

Pointers

Sunday, 1 August 2021 10:16 AM

Address and Data type

int a;
int b;

*P



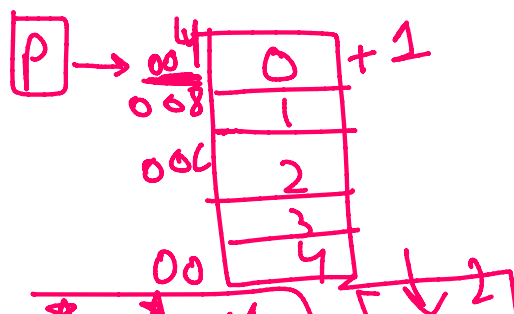
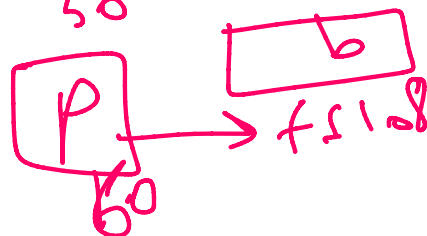
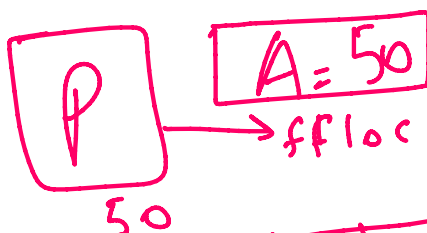
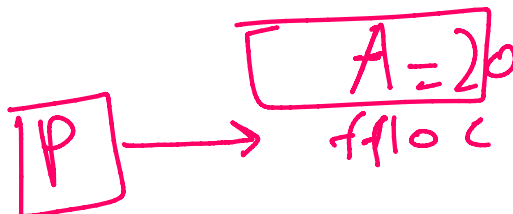
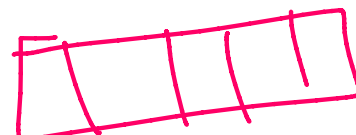
Add

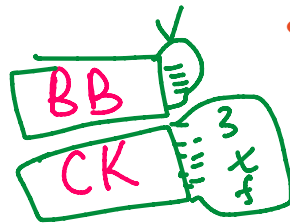
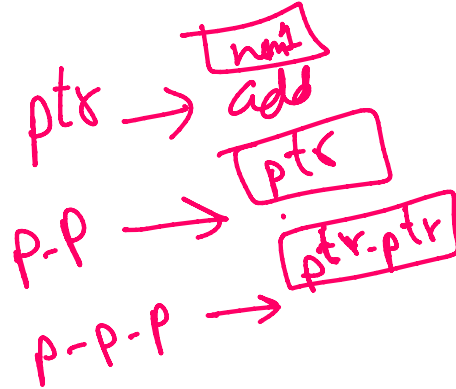
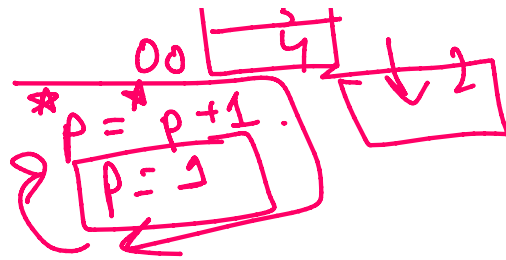
004 ← P
008 ← P
012
016
020

- Modify Multi variables
- Dynamic memory Allocation

*P = &a;
P = 004
*P = &b;
P = 008
*P = 20
b = 20

20 byte RAM
4 byte





Structure Pointers

