

Data Structures



Introduction to Pointers, Input Statement

Subin Sahayam, Assistant Professor,
Department of Computer Science and Engineering
Shiv Nadar University

Last Class Summary

- **Library**
- **Format Specifier**
- **printf – Print Formatted**
- **Program**

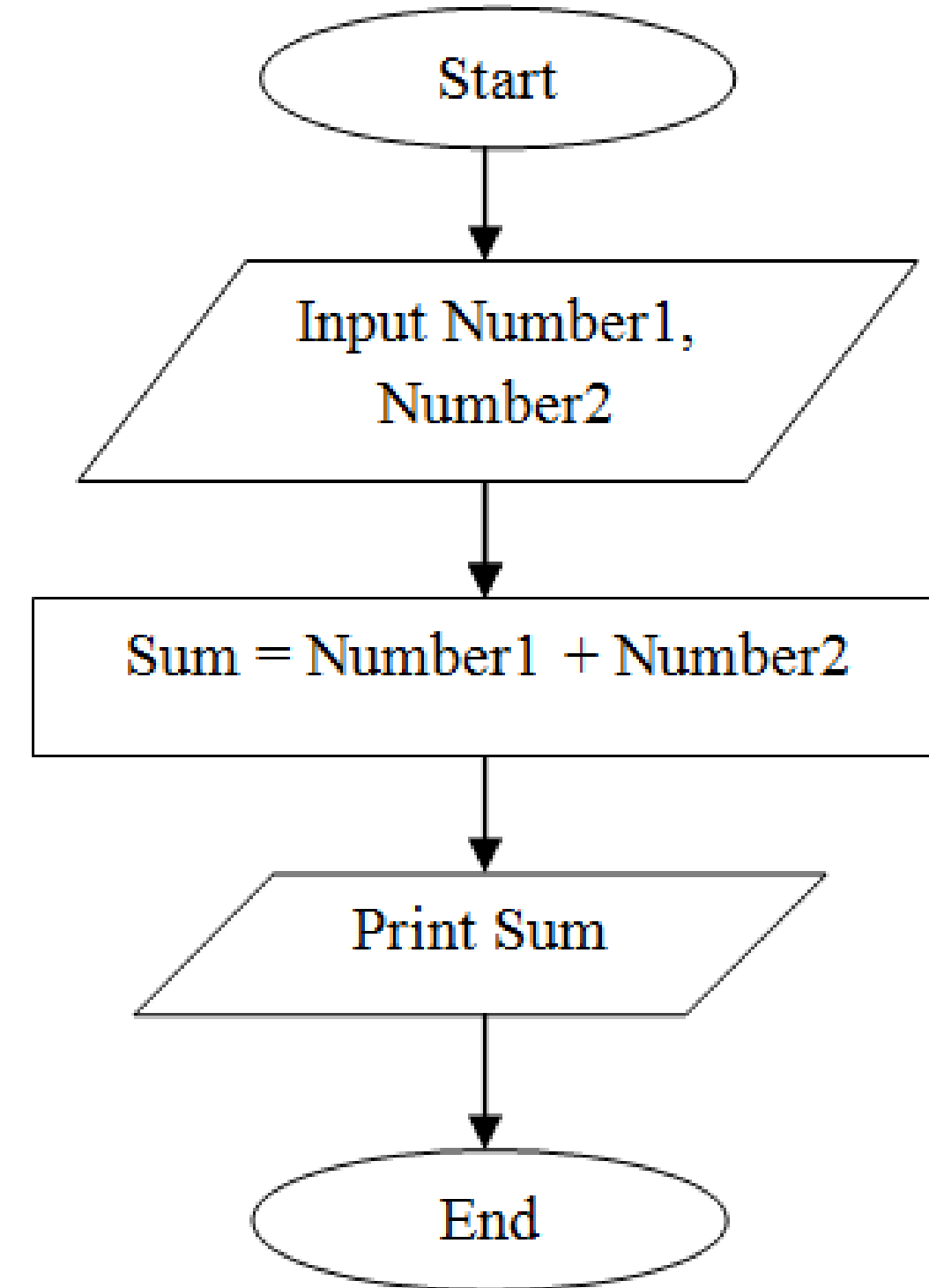
Program

```
#include <stdio.h>
```

```
void main()
```

```
{  
    int num1, num2, sum;  
    num1 = 5;  
    num2 = 10;  
    sum = num1 + num2;  
    printf("Addition of two  
    numbers %d and %d is:  
    %d", num1, num2, sum);  
}
```

num1		
5		
1000		
num2	sum	
10	15	
1004	1008	



Introduction to Pointers

- **Example Variable 'num'**

num

5

1000

Introduction to Pointers

- **Example Variable 'num'**
- **Pointers – Special Variables to Store Address**

num

1000

Introduction to Pointers

- **Example Variable 'num'**
- **Pointers – Special Variables to Store Address**
- **What should you ask?**

num

5

1000

Introduction to Pointers

- **Example Variable 'num'**
- **Pointers – Special Variables to Store Address**
- **What should you ask?**
 - **Syntax + Pointer Declaration**

num

5

1000

Introduction to Pointers

- **Example Variable 'num'**
- **Pointers – Special Variables to Store Address**
- **What should you ask?**
 - **Syntax + Pointer Declaration**
 - **Declaration - Telling the computer that you are going to use a variable/memory location with a specific name**

num

1000

Introduction to Pointers


- **Example Variable 'num'**
- **Pointers – Special Variables to Store Address**
- **What should you ask?**
 - **Syntax + Pointer Declaration**
 - **Declaration - Telling the computer that you are going to use a variable/memory location with a specific name**
 - **Syntax**
 - **datatype *identifier;**

num

1000


Introduction to Pointers

- **Example Variable 'num'**
- **Pointers – Special Variables to Store Address**
- **What should you ask?**
 - **Syntax + Pointer Declaration**
 - **Declaration - Telling the computer that you are going to use a variable/memory location with a specific name**
 - **Syntax**
 - **datatype *identifier;**
- **Use '&' operator to get the address of a variable**

num

1000

Introduction to Pointers

- **Example Variable 'num'**
- **Pointers – Special Variables to Store Address**
- **What should you ask?**
 - **Syntax + Pointer Declaration**
 - **Declaration - Telling the computer that you are going to use a variable/memory location with a specific name**
 - **Syntax**
 - **datatype *identifier;**
- **Use '&' operator to get the address of a variable**
 - **Syntax**
 - **identifier = &identifier;**

num

1000

Introduction to Pointers

- **Example Variable 'num'**
- **Pointers – Special Variables to Store Address**
- **What should you ask?**
 - **Syntax + Pointer Declaration**
 - **Declaration - Telling the computer that you are going to use a variable/memory location with a specific name**
 - **Syntax**
 - **datatype *identifier;**
- **Use '&' operator to get the address of a variable**
 - **Syntax**
 - **identifier = &identifier;**
 - **Empty address is assigned/initialized with "NULL"**

num

5

1000

Program

//Simple Pointer Program

#include <stdio.h>

int main()

{

int num = 5;

return 0;

}

num

5

1000

Program – Pointer Declaration

//Simple Pointer Program

#include <stdio.h>

int main()

{

int num = 5;

int *ptr;

return 0;

}

num



1000

ptr



1004

Program – Pointer Initialization

//Simple Pointer Program

#include <stdio.h>

int main()

{

int num = 5;

int *ptr;

ptr = #

return 0;

}

num

5

1000

ptr

1000

1004

Introduction to Pointers

- **How much memory space is allocated to pointers?**

Introduction to Pointers

- **How much memory space is allocated to pointers?**
 - **Depends on address size**

Introduction to Pointers

- **How much memory space is allocated to pointers?**
 - **Depends on address size**
 - **Depends how much address bits your computer can generate**

Introduction to Pointers

- **How much memory space is allocated to pointers?**
 - **Depends on address size**
 - **Depends how much address bits your computer can generate**
 - **Found by the number of bits used by the processor**

Introduction to Pointers

- **How much memory space is allocated to pointers?**
 - **Depends on address size**
 - **Depends how much address bits your computer can generate**
 - **Found by the number of bits used by the processor**
 - **Modern processors use – 64 bits**

Introduction to Pointers

- **How much memory space is allocated to pointers?**
 - **Depends on address size**
 - **Depends how much address bits your computer can generate**
 - **Found by the number of bits used by the processor**
 - **Modern processors use – 64 bits**
 - **64 bits = 8 bytes**

Introduction to Pointers

- **How much memory space is allocated to pointers?**
 - **Depends on address size**
 - **Depends how much address bits your computer can generate**
 - **Found by the number of bits used by the processor**
 - **Modern processors use – 64 bits**
 - **64 bits = 8 bytes**
 - **Pointers require 8 bytes of memory**

Introduction to Pointers

- **How much memory space is allocated to pointers?**
 - **Depends on address size**
 - **Depends how much address bits your computer can generate**
 - **Found by the number of bits used by the processor**
 - **Modern processors use – 64 bits**
 - **64 bits = 8 bytes**
 - **Pointers require 8 bytes of memory**
 - **If processor is 32 bit**

Introduction to Pointers

- **How much memory space is allocated to pointers?**
 - **Depends on address size**
 - **Depends how much address bits your computer can generate**
 - **Found by the number of bits used by the processor**
 - **Modern processors use – 64 bits**
 - **64 bits = 8 bytes**
 - **Pointers require 8 bytes of memory**
 - **If processor is 32 bit**
 - **32 bits = 4 bytes**
 - **Pointer requires 4 bytes**

Questions?

SHIV NADAR
— UNIVERSITY —
CHENNAI

Format Specifier

- **Way to Present Data**

`%d`: for printing integers

`%f`: for printing floating-point numbers

`%c`: for printing characters

`%s`: for printing strings

`%p`: for printing memory addresses

`%x`: for printing hexadecimal values

Scan Formatted - printf

- **scanf – identifier**

Scan Formatted - printf

- **scanf – identifier**
- **Used to read values from terminal and store it into variables**
- **Expects address of a variable**

Scan Formatted - printf

- **scanf – identifier**
- **Used to read values from terminal and store it into variables**
- **Expects address of a variable**
- **Syntax**
 - **scanf('formatted_string', &each_arguments_list);**

Scan Formatted - printf

- **scanf – identifier**
- **Used to read values from terminal and store it into variables**
- **Expects address of a variable**
- **Syntax**
 - **scanf("formatted_string", &each_arguments_list);**
- **Return type is int**

Scan Formatted - printf

- **scanf – identifier**
- **Used to read values from terminal and store it into variables**
- **Expects address of a variable**
- **Syntax**
 - **scanf("formatted_string", &each_arguments_list);**
- **Return type is int**
 - **Returns the number of successful variables read**
 - **0 – No number read**
 - **Negative number - EOF – End of file error**

Program

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int num1, num2, sum;
```

```
    num1 = 5;
```

```
    num2 = 10;
```

```
    sum = num1 + num2;
```

```
    printf("Addition of two numbers %d and %d is: %d", num1, num2, sum);
```

```
}
```

num1

5

1000

num2

10

1004

sum

15

1008

Program

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int num1, num2, sum;
```

```
    printf("Enter two numbers:");
```

```
    sum = num1 + num2;
```

```
    printf("Addition of two numbers %d and %d is: %d", num1, num2, sum);
```

```
}
```

num1



1000

num2



1004

sum



1008

Program

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int num1, num2, sum;
```

```
    printf("Enter two numbers:");
```

```
    scanf("%d%d",&num1,&num2);
```

```
    sum = num1 + num2;
```

```
    printf("Addition of two numbers %d and %d is: %d", num1, num2, sum);
```

```
}
```

num1



1000

num2



1004

sum



1008

Program

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    int num1, num2, sum;
```

```
    printf("Enter two numbers:");
```

```
    scanf("%d%d",&num1,&num2);
```

```
    sum = num1 + num2;
```

```
    printf("Addition of two numbers %d and %d is: %d", num1, num2, sum);
```

```
}
```

num1

5

1000

num2

10

1004

sum

15

1008

Questions?

SHIV NADAR
— UNIVERSITY —
CHENNAI

Today's Course Outcomes

- **CO1 – Implement C programs from algorithms and flowcharts with error handling. – K3**
- **CO2 – Implement programming fundamentals, decision and looping statements – K3**
- **CO3 – Implement C programs with pointers, arrays, and strings – K3**
- **CO4 – Implement C programs with structures, union, file-handling concepts, and additional features – K3**
- **CO5 – Analyze, breakdown, and solve large computational problems using functions – K4**

Summary

- **Introduction to Pointers**
- **Format Specifier**
- **Scan Formatted – scanf**
- **Program**
- **Today's Course Outcome**

- **Kernighan, B.W and Ritchie, D. M, “The C Programming language”, 2nd edition, Pearson Education, 2006**

THANK YOU

SHIV NADAR
— UNIVERSITY —
CHENNAI