

2D arrays and Pointers

Pointers and 1D Arrays

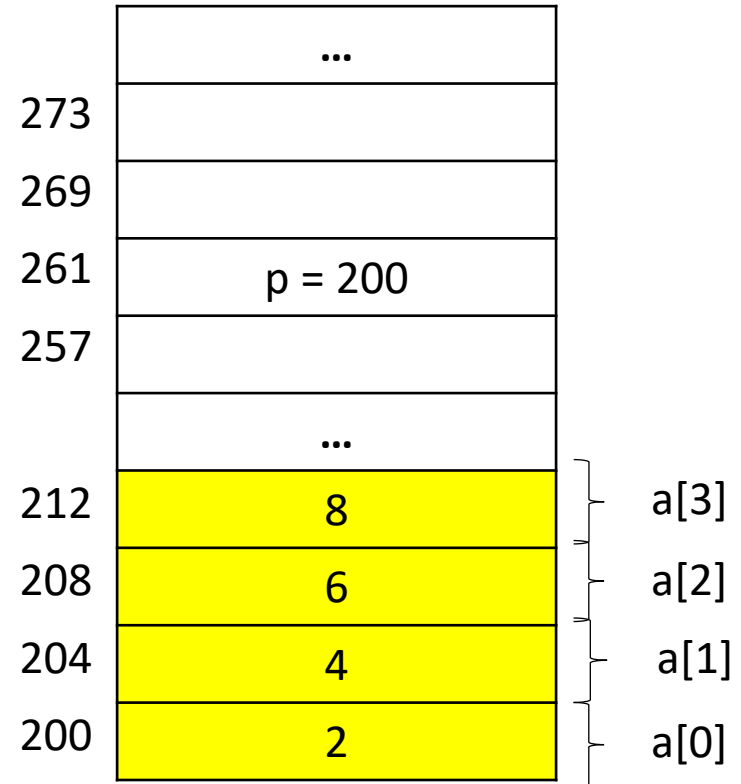
```
int a[] = {2, 4, 6, 8};
```

```
int *p = a; //Equivalent to *p = &a[0]
```

```
printf("%d , %d", (p+1), *(p+1)); //204, 4
```

```
printf("%d , %d", (a+1), *(a+1)); //204, 4
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```
printf("%d , %d", &a[1], a[1]); //204, 4
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```
printf("%d , %d", (a+1), *(a+1)); //204, 4
```

```
p = p + 2
```

```
printf("%d , %d", p, *p); //208, 6
```

```
a = a + 2; //INVALID. a always points to the  
base address
```

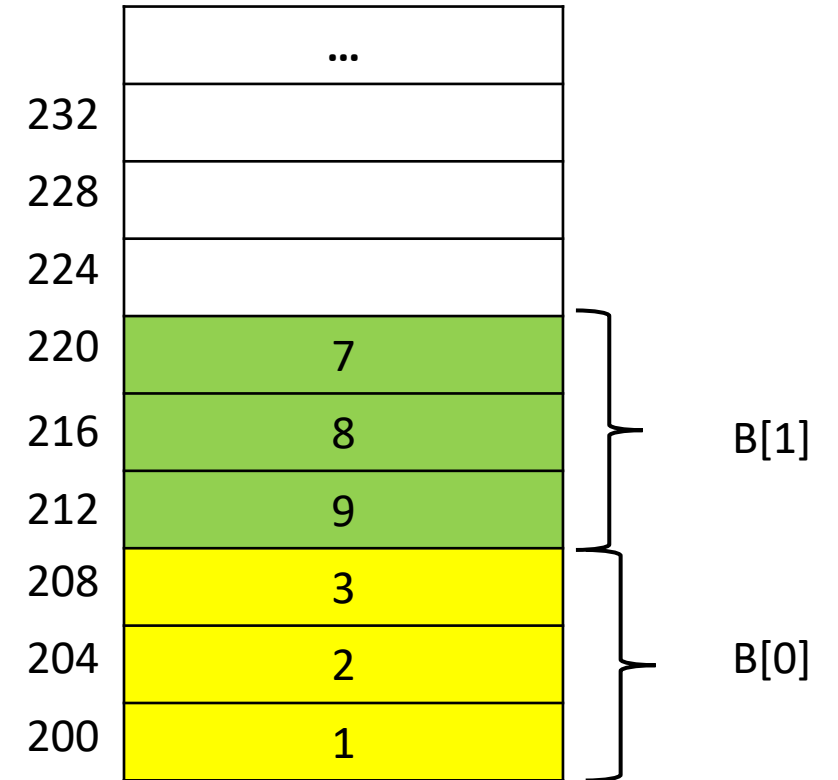
	...	
273		
269		
261	p = 200 208	
257		
	...	
212	8	a[3]
208	6	a[2]
204	4	a[1]
200	2	a[0]

Pointers and 2D Arrays

```
int B[2][3] = {{1,2,3},{9,8,7}};
```

//B[0] and B[1] are 1D arrays of 3 integers

```
int *p = B;
```



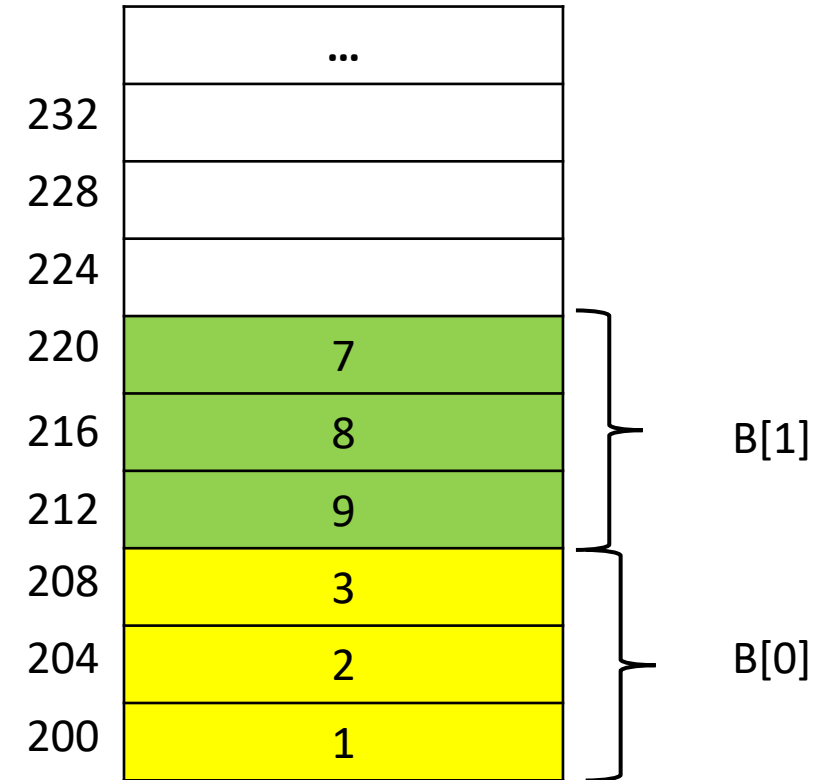
Pointers and 2D Arrays

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to 1D array of 3 integers
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int *p[3] = B; //Correct
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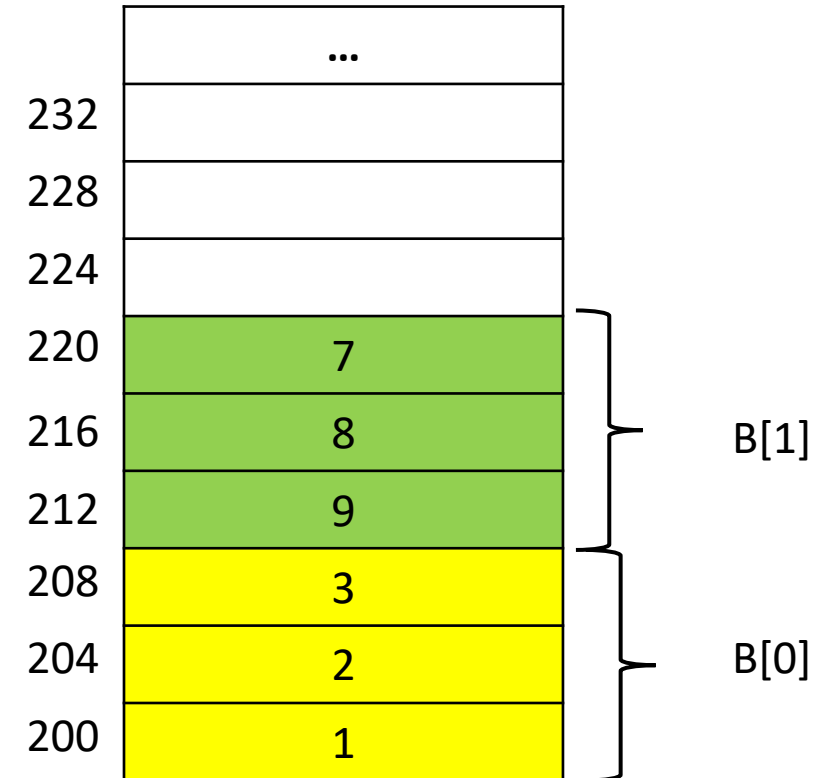
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```

```
printf("%d\n", B); //&B[0] = 200
```

```
printf("%d\n", *B); //*(&B[0])= B[0]= &B[0][0]= 200
```



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int B[2][3] = {{1,2,3},{9,8,7}};
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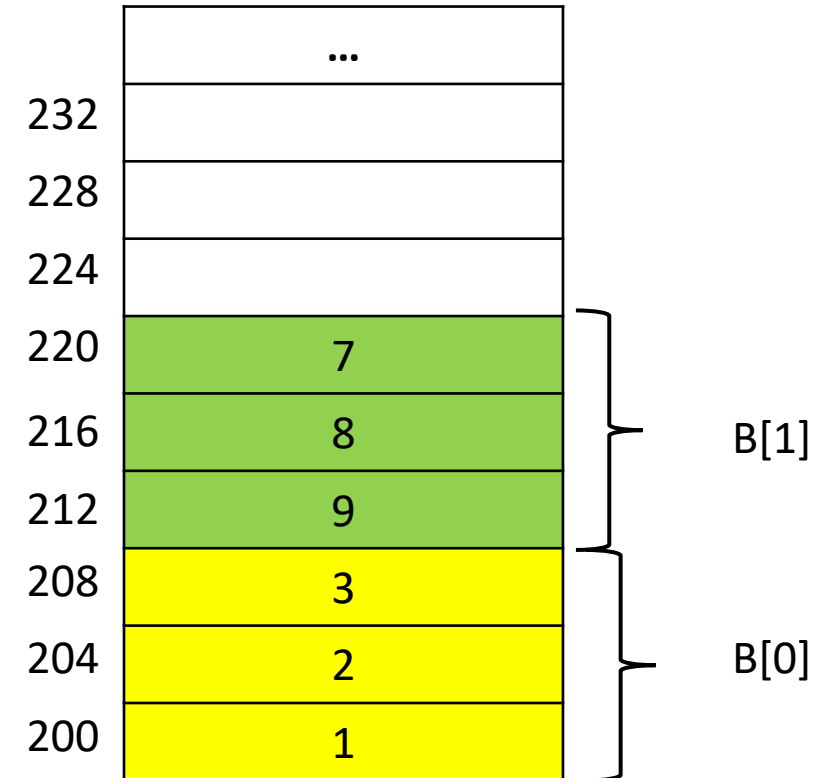
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to 1D array of 3 integers
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int *p[3] = B; //Correct
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```
printf("%d\n", B); //200 or &B[0]
```

```
printf("%d\n", *B); //B[0] or &B[0][0] or 200
```



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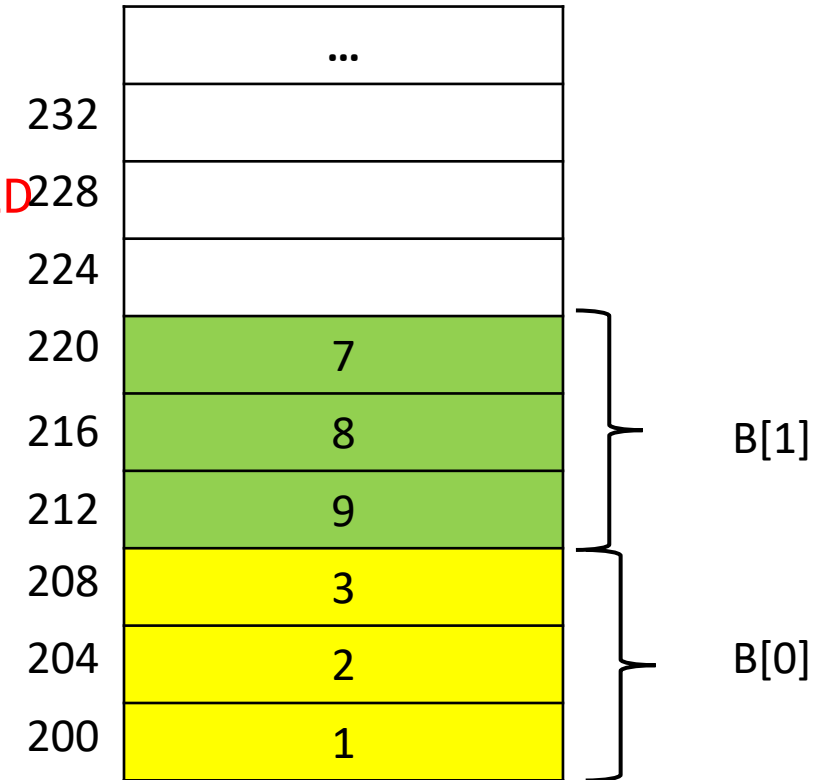
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```

```
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```

```
printf("%d\n", B + 1); //&B[0]+sizeof(B[0])= 200+12
```

```
printf("%d\n", *(B+1) + 2);
```

```
//*(B+1)+2 = *(&B[1])+2 = &B[1][0]+2  
= 212+2*sizeof(int) = 212+8 = 220
```



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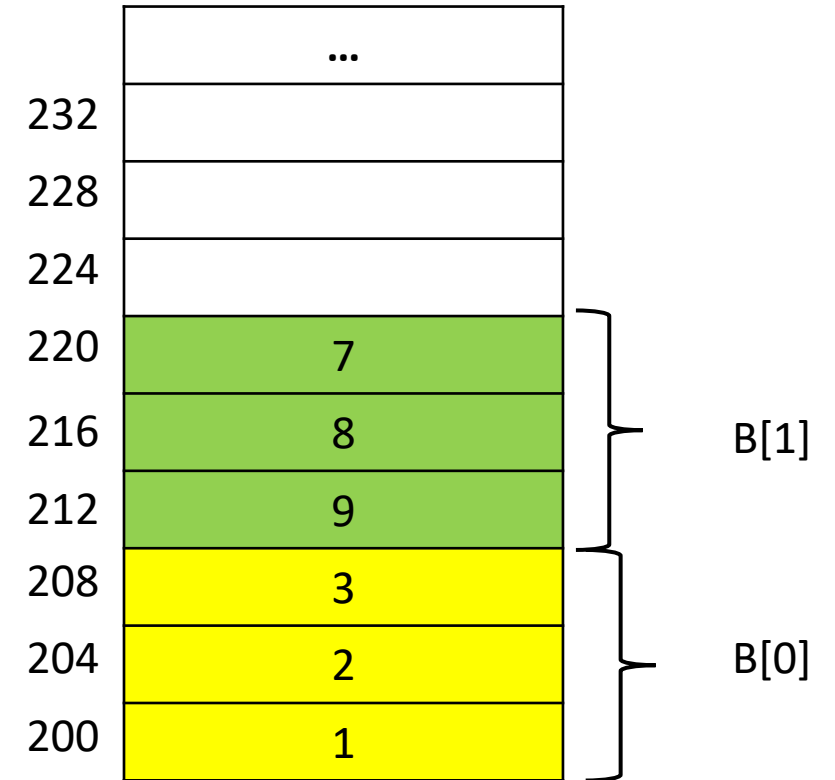
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printf("%d\n", *B); //B[0] or &B[0][0] or 200
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```
printf("%d\n", B + 1); //212 or &B[1]
```

```
printf("%d\n", *(B+1) + 2);
```

//&B[1][0]+2*4 = &B[1][2] = 220



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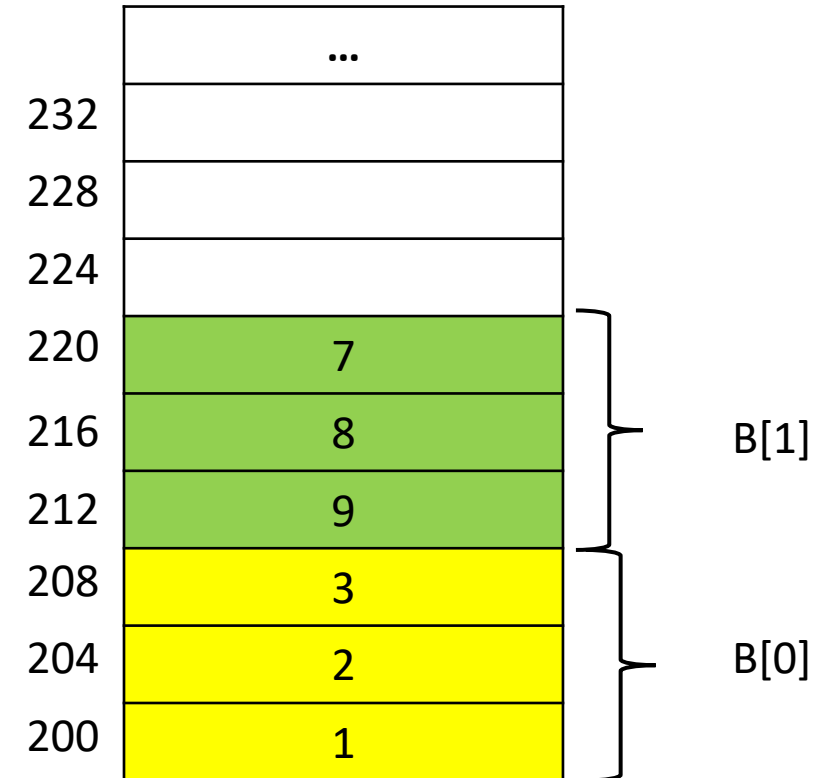
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printf("%d\n", *B); //B[0] or &B[0][0] or 200
```

```
printf("%d\n", B + 1); //212 or &B[1]
```

```
printf("%d\n", *(B+1) + 2); //&B[1][0]+2 = 220
```

```
printf("%d\n", *(*B+1));
```

```
/*(*B+1)=*(&B[0])+1)=  
*(&B[0][0]+1*sizeof(int)) = *(&B[0][1])= B[0][1]
```



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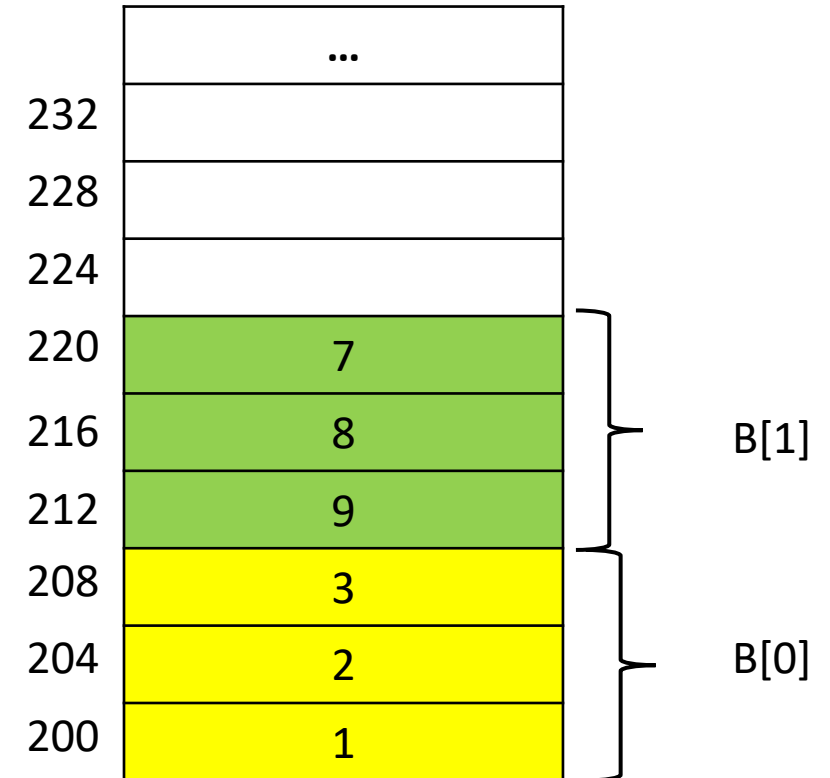
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```
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```

```
printf("%d\n", *(*B+1));
```

```
//*(&B[0][0]+1) = *(&B[0][1]) = 2
```



Pointers and 2D Arrays

$$A[i][j] = *(A[i] + j) = *(* (A+i) + j)$$

References

- [Pointers in C/C++ - YouTube](#)