

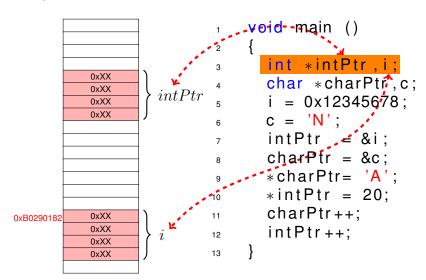
INFORMATICA I

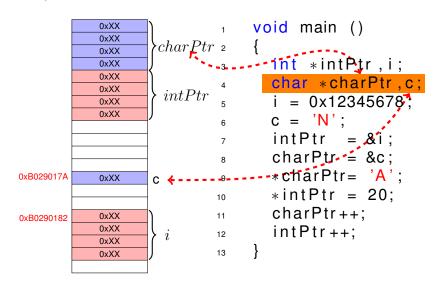
Incremento de punteros

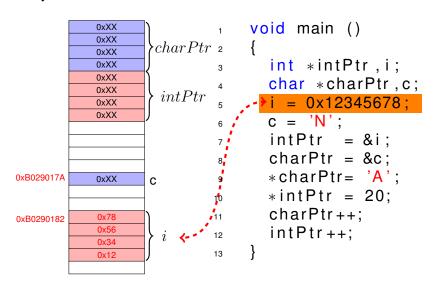
Ing.Juan Carlos Cuttitta

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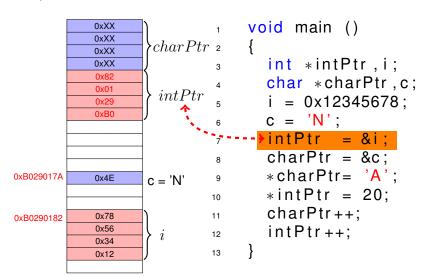
30 de mayo de 2017

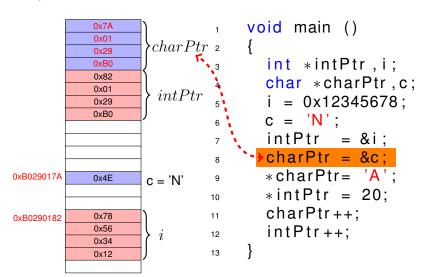




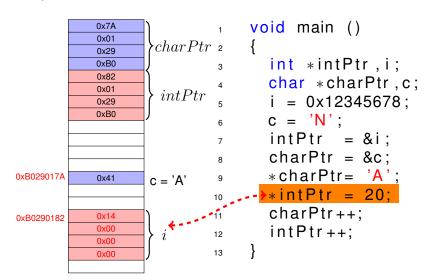


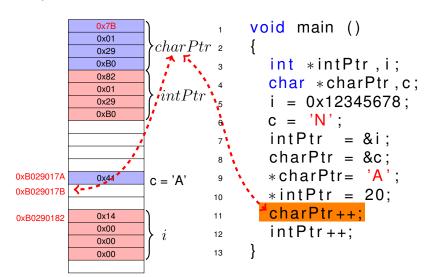
```
0xXX
                                 void main ()
           0xXX
                   charPtr 2
           0xXX
                                    int *intPtr.i;
           0xXX
           0xXX
                                   char *charPtr,c;
           0xXX
                    intPtr
                                    i = 0x12345678;
           0xXX
           0xXX
                                    intPtr = \&i:
                                    charPtr = &c;
                                   *charPtr= 'A';
0xB029017A
           0x4E
                   c = 'N' <
                                   *intPtr = 20;
                            10
                                   charPtr++:
                            11
           0x78
0xB0290182
           0x56
                                    intPtr++;
                            12
           0x34
                            13
           0x12
```

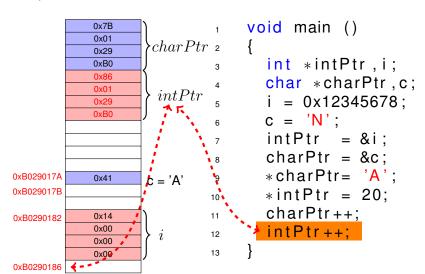


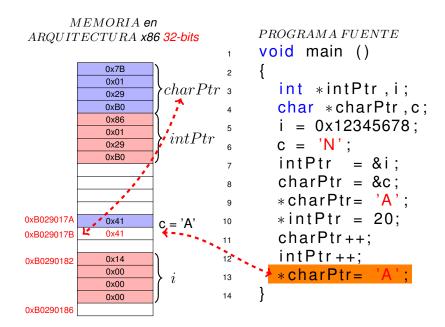


```
0x7A
                                 void main ()
           0x01
                   charPtr 2
           0x29
                                    int *intPtr.i;
           0xB0
           0x82
                                    char *charPtr,c;
           0x01
                    intPtr
                                    i = 0x12345678:
           0x29
           0xB0
                                    c = 'N';
                                    intPtr = \&i:
                                    charPtr = &c;
                                   *charPtr=
0xB029017A
           0x41
                   C = A'
                                    *intPtr = 20;
                            10
                                    charPtr++:
                            11
           0x78
0xB0290182
           0x56
                                    intPtr++;
                            12
           0x34
                            13
           0x12
```









Algunas reglas para recordar !!!

int
$$A$$
; int $*p$;

$$\underbrace{p}_{int*} = \underbrace{\&A}_{int*}^{\underline{int}};$$

$$A = 7$$
;

$$\underbrace{\stackrel{int*}{*p}}_{int} = \underbrace{7;}_{int}$$

int
$$V[\] = \{10, 20\};$$

int $*p;$

$$\underbrace{p}_{int*} = \underbrace{\&V[0]}_{int*};$$

$$V[0] = 7$$

$$\underbrace{V[0]}_{int} = \underbrace{f}_{int}$$

$$\underbrace{int*}_{t}$$

$$\underbrace{*(p+1)}_{int} = \underbrace{7;}_{int}$$