






Programming with C I

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Objectives

-  **To learn about pointers and indirect addressing**
-  **To see how to access external data files in a program and to be able to read from input file and write to output files using file pointers**
-  **To learn how to return function results through a function's arguments**

Pointers

➤ pointer (pointer variable)

- A pointer is a variable whose value is the address of a location in memory.
- 8 bytes on on server but depends on machine
- syntax: *type *variable*

```
int m = 25;  
int *itemp=&m;    /* a pointer to an integer */  
char q= 'c';  
char *ch = &q; /*a pointer to a character*/
```

& operator (address of)

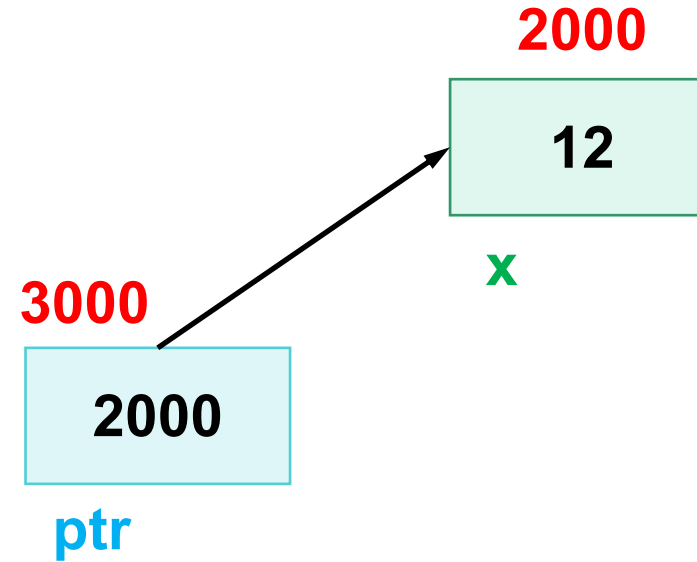
➤ **Returns the address of a variable**

the * *never* returns the address of a variable

Using a Pointer Variable

```
int x;  
x=12;
```

```
int* ptr;  
ptr=&x;
```

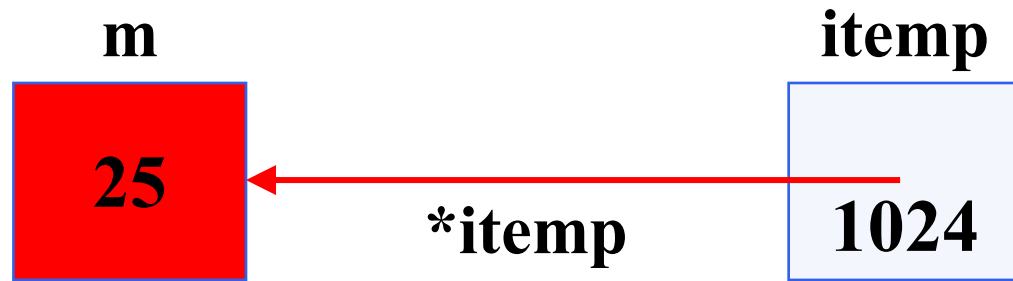


NOTE: Because ptr holds the address of x, we say that ptr “points to” x.



Indirection/indirect reference

- accessing the contents of a memory cell through a pointer variable that stores its address



➤ **Figure** Referencing a Variable Through a Pointer

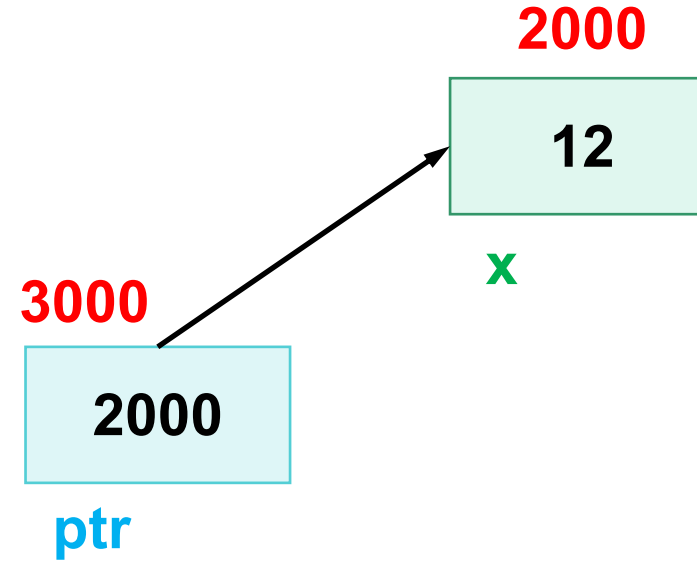
Table References with Pointers

Reference	Cell Referenced	Cell Type Value)
itmp	gray shaded cell	pointer (1024)
*itmp	cell in color	int (25)

*: dereference operator

```
int x;  
x=12;
```

```
int* ptr;  
ptr=&x;  
printf("%d\n",*ptr);
```

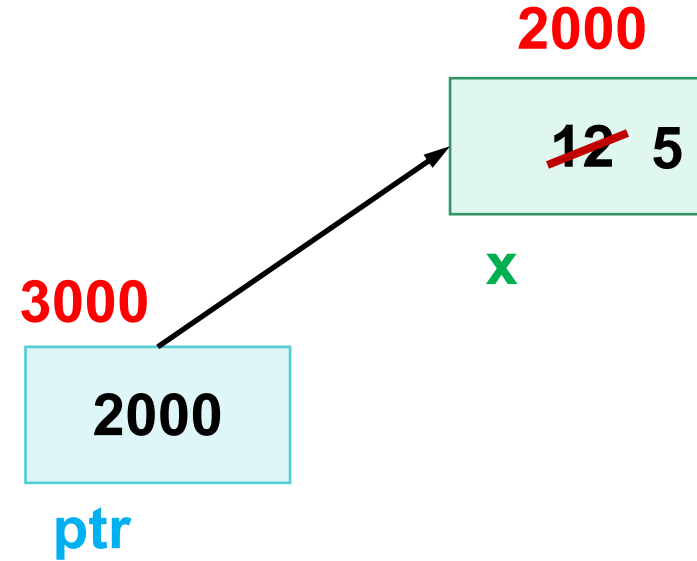


NOTE: The value pointed to by ptr is denoted by *ptr.



Using the Dereference Operator

```
int x;  
x=12;  
  
int* ptr;  
ptr=&x;  
*ptr=5;
```



// changes the value at the
address ptr points to 5



*** operator (indirection)**

- **Follows a pointer to what it points to**
- **(the thing at the address it stores)**

Pointers to Files

- C allows a program to explicitly name a file for input or output.
- Declare file pointers:
 - `FILE *inp; /* pointer to input file */`
 - `FILE *outp; /* pointer to output file */`
- Prepare for input or output before permitting access:
 - `inp = fopen("infile.txt", "r");`
 - `outp = fopen("outfile.txt", "w");`

Pointers to Files

➤ **fscanf**

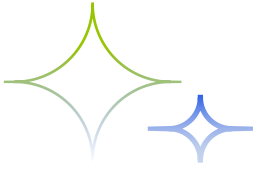
- file equivalent of scanf
- `fscanf(inp, "%lf", &item);`

➤ **fprintf**

- file equivalent of printf
- `fprintf(outp, "%.2f\n", item);`

➤ **closing a file when done**

- `fclose(inp);`
- `fclose(outp);`



THE END

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