

Advanced Programming in C++

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Pointers

- A pointer is a type of variable that refers to a value.
- · It is a kind of indirect addressing

```
int a = 102; a | 102 | 102 | int *aPtr = &a;
```

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Pointer Variable Definition in C++

- Pointers are types just as other variables
- '*' prefix is used to indicate a pointer variable

```
int *intPtr;
double *doublePtr;
```

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Address Operator in C++

- Address of a variable in memory is obtained by '&' operator
- '*' is used to indicate a pointer variable

```
int i;
int *intPtr = &i;
double x;
double *doublePtr = &x;
```

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Examples

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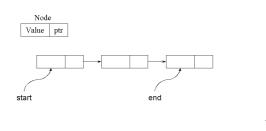
Dereferencing operator in C++

- How to obtain the value in the location a pointer is referring to?
- '*' operator is used for indirect access to the value
- It is also called dereferencing operator or indirection operator

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Linked List Structure

It is a list that can only be accessed sequentially



Node

• It is a list that can only be accessed sequentially

```
class Node
{
private:
    char val;
    Node *ptr;
public:
    Node(char);
    Node *getNext();
    void setNext(Node);
    char getValue();
    void setValue(char);
}
```

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Parameter Passing

· Call-by-value

```
int function inc(int i) { i++; return i;}
. . .
j = inc(i);
• Call-by-reference
int function inc(int *i) { *i++; return *i;}
. . .
j = inc(i);
```

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Exercise

- Implement the queue by a linked list
- Implement the Bubble Sort algorithm for an array of k integer numbers
- Implement Bubble Sort for a linked list
 - Send the c++ file to tamrin.ut@gmail.com
 - Add EX2 <Your Stud. No.> to the subject line
 - Deadline: 13th Azar

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