



# *INFORMATICA I*

## *Incremento de punteros*

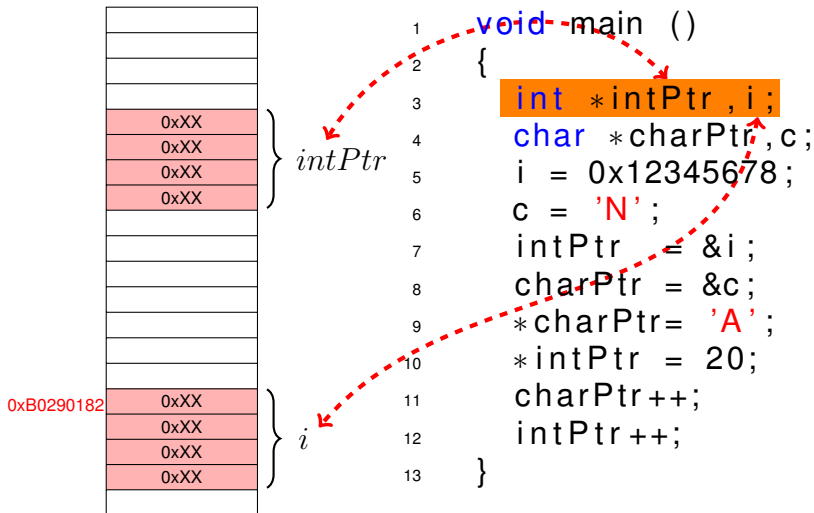
*Ing. Juan Carlos Cuttitta*

*Universidad Tecnológica Nacional  
Facultad Regional Buenos Aires  
Departamento de Ingeniería Electrónica*

4 de junio de 2020

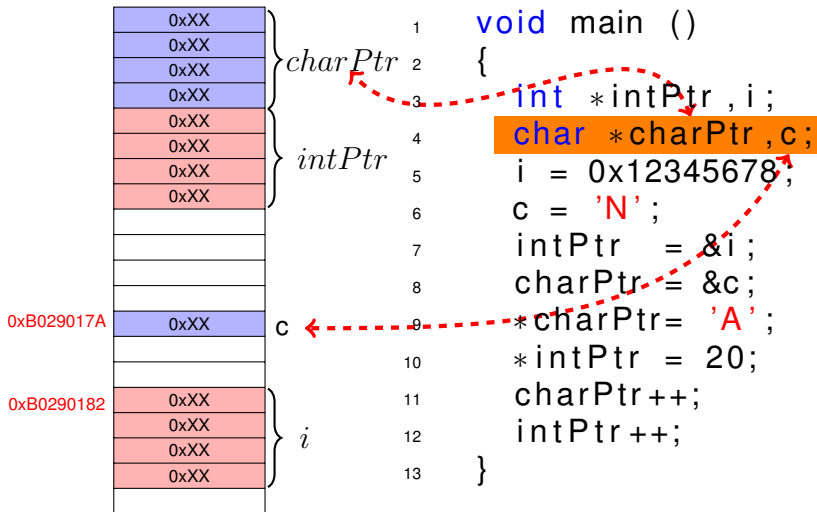
MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE



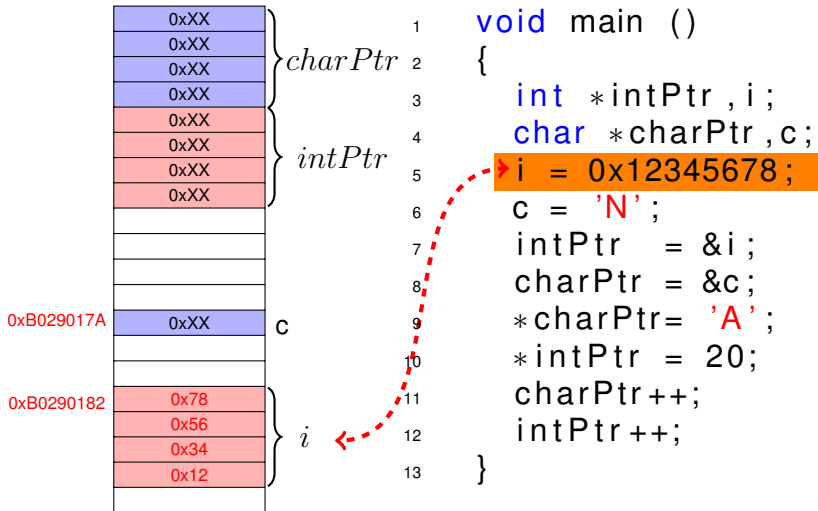
MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE



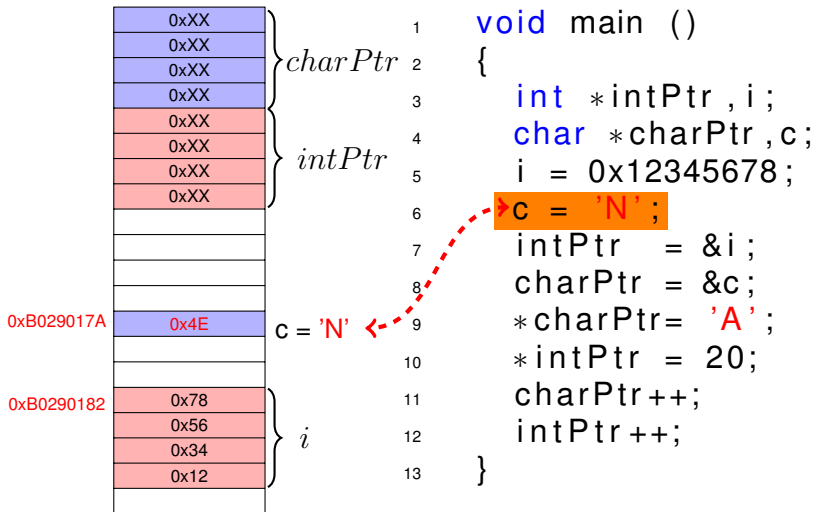
MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE



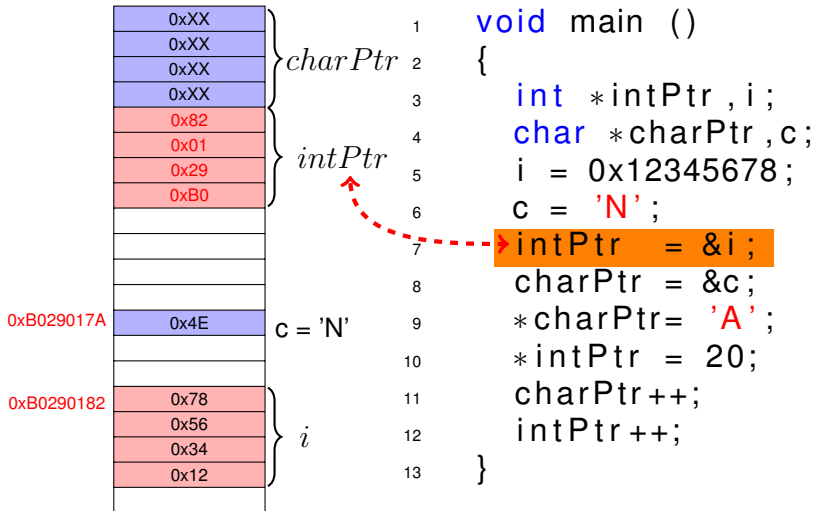
MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE



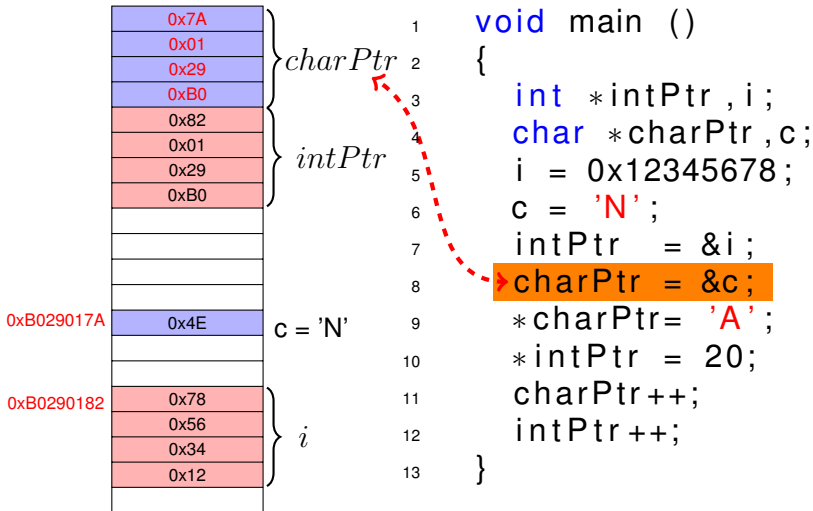
MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE



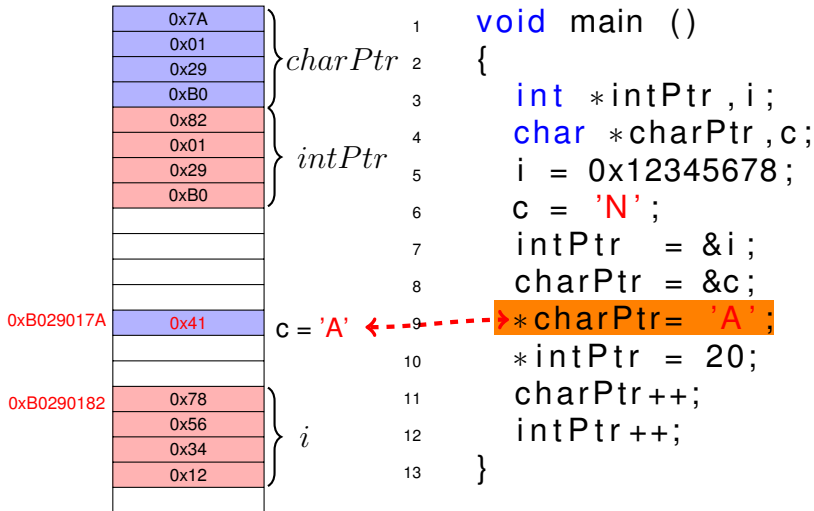
MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE



MEMORIA en  
ARQUITECTURA x86 32-bits

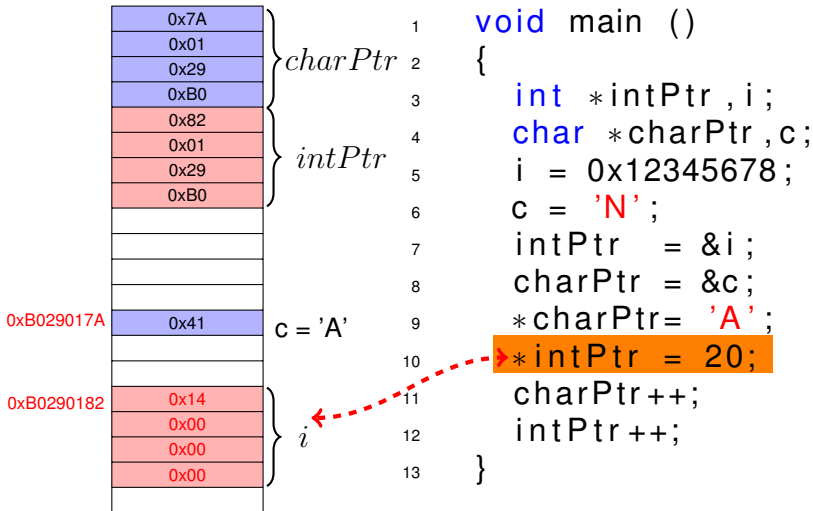
PROGRAMA FUENTE





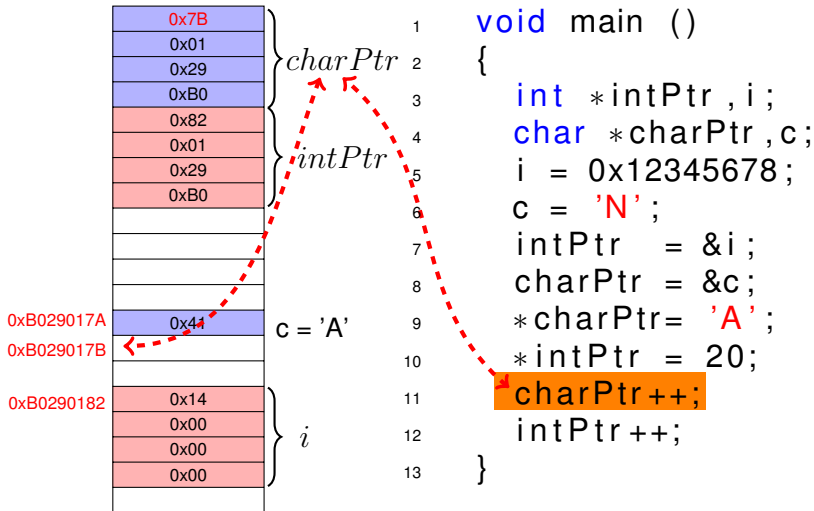
MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE



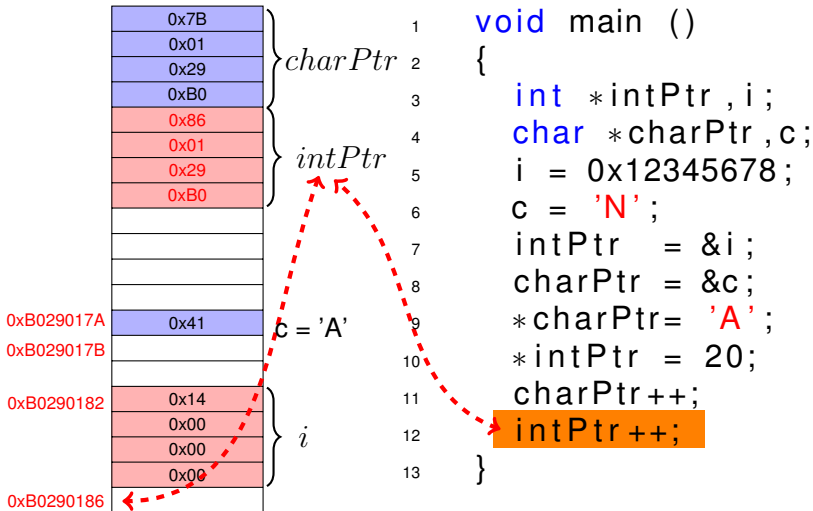
MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE

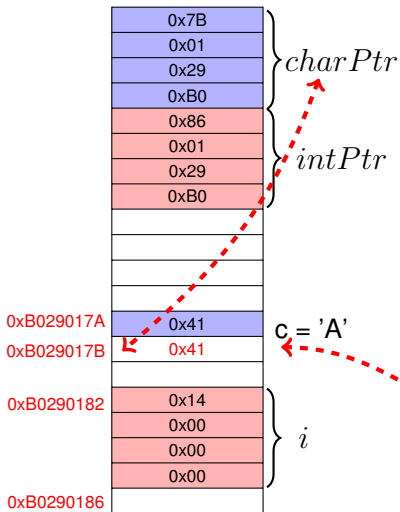


MEMORIA en  
ARQUITECTURA x86 32-bits

PROGRAMA FUENTE



MEMORIA en  
ARQUITECTURA x86 32-bits



PROGRAMA FUENTE

```
1 void main ()
2 {
3     int *intPtr , i;
4     char *charPtr , c;
5     i = 0x12345678;
6     c = 'N';
7     intPtr = &i;
8     charPtr = &c;
9     *charPtr = 'A';
10    *intPtr = 20;
11    charPtr++;
12    intPtr++;
13    *charPtr = 'A';
14 }
```

# Algunas reglas para recordar !!!

```
int  A;  
int  *p;
```

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

$\underbrace{A}_{int} = \underbrace{7}_{int}$ ;

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

```
int  V[ ] = {10, 20};  
int  *p;
```

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

$\underbrace{V[1]}_{int} = \underbrace{7}_{int}$ ;

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