

# CSC 211: Computer Programming

## Pointers

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Original design and development by Dr. Marco Alvarez

# Pointers

## So far ...

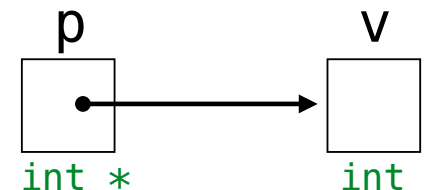
- Every variable/object (regardless of scope) exists at some memory location (**memory address**)
- Every memory address corresponds to a **unique location** in memory
- The compiler translates names into memory addresses when generating machine level code
- C++ allows programmers to manipulate variables/objects and their memory addresses directly

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## What is a pointer?

- A special type of variable whose value is the **memory address** of another variable
- Pointers must be **declared** before use
  - ✓ pointer type **must** be specified
  - ✓ pointers **must always** point to variables/objects of the same type

A pointer **p** that stores the memory address of another variable **v** is said to **point to v**



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## Declaration of pointer variables

`type *ptr_name;`

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## Declaration of pointer variables

```
// can declare a single  
// pointer (preferred)  
int *p;
```

```
// can declare multiple  
// pointers of the same type  
int *p1, *p2;
```

```
// can declare pointers  
// and other variables too  
double *p3, var, *p4;
```

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## Pointer Operators

### • Address-of operator

- ✓ used to get the memory address of another variable/object

&

### • Dereference Operator

- ✓ used to get (or modify) the actual value of a given memory address  
(dereferencing a pointer)

\*

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## Pointers and references

**&**

*&* part of declaration  
*used as operator*

```
// Because the & symbol is included in the  
// declaration of a variable ~ we know that  
// myRef is a reference variable (& on left of = sign)  
int &myRef = a;  
  
// Because the & symbol is not included in the  
// declaration of a variable ~ we know this is  
// the "get address" operator operating on myVar  
// (& NOT on left of = sign)  
std::cout << &myVar;
```

**\***

*\** part of declaration  
*used as operator*

```
// Because the * symbol is included in the  
// declaration of a variable ~ we know myPtr  
// is a pointer variable (* on left of = sign)  
int *myPtr = &a;  
  
// Because the * symbol is not included in the  
// declaration of a variable ~ we know this is  
// the "dereference" operator operating on myPtr  
std::cout << *myPtr;
```

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# Pointers and references

- Not the same!
  - pointers are actual **variables**
  - references are *aliases* for existing variables
- Careful** ... both use the ampersand operator (&)
  - references are **declared** using the ampersand (&)
  - address-of** operator (&) is used with pointers

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```
#include <iostream>
```

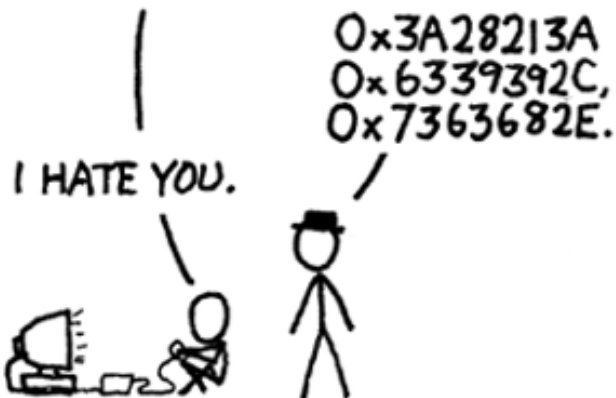
Assuming 32-bit words

```
int main() {  
    int var = 10;  
    int *ptr;  
  
    ptr = &var;  
    *ptr = 20;  
  
    // print both  
    // using cout  
    cout << var;  
    cout << ptr;  
  
    cout << *ptr;  
    return 0;  
}
```

Address	Variable	Value
...	...	...
0x91340A08		
0x91340A0C		
0x91340A10		
0x91340A14		
0x91340A18		
0x91340A1C		
...	...	...

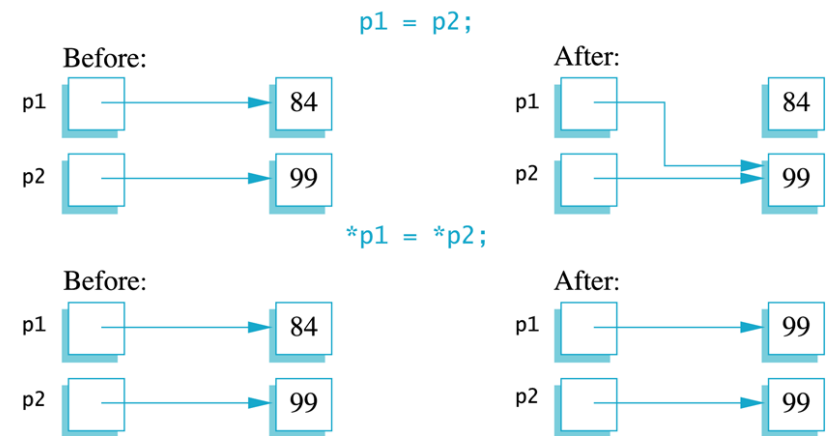
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MAN, I SUCK AT THIS GAME.  
CAN YOU GIVE ME  
A FEW POINTERS?



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## Uses of the Assignment Operator



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```

int main() {
    int temp = 10;
    int value = 100;
    int *p1, *p2;

    p1 = &temp;
    *p1 += 10;

    p2 = &value;
    *p2 += 5;

    p2 = p1;
    *p2 += 5;
    #Checkpoint a
    return 0;
}

```

Address	Variable	Value
...	...	...
0x91340A08		
0x91340A0C		
0x91340A10		
0x91340A14		
0x91340A18		
0x91340A1C		
0x91340A20		

What is the status of the stack at checkpoint a?

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## Null pointers and functions

- Pointers can be initialized to an “empty” address (points to nothing) using the **nullptr** keyword
  - nullptr** is just a pointer literal
- Pointers can be passed as parameters to functions
  - pointers are **treated as any other variable**
  - just remember they are holding **memory addresses**

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```

#include <iostream>

void increment(int *ptr) {
    (*ptr) ++;
}

int main() {
    int var = 10;

    increment(&var);
    increment(&var);

    // print using cout

    return 0;
}

```

Address	Variable	Value
...		
0x91340A08		
0x91340A0C		
0x91340A10		
0x91340A14		
0x91340A18		
0x91340A1C		
0x91340A20		
0x91340A24		
0x91340A28		
0x91340A2C		
0x91340A30		
0x91340A34		
...		

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## Pointers and arrays

- When declaring an array, the array name is treated as a **constant pointer** (pointing to the **base address**)

```

void zeros(int a[], int n){
    for (int i = 0 ; i < n ; i ++){
        a[i] = 0;
    }
}

int main() {
    int array[5];
    zeros(array, 5);
    // do stuff
}

=

void zeros(int *a, int n) {
    for (int i = 0 ; i < n ; i ++){
        a[i] = 0;
    }
}

int main() {
    int array[5];
    zeros(array, 5);
    // do stuff
}

```

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## Pointer arithmetic

- As pointers hold **memory addresses** (basically integers), we can add integers to it
- Must be careful !
  - ✓ `p+1` does not add 1 byte to the memory address, it adds the **size of the variable/literal type pointed by p**

```
int *myPtr = &a;
```

myPtr is holding 0x7ffee7e44bcc

myPtr + 1 == 0x7ffee7e44bcc + 1 =  
**0x7ffee7e44bd0 (4 bytes were added)**

- Can use pointer arithmetic to work with arrays

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## Example

- Print out a character array in reverse using pointer arithmetic
  - ✓ You can assume you have the length of the character array

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