

```

struct car {
    int   -cylinders;    4 bytes
    int   -cc;           4 bytes
    bool  -turbo;        1 byte
};
    9 bytes

```

Q. Why are types of pointers important?

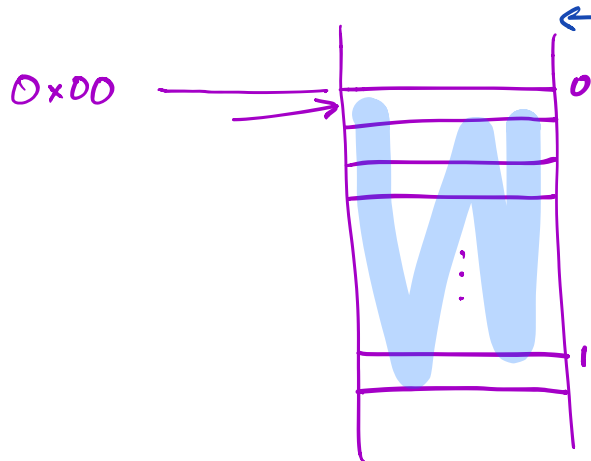
```
char c[12];
```

```
int i[3];
```

$(c+1) \rightarrow 0x01$

$i \leftarrow 0x00$

$(i+1) \rightarrow 0x04$

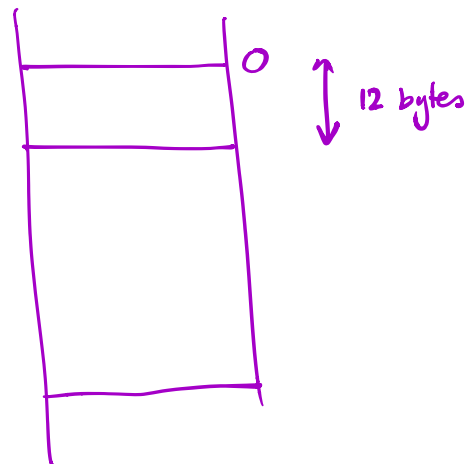


car cars[10];

cars
?

$cars+1 \rightarrow 12$

if cars = 0x0FABC



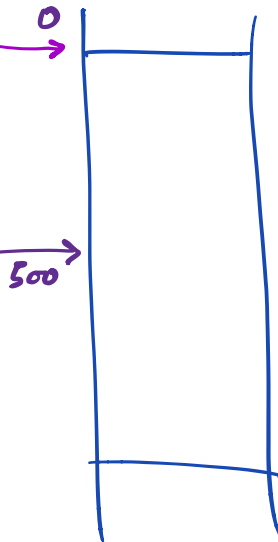
```
char c[1000];
char* p = &c[500];
```

`--p`; Now p points to 499.

```
p = p - 10;
```

```
char c[] = "Hello";
```

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```
float i[10];
```

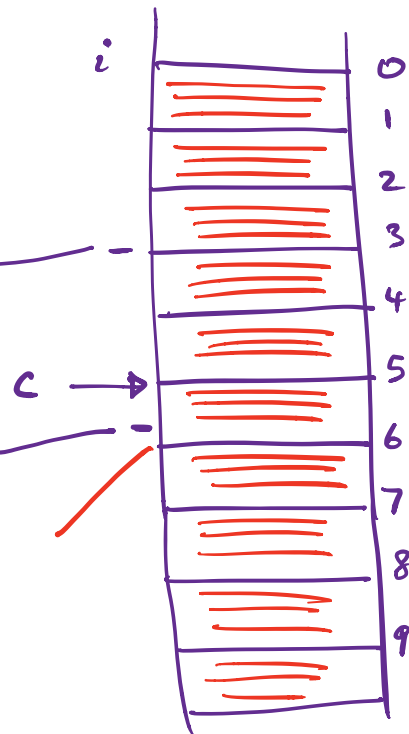
```
char* c = (char*)&i[5];
```

```
i = i + 3;
```

```
c = c + 3;
```

`i[10]`

`* (i + 10)`



```

my_arr * alloc_arr(int sz)
{
    my_arr xpr = new my_arr
    pr.a = new float[sz];
    pr.sz = sz;
    return &pr;
}

```

