



Mahidol University
Wisdom of the Land

Pointer

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----



10	9	8	7	6	5	4	3	2	1
----	---	---	---	---	---	---	---	---	---

```
#include <stdio.h>
#define SIZE 10
int main(void)
{
    int *pa, *pb, i, temp;
    int a[SIZE] = {1,2,3,4,5,
                   6,7,8,9,10};

    pa = &a[0];
    printf("Original: ");
    for (i=0; i<SIZE-1; i++)
        printf("%d ",*(pa++));
    printf("%d\n",*pa);

    pa = &a[0];
    pb = &a[SIZE-1];
```

```
    for (i=0; i<SIZE/2; i++)
    {
        temp = *pa;
        *pa = *pb;
        *pb = temp;
        pa++; pb--;
    }

    pa = &a[0];
    printf("Reverse: ");
    for (i=0; i<SIZE-1; i++)
        printf("%d ",*(pa++));
    printf("%d\n",*pa);
    return 0;
}
```

พอยเตอร์กับสตรึง



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```
#include <stdio.h>
#include <string.h>
void main()
{
    char word[15] = "SuperCat";
    char *p;
    p = &word[0];
    printf("Word = %s\n", p);
    printf("Char = %c\n", *p);

    char *ptr = "CatHero";
    printf("Word = %s\n", ptr);
    printf("Char = %c\n", *ptr);
    printf("Char = %c\n", ptr[3]);
    printf("Size of word = %d\n", strlen(ptr));
}
```