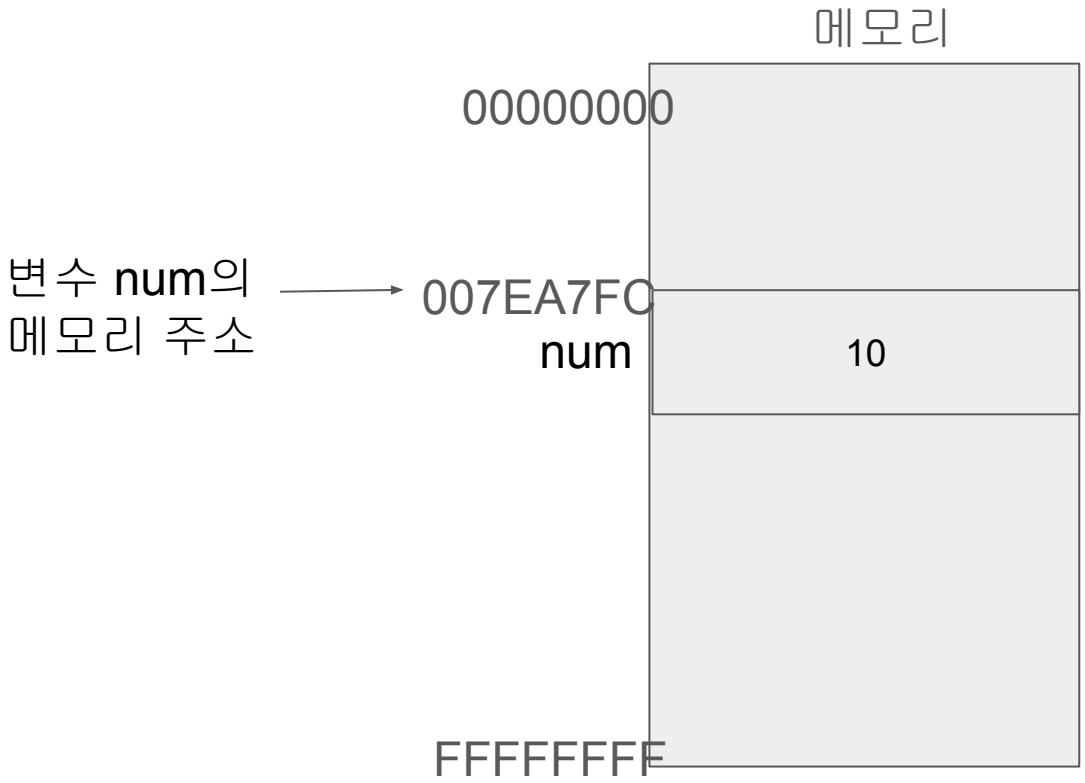
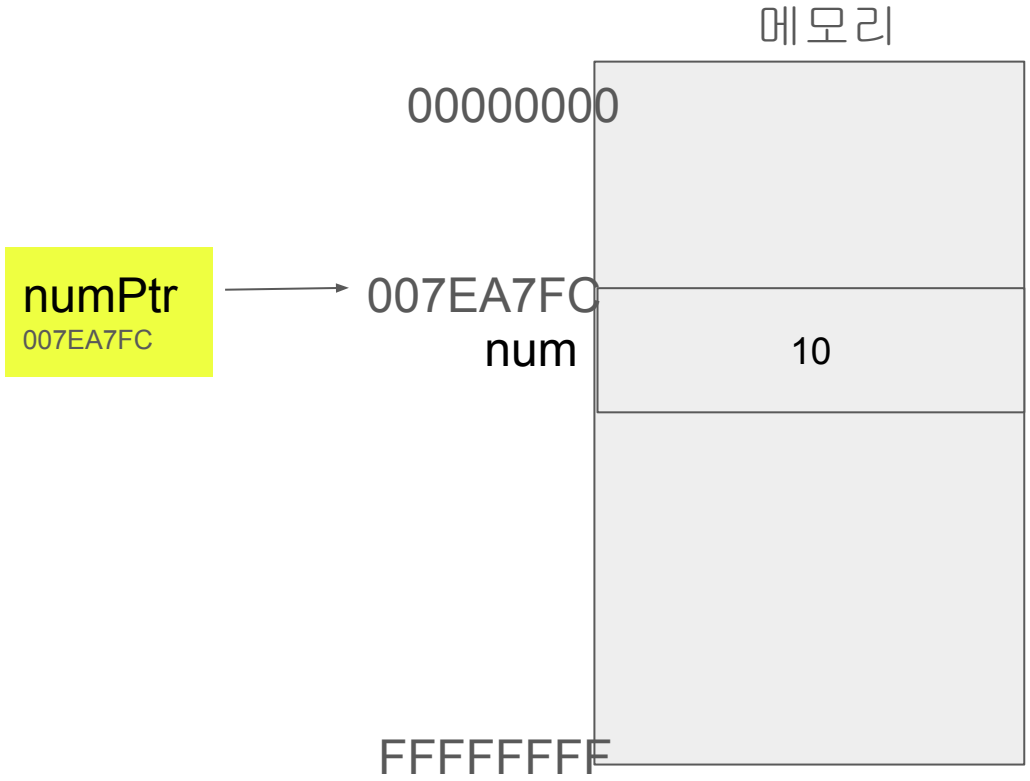
C

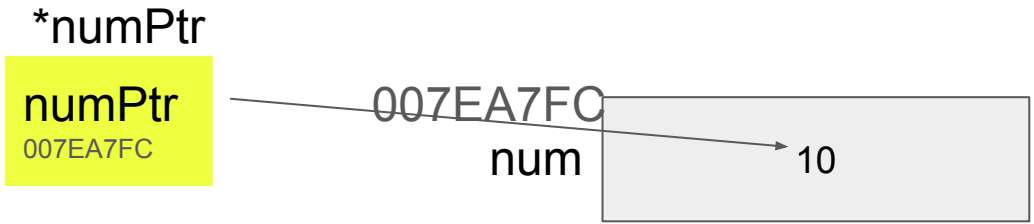
int num = 10;

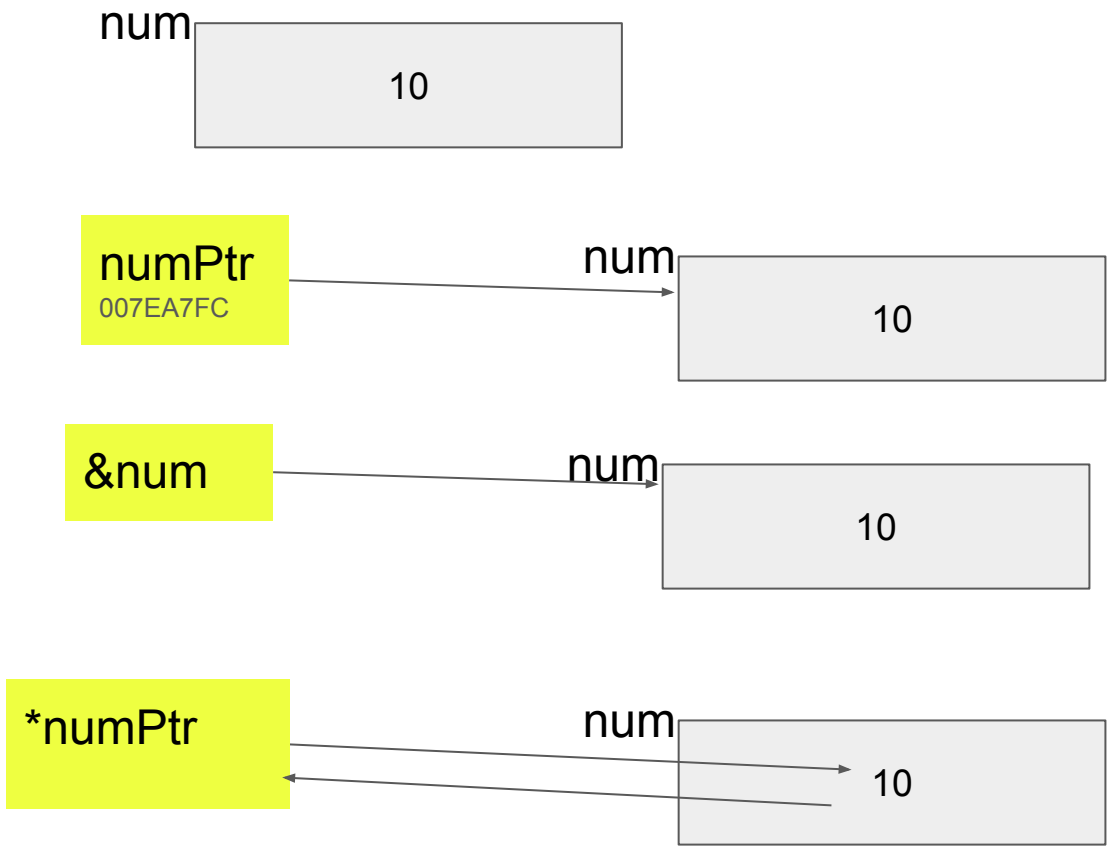


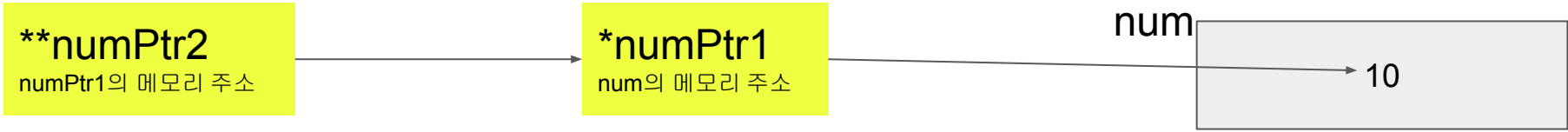
int num = 10;



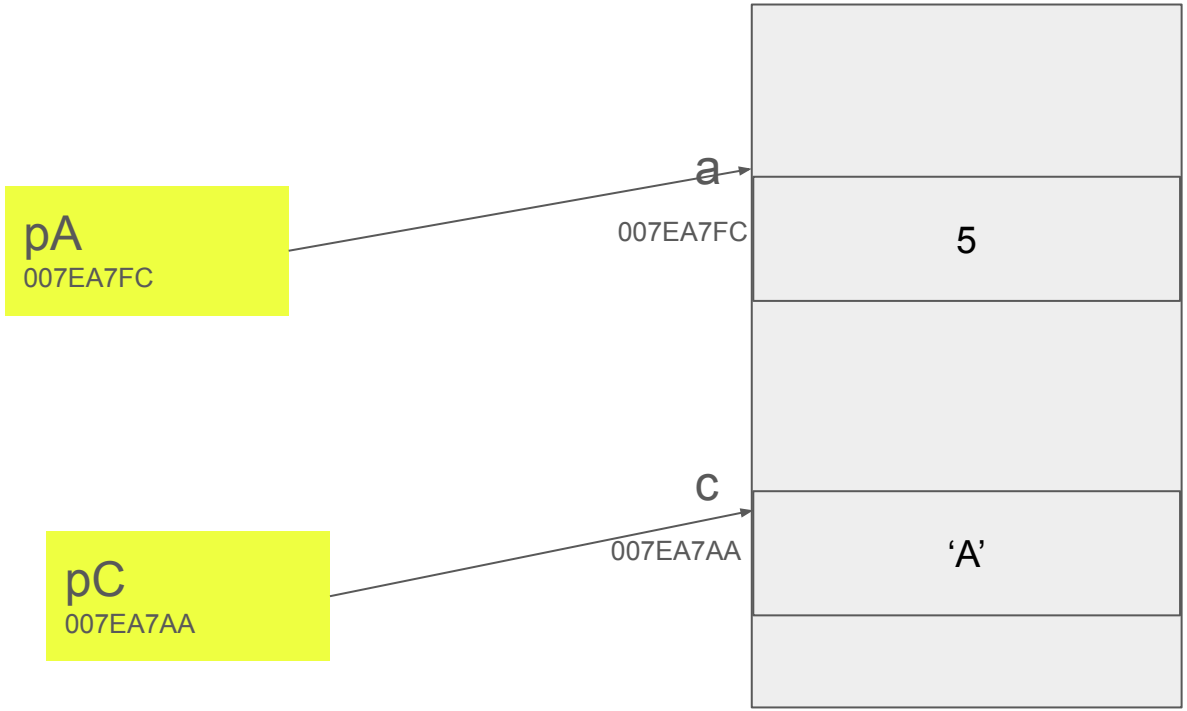
```
int num = 10;

 int* numPtr;
```




num
10
numPtr
007EA7FC
num
10
&num
num
10
*numPtr
num
10


**numPtr2
numPtr1의 메모리 주소
*numPtr1
num의 메모리 주소
num
10

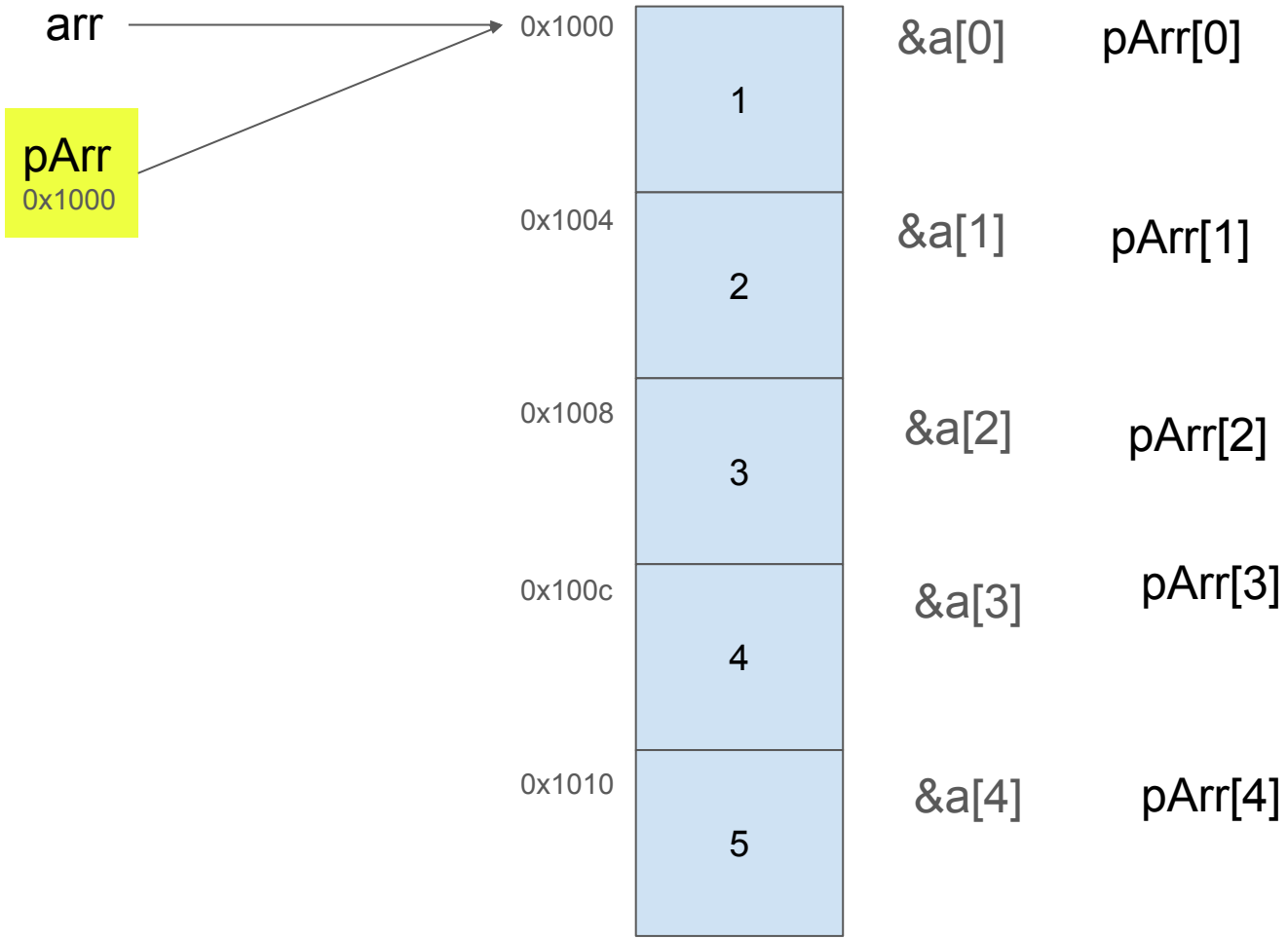
```
int a = 5;
int *pA;
pA = &a;
```




```
char c = 'A';
char *pC;
pC = &c;
```

int arr[5];


1번째 원소
2번째 원소
3번째 원소
4번째 원소
5번째 원소
arr
int
int
int
int
int
array[0]
array[1]
array[2]
array[3]
array[4]



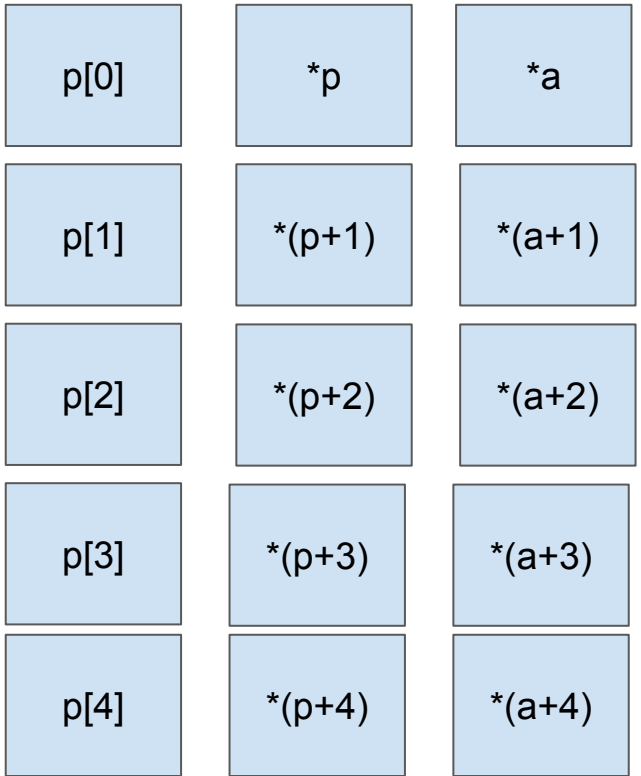
int arr[5] = {1,2,3,4,5}

int *pArr = arr ;

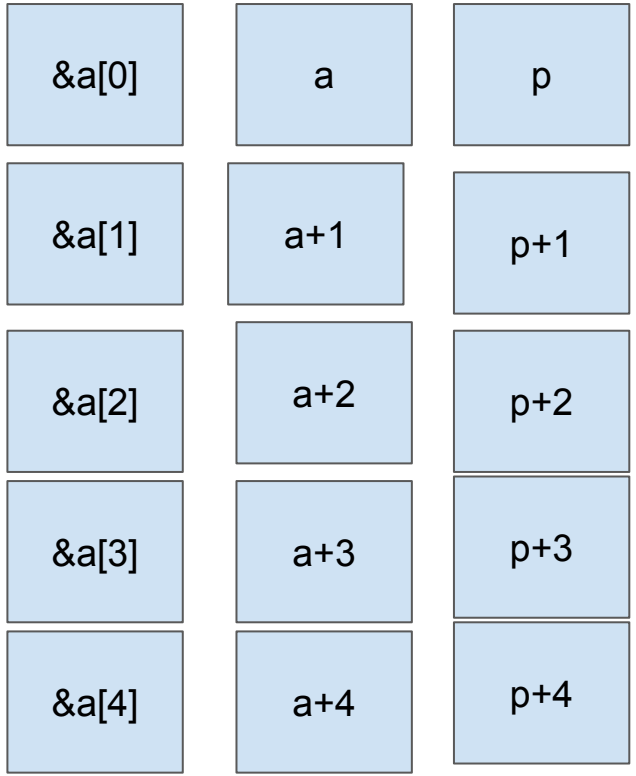
int a[5] = {1,2,3,4,5}

int *p = a ;

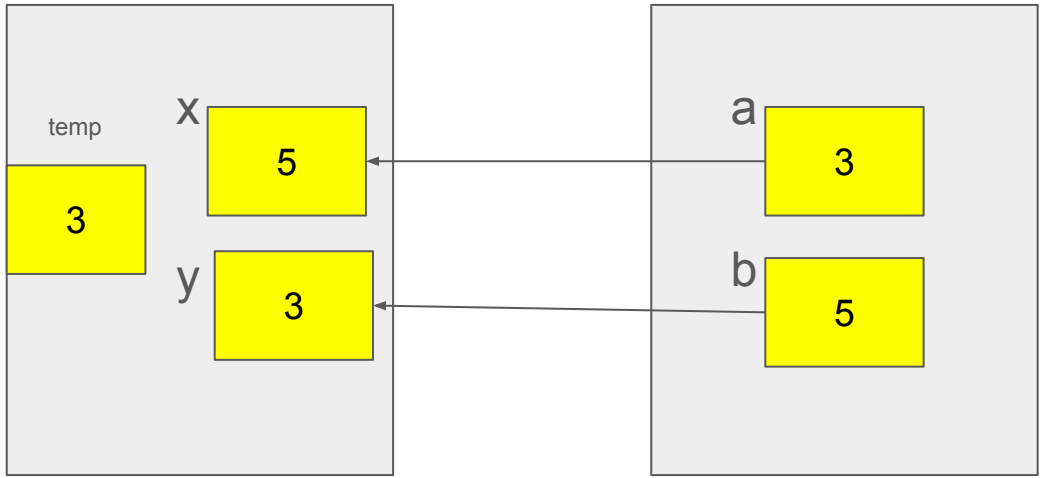
요소값 표현



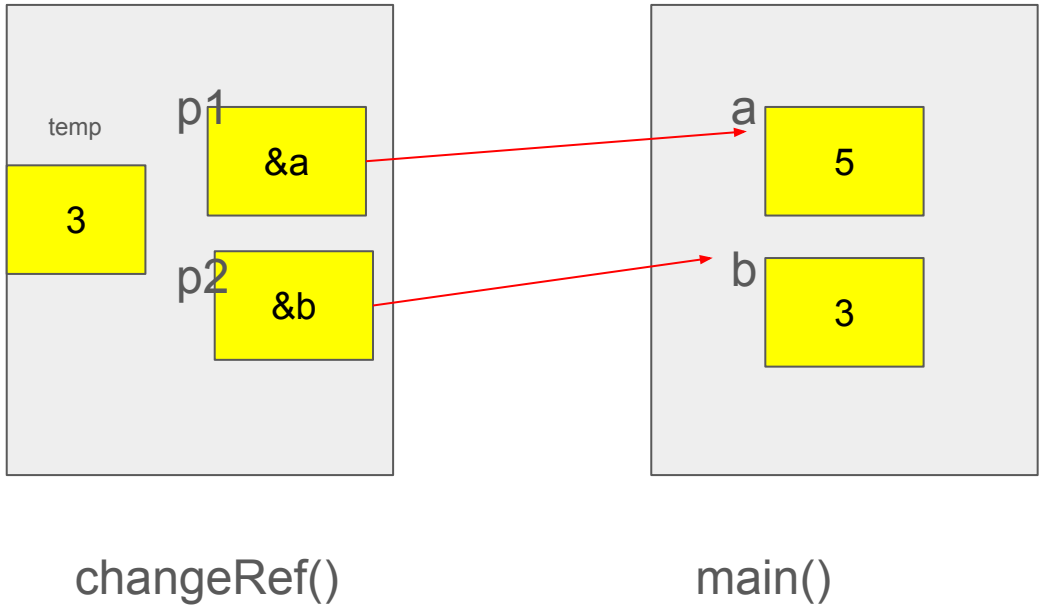
주소값 표현



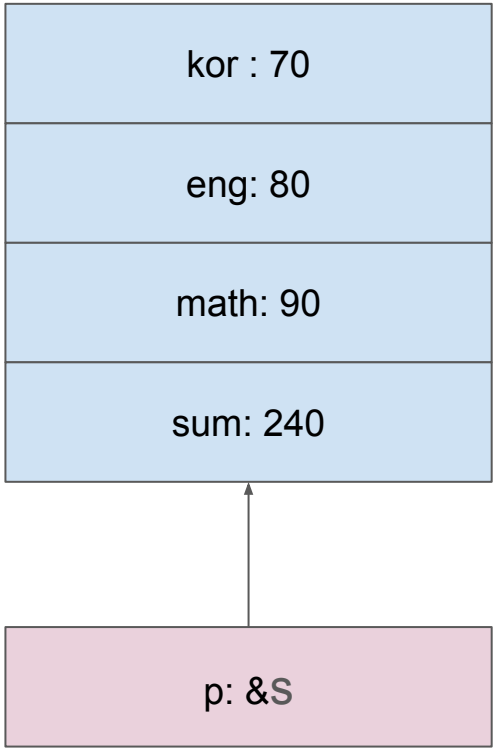
Call by Value (값 전달)



Call by Address (주소 전달)



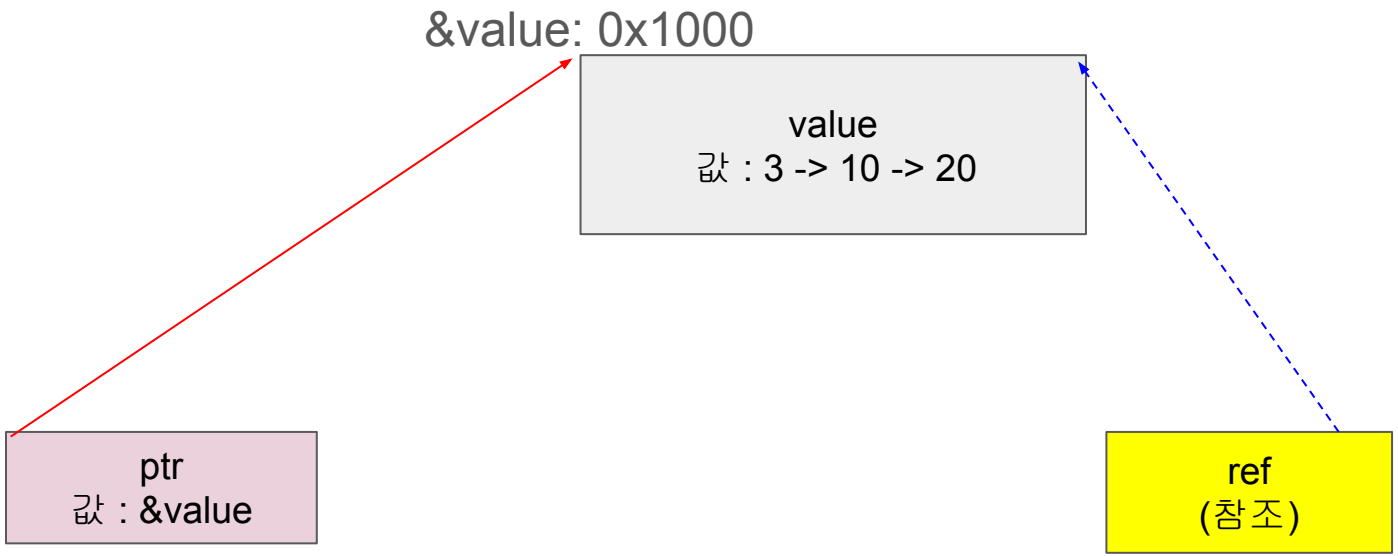
구조체 변수 s



구조체 멤버 접근 방법

1) s.sum (직접 접근)
2) p->sum (화살표 연산자)
3) (*p).sum (역참조 후 점 연산자)

C++


&value: 0x1000
value
값 : 3 -> 10 -> 20
ptr
값 : &value
ref
(참조)