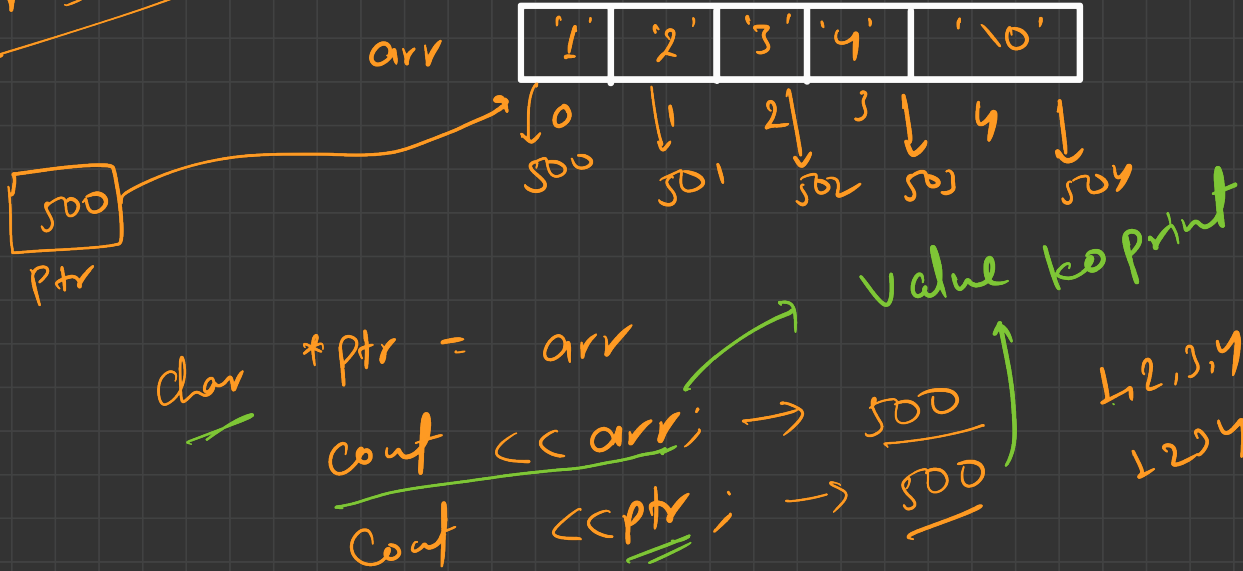


## Pointer with char array

```
char arr[5] = "1,2,3,4";
```

arr = 500

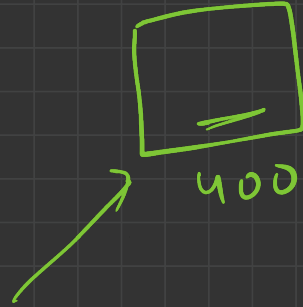


cout << (void \*) arr;

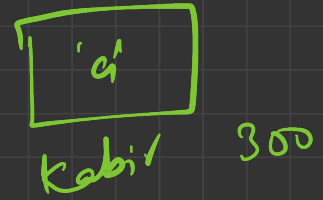
cout << (void\*) ptr;

?

double ← int



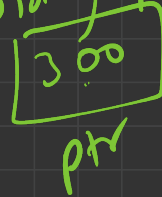
```
char kabir = 'a';  
cout << kabir;
```



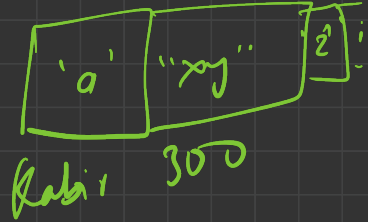
```
char *ptr = &kabir;
```

```
cout << ptr;
```

```
cout << (void*) ptr;
```



a x y z a b c [12]



```

void inc(int *ptr)
{
    *ptr = *ptr + 1;
}

```

## Pass by pointer

```

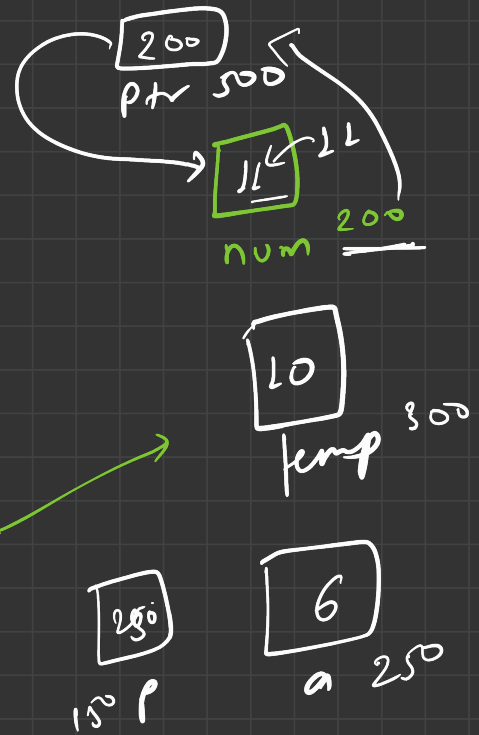
int a = 5;
int *p = &a;
*p = *p + 1;

```

```

int main() {
    int num = 10;
    int temp = num;
    inc(&num);
    cout << num;
}

```



```
void dob (int *p) {
```

```
    for (i=0; i<5; i++) {
```

```
        p[i] = 2 * p[i];
```

```
    }
```

$p[i] = 2 \times p[i]$

$= 2 \times * (p + i)$

$p[i] = 2 \times p[0]$   
 $* (p + i) = 2 \times 100$   
 $= 2 \times 2$   
 $= 4$

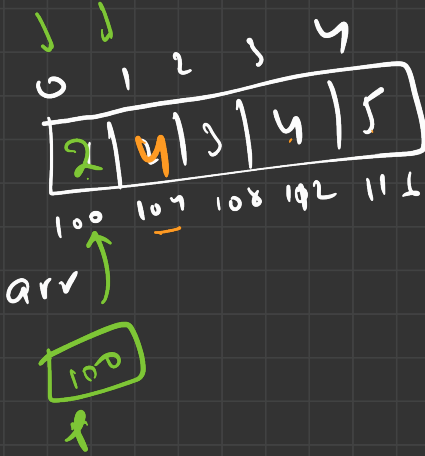
```
int main() {
```

```
    int arr[5] = {1, 2, 3, 4, 5};
```

```
    → dob(arr);
```

```
    for (i=0; i<5; i++)
```

```
        cout << arr[i];
```



```
void swapping (int *p1, int *p2) {
```

```
    int temp = *p1;
```

```
    *p1 = *p2;
```

```
    *p2 = temp;
```

```
}
```

```
int main() {
```

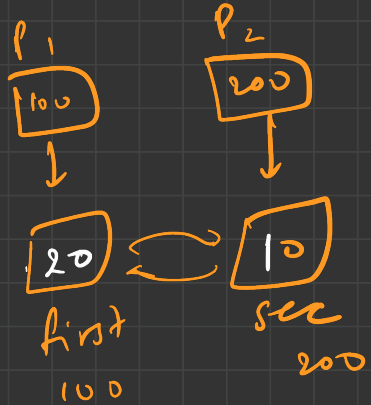
```
    int first = 10;
```

```
    int sec = 20;
```

```
    swapping (&first, &sec);
```

```
    cout << first << sec;
```

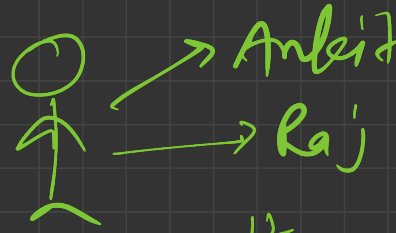
```
}
```



10  
temp

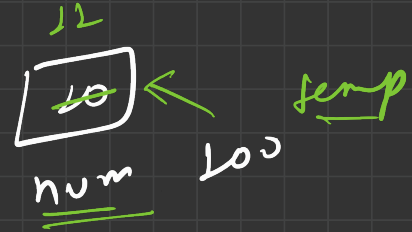
```
void pass (vector<int> & v1)  
{  
    for (i=0; i<5; i++)  
        v1[i] = 10;  
}
```

```
} int main () {  
    vector<int> v (5, 0);  
    pass (v);  
}
```



int num = 10;

int temp = num  
temp = temp + 1





```
void swap ( int &F1 , int &F2 ) {
```

```
    int temp = F1;
```

```
    F1 = F2;
```

```
    F2 = temp;
```

```
}
```

```
int main() {
```

```
    int first = 10, sec = 20;
```

```
    swap ( first, sec );
```

```
    cout << first << sec << endl;
```

```
}
```

temp

F1

10

first  
100

F2

20

sec  
200







































