

# Arrays and Pointers- II

Department of CSE  
Amrita Vishwa VidyaPeetham



# Predict the output

- `#include<stdio.h>`
- `int main()`
- `{`
- `int a[] = { 1, 2, 3, 4, 5} ; //initialise the array with 5 elements`
- `int *ptr; //Declare an integer pointer ptr`
- `ptr = a; //Assign the base address of array a[] to ptr. Now ptr points to a`
- `printf(" %d ", *( ptr + 1) ); //What is the output?`
- `return 0;`
- `}`

**Output : 2** Here since ptr is integer pointer , ptr+1 will increment the address by 4 bytes and ptr+1 has the address of second element in the array. \*(ptr+1) dereferences that ptr, ie access the content of the address and print 2



# Predict the output

```
int main()
{
    int A[5]={15,20,30,55,70};
    int *ptr=A;    //ptr contains the base address of array A
    while(*ptr< 30)
    { if(*ptr%2!=0)
        *ptr=*ptr+2;
      else
        *ptr=*ptr+1;
      ptr=ptr+1;
    }
    for(int i=0;i<5;i++)
    { printf("%d ",A[i]);
    }
    return 0;
}
```

Output: 17 21 30 55 70



# Predict the Output

```
□ int main()  
□ { int A[5]={1,2,3,4,5}; //Declare and initialise Array  
□   int *ptr=A+2;        // Assign ptr  
□   for(int i=0;i<5;i++)  
□       { (*ptr)*=2;    //Computation (*ptr) =(*ptr)*2  
□         --ptr;  
□       }  
□   for(int i=0;i<5;i++)  
□       printf("%d ",A[i]);  
□  
□ }
```

Output: 2 4 6 4 5



# Just for Fun!

```
□ #include<stdio.h>
□ int main(){
□     int a = 36;
□     int *ptr;
□     ptr = &a;
□     printf("%u %u", *&ptr , &*ptr);
□     return 0;
□ }
```

Output: \* and & cancel each other and display the address of a two time



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# Namah Shivaya!

