September 21, 2017

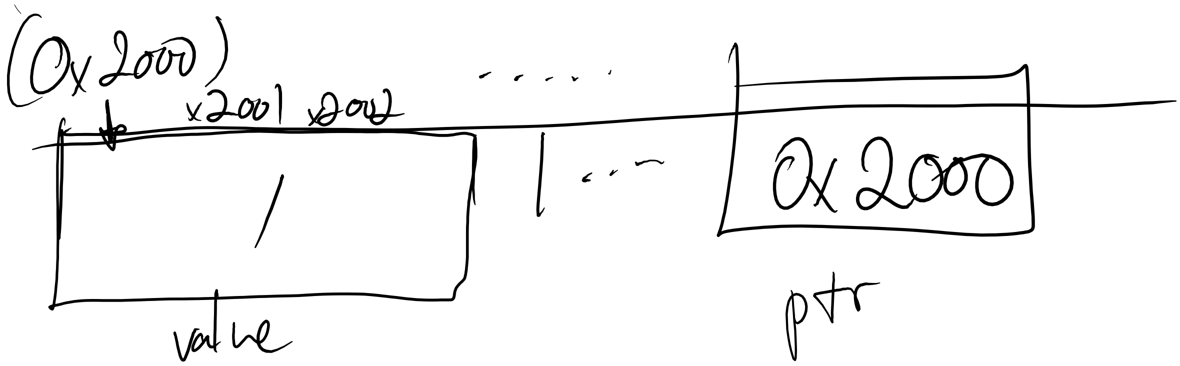
September 21, 2017 11:24 AM

```
#define DEBUG

#ifdef DEBUG

clang -DDEBUG

#define DEBUG 0

#if DEBUG != 0

#define MAX(a, b) ((a)>(b) ? (a) : (b))

int max(int a, int b)

float maxf
```

```
#define ODD(a)
```

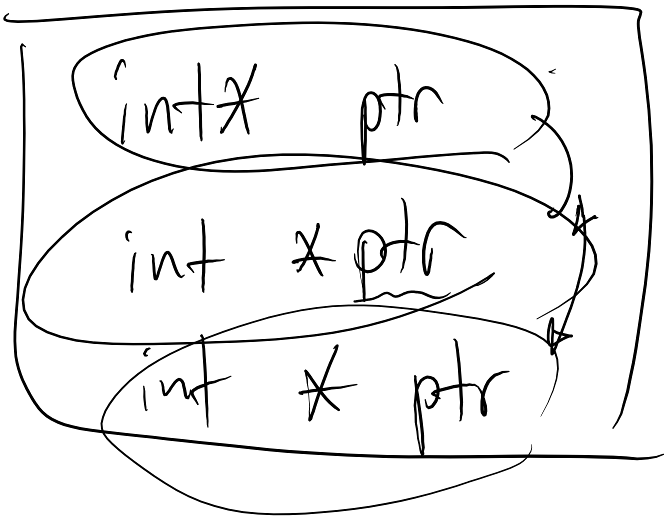
```
#define BOOL int
typedef int BOOL;
```

```
enum CARDS {

    CLUB ,
    DIAMOND ,
    HEART ,
    SPADE ,

};
```

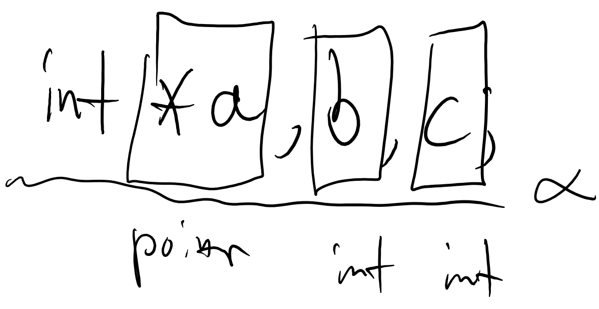


```
int value = 1
int * ptr = & value;
```

```
int * intptr ;
float * fptr ;
```



```
int* ptr
int *ptr
int * ptr
```



```
int *a, b, c;
```

```
int *a, *b, *c
```

void*   a, b, c

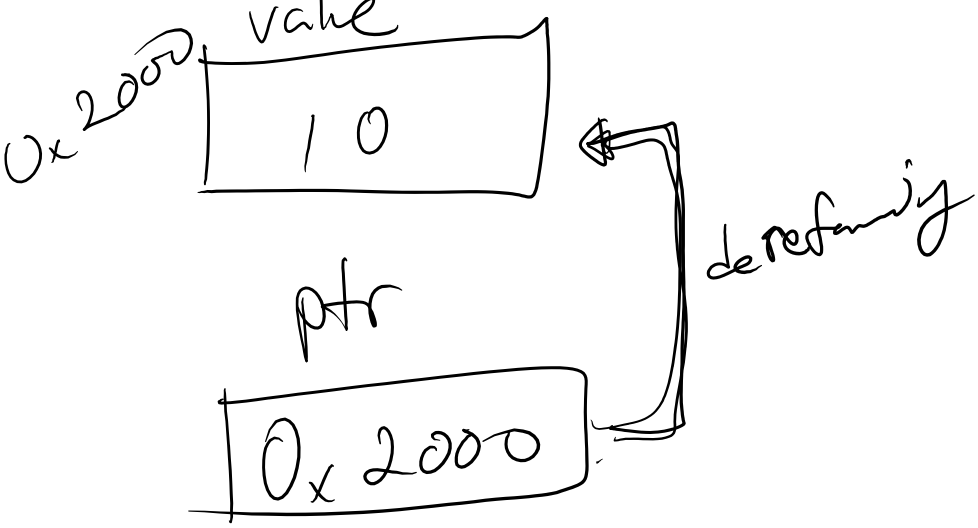
NULL

int * ptr = 0;

int value = 100;

ptr = &value; //get addess
save to 'ptr'

*ptr



int a = *ptr;
← 100

```
*ptr = 10 ;
```

```
char * strtok (char * str, const char*
                                  delim)
```

```
char str[] = "This is testing" ;
```

x2000

1 2 3 4

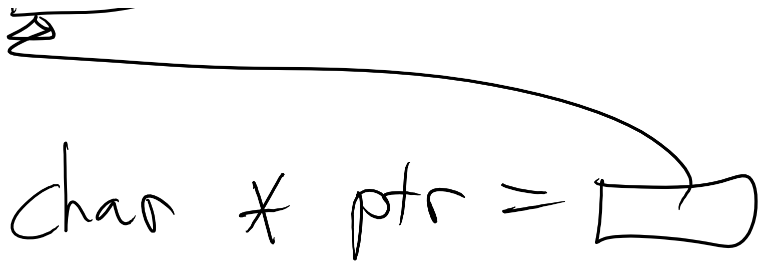
T	h	i	s		i	s		t	e	s	t	i	n	g	\0

```
strtok( x2000 , "  " )
        ptr
```

```
*ptr = '\0' ;
return begin ;
```

```
*ptr == delim[i]
```

1	2	3	4	\0



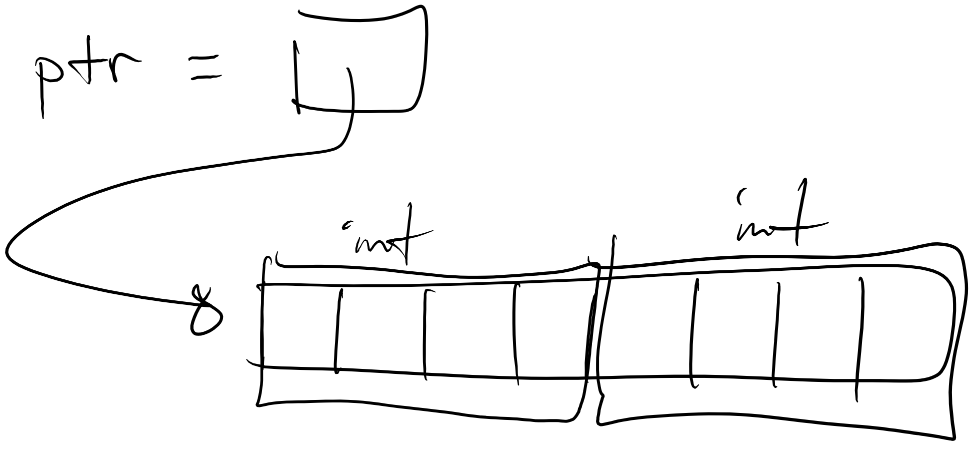
char * ptr =

ptr[0] == *ptr

ptr[1]

*(ptr + 1)

int * ptr =



*(ptr + 1)

||

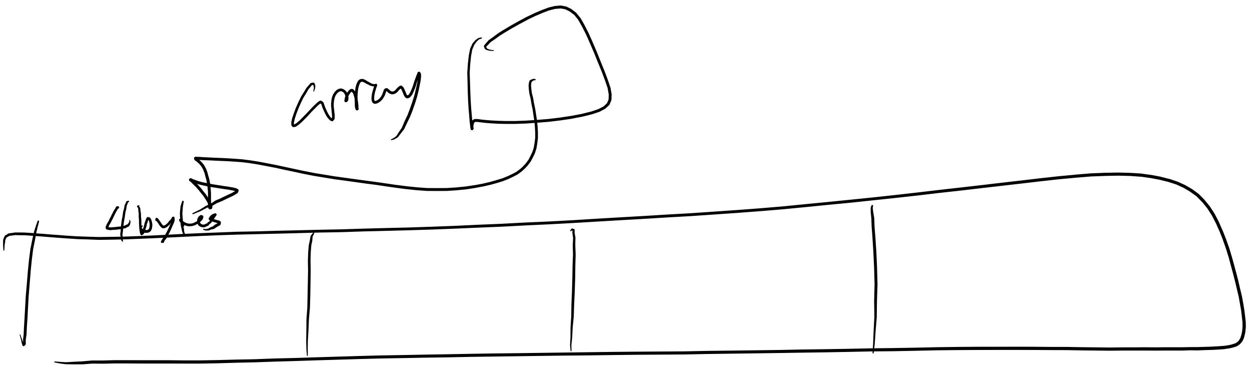
ptr[1]

ptr[2] = *(ptr + 2)

~~void* ptr ptr[2~~

int array[4] = {0};

int* ptr = array;



char str[] = "testing"

char * str = "testing"

where they are stored

str → char pointer.

```
#include <stdio.h>

int main () {
    int value = 0;
    int x, y;

    scanf("%d", &value);
    scanf("%d, %d", &x, &y);


    return 0;
}
```

```
int value = 0;
int *ptr = &value;
```

```
printf( " %d \n " , *ptr) ;
                                  ✓
//*ptr = 100;                     0
```

```
value = 12;
printf("%p : %d\n", *ptr);

                 12
```