

## [ Pointer Arithmetic ]

\* A pointer stores ONLY the address. Hence, the size of a pointer remains same always. It is generally 8 bytes.

`int *p = &x;`

`p = p + 1` (makes sense ONLY in array)

This statement moves the pointer address by 4 bytes.

If the type of pointer is, say, 'A', then it moves the pointer by 'sizeof(A)' bytes.

`p1 > p2`

Two pointers can be compared

(makes sense ONLY in array)

This means  $p_1$  is pointing to an element further in the array.

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