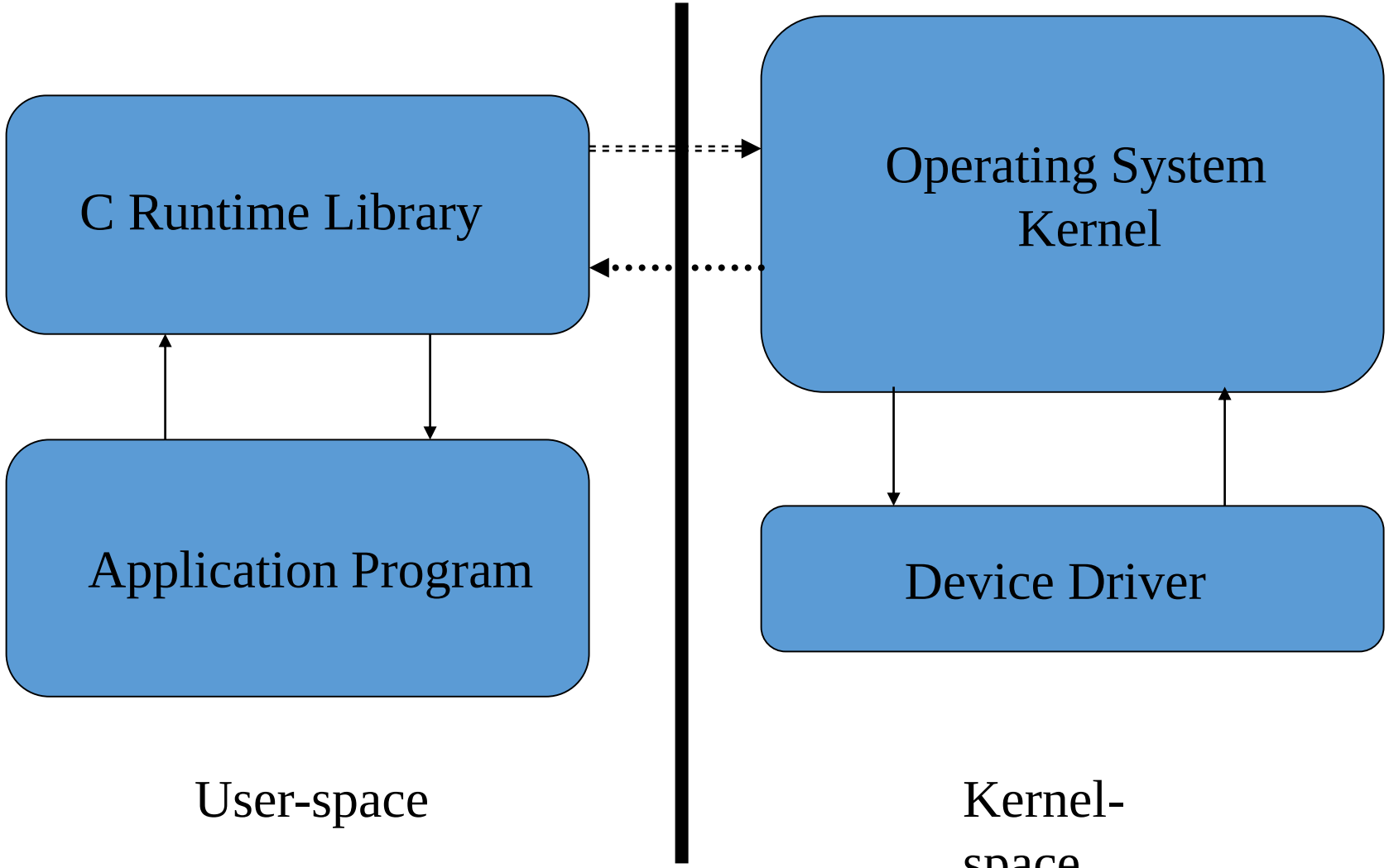
Jiangxi University of Science and Technology

Ch07 Modularity Using Functions: Part II

- Lecture0703 Pass by Reference

How system-calls work



7.3 Pass by Reference

- Pass by value (=Call by value)
  - =**Passing values 传值** from the calling function to the called function
  - A called function receives (copies) values from its calling function, stores the passed values in **its own local parameters**,
  - manipulates these parameters appropriately, and **directly returns, at most, a single value**

7.3 Pass by Reference

- Pass by reference (=Call by reference):
  - =***Passing memory addresses*** 传址 from the calling function to the called function
  - Passing an address is referred to as a function ***pass by reference*** 通过引用传递, because the called function can ***reference*** or ***access*** the variable using the passed address
  - Also referred to as a call by reference when the term applies only to those parameters whose addresses have been passed

7.3 Pass by Reference

- Program 7.4 Memory Addresses 内存地址

```
1.  #include <stdio.h>
2.  int main()
3.  {
4.          int num;
5.          num = 22;
6.          printf("num = %d\n", num);
7.          printf("The address of num is 0x%x\n", &num);
8.          return 0;
9.  }
```

7.3 Pass by Reference

➢Program 7.4 Memory Addresses

```
1   #include <stdio.h>
2   int main()
3   {
4     int num;
5     num = 22;
6     printf("num = %d\n", num);
7     printf("The address of num is 0x%x\n", &num);
8     return 0;
9   }
```

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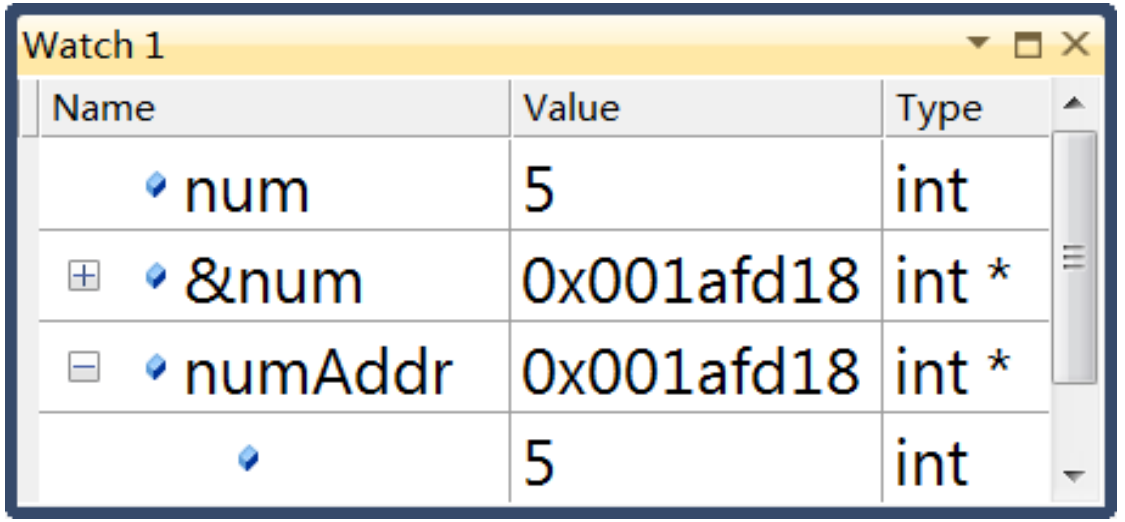
7.3 Pass by Reference

- Pointer Variable 指针变量

  - **A Pointer stores an memory address !!!**
  - **int** num=5;
  - **int** ***numAddr**;
  - **numAddr=#**
  - A variable that can store an address is known as **pointer variable** or **pointer**



7.3 Pass by Reference

- **Indirection operator**: 间接运算符　* 寻址
  - **int** ***numAddr ;
  - **float** ***numAddr ;
  - **means:**
  - numAddr is a pointer
  - ***numAddr** *is the variable whose address is stored in* **numAddr**
  - When using a pointer, the value obtained is always found by first going to the pointer for an address; this is called **indirect addressing** 间接寻址

7.3 Pass by Reference

- * 和&运算符小结
  - **&** 根据变量**取地址**；
  - ***** 根据指针**取变量**；
- 例如

Global Scope) main()

```
1  int main()
2  {
3      int a=0x12345678;
4      int *p=&a;
5      *p=0x87654321;
6      return 0;
7  }
```

7.3 Pass by Reference

➢ Declaring and Using Pointers

- In declaring a pointer variable, C requires that we also specify the type of variable that is pointed to
- **int *numAddr;**
- This declaration can be read in a number of ways:
  - when the variable pointed to by numAddr is an integer, or when numAddr points to an integer
  - 被numAddr指向的变量是一个整数，或numAddr指向一个整数。

7.3 Pass by Reference

➢ Program 7.5 Declaring and Using Pointers

```
1.  #include <stdio.h>
2.  int main(){
3.          int *milesAddr; /* declare a pointer to an int */
4.          int miles=22;
5.          milesAddr = &miles;
6.  printf("The address stored in milesAddr is 0x%08x\n",milesAddr);
7.  printf("The value pointed to by milesAddr is %d\n\n", *milesAddr);
8.          *milesAddr = 158;
9.          printf("The value in miles is now %d\n", miles);
10.         return 0;
11. }
```

7.3 Pass by Reference

➢Declaring and Using Pointers

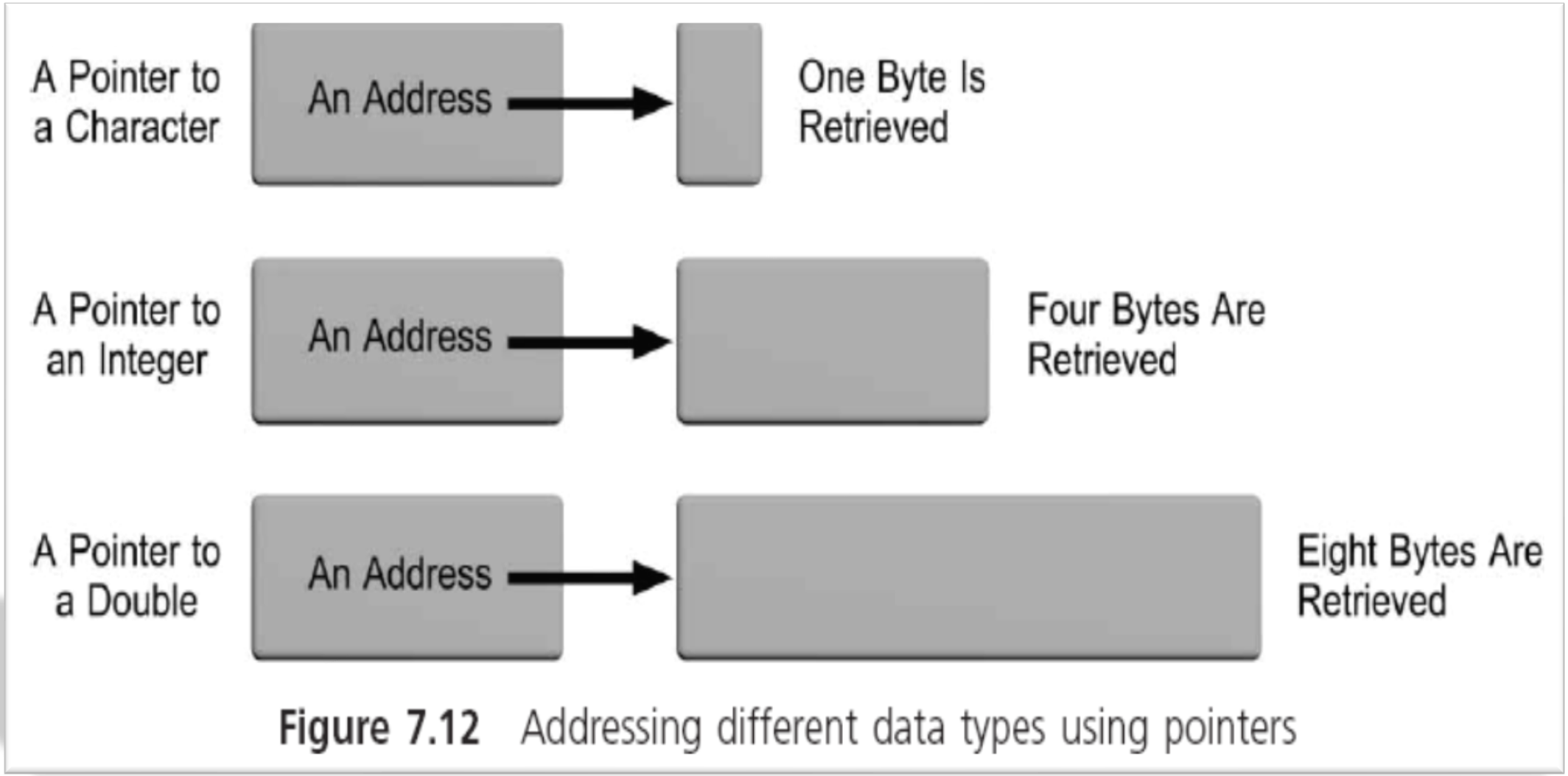
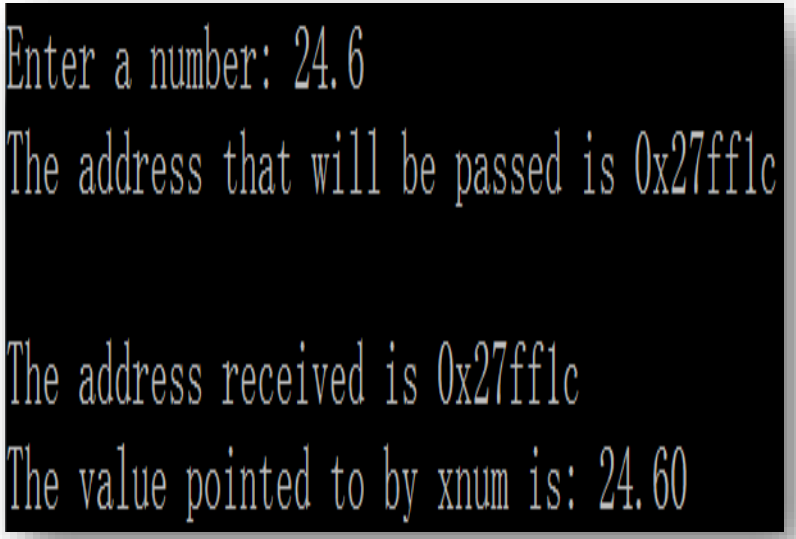


Figure 7.12 Addressing different data types using pointers

7.3 Pass by Reference

Program 7.6 Passing Addresses to a Function

```
1.  #include <stdio.h>
2.  int main(){
3.  void newval(float *);/*prototype with a pointer parameter */
4.          float testval;
5.          printf("\nEnter a number: ");
6.          scanf("%f", &testval);
7.          printf("The address that will be passed is 0x%x\n\n", &testval);
8.          newval(&testval);   /* call the function */
9.          return 0;
10. }
11. void newval(float *xnum)//using a pointer parameter
12. {
13.          printf ("The address received is 0x%x\n", xnum);
14.           printf("The value pointed to by xnum is: %5.2f \n", *xnum );
15. }
```



7.3 Pass by Reference

➢ Program 7.6 Passing Addresses to a Function

```
1   #include <stdio.h>
2   int main(){
3       void newval(float *);  /* prototype with a
    pointer parameter */
4       float testval;
5       printf("\nEnter a number: ");
6       scanf("%f", &testval);
7       printf("The address that will be passed is 0x%x
    \n\n", &testval);
8       newval(&testval);   /* call the function */
9       return 0;
10  }
```