

# POINTERS IN C++

BY CODEMITE

I live at 127





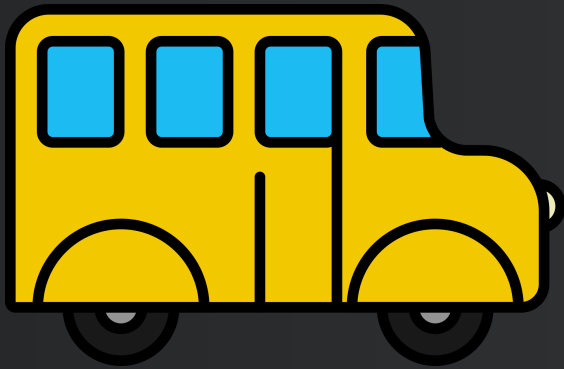
from  
127



to  
255

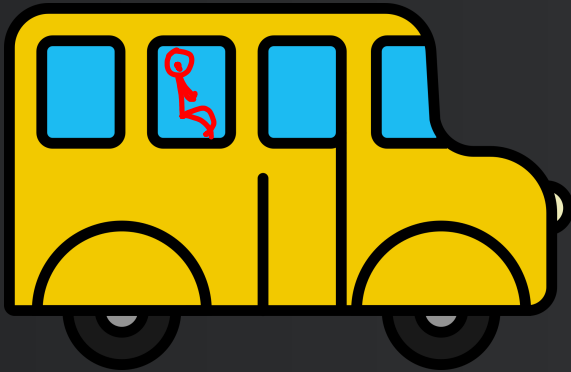


This is **you**!



Bus is the **pointer**

You were at position **127** before giving yourself to the *bus*!



The *bus* made your new position to be **255**. Even After the bus *leaves*, you will *stay* at 255!

Now I live at **255**!



WHAT/WHO TF ARE THEY? 🤔





# WHAT/WHO ARE THEY?

1. They are bulls. So we always keep them calm by pointing them to something known.

- *Un-initialised pointers are like showing a RED CLOTH to the bull. Very destructive.*

2. Their power, when used the right way, can be very helpful.

BUT WHY??! 🤔😭



# BUT WHY??!

1. To create variables dynamically (on runtime).
2. Operate on arrays 🤡.
3. Using the same memory (i.e., addresses) 🏠.
4. Cure to the polymorphism 😞.

# Theory 🤔

- Pointers are used to *store an address* of the same type variable/object as they are.
- They ‘point to’ that address in memory.
- We will read them from right to left (i.e., *bus is a pointer to you*)
- WE ALWAYS, ALWAYS, KEEP THEM *INITIALIZED*.

# Theory 🤔

- `Un-initialized` pointers, like normal variables store a garbage value, point to the `memory` that `doesn't` necessarily even `belong` to our program (*garbage value*). VERY DESTRUCTIVE!
- There are total *6 operators* that deal directly with pointers. `*` is used to create/read them.

# THANKS FOR YOUR TIME



- Hope you got what you came here for.
- If you understood the pointers better than you had before, let me know in the comments.
- Also, **SUBSCRIBE** to support. 