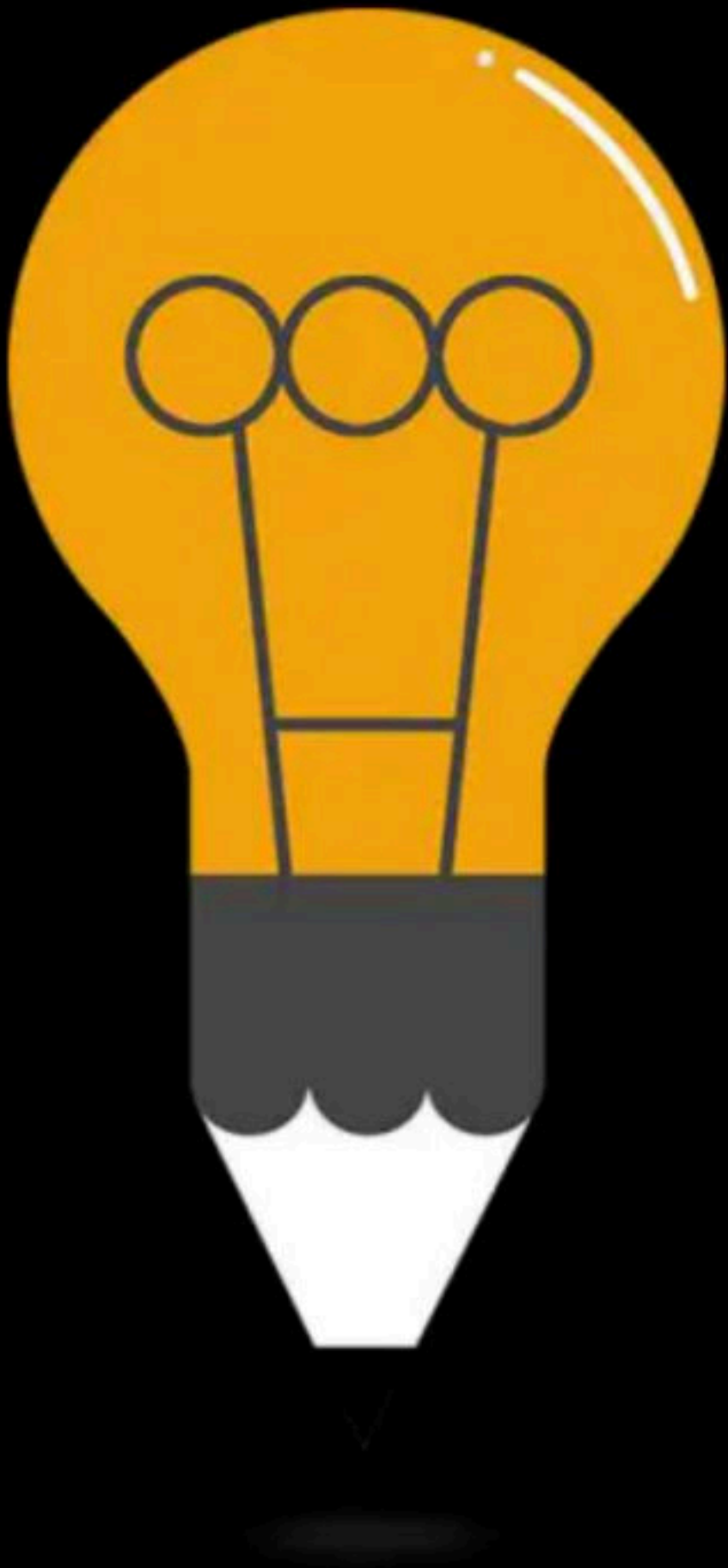




Array

Course on C-Programming & Data Structures: GATE - 2024 & 2025



Pointers & Array

By: Vishvadeep Gothi

floor() & ceil() functions \Rightarrow math.h

lower nearest int $\xrightarrow{\quad}$ upper nearest int

$$\text{floor}(3.2) = 3$$

$$\text{floor}(3.9) = 3$$

$$\text{floor}(-3.6) = -4$$

$$\text{ceil}(4.6) = 5$$

$$\text{ceil}(4.2) = 5$$

$$\text{ceil}(4.1) = 5$$

$$\text{ceil}(4.01) = 5$$

$$\text{ceil}(-6.1) = -6$$

sqrt()
 \Downarrow
square root

pow(x, n)
 \Downarrow
 x^n

```
int a = 5;  
int b = 10;
```

variable

at

mem.

starting
address

→ 500
521

memory

5

a } 2 bytes

520

521

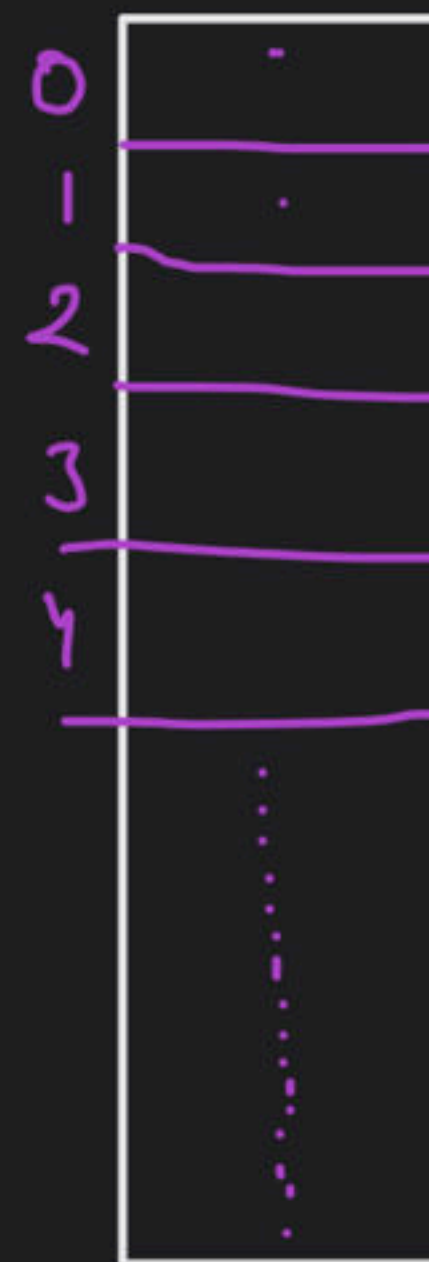
b } 2 bytes

```
printf("%x", &a);
```

or

↓
address of a

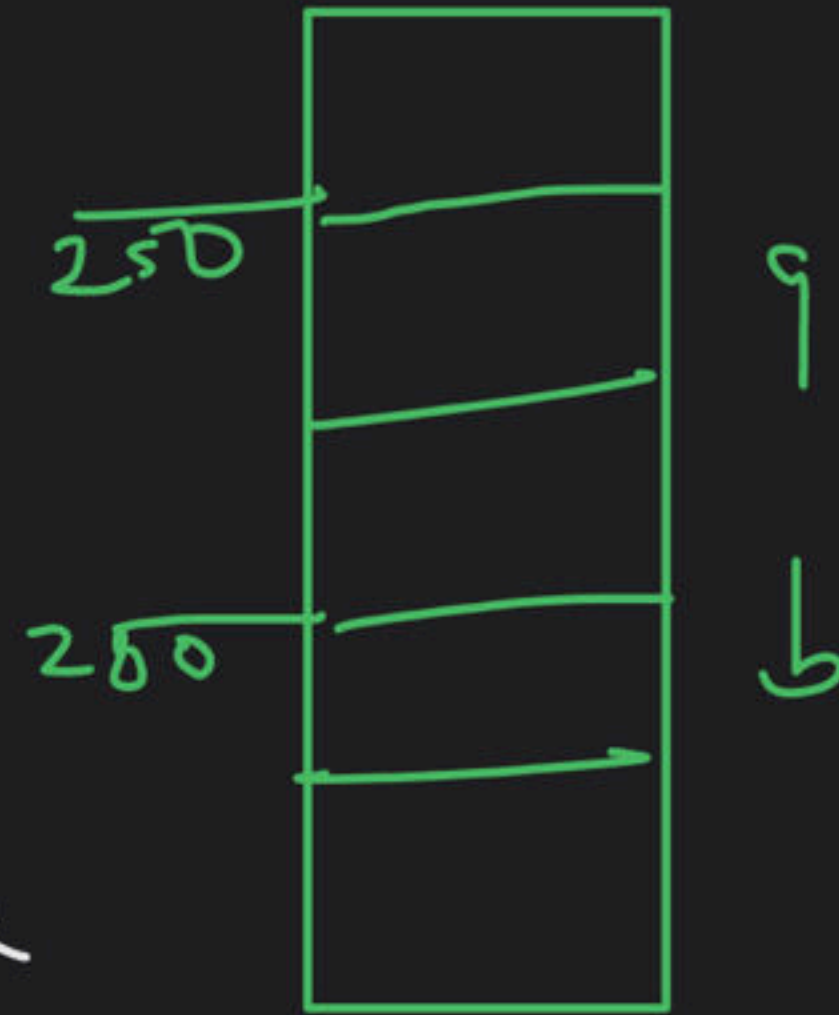
%U for unsigned




```
int a, b;
```

```
b = &a;
```

↓
error



b is an 'int' variable
and can not be used
to store addresses.

Pointer

pointer is a variable which is used to store address.

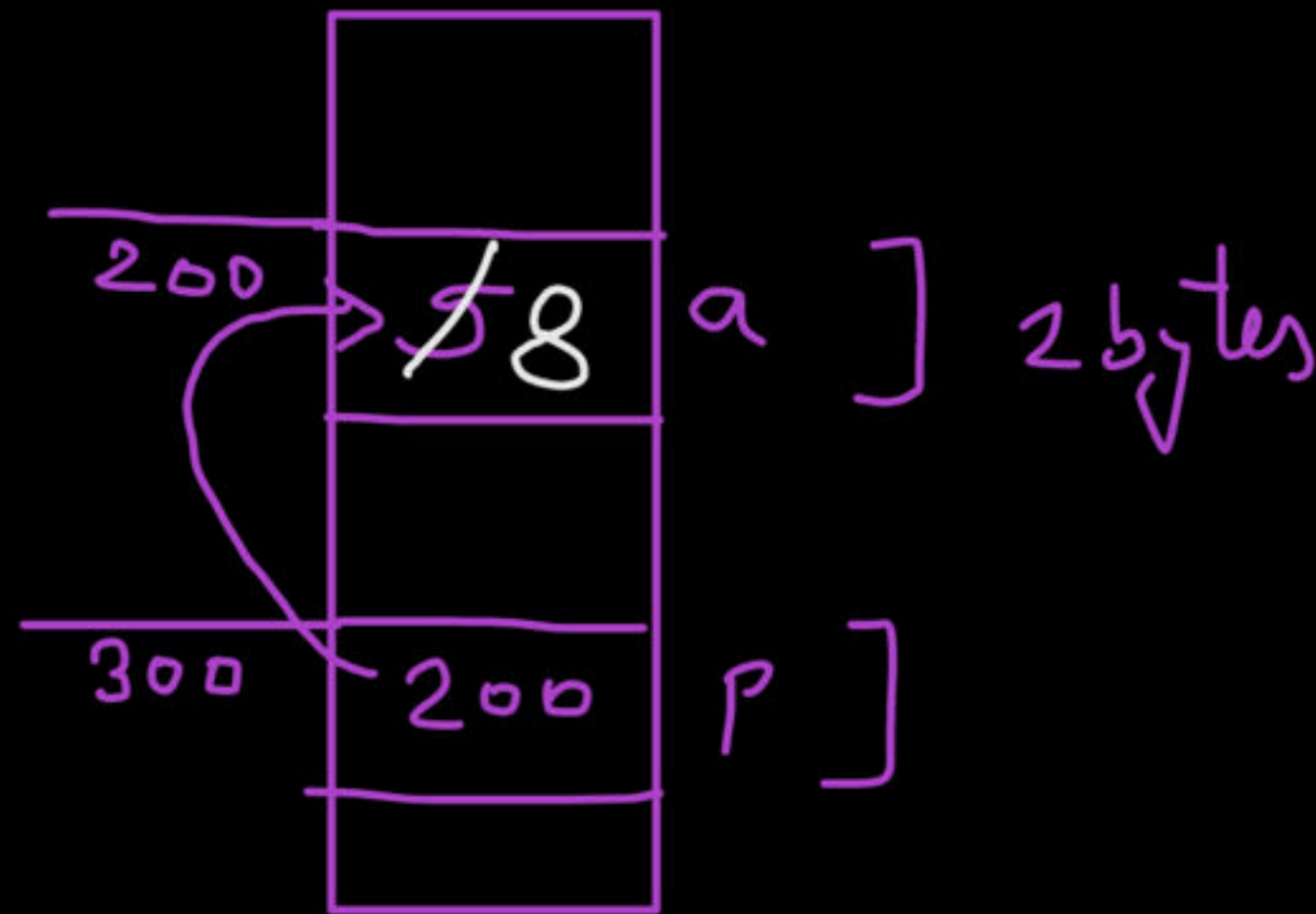
pointer declaration:-

`int *p;` \Rightarrow pointer `p` which can store add. of int

`int a = 5;`

`int *p;`

`p = &a;`



printf("%d", a); 5

printf("%d", &a); 200

printf("%d", p); 200

* \Rightarrow value at address

printf("%d", *p); *1200 \Rightarrow 5

printf("%d", (*p)*4); 20

*p = 8;

printf("%d", (*p)+2); 10

printf("%d", a); 8


```
char *cp;
```

```
float *fp;
```

int *ip;

cp, fp, ip
↑ store addresses

`printf("%d", sizeof(fp));` \Rightarrow 2

```
printf("%d", sizeof(ip));
```


pointer arithmetic

increment or decrement in pointer is done by size of data item it points.

int *ip;

char *cp;

float *fp;

ip++;

ip = ip + 3;

fp = fp + 5;

ip = ²⁰²~~200~~

cp = 300

fp = 400

} assuming

$$ip = 202 + (3 * 2) = 208$$

$$fp = 400 + (5 * 4) = 420$$

allowed operations:-

- ① increment $++$
- ② decrement $--$
- ③ Additⁿ of any integer constant $p + 3$, $q + 8$
- ④ subtractⁿ -1

 $p - 4$, $q - 3$
- ⑤ subtractⁿ of 2 pointers $p1 - p2$
- ⑥ Comparison of pointers

```
int a = 5, b = 2;
```

```
int *p = &a;
```

```
int *q = &b;
```

```
printf("%d", ++(*p) * (*q)); 12
```

```
printf("%d", (*p) + 4); 10
```

p → a = ~~5~~ 6

q → b = 2

1210


```
int **p;
```

```
int a = 5;
```

```
int *ap;
```

```
ap = &a;
```

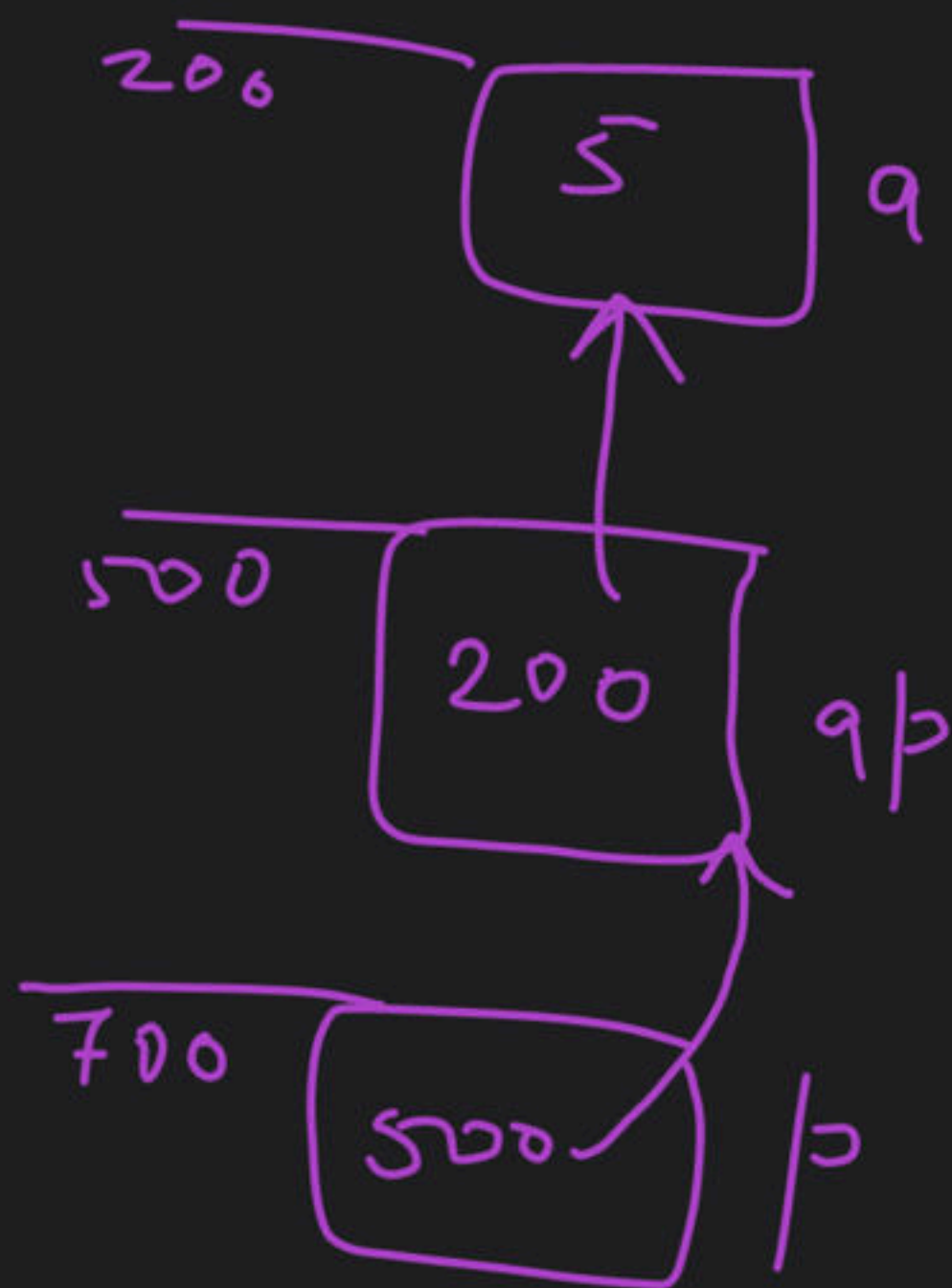
```
p = &ap;
```

```
printf("%d", b); 500
```

```
printf("%d", *p); 200
```

```
printf("%d", **p); 5
```

$**p \Rightarrow p$ is a pointer which holds add.
of another pointer to int.



Array

It is a collectⁿ of similar datatype elements.

datatype name[size];

int A[5];

char B[500];

Characteristics :-

- ① All elements of array are stored on consecutive memory locations.
- ② All elements of array can be accessed using a set of indexes.
indexes starting from zero.

```
int A[5];
```

```
scanf("%d", &A[0]);
```

```
scanf("%d", &A[1]);
```

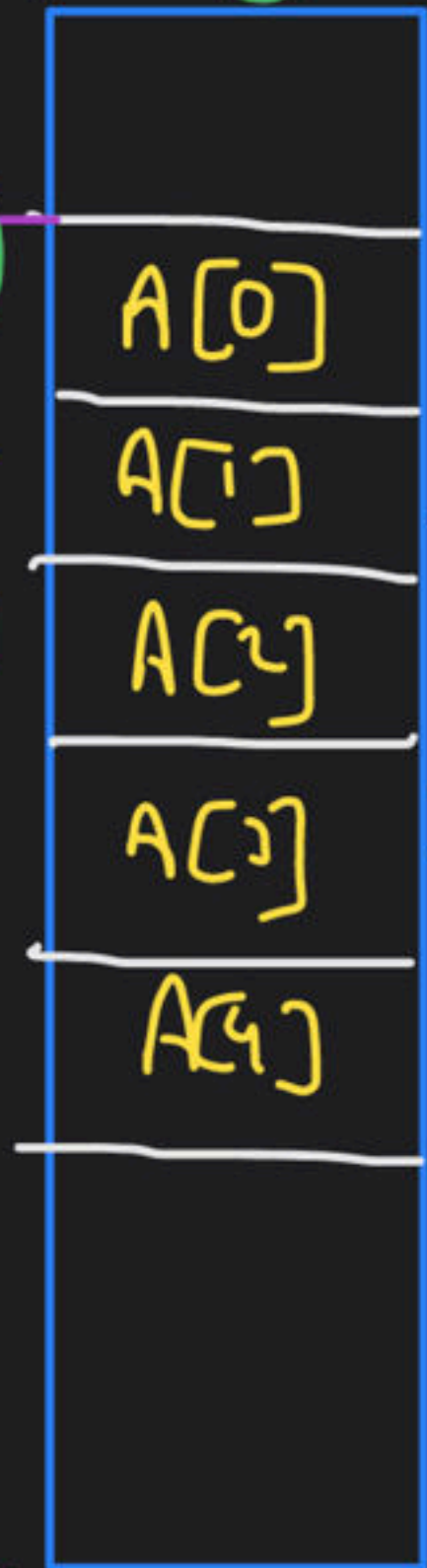
...

```
scanf("%d", &A[4]);
```

base add. of array

500
502
504
506
508

addresses



index

array A

Total size = 10 bytes

```
int i;
```

```
for(i=0; i<=4; i++)
```

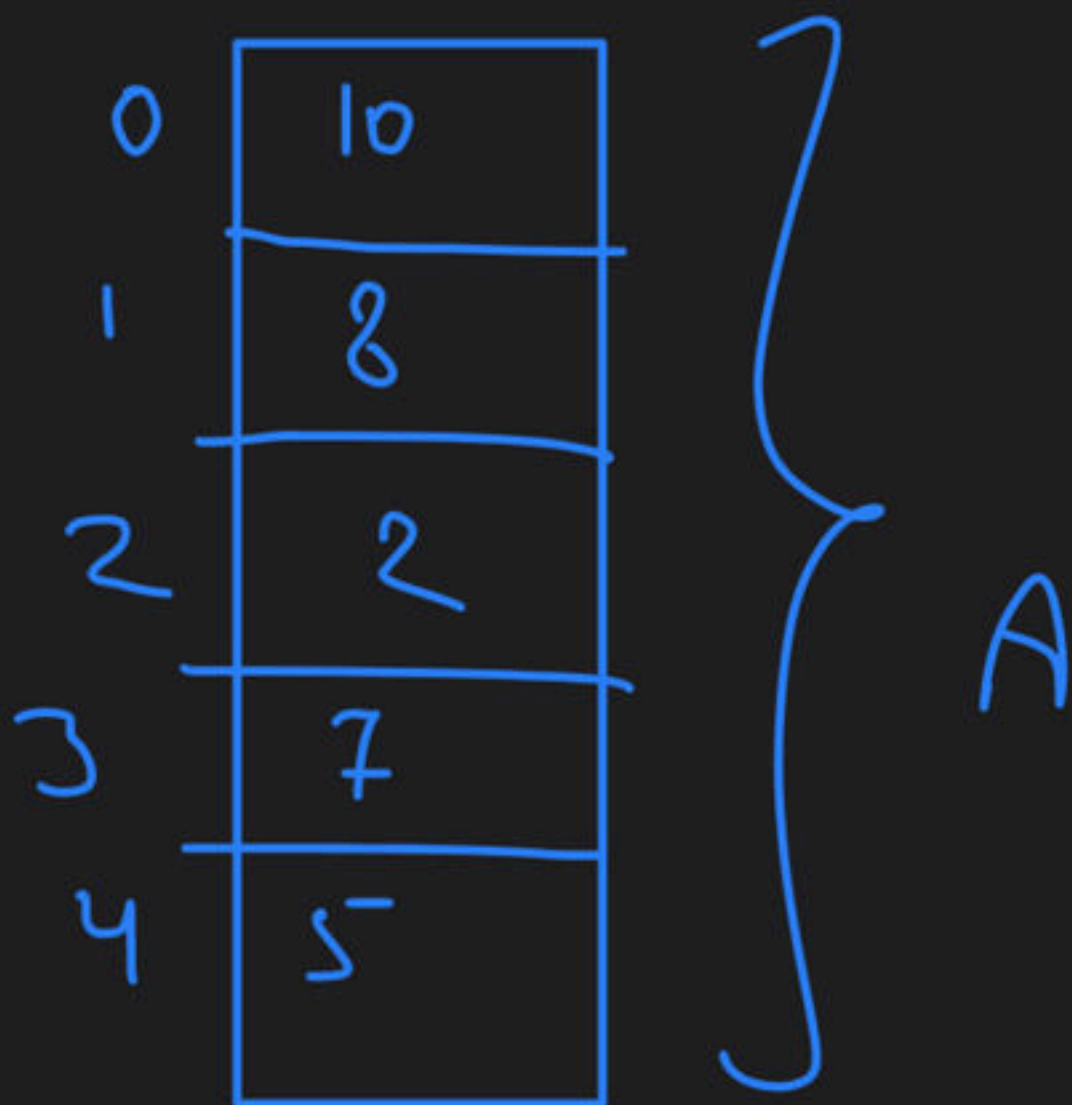
```
{  
    scanf("%d", &A[i]);
```

```
}
```

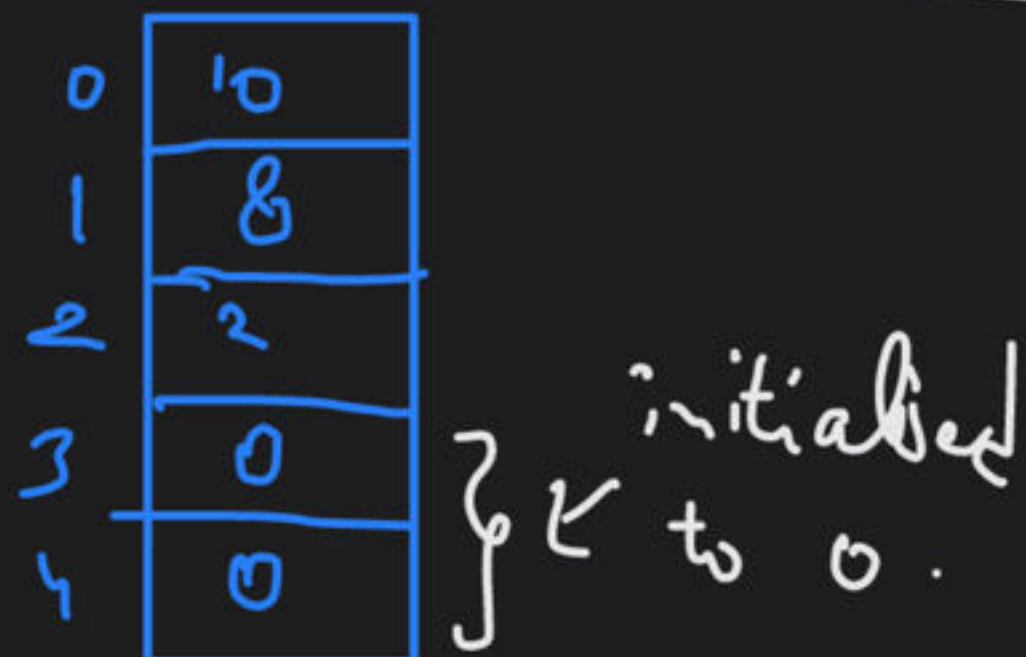


```
int A[5] = {10, 8, 2, 7, 5};
```

```
printf("%d", A[3]); 7
```



```
int A[5] = {10, 8, 2};
```



```
int A[5];
```

```
printf("%d", A[2]);
```

⇓
unpredicted

all value zero

int A[10] = {0};

int A[] = {10, 8, 5, 2};

A is of size 4.

A[2] = 80;

char cA[] = {'H', 'E', 'L', 'L', 'O'};

| | |
|---|-----------------|
| 0 | 10 |
| 1 | 8 |
| 2 | 5 80 |
| 3 | 2 |
| | |

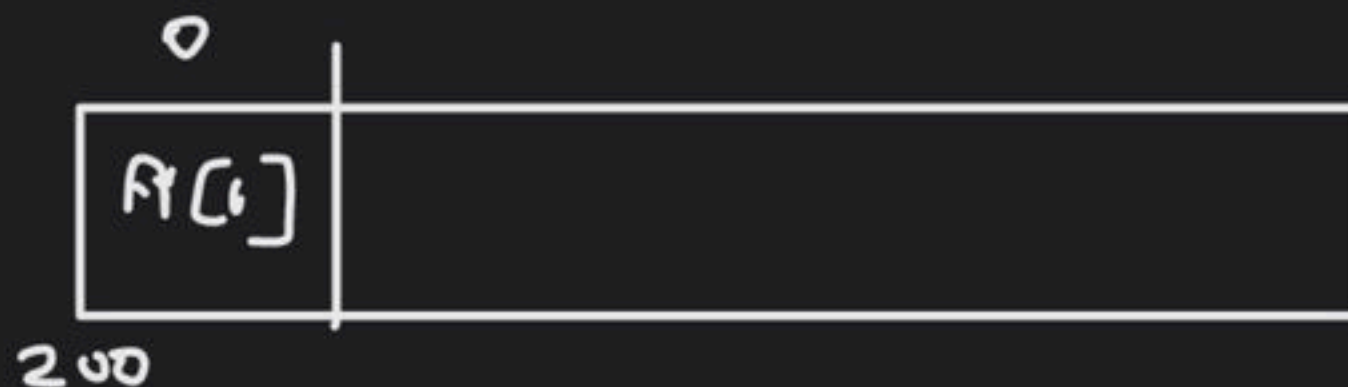

```
int A[] = {'m', 'y', 'c', 'o', 'u', 'r', 's', 'e'};
```

```
printf("%d", A[4]);  $\Rightarrow$  117    ascii value of 'u'
```

```
printf("%d", A);  $\Rightarrow$  base address of array
```

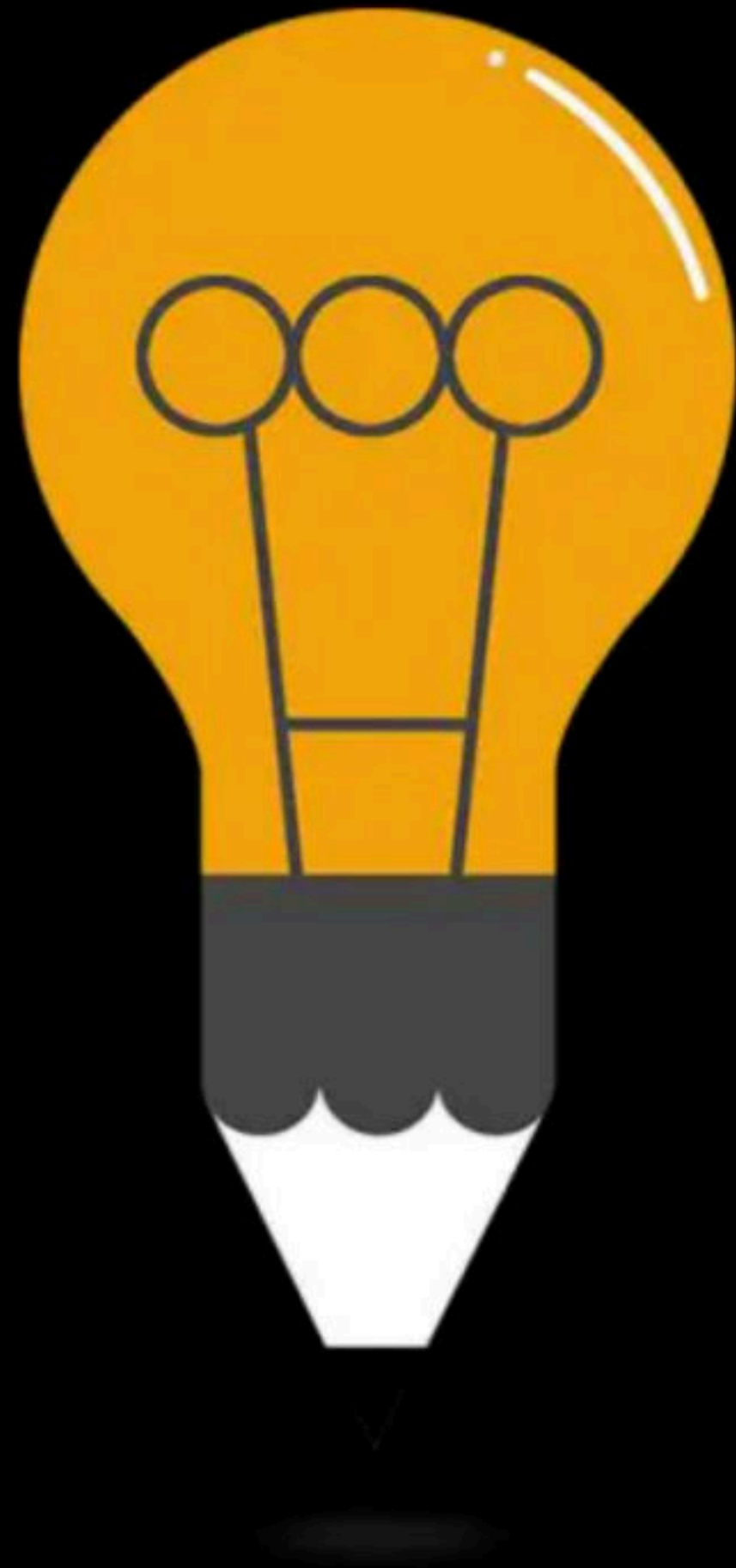
array name is a constant pointer
which stores base address of array

int A[5];



A++; \leftarrow error A is a constant pointer

printf("%d", A); 200



DPP 3

By: Vishvadeep Gothi

Question

What is the output of the following programs-

```
void main(){
int m, count=0;
for(int i=1;i<=m; i*=2)
{
    count+=1;
}
}
```

- (a) $\text{count} = \text{ceil}(\log m) - 1$
- (b) $\text{count} = \text{floor}(\log m) + 1$
- (c) $\text{count} = \text{ceil}(\log m)$
- (d) $\text{count} = \text{floor}(\log m) - 1$
- (e) None of the above

Question

What is the output of the following programs-

```
void main(){
int i,j,k,count=0,n;
for(i=0;i<=n;i++){
  for(j=0;j<=n;j++){
    for(k=n/3;k<=n;k+=n/3)
      count++;
  }
}
printf("%d,%d,%d,%d",i, j, k, c);
}
```

Question

What is the output of the following programs-

```
for(int i=k, j=m; k<=n && j>=t; k++, j--)  
{  
}
```

Assume initially $k < n$ and $m > t$.

When will the loop terminate?

- (a) $k \leq n \parallel j \geq t$
- (b) $k \leq n \&\& j \geq t$
- (c) $k > n \parallel j < t$
- (d) $k > n \&\& j < t$

Question

What is the output of the following programs-

```
void main(){
int i,j=1,count=0,n;
for(i=n;i>0;i/=2)
count=count+1;
while(j<n)
{
count--;
j*=2;
}
printf("%d",count);
}
```

Question

What is the output of the following programs-

```
void main(){
int i, j, count=0, n;
for(int i=1; i<n; i*=2){
    for(j=1; j<n; j*=2){
count++;
Break;
    }
}
do
{
Count--;
} while(0);
printf("%d,%d,%d",i, j, count);
}
```


Happy Learning.!

