

→ Pointers

→ Q - 9/10

$$\rightarrow V[j] = V[i]$$

load i
load V
——→ compute $4 * i$
load $V[i]$ —→ compute $\text{base} + 4 * i$
load j
——→ compute $4 * j$
——→ compute $\text{base} + 4 * j$
Store

$$\rightarrow x = V[i * p]$$

load p
load *p
load i
——→ compute $i * p$
——→ compute $4 * [i * p]$
load $\text{addr}(V)$
——→ compute $\text{base of } V + 4 * [i * p]$
load (—)
store (—) at $\text{addr}(x)$

$$\rightarrow x = V[* * q]$$

load q
load *q
load **q
——→ compute $4 * [**q]$
load $\text{addr}(V)$
——→ compute $\text{base} + \text{offset}$
load (—)
store (—) at $\text{addr}(x)$

$$\rightarrow j = V[*p]$$

load p
load *p
——→ $4 * [*p]$
load $\text{addr}(V)$
——→ $\text{base} + \text{offset}$
load (—)
store (—) at $\text{addr}(j)$