Arrays, String, Pointers & Reference

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# Arrays in C++

Array is a collection of similar types of data elements, stored at continuous memory locations. It is a built-in data type.

A colorful rectangular object with numbers and symbols

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## Array declaration

by specifying size: int arr[10]

by initializing elements: int arr[] = { 10, 20, 30, 40 }

## Multidimensional Array

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For example - A 2D array defined as follows can be viewed as a table of two rows and three columns.



An N-dimensional array is an array of arrays. It will be mapped to one-dimensional memory addresses.



## Memory Layout

A contiguous memory space is allocated for array elements and can be accessed via an array index.

A diagram of a number of numbers

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## Array Traversal in C++

There are three ways to traverse the elements of an array in C++:

1. Using for loop

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1. Using for\_each loop **(C++11 and later)**



TODO: Difference between for\_each and range-based loop because everywhere both have same example.

1. using range-based for loop

**int var** will hold each element of the array arr in each iteration.

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Works same as above. Here, the **auto** keyword is used for type inference. It allows the compiler to automatically deduce the appropriate data type for the loop variable var based on the type of the elements in the array.

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**const auto &** syntax is used to capture each element by reference for efficiency and to indicate that the loop won't modify the elements.

Using const auto &var reference, var will directly access the read only memory for each element of the array in each iteration but won't modify the elements.

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Using auto &var reference, var will directly access the memory for each element of the array in each iteration and do post-increments.

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# Strings in C++

There are mainly 2 ways of handling strings in C++.

1. **C-style** strings or character arrays.
2. string template class

## C-style (character arrays and literals)

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## String Class in C++ STL

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### String manipulations

**Remember**

An **iterator** is an object (like a pointer) that points to an element inside the container. Containers are



Each container class in the C++ Standard Library provides its own specific type of iterator. Few Examples:

|  |  |
| --- | --- |
| **vector<int>::iterator** | **list<double>::iterator** |
| **set<std::string>::iterator** | **map<int, std::string>::iterator** |

Available functions in the std::string class which can be used for string manipulations.

**String Iteration**

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**String Length and Capacity**

Size: size refers to the number of characters in the string.

Capacity:

* The capacity of a container refers to the amount of memory that has been allocated for it, which determines how many elements it can hold efficiently.
* Capacity refers to the number of characters that the **string can hold without needing to reallocate memory**.
* When appending characters to a string, if the size exceeds the capacity, the string might need to be reallocated to accommodate the new characters.



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**String Concatenation and Append**



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**insert**: It used to insert characters or a substring into a string at a specified position.



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**find**:

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**substr**:

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# Pointers & References in C++

## Pointers vs References

|  |  |
| --- | --- |
| **Pointers** | **Reference** |
| Pointer is a variable that **holds the memory address** of another variable. | A reference is an alias for an existing variable. It's essentially **another name** for the same memory location. |
| Pointers **can be reassigned** to point to different memory locations. | References must be initialized when declared, and they **cannot be reassigned** to refer to a different variable. |
| They can be **declared without initialization** and may contain garbage values. | They cannot be declared without initialization. |
| Pointer arithmetic is possible, allowing you to navigate through memory based on the size of the data type. | There is no pointer arithmetic with references. |
| Pointers can be made to **point to nullptr** to indicate they are not currently pointing to any valid memory location. | References **cannot be null or uninitialized**. They must always refer to a valid variable. |
| Pointers can be used for implementing data structures like linked lists, trees, and more. | References are useful when you want to avoid copying data. |

Pointers: Pointers is a variable that holds the memory address of another variable.



### Drawbacks of Pointers

* Segmentation fault can occur due to uninitialized pointer.
* If we forgot to deallocate a memory, then it will lead to a memory leak.

Use case:

* **Dynamic Memory Allocation**: This is useful when you need memory whose size is determined at runtime.

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* **Passing Parameters by Reference**: It allow the function to modify the original variable.

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* **Pointers to Functions**: Pointers can be used to pass data structures or large objects efficiently to functions without making copies.

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* **Array Manipulation**

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* **Working with Hardware**

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* **Working with Dynamic Data Structures**: Pointers are essential when creating dynamic data structures like linked lists, trees, and graphs.

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* **Passing and Returning Multiple Values**

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* **Pointer Arithmetic**: Pointers allow you to perform arithmetic operations on memory addresses, which can be useful for traversing arrays or linked data structures.

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Reference: References serve a different purpose than pointers. They **provide a convenient and safer way to work with values by creating an alias** for an existing variable.



Use case:

* **Function Parameter Passing**: References allow you to pass variables to functions by reference, enabling the function to modify the original variable's value.



* **Avoiding Copying**: Passing large objects or structures by reference avoids copying their contents.

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* **Range-Based Loops**: References are often used in range-based loops to directly access and modify elements in containers.

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* **Returning Multiple Values**: Functions can return multiple values through references, providing a convenient way to communicate results.

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## Types of Function Call (References v/s Pointers)

### Call-by-Value

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### Call-by-Reference with Pointer Arguments

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### Call-by-Reference with Reference Arguments

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TODO: Const & R Value References

## Array Name as Pointers

An array name contains the address of first element of the array which acts like constant pointer. if we have an array named val then val and &val[0] can be used interchangeably.

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## Pointers and String literals

### String Literals as Pointers

if you declare a pointer as **char\* str = "Hello";** without the const qualifier, you might assume that it should be writable. However, this is a **common misconception** when dealing with string literals in C++.

Even though you declare the pointer without const, the actual string literal "Hello" remains in read-only memory.



To avoid confusion and potential issues, it's a good practice to declare the pointer to a string literal as **const char\* str = "Hello";** or use a **modifiable character array** or the **std::string class** for manipulation.



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| str[0] | str[1] | str[2] | str[3] | str[4] | str[5] |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | ‘H’ | ‘e’ | ‘l’ | ‘l’ | ‘o’ | ‘\0’ | | | | | | |
| 1800 | 1801 | 1802 | 1803 | 1804 | 1805 |

### Modifiable Strings

If you want to create a modifiable string, you need to allocate memory for it explicitly and then copy the content of the string literal into that memory.



### C++ string Class

it's often recommended to use the std::string class for string manipulation, as it provides a more convenient and safer way to work with strings. It manages memory automatically and allows easy string manipulation without the concerns of memory management and null-termination.

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## Pointers to pointers

**Pointers to pointers** are a concept in C++ where you use a pointer to store the memory address of another pointer.



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## Void Pointers

**void\*** is a special type of pointer in C++ that **doesn't have a specific data type associated with it**. It can **point to memory locations of any type**. This flexibility comes with some challenges, as you need to be careful when using void pointers to ensure proper type casting when dereferencing or performing pointer arithmetic. Here's an example to illustrate void pointers:



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## NULL Pointer

A NULL pointer, often represented as **nullptr**, is a pointer that **doesn't point to any valid memory address**. Dereferencing a NULL pointer usually leads to **undefined behaviour, crashes, or memory access violations**.



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### Issue with NULL Pointer

In C++, NULL is a macro defined to have 0 value, it may mean **int as well as int\*** causing ambiguity.

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To fix this,



or

