

Lecture #4b

Pointers and Functions





Questions?

IMPORTANT: DO NOT SCAN THE QR CODE IN THE VIDEO RECORDINGS. THEY NO LONGER WORK

Ask at

https://sets.netlify.app/module/676ca3a07d7f5ffc1741dc65

OR

Scan and ask your questions here! (May be obscured in some slides)



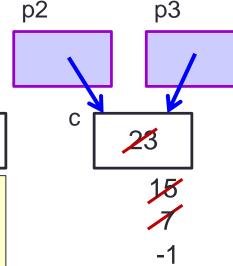
1.7 Tracing Pointers (1/2)

- Trace the code below manually to obtain the outputs.
- Compare your outputs with your neighbours.

```
TracePointers.c
int a = 8, b = 15, c = 23;
int *p1, *p2, *p3;
p1 = \&b;
p2 = &c;
p3 = p2;
printf("1: %d %d %d\n", *p1, *p2, *p3);
*p1 *= a;
while (*p2 > 0) {
  *p2 -= a;
  (*p1)++;
}
printf("2: %d %d %d\n", *p1, *p2, *p3);
printf("3: %d %d %d\n", a, b, c);
```

1.7 Tracing Pointers (2/2

```
8
                                            120
   int a = 8, b = 15, c = 23;
                                            121
   int *p1, *p2, *p3;
                                            122
  p1 = \&b;
                                            123
   p2 = &c;
   p3 = p2;
   printf("1: %d %d %d\n", *p1, *p2, *p3);
   *p1 *= a;
   while (*p2 > 0) {
   → *p2 -= a;
    \rightarrow (*p1)++;
   printf("2: %d %d %d\n", *p1, *p2, *p3);
printf("3: %d %d %d\n", a, b, c);
```



1: 15 23 23

2: 123 -1 -1

3: 8 123 -1

1.8 Incrementing a Pointer

If p is a pointer variable, what does p = p + 1 (or p++) mean?

Recall Lect#2a slide 16: int takes up 4 bytes int a; float b; char c; double d; float takes up 4 bytes int *ap; float *bp; char takes up 1 byte char *cp; double *dp; double takes up 8 bytes ap = &a; bp = &b; cp = &c; dp = &d;printf("%p %p %p %p\n", ap, bp, cp, dp); ffbff0a4 ffbff0a0 ffbff09f ffbff090 ap++; bp++; cp++; dp++; |₊₄ +4 +8 printf("%p %p %p %p\n", |ap, bp, |cp, dp); ffbff0a8 ffbff0a4 ffbff0a0 ffbff098 +12 ap += 3;ffbff0b4 printf("%p\n", ap); IncrementPointers.c



1.9 Common Mistake

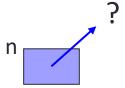


```
int *n;

*n = 123;
printf("%d\n", *n);

CommonMistake.c

What's wrong with this?
Can you draw the picture?
```



- Where is the pointer n pointing to?
- Where is the value 123 assigned to?
- Result: Segmentation Fault (core dumped)
 - Remove the file "core" from your directory. It takes up a lot of space!



1.10 Why Do We Use Pointers?

- It might appear that having a pointer to point to a variable is redundant since we can access the variable directly
- The purpose of pointers is apparent later when we pass the address of a variable into a function, for example, in the following scenarios:
 - To pass the addresses of two or more variables to a function so that the function can pass back to its caller new values for the variables
 - To pass the address of the first element of an array to a function so that the function can access all elements in the array



Quiz

 Please complete Pointers and Functions Quiz 1 before 3 pm on 23 August 2022.





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