

第16讲：深入理解指针(6)

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正文开始

1. sizeof和strlen的对比

1.1 sizeof

在学习**操作符**的时候，我们学习了 `sizeof`，`sizeof` 计算变量所占内存空间大小的，**单位是字节**，如果操作数是类型的话，计算的是使用类型创建的变量所占内存空间的大小。

`sizeof` 只关注占用内存空间的大小，不在乎内存中存放什么数据。

比如：

```
1  #include <stdio.h>
2  int main()
3  {
4      int a = 10;
5      printf("%d\n", sizeof(a));
6      printf("%d\n", sizeof a);
7      printf("%d\n", sizeof(int));
8
9      return 0;
10 }
```

1.2 strlen

`strlen` 是C语言库函数，功能是求**字符串**长度。函数原型如下：

```
1  size_t strlen ( const char * str );
```

统计的是从 `strlen` 函数的参数 `str` 中这个地址开始向后，`\0` 之前字符串中字符的个数。
`strlen` 函数会一直向后找 `\0` 字符，直到找到为止，所以可能存在越界查找。

```
1  #include <stdio.h>
2  int main()
3  {
4      char arr1[3] = {'a', 'b', 'c'};
5      char arr2[] = "abc";
6      printf("%d\n", strlen(arr1));
7      printf("%d\n", strlen(arr2));
8
9      printf("%d\n", sizeof(arr1));
10     printf("%d\n", sizeof(arr2));
11     return 0;
12 }
```

1.3 sizeof 和 strlen的对比

sizeof	strlen
1. sizeof是操作符	1. strlen是库函数，使用需要包含头文件 <code>string.h</code>
2. sizeof计算操作数所占内存的大小，单位是字节	2. strlen是求字符串长度的，统计的是 <code>\0</code> 之前字符的个数
3. 不关注内存中存放什么数据	3. 关注内存中是否有 <code>\0</code> ，如果没有 <code>\0</code> ，就会持续往后找，可能会越界

2. 数组和指针笔试题解析

数组名的意义：

- 1. `sizeof(数组名)`，这里的数组名表示整个数组，计算的是整个数组的大小。
- 2. `&数组名`，这里的数组名表示整个数组，取出的是整个数组的地址。
- 3. 除此之外所有的数组名都表示首元素的地址。

2.1 一维数组

```
1  int a[] = {1,2,3,4};
```

```

2  printf("%d\n", sizeof(a));
3  printf("%d\n", sizeof(a+0));
4  printf("%d\n", sizeof(*a));
5  printf("%d\n", sizeof(a+1));
6  printf("%d\n", sizeof(a[1]));
7  printf("%d\n", sizeof(&a));
8  printf("%d\n", sizeof(*&a));
9  printf("%d\n", sizeof(&a+1));
10 printf("%d\n", sizeof(&a[0]));
11 printf("%d\n", sizeof(&a[0]+1));

```

2.2 字符数组

代码1:

```

1  #include <stdio.h>
2  int main()
3  {
4      char arr[] = {'a', 'b', 'c', 'd', 'e', 'f'};
5      printf("%d\n", sizeof(arr));
6      printf("%d\n", sizeof(arr+0));
7      printf("%d\n", sizeof(*arr));
8      printf("%d\n", sizeof(arr[1]));
9      printf("%d\n", sizeof(&arr));
10     printf("%d\n", sizeof(&arr+1));
11     printf("%d\n", sizeof(&arr[0]+1));
12     return 0;
13 }

```

代码2:

```

1  #include <stdio.h>
2  #include <string.h>
3
4  int main()
5  {
6      char arr[] = {'a', 'b', 'c', 'd', 'e', 'f'};
7      printf("%d\n", strlen(arr));
8      printf("%d\n", strlen(arr+0));
9      printf("%d\n", strlen(*arr));
10     printf("%d\n", strlen(arr[1]));
11     printf("%d\n", strlen(&arr));
12     printf("%d\n", strlen(&arr+1));
13     printf("%d\n", strlen(&arr[0]+1));

```

```
14     return 0;
15 }
```

代码3:

```
1  #include <stdio.h>
2  int main()
3  {
4      char arr[] = "abcdef";
5      printf("%d\n", sizeof(arr));
6      printf("%d\n", sizeof(arr+0));
7      printf("%d\n", sizeof(*arr));
8      printf("%d\n", sizeof(arr[1]));
9      printf("%d\n", sizeof(&arr));
10     printf("%d\n", sizeof(&arr+1));
11     printf("%d\n", sizeof(&arr[0]+1));
12     return 0;
13 }
```

代码4:

```
1  #include <stdio.h>
2  #include <string.h>
3  int main()
4  {
5      char arr[] = "abcdef";
6      printf("%d\n", strlen(arr));
7      printf("%d\n", strlen(arr+0));
8      printf("%d\n", strlen(*arr));
9      printf("%d\n", strlen(arr[1]));
10     printf("%d\n", strlen(&arr));
11     printf("%d\n", strlen(&arr+1));
12     printf("%d\n", strlen(&arr[0]+1));
13     return 0;
14 }
```

代码5:

```

1  #include <stdio.h>
2  int main()
3  {
4      char *p = "abcdef";
5      printf("%d\n", sizeof(p));
6      printf("%d\n", sizeof(p+1));
7      printf("%d\n", sizeof(*p));
8      printf("%d\n", sizeof(p[0]));
9      printf("%d\n", sizeof(&p));
10     printf("%d\n", sizeof(&p+1));
11     printf("%d\n", sizeof(&p[0]+1));
12     return 0;
13 }

```

代码6:

```

1  #include <stdio.h>
2  #include <string.h>
3  int main()
4  {
5      char *p = "abcdef";
6      printf("%d\n", strlen(p));
7      printf("%d\n", strlen(p+1));
8      printf("%d\n", strlen(*p));
9      printf("%d\n", strlen(p[0]));
10     printf("%d\n", strlen(&p));
11     printf("%d\n", strlen(&p+1));
12     printf("%d\n", strlen(&p[0]+1));
13     return 0;
14 }

```

2.3 二维数组

```

1  #include <stdio.h>
2
3  int main()
4  {
5      int a[3][4] = {0};
6      printf("%d\n", sizeof(a));
7      printf("%d\n", sizeof(a[0][0]));

```

```

8     printf("%d\n", sizeof(a[0]));
9     printf("%d\n", sizeof(a[0]+1));
10    printf("%d\n", sizeof(*(a[0]+1)));
11    printf("%d\n", sizeof(a+1));
12    printf("%d\n", sizeof(*(a+1)));
13    printf("%d\n", sizeof(&a[0]+1));
14    printf("%d\n", sizeof(*(&a[0]+1)));
15    printf("%d\n", sizeof(*a));
16    printf("%d\n", sizeof(a[3]));
17    return 0;
18 }

```

3. 指针运算笔试题解析

3.1 题目1:

```

1  #include <stdio.h>
2
3  int main()
4  {
5      int a[5] = { 1, 2, 3, 4, 5 };
6      int *ptr = (int *)(&a + 1);
7      printf( "%d,%d", *(a + 1), *(ptr - 1));
8      return 0;
9  }
10 //程序的结果是什么?

```

a数组

1	2	3	4	5
---	---	---	---	---

3.2 题目2

```

1 //在X86环境下

```

```

2 //假设结构体的大小是20个字节
3 //程序输出的结果是啥?
4 struct Test
5 {
6     int Num;
7     char *pcName;
8     short sDate;
9     char cha[2];
10    short sBa[4];
11 }*p = (struct Test*)0x100000;
12
13 int main()
14 {
15     printf("%p\n", p + 0x1);
16     printf("%p\n", (unsigned long)p + 0x1);
17     printf("%p\n", (unsigned int*)p + 0x1);
18     return 0;
19 }

```

3.3 题目3

```

1 #include <stdio.h>
2 int main()
3 {
4     int a[3][2] = { (0, 1), (2, 3), (4, 5) };
5     int *p;
6     p = a[0];
7     printf( "%d", p[0]);
8     return 0;
9 }

```

3.4 题目4

```

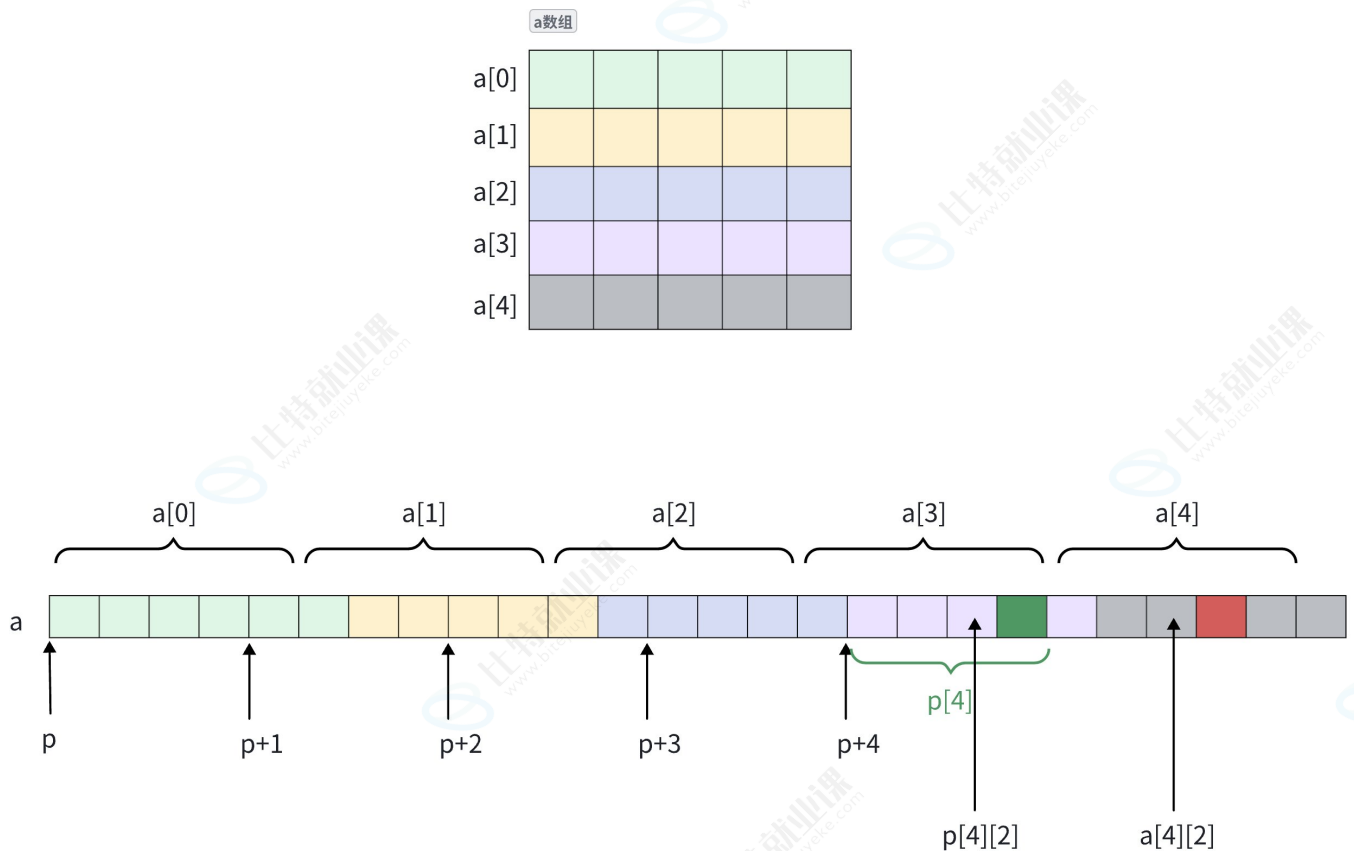
1 //假设环境是x86环境，程序输出的结果是啥?
2 #include <stdio.h>
3
4 int main()
5 {
6     int a[5][5];
7     int(*p)[4];
8     p = a;

```

```

9     printf( "%p,%d\n", &p[4][2] - &a[4][2], &p[4][2] - &a[4][2]);
10    return 0;
11 }

```



3.5 题目5

```

1  #include <stdio.h>
2  int main()
3  {
4      int aa[2][5] = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };
5      int *ptr1 = (int *)(&aa + 1);
6      int *ptr2 = (int *)(&aa + 1);
7      printf( "%d,%d", *(ptr1 - 1), *(ptr2 - 1));
8      return 0;
9  }

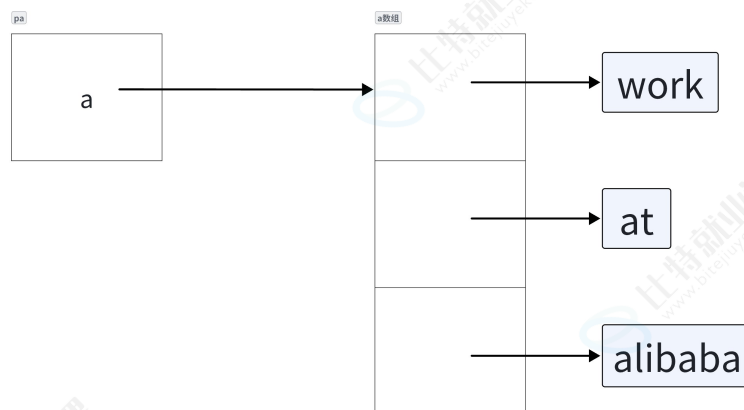
```


aa数组

1	2	3	4	5
6	7	8	9	10

3.6 题目6

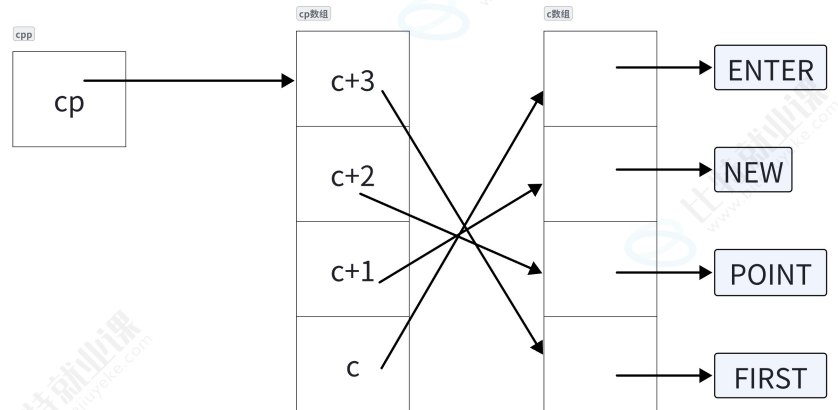
```
1  #include <stdio.h>
2  int main()
3  {
4      char *a[] = {"work","at","alibaba"};
5      char**pa = a;
6      pa++;
7      printf("%s\n", *pa);
8      return 0;
9  }
```



3.7 题目7

```
1  #include <stdio.h>
2  int main()
3  {
4      char *c[] = {"ENTER","NEW","POINT","FIRST"};
5      char**cp[] = {c+3,c+2,c+1,c};
6      char***cpp = cp;
7      printf("%s\n", *++cpp);
8      printf("%s\n", *--*++cpp+3);
9      printf("%s\n", *cpp[-2]+3);
```

```
10     printf("%s\n", cpp[-1][-1]+1);
11     return 0;
12 }
```



完