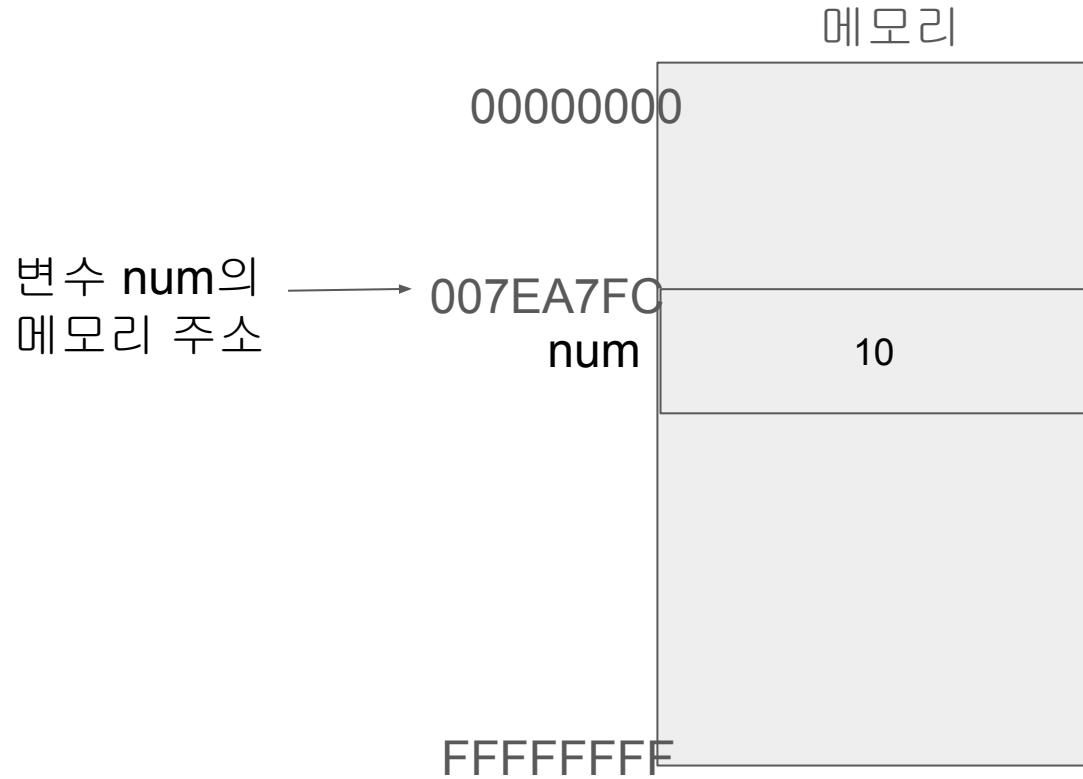
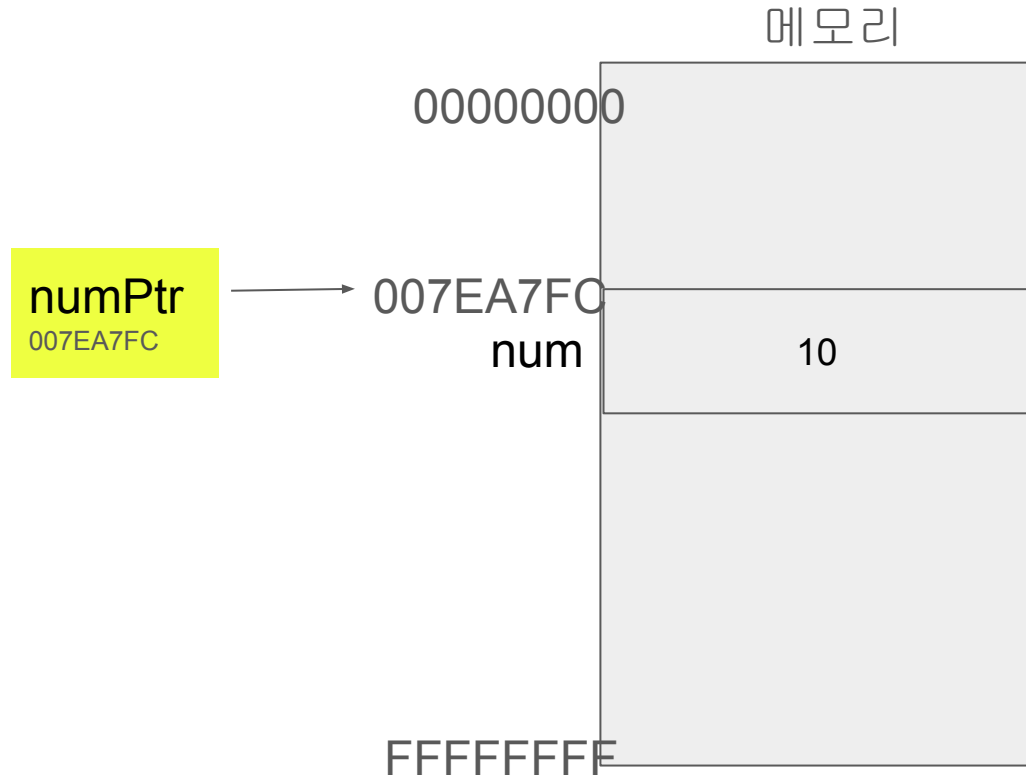


C

```
int num = 10;
```

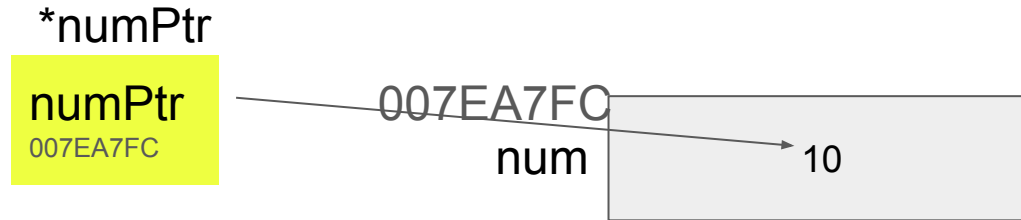
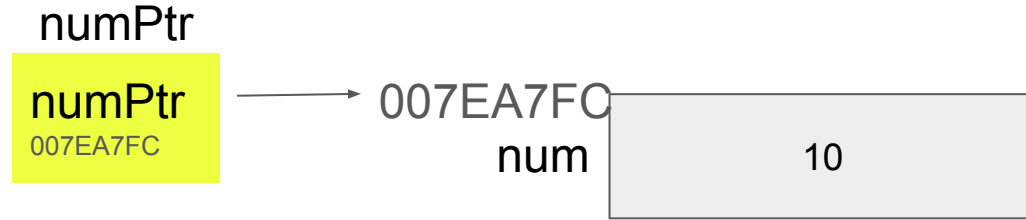


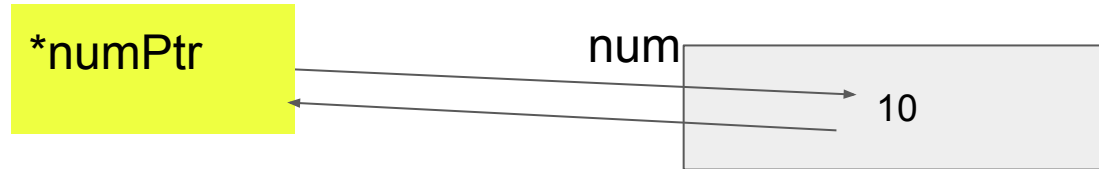
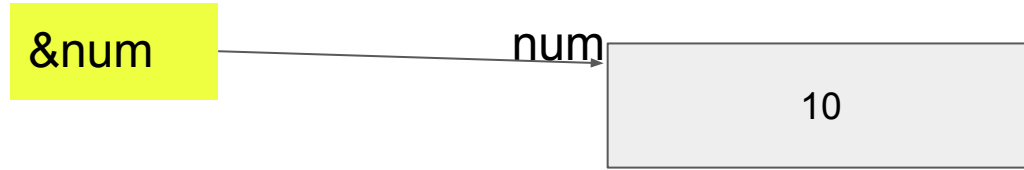
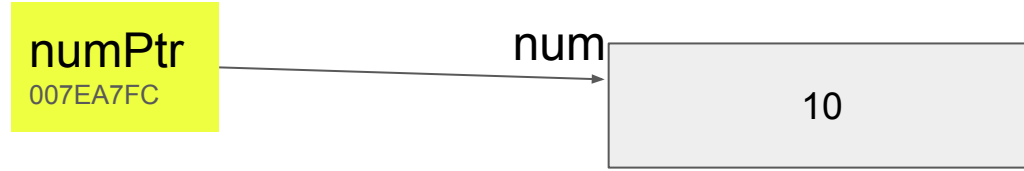
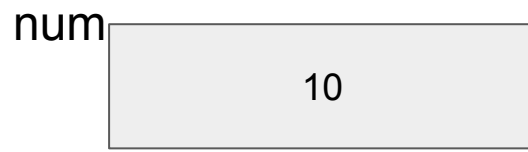
```
int num = 10;
```



```
int num = 10;
```

```
int* numPtr;
```





****numPtr2**
numPtr1의 메모리 주소

***numPtr1**
num의 메모리 주소

num

10



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

pA
007EA7FC

a
007EA7FC

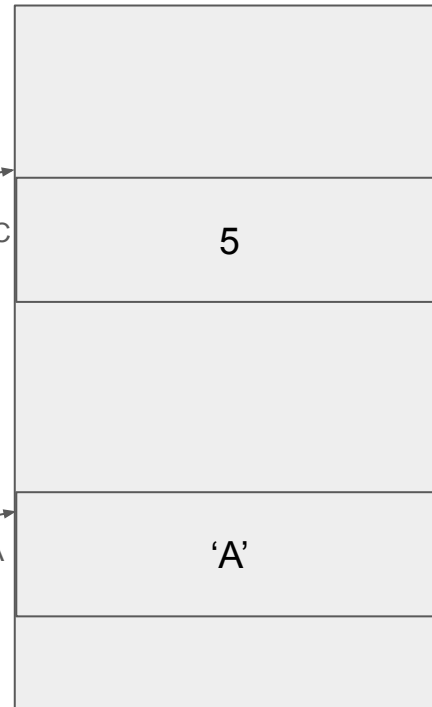
5

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

pC
007EA7AA

c
007EA7AA

'A'



```
int arr[5];
```

1번째 원소

2번째 원소

3번째 원소

4번째 원소

5번째 원소

arr

| | | | | |
|-----|-----|-----|-----|-----|
| int | int | int | int | int |
|-----|-----|-----|-----|-----|

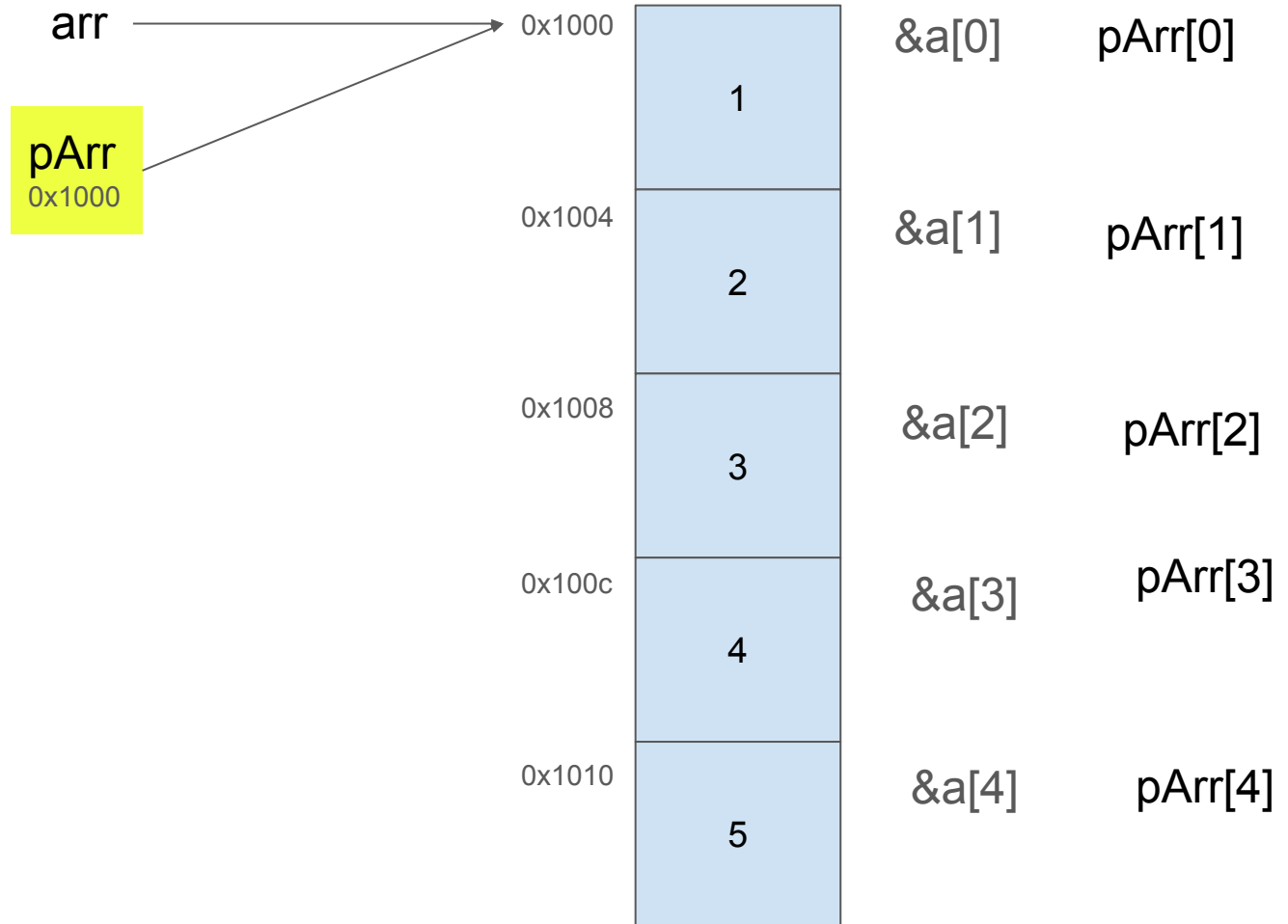
array[0]

array[1]

array[2]

array[3]

array[4]



`arr`

`0x1000`

`&a[0]`

`pArr[0]`

1

`0x1004`

`&a[1]`

`pArr[1]`

2

`0x1008`

`&a[2]`

`pArr[2]`

3

`0x100c`

`&a[3]`

`pArr[3]`

4

`0x1010`

`&a[4]`

`pArr[4]`

5

`pArr`

`0x1000`

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

`int *pArr = arr ;`

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

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

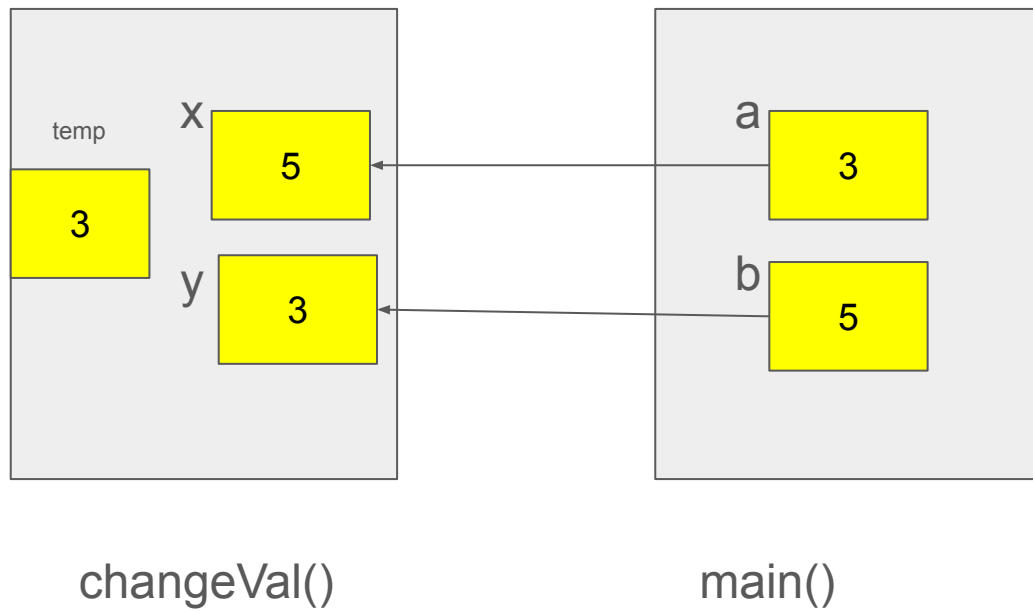
요소값 표현

| | | |
|------|--------|--------|
| p[0] | *p | *a |
| p[1] | *(p+1) | *(a+1) |
| p[2] | *(p+2) | *(a+2) |
| p[3] | *(p+3) | *(a+3) |
| p[4] | *(p+4) | *(a+4) |

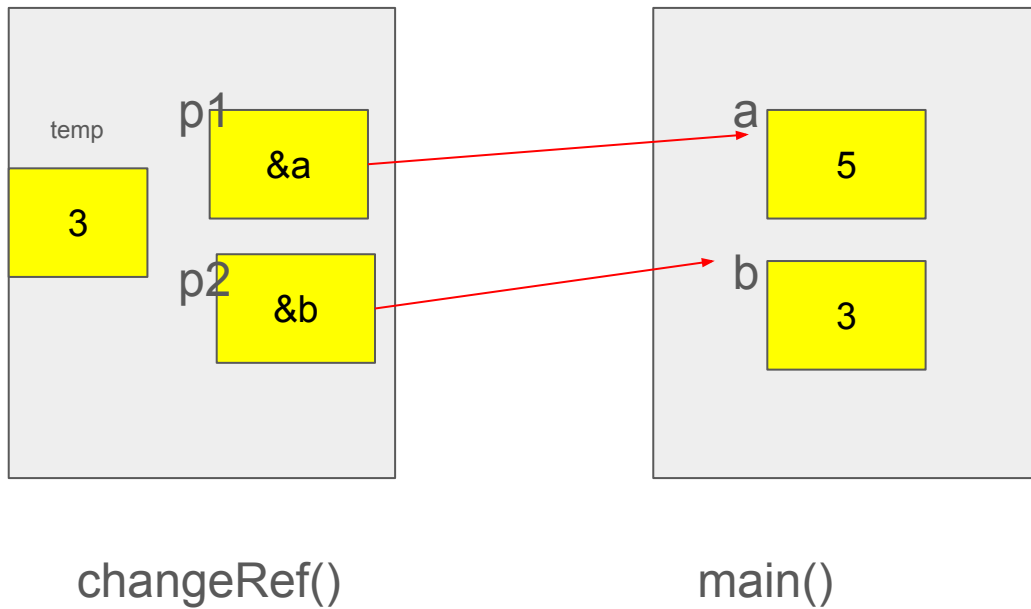
주소값 표현

| | | |
|-------|-----|-----|
| &a[0] | a | p |
| &a[1] | a+1 | p+1 |
| &a[2] | a+2 | p+2 |
| &a[3] | a+3 | p+3 |
| &a[4] | a+4 | p+4 |

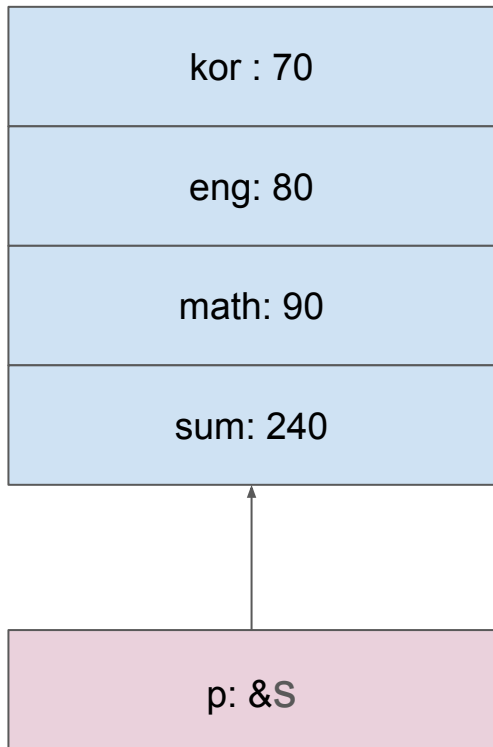
Call by Value (값 전달)



Call by Address (주소 전달)



구조체 변수 s

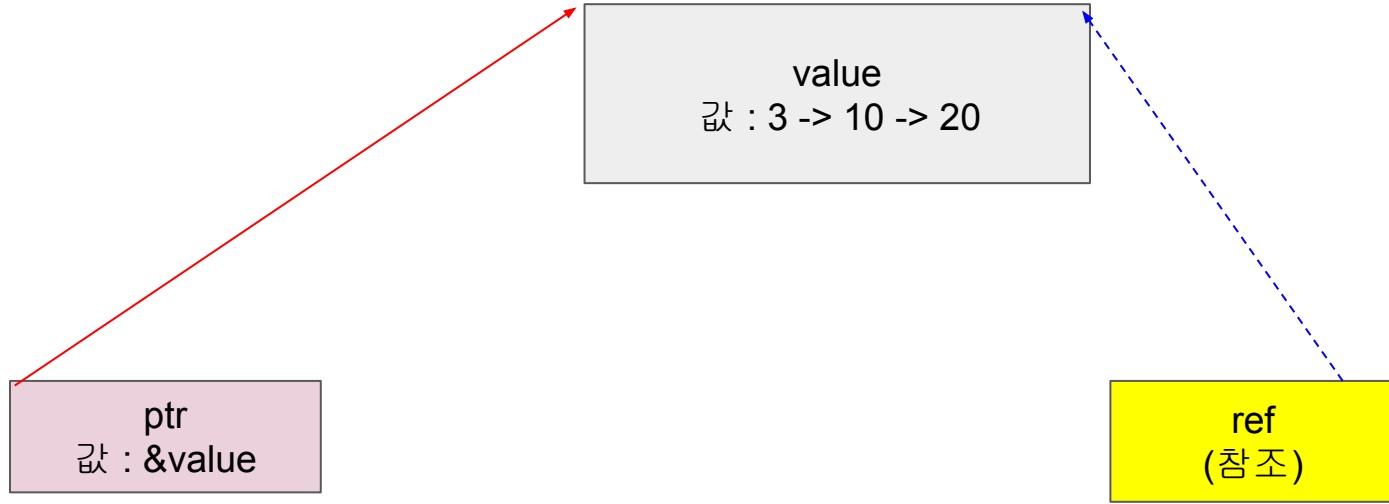


구조체 멤버 접근 방법

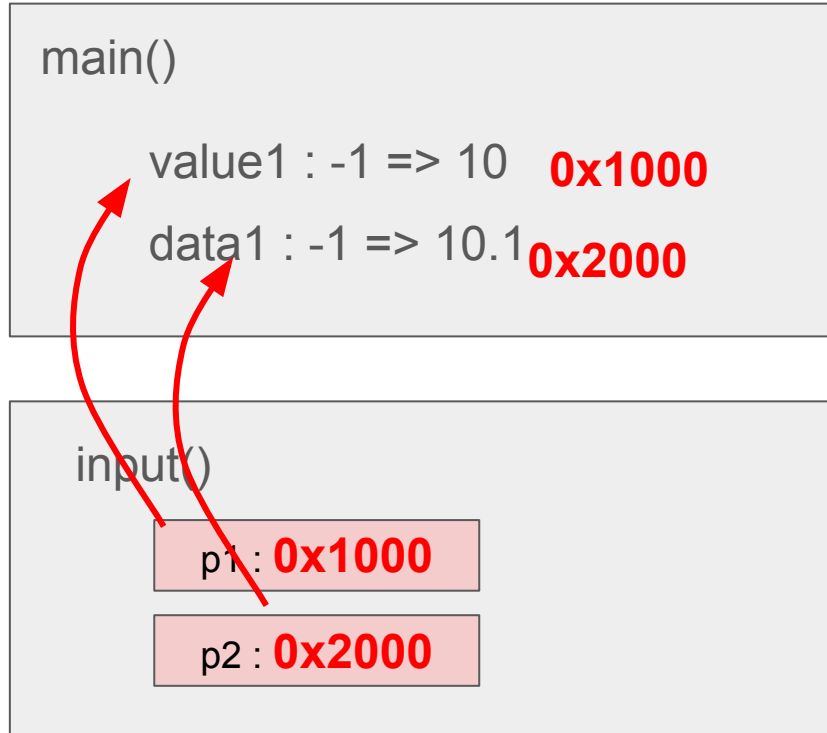
- 1) `s.sum` (직접 접근)
- 2) `p->sum` (화살표 연산자)
- 3) `(*p).sum` (역참조 후 점 연산자)

C++

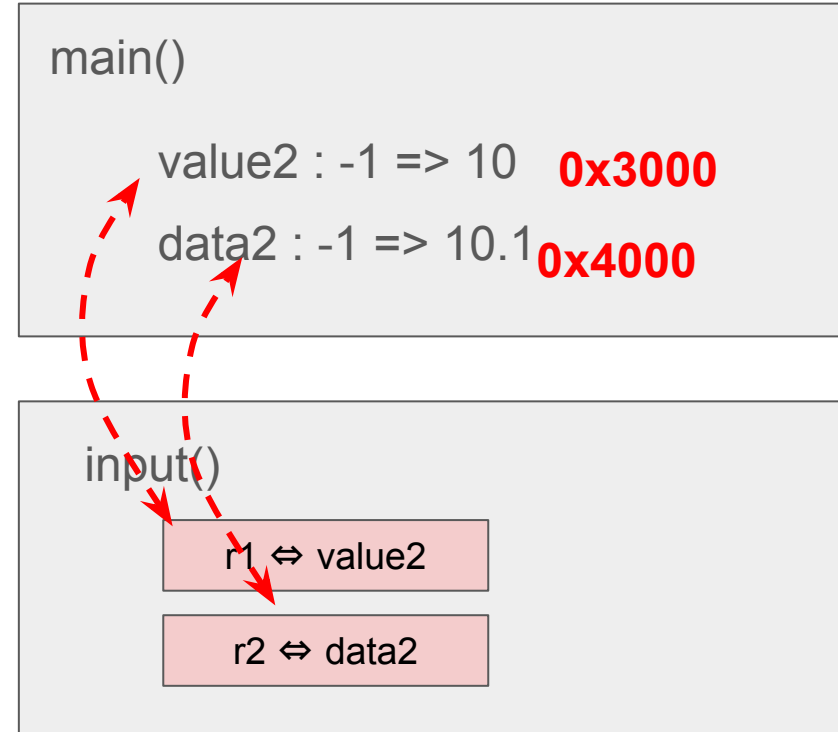
&value: 0x1000



Call by Address



Call by Reference



main()

student (구조체)
name : string
age : int
score : double

참조 : 원본 데이터를 직접
수정 가능

const 참조 : 원본 데이터
읽기만 가능

inputStudent()

student (참조 매개변수)

printStudent()

student (const 참조
매개변수)

감 사 합 니 다.