**Day10**

**Nesting function**

Fun1()

{

Fun();

}

Fun()

{

}

Recurion function:

Main()

{

Main();

}



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F(5)



4 f(4) 🡪return 1 – now print the 4



3 f(3) 🡪return 1–go to the f(4)



2 f (2) 🡪return 1–go to the f(3)



1. f(1) 🡪f(1) return 1 –go to the f(2)



1. f(0) 🡪return 1



return 1

pointer 🡪is not belonging to any data types. pointer is a special variable which is pointing to int datatypes. Size is 4bytes or 8 bytes

Null ptr 🡪int \*ptr=NULL

Void ptr 🡪void \*ptr 🡪generic ptr

Wild ptr 🡪float \*ptr🡪initial first then use otherwise it is dangers .it also act as a null ptr

Dangling ptr 🡪where in address destroy or reference destroy.

**Error: Invalid use of void expression**

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**Dereference**

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Malloc 🡪it is used to allocate memory. When malloc fails null will return or unique pointer value that can later be successfully passed to free().

Syntax:

Malloc(arr\_num \* size)

Ex arr\_num=10

Int size is 4

Malloc allocate memory is 40

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**4 storage classes**

Static 🡪

Auto 🡪 Auto variables can be only accessed within the block/function they have been declared and not outside them (which defines their scope).

Register

Extern

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Pts to fns:

A fn, like a variable

Type(\*fptr)();