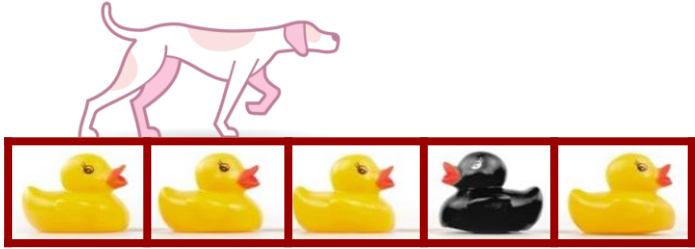


# Pointer & Dizî



Gömülü Sistem Lab

# Diziler

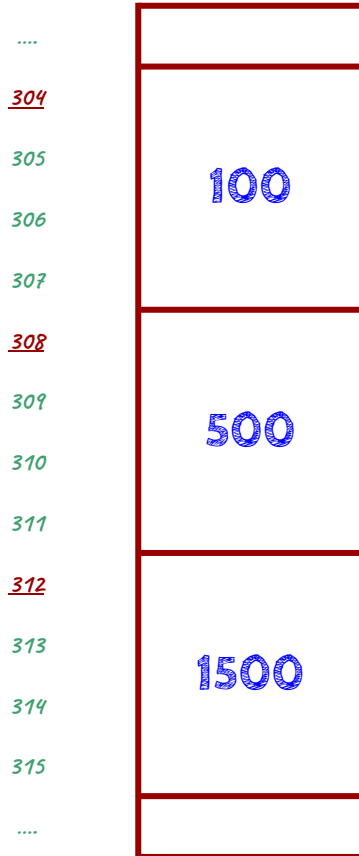
```
char dizi_a[4] = {'T', 'E', 'S', 'T'}
```

...	
205	'T' (84)
206	'E' (69)
207	'S' (83)
208	'T' (84)
...	

```
printf("%c", dizi_a[2]);  
    'S'
```

```
printf("%d", &dizi_a[2]);  
    207
```

# Diziler



```
int dizi_b[3] = {100, 500, 1500};
```

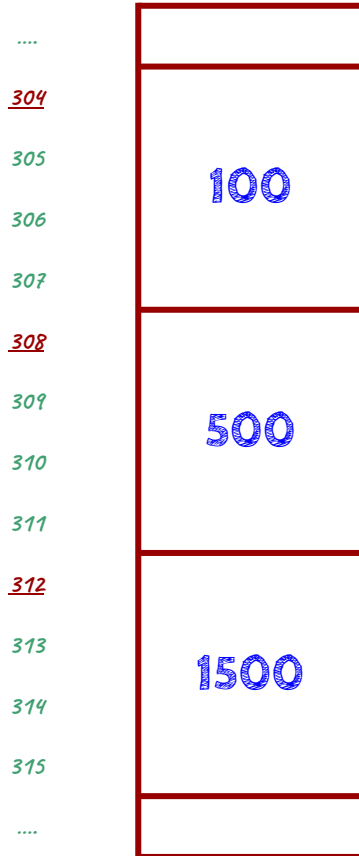
**sizeof(int)** = 4

3 \* **sizeof(int)**

= 3 \* 4

= 12 byte

# Diziler



```
int dizi_b[3] = {100, 500, 1500};
```

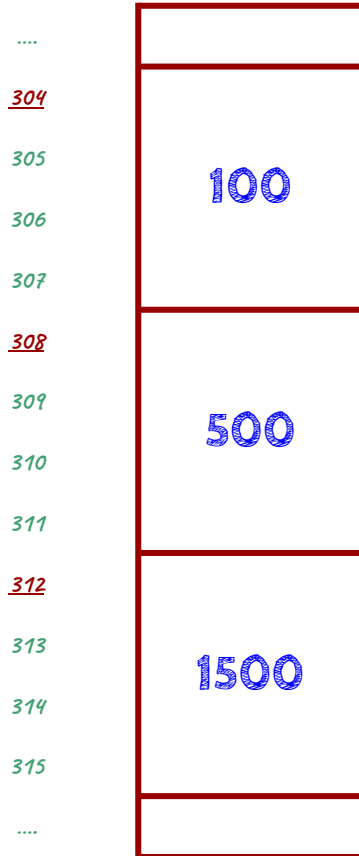
```
dizi_b[2]
```

$= 304 + 2 * \text{sizeof}(\text{int})$

$= 304 + 2 * 4$

$= 312$

# Diziler

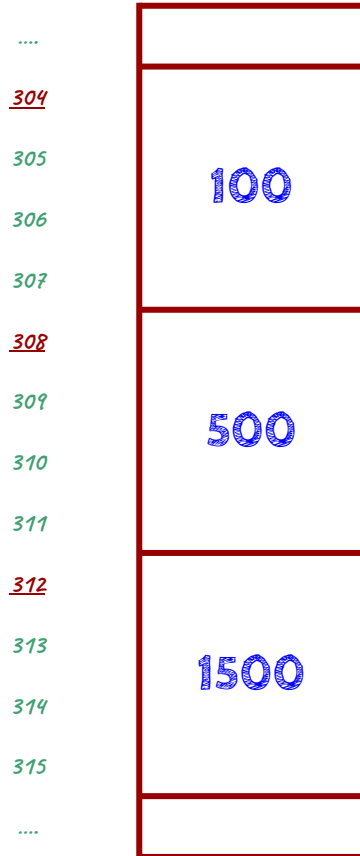


```
int dizi_b[3] = {100, 500, 1500};
```

```
printf("%c", dizi_b[2]);  
1500
```

```
printf("%d", &dizi_b[2]);  
312
```

# Diziler & isaretçiler



```
int dizi_b[3] = {100, 500, 1500};
```

```
dizi_b + 1
```

```
= 304 + 1 * sizeof(int)
```

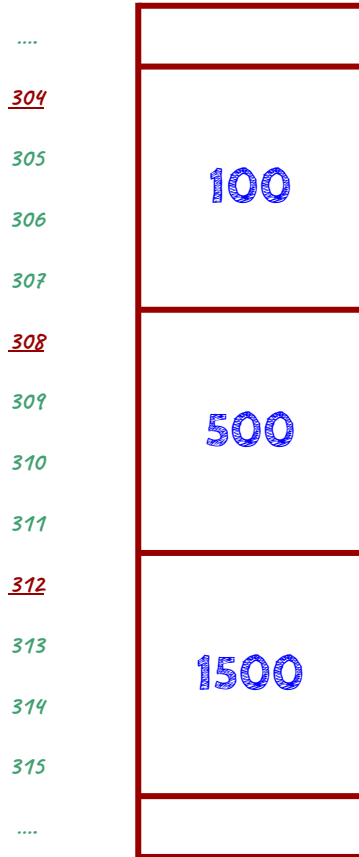
```
= 304 + 1 * 4
```

```
= 308
```

```
printf("%d\n", dizi_b+1);
```

```
308
```

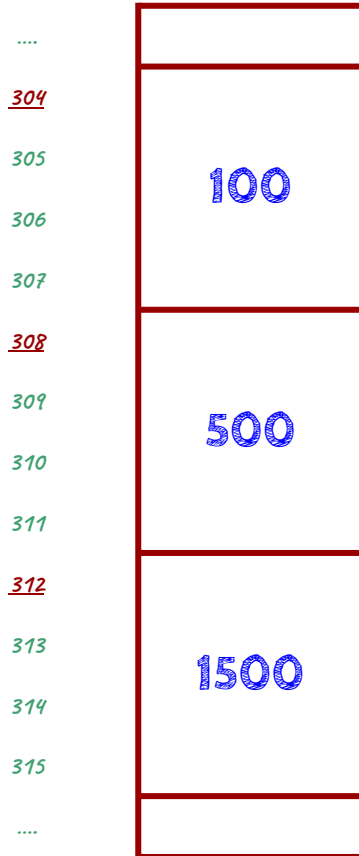
# Diziler & isaretçiler



```
int dizi_b[3] = {100, 500, 1500};
```

```
printf("%d\n", *(dizi_b+1));  
500
```

# Diziler & isaretçiler



```
int dizi_b[3] = {100, 500, 1500};
```

**x:** tamsayi

```
dizi[x] == *(dizi + x);
```

```
&dizi[x] == (dizi + x);
```



# Örnek 1

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

```
int main() {
```

```
    printf("char tipinde diziler\n");
```

```
    printf("=====\\n");
```

```
    char dizi_a[4] = {'T', 'E', 'S', 'T'};
```

```
    printf("sizeof(char) : %d\\n", sizeof(char));
```

```
    printf("sizeof(dizi_a) : %d\\n\\n", sizeof(dizi_a));
```

```
    printf("ilk elemanın adresi : %u\\n", &dizi_a[0]);
```

```
    printf("ikinci elemanın adresi : %u\\n\\n",
```

```
    &dizi_a[1]);
```

```
    printf("%c\\n", dizi_a[2]);
```

```
    printf("%u\\n\\n", &dizi_a[2]);
```

```
    return 0;
```

```
}
```

0	1	2	3
T	E	S	T

...	
205	'T'
206	'E'
207	'S'
208	'T'
...	

# Örnek 2

```
#include <stdio.h>
int main() {
    printf("sizeof(short) : %d\n",
sizeof(short));
    printf("sizeof(int) : %d\n", sizeof(int));
    printf("sizeof(long) : %d\n",
sizeof(long));
    printf("sizeof(char) : %d\n",
sizeof(char));
    return 0;
}
```



# Örnek 3

```
#include <stdio.h>
int main() {
    short a;
    int b;
    long c;
    char d;
    printf("sizeof(a) : %d\n", sizeof(a));
    printf("sizeof(b) : %d\n", sizeof(b));
    printf("sizeof(c) : %d\n", sizeof(c));
    printf("sizeof(d) : %d\n", sizeof(d));
    return 0;
}
```



# Örnek 4

```
#include <stdio.h>
int main() {
    int dizi[5];
    int *ptr;
    printf("sizeof(dizi) : %d\\n",
sizeof(dizi));
    printf("sizeof(ptr) : %d\\n", sizeof(ptr));
    return 0;
}
```



# Örnek 5

```
#include <stdio.h>
int main() {
    int a=5;
    int * a_ptr = &a;

    printf("a'nin baslangictaki adres degeri: %u\n\n", a_ptr);

    a_ptr++;
    printf("1 eklendikten sonra adres degeri: %u\n\n", a_ptr);

    a_ptr -= 2;
    printf("2 cikarildiktan sonra adres degeri: %u\n\n", a_ptr);

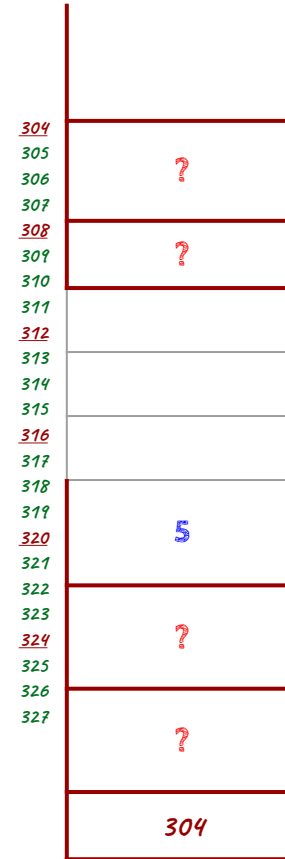
    a_ptr--;
    printf("1 cikarildiktan sonra adres degeri: %u\n\n", a_ptr);

    printf("a'nin 2 sonraki adresi: %u\n", (&a) +2);
    printf("a'nin 1 onceki adresi: %u\n", (&a) -1);

    return 0;
}
```

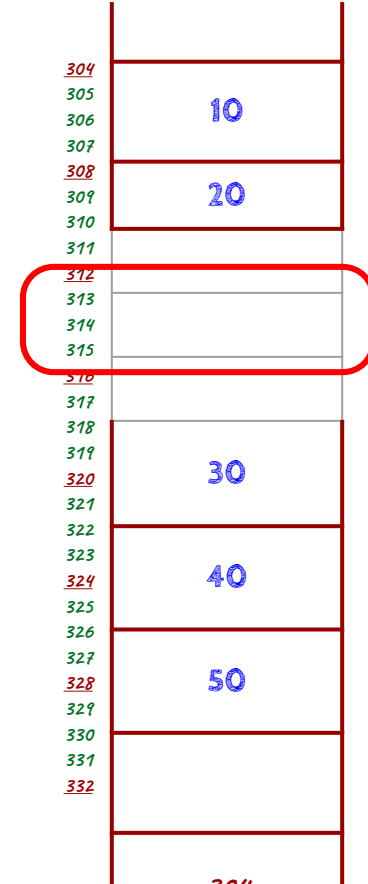
312 + 2

312 - 1



# Örnek 6

```
#include <stdio.h>
int main() {
    int i;
    int a[5] = {10, 20, 30, 40, 50};
        int *aptr;
        aptr = a;
        // aptr = &a[0]
        // dizinin 2. elemanini yazdiriyoruz
        printf("a[2] : %d\n", a[2]);
        // pointer'in 2 sonraki adresinin degerini yazdiriyoruz
        printf("(aptr+2) : %d\n", *(aptr+2));
        printf("\n");
        // pointer dizi yazim sekliyle kullanilabilir
        printf("aptr[2] : %d\n", aptr[2]);
        // dizi pointer yazim sekliyle kullanilabilir
        printf("(a+2) : %d\n", *(a+2));
        printf("\n");
        // dizinin 2. indexteki elemaninin adresi
        printf("&a[2] : %d\n", &a[2]);
        printf("a+2 : %d\n", a+2);
    return 0;
}
```



# Örnek 7

```
#include <stdio.h>
void ekrana_yaz(int d[], int N) {
    int i;
    for (i = 0 ; i < N ; i++)
        printf("%d\n", d[i]);
    printf("\n");
}
void ekrana_yaz_2(int *d, int N) {
    int i;
    for (i = 0 ; i < N ; i++)
        printf("%d\n", d[i]);
    printf("\n");
}
int main() {
    int dizi[7] = {0, 10, 20, 30, 40, 50, 60};
    ekrana_yaz(dizi, 2);
    ekrana_yaz_2(dizi, 2);
    ekrana_yaz(&dizi[2], 3);
    ekrana_yaz(dizi+2, 3);
    return 0;
}
```

304	
305	
306	0
307	
308	
309	10
310	
311	
312	
313	
314	
315	
316	
317	
318	
319	20
320	
321	
322	
323	
324	30
325	
326	
327	
328	40
329	
330	
331	50
332	
	60

# Örnek 8

```
#include <stdio.h>
void ekrana_yaz_3(int *baslangic, int *son) {
    int *p;
    for (p = baslangic ; p <= son ; p++)
        printf("%d\n", *p);
    printf("\n");
}

int main() {
    int dizi[7] = {0, 10, 20, 30, 40, 50, 60};
    ekrana_yaz_3(dizi, &dizi[5]);
    ekrana_yaz_3(dizi, &dizi[3]);
    ekrana_yaz_3(dizi, dizi+3);
    return 0;
}
```

304	
305	0
306	
307	
308	10
309	
310	
311	
312	
313	
314	
315	
316	
317	
318	
319	20
320	
321	
322	
323	
324	30
325	
326	
327	
328	40
329	
330	
331	
332	50
	60



# Sorular

