

Principles of Programming Languages

CS 314

Recitation 4



RUTGERS

C Programming: Pointers and Memory

```
int i=5, j = 10;  
int *ptr, **pptr;  
ptr= &i;  
pptr = &ptr;  
*ptr = 3;  
**pptr = 7;  
ptr = &j;  
**pptr = 9;  
*pptr = &i;  
*ptr = -2;
```

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```
*ptr = -2;
```

i=5

ptr

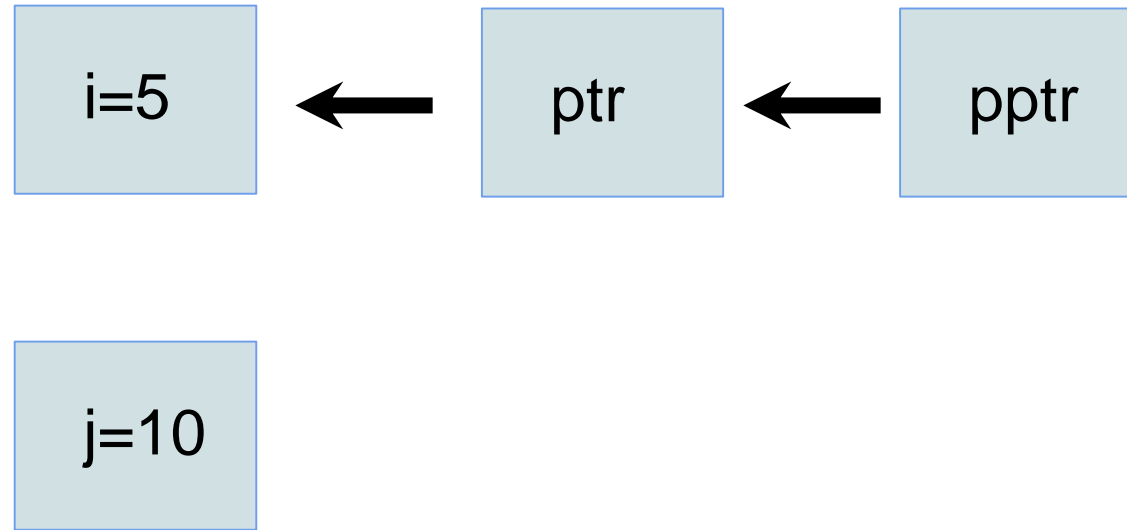
pptr

j=10

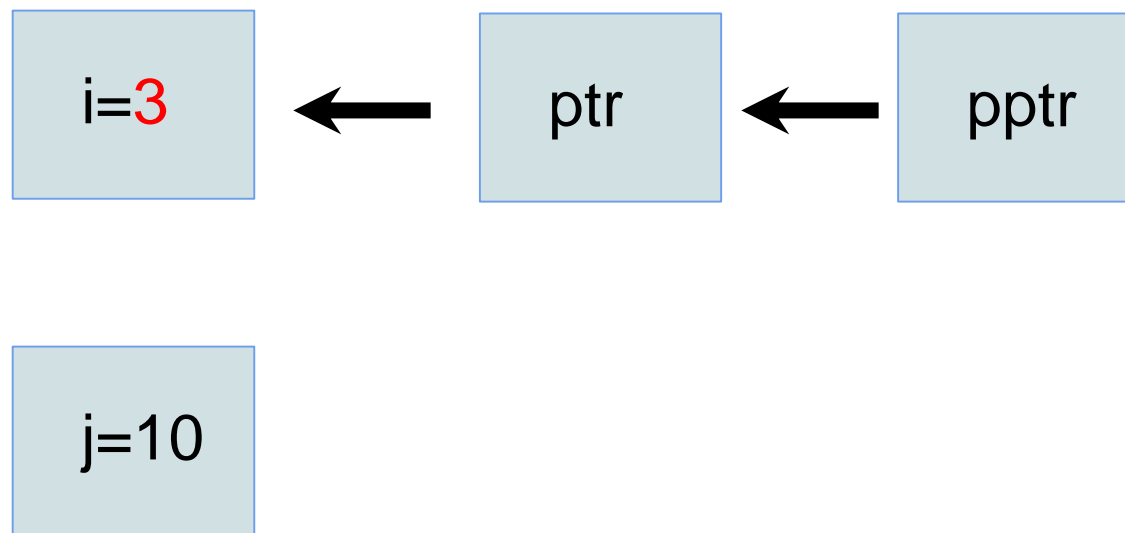
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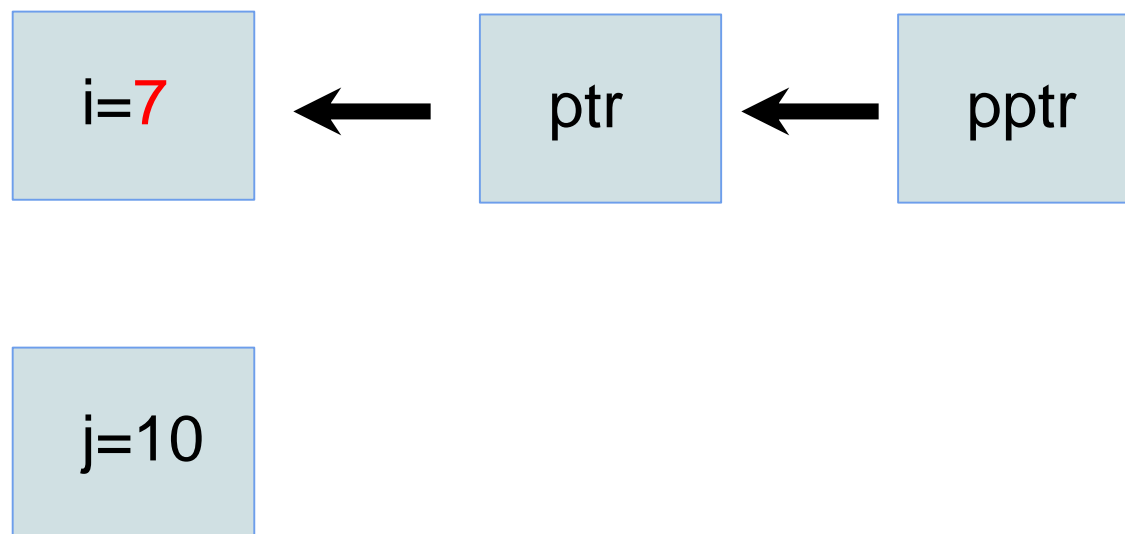
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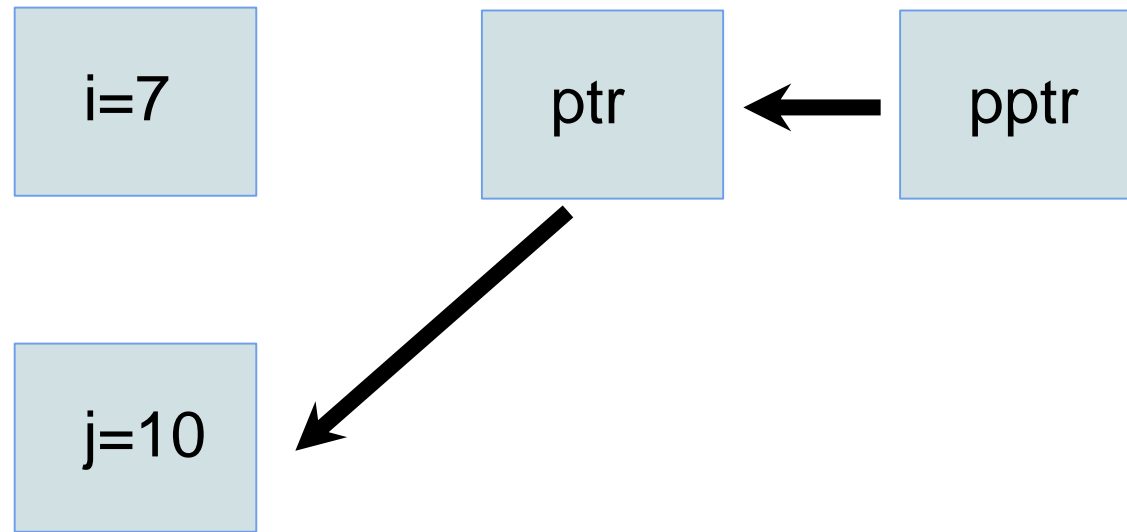
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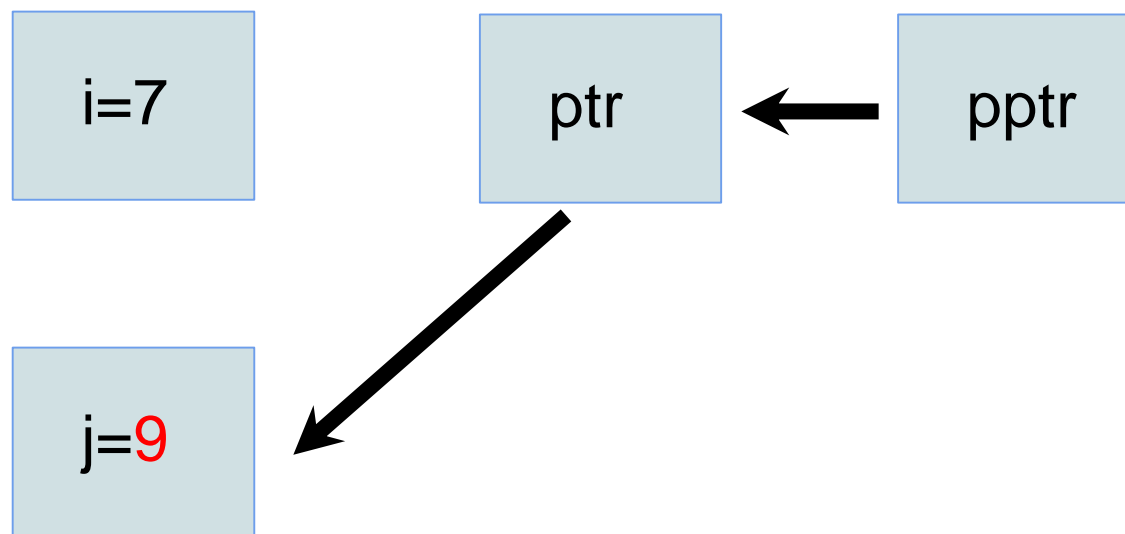
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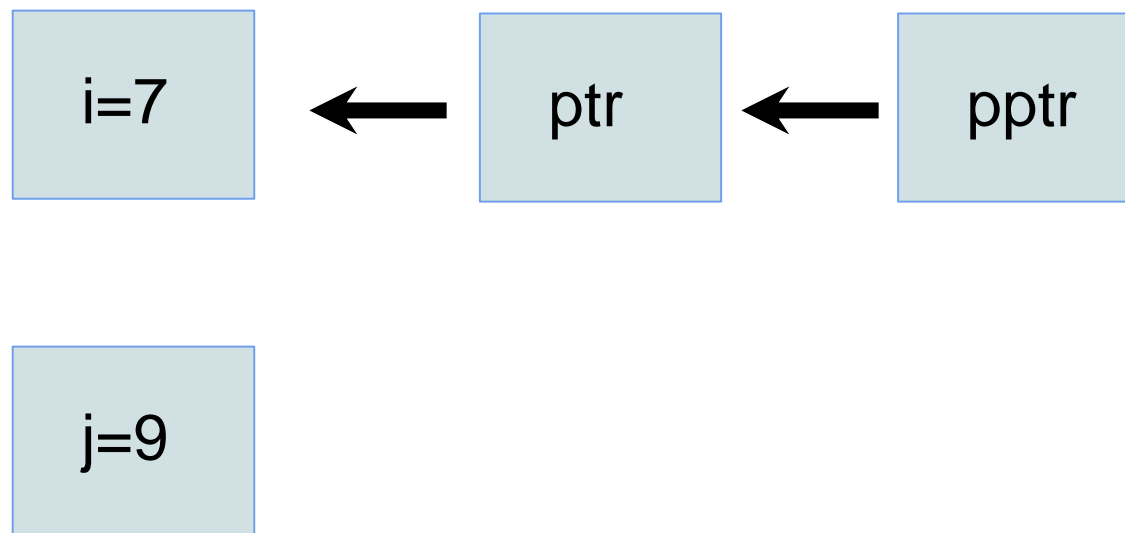
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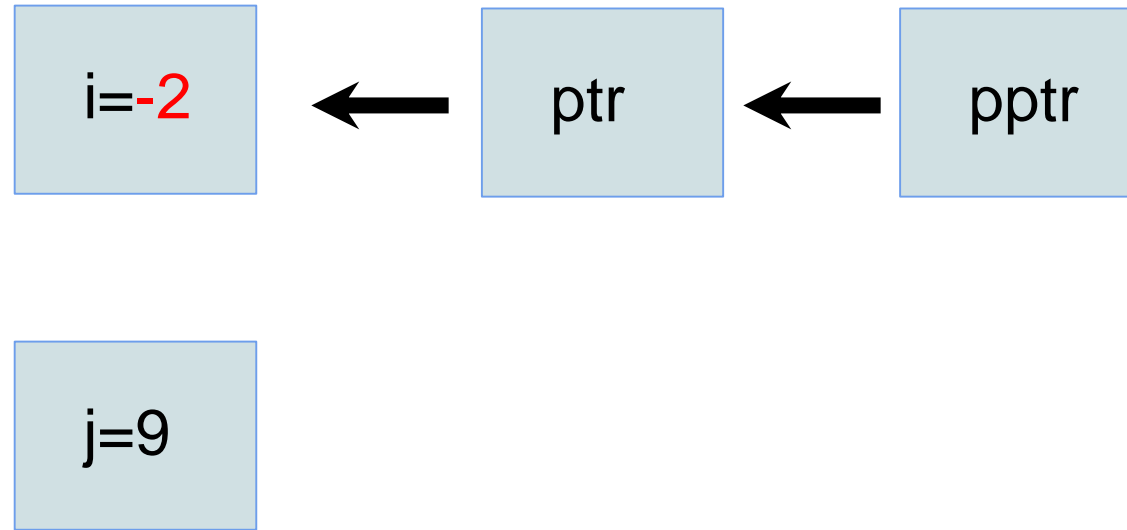

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```
int *p;
```

```
p = 5;
```

```
*(p+1)=7;
```

Address 6 may not be allocated to this program, this program cannot access it.

```
int *p = malloc(8);
```

```
*p = 100;
```

```
free(p);
```

```
*p = 10;
```

It is not allowed to access an address after releasing it.