# **Recap: Pointers**

#### **Pointer**

Definition: A pointer is a variable that contains the **address** of a variable.

If 'p' is a pointer to a variable 'c', then the situation will be like this.

#### Example:

If 'c' is present in the memory location with address, say 0007, then the value of p will be 0007.

p = 0007

A pointer variable is also stored in the memory.

## Unary operators & \*

The unary operator '&' is the 'address-of' operator. It gives the address of an object.

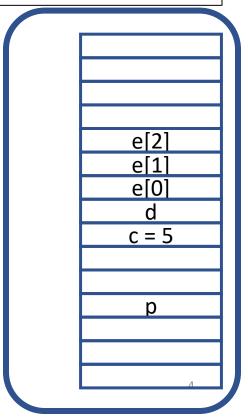
The unary operator '\*' is called **indirection** or **dereferencing** operator. It is applied to a pointer to accesses the object the pointer points to.

#### Example:

If p is a pointer to an integer object, say c=5, then

```
int c = 5, d, e[3];
int *p;  // Declared pointer p of type int

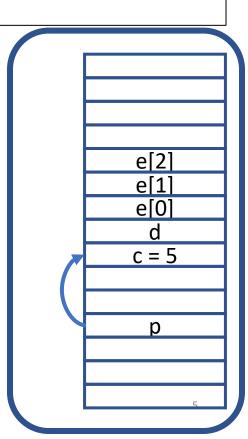
p = &c;  // p now points to c
d = *p;  // d is now 5
p = &e[0];  // p now points to e[0]
```



```
int c = 5, d, e[3];
int *p;  // Declared pointer p of type int

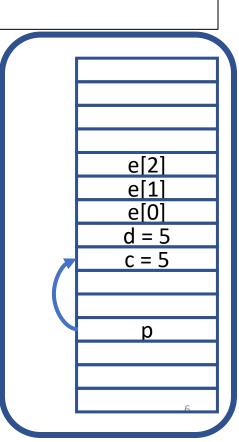
p = &c;  // p now points to c
d = *p;  // d is now 5
p = &e[0];  // p now points to e[0]
```

p contains the address of the memory location where c is residing.



Dereferencing operator \* gives the object pointed by p.

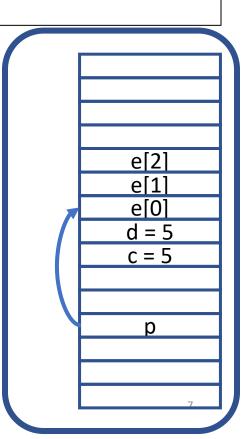
So, d gets the value of c.



```
int c = 5, d, e[3];
int *p;  // Declared pointer p of type int

p = &c;  // p now points to c
d = *p;  // d is now 5
p = &e[0];  // p now points to e[0]
```

p now points the first element of array e[]. So, p contains the address of the memory location where e[0] is residing.



#### We also covered

Pointer to 1D array

```
int a[10];
int *p = &a[0];
```

Pointer to 2D array

```
int a[3][4] = \{\{1,2,3,4\}, \{5,6,7,8\}, \{9,10,11,12\}\};
int *p = &a[0][0];
```

- Similarly, pointer to string of char
- Pointer expressions. Example: sum of the elements of an array

```
int *p = &a[0];
int sum=0, i;
for(i=0; i<5; i++)
  sum = sum + *(p+i);</pre>
```