As an array is a heavy data structure i.e. it requires a lot of memory, by default it is passed as “reference” i.e. copy of array is not created in “called function”.

0 1 2 3 4

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ~~10~~ 12 | ~~20~~ 22 | ~~30~~ 32 | ~~40~~ 42 | ~~50~~ 52 |

int nos[ ] 🡺

main()

incr() x[ ]

Also if it creates a copy of array, returning multiple values back to “calling function” will also involve a lot of time for processing.

Imp Concept

When pointer is incremented, it auto points to next element of same type.

For e.g. if ptr is a pointer to a char, if incremented, it will point to next char only

if it is a pointer to an integer, if incremented, it will point to next integer only.

x = 100;

So how much is x++;

99% students say x is now 101. NO… WHY?

You need to ask the examiner, what is x?

If x is int, x++ is 101

if x is a pointer to char, x++ is 101 (size of char is 1 byte)

if x is a pointer to int, x++ is 104 (size of int is 4 bytes)

if x is a pointer to double, x++ is 108 (size of double is 8 bytes)