

▷ Simulating pass by reference

ex. Want to write a function that triples an int

1 attempt: `void triple (int n) {` `int a = 1;`
`n * = 3;` `triple (a);` still 1.
`}` /* triple gets a copy of a,
changes the copy */

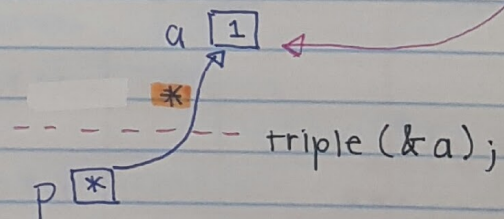
midterm
qs

To "pass-by-reference":

1. put an EXTRA * before the parameter you want to modify
`void triple (int* n) {`
2. within function, dereference the parameter to get to the original (follow the arrow) or address
`* n * = 3;`
3. when calling the function, pass in the address
`triple (&a);`

If we need to change smtg in param, add * and dereference.

```
void triple (int* p) {
    *p * = 3;
}
```



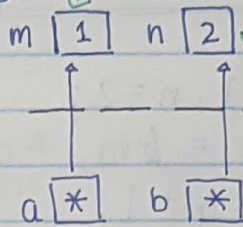
is it clear what's going on:
HHH I

... Lecture 13 //

ex. Function to swap 2 integers

like java,
need to assign
a temp var.

```
void swap (int *a, int *b) {  
    int temp = *a;  
    *a = *b;  
    *b = temp;  
}
```



```
int m = 1;  
int n = 2;  
swap(&m, &n);
```

midterm qs
remember definition
of pointers

ex. Function to swap 2 pointers to int

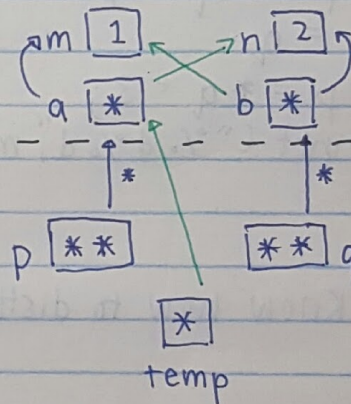
follow steps

1. add * to param
2. add * to inside function
3. pass address with & in swap()

```
int m = 1, n = 2;  
int *a = &m, *b = &n;
```

```
void swap (int **p, int **q) {  
    int *temp = *p;  
    *p = *q;  
    *q = temp;  
}
```

temp = a;
a = b;
b = temp;



```
swap(&a, &b);
```

assignment
of pointers
alias!

- given two pointers (of the SAME TYPE) p and q:
p = q → makes p point to same thing as q

▷ Midterm format

Section 1: writing code

2: write output.

... Lecture 13 ||

▷ Examples of Midterm output questions

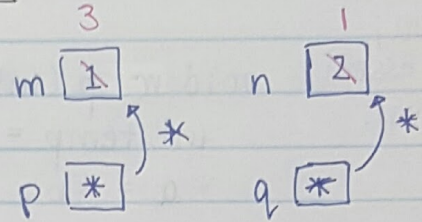
1) `int m = 1, n = 2;`
`int *p = &m, *q = &n;`

$m = n + 1$
 $n = m - 2$

`*p = *q + 1;`

`*q = *p - 2;`

`printf ("%d %d", m, n);` 3 1



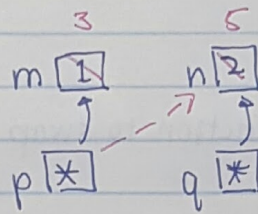
2) `int m = 1, n = 2;`
`int *p = &m, *q = &n;`

`*p = *q + 1;`

`p = q;`

`*p = *q + 3;`

`printf ("%d %d", m, n);` 3 5



!!! Know how to distinguish between `p = q` and `*p = *q`