

Nicole Luong

Week 7

Pointers

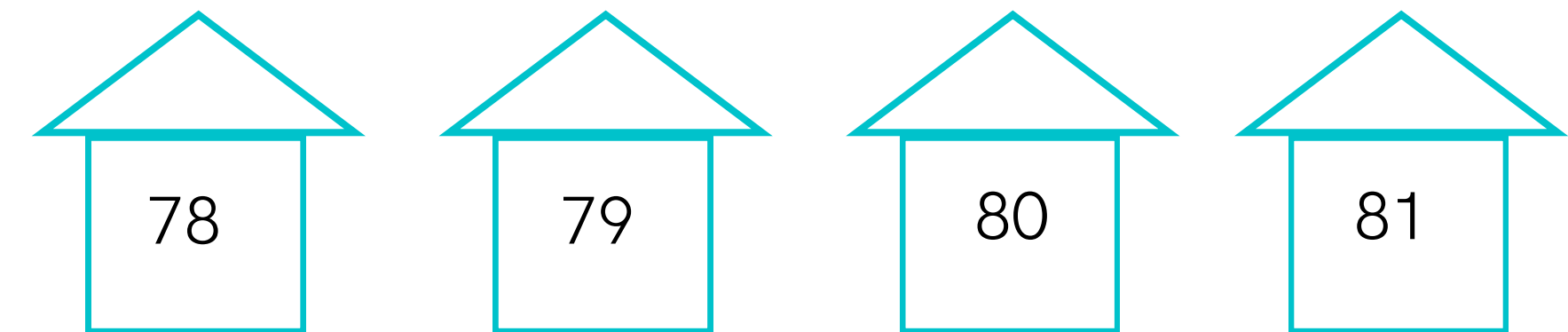
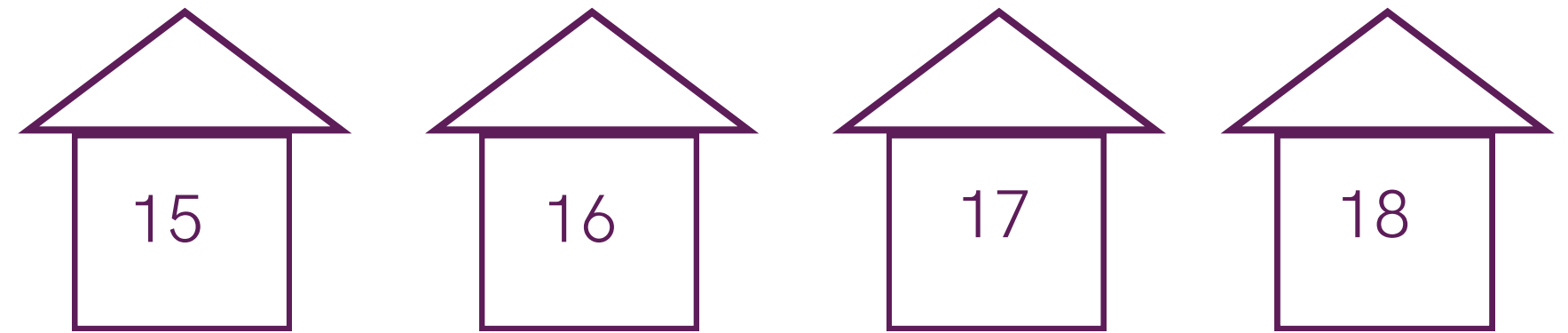
Before we begin

Help Sessions!

How was Assignment 1?

Check in week

Pointers



Pointers

How do we:

- Initialise a variable
- Initialise a pointer
- Change the value of the variable
- Print the value of the variable

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Pointers

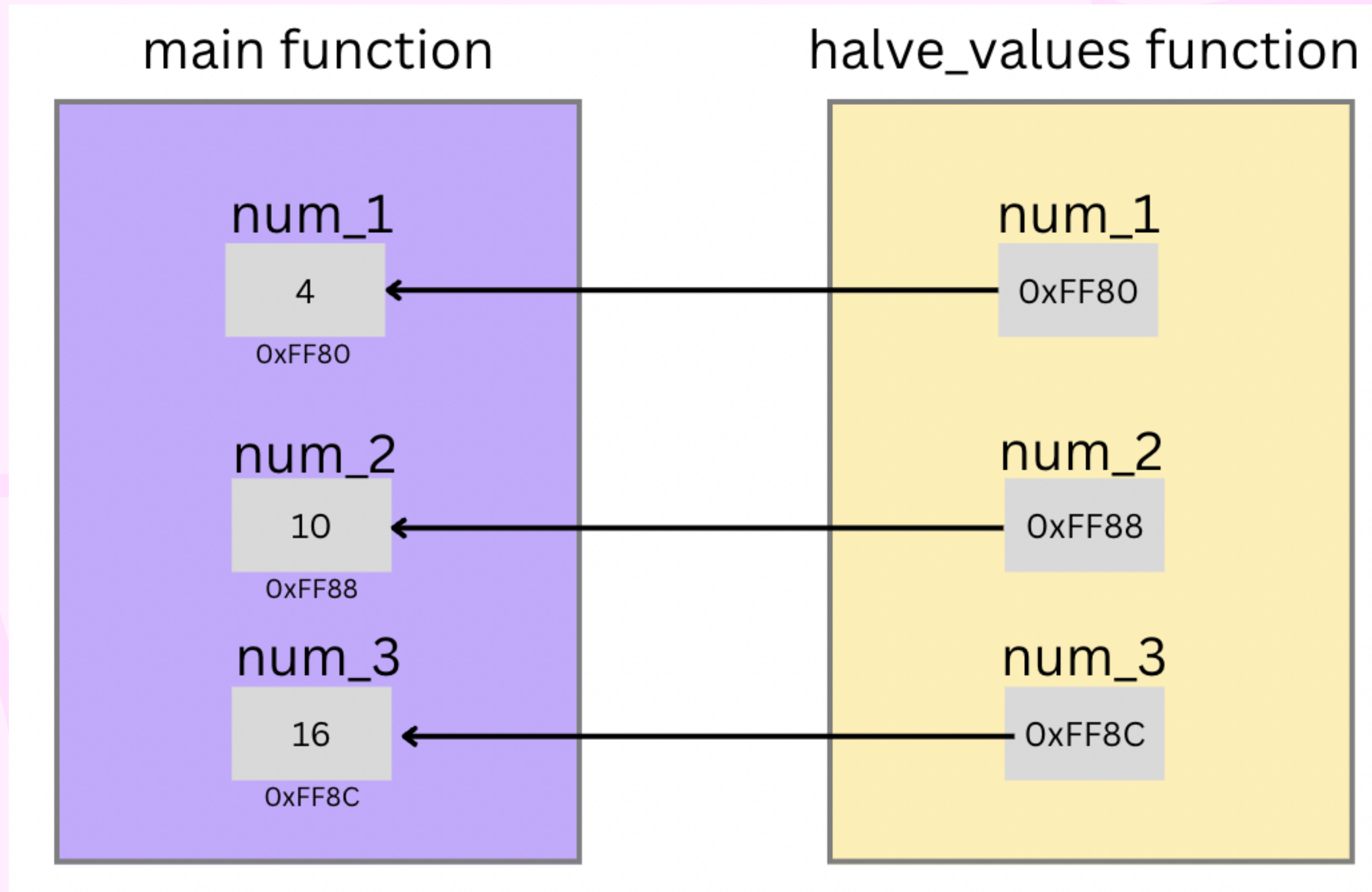
Instructions

```
1. int n = 42;  
2. int *p;  
3. int *q;  
4. p = &n;  
5. *p = 5;  
6. *q = 17;  
7. q = p;  
8. *q = 8;
```

Address	Variable
0xFF80	Type: ??? Name: ??? Value: <input type="text" value="value"/>
0xFF84	Type: int Name: n Value: <input type="text" value="value"/>
0xFF88	Type: int * Name: p Value: <input type="text" value="value"/>
0xFF8C	Type: int * Name: q Value: <input type="text" value="value"/>
0xFF90	Type: ??? Name: ??? Value: <input type="text" value="value"/>

Coding with Functions and Pointers

Coding with Functions and Pointers



Struct Pointers

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EOF Loops

```
// Change this program so it reads in
// input line by line

#include <stdio.h>

#define MAX_LETTERS 100

int main (void) {

    char my_var;
    while (scanf(" %c", &my_var) == 1) {
        printf("Input: %c\n", my_var);
    }

    return 0;
}
```

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Command Line Arguments

Command Line Arguments

`./program good morning everyone!`

`int main(int argc, char *argv[])`

	0	1	2	3	4	5	6	7	8	9
0	p	r	o	g	r	a	m	\0		
1	g	o	o	d	\0					
2	m	o	r	n	i	n	g	\0		
3	e	v	e	r	y	o	n	e	!	\0

A decorative graphic consisting of several thick, light pink lines that intersect and loop across the left side of the slide, creating a stylized, abstract pattern.

Lab Time!

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