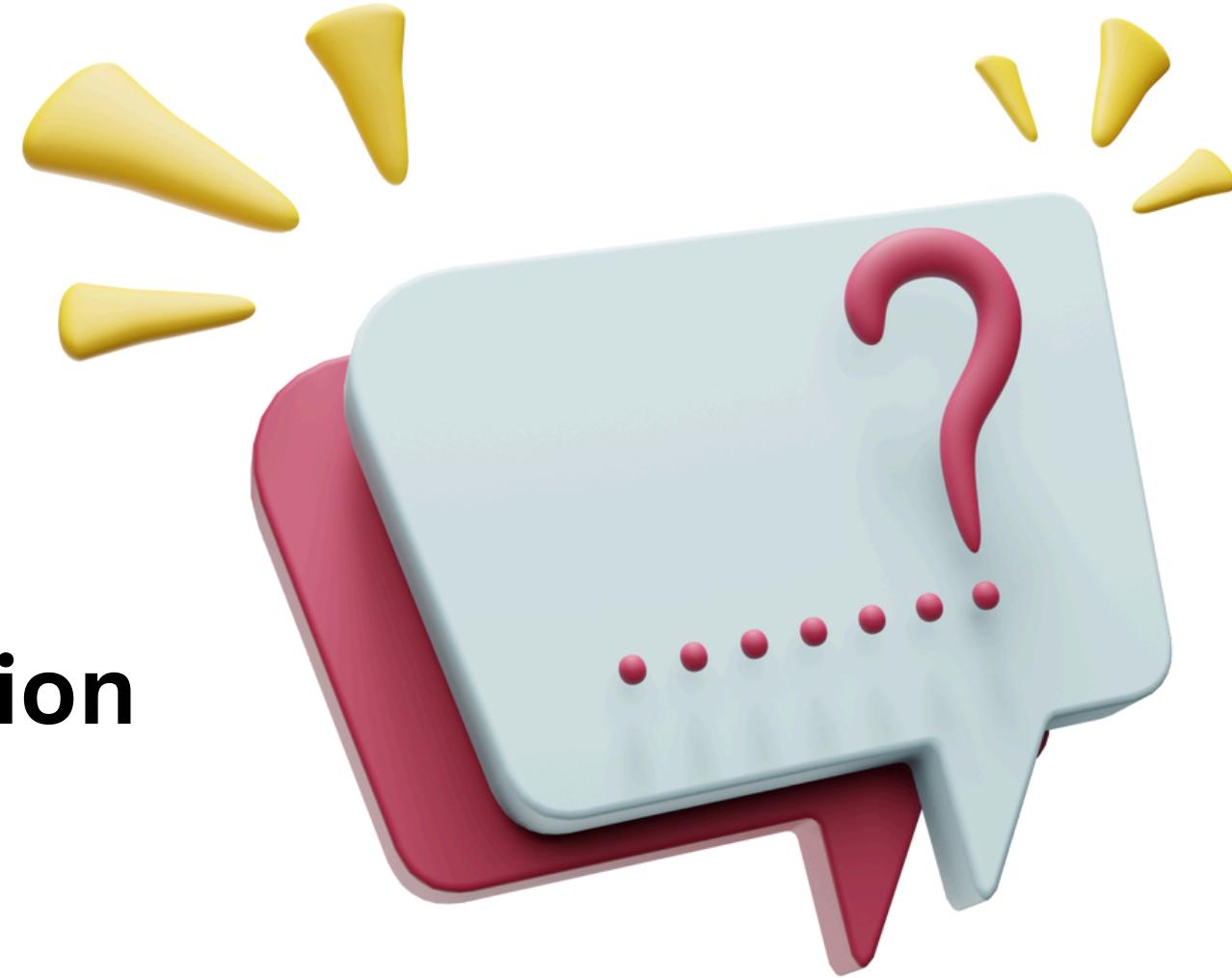
Instead of holding data, it holds where the data lives.





Why Pointers are Important

- Enable efficient memory usage
- Allow pass-by-reference
- Essential for arrays, strings, structures
- Foundation of dynamic memory allocation
- Used in linked lists, trees, and graphs



Pointer Declaration

- int → type of data it points to
- * → pointer symbol
- p → pointer variable

```
int *p;
```

Address-of (&) and Dereference (*)

- **& → gets address**
- *** → accesses value at address**

```
int x = 10;
int *p = &x;

printf("%d", x);    // 10
printf("%d", *p);   // 10
printf("%p", p);   // address of x
```

Pointer Initialization

```
int x = 5
```

```
int *p = &x
```

⚠️ **Uninitialized pointers are dangerous.**

Pointer Types

a. Data Pointer

```
int *p;  
char *c;
```

b. Null Pointer

```
int *p = NULL;
```

Void Pointer

- Can point to any data type
- Must be type-cast before dereferencing

```
void *p;
```

Wild Pointer

- Points to random memory
- Causes undefined behavior

```
int *p;  
// uninitialized
```

Dangling Pointer

Occurs when:

- Memory is freed
- Pointer still points to it

```
free(p);  
p = NULL;
```

Pointer Arithmetic

Moves pointer by:

- `sizeof(data_type)`

`p++;`

`p--;`

Pointers and Arrays

```
int arr[3] = {10,20,30};  
int *p = arr;  
  
printf("%d", *(p+1)); // 20
```

Constant Pointers

Pointer to Constant
`const int *p;`

Constant Pointer
`int *const p;`

Constant Pointer to Constant
`const int *const p;`

Function Using Pointers (Swap)

```
void swap(int *a, int *b) {  
    int temp = *a;  
    *a = *b;  
    *b = temp;  
}
```

Activity

Swap two numbers using pointers

Demonstrates:

- Pass by reference
- Memory access



Common Pointer Mistakes

- Using uninitialized pointers
- Forgetting * or &
- Dangling pointers
- Incorrect pointer arithmetic

Session Summary

- Pointers store addresses
- Enable memory-level control
- Essential for advanced C
- Backbone of data structures