Pointers to Objects

Just as you can have pointers to other types of variables, you can have pointers to objects. When accessing members of a class given a pointer to an object, use the arrow (–>) operator instead of the dot operator. The next program illustrates how to access an object given a pointer to it:

#include <iostream>

using namespace std;

class cl {

int i;

public:

cl(int j) { i=j; }

int get\_i() { return i; }

};

int main()

{

cl ob(88), \*p;

p = &ob; // get address of ob

cout << p->get\_i(); // use -> to call get\_i()

return 0;

}

#include <iostream>

using namespace std;

class cl {

int i;

public:

cl() { i=0; }

cl(int j) { i=j; }

int get\_i() { return i; }

};

int main()

{

cl ob[3] = {1, 2, 3};

cl \*p;

int i;

p = ob; // get start of array

for(i=0; i<3; i++) {

cout << p->get\_i() << "\n";

p++; // point to next object

}

return 0;

}

#include <iostream>

using namespace std;

class cl {

public:

int i;

cl(int j) { i=j; }

};

int main()

{

cl ob(1);

int \*p;

p = &ob.i; // get address of ob.i

cout << \*p; // access ob.i via p

return 0;

}