



Applications of Pointers in C/C++

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Prerequisite : [Pointers in C/C++](#), [Memory Layout of C Programs](#).

- **To pass arguments by reference.** Passing by reference serves two purposes

(i) **To modify variable of function in other.** Example to swap two variables;

C

```
// C program to demonstrate that we can change  
// local values of one function in another using pointers.
```

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

```
void swap(int* x, int* y)  
{  
    int temp = *x;  
    *x = *y;  
    *y = temp;  
}
```

```
int main()  
{  
    int x = 10, y = 20;  
    swap(&x, &y);  
    printf("%d %d\n", x, y);  
    return 0;  
}
```



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C++

```
// C++ program to demonstrate that we can change
// local values of one function in another using
// pointers.
#include <iostream>
using namespace std;

void swap(int* x, int* y)
{
    int temp = *x;
    *x = *y;
    *y = temp;
}

int main()
{
    int x = 10, y = 20;
    swap(&x, &y);
    cout << x << " " << y << endl;
    return 0;
}
```

Output :

20 10

(ii) **For efficiency purpose.** Example passing large structure without reference would create a copy of the structure (hence wastage of space).

Note : The above two can also be achieved through [References in C++](#).

- **For accessing array elements.** Compiler internally uses pointers to access array elements.

C

```
// C program to demonstrate that compiler
```

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```
#include <stdio.h>

int main()
{
    int arr[] = { 100, 200, 300, 400 };

    // Compiler converts below to *(arr + 2).
    printf("%d ", arr[2]);

    // So below also works.
    printf("%d\n", *(arr + 2));

    return 0;
}
```

C++

```
// C++ program to demonstrate that compiler
// internally uses pointer arithmetic to access
// array elements.
#include <iostream>
using namespace std;

int main()
{
    int arr[] = { 100, 200, 300, 400 };

    // Compiler converts below to *(arr + 2).
    cout << arr[2] << " ";

    // So below also works.
    cout << *(arr + 2) << " ";

    return 0;
}
```

Output :

300 300

- **To return multiple values.** Example returning square and square root of numbers.

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C

```
// C program to demonstrate that using a pointer  
// we can return multiple values.
```

```
#include <math.h>  
#include <stdio.h>  
  
void fun(int n, int* square, double* sq_root)  
{  
    *square = n * n;  
    *sq_root = sqrt(n);  
}  
  
int main()  
{  
  
    int n = 100;  
    int sq;  
    double sq_root;  
    fun(n, &sq, &sq_root);  
  
    printf("%d %f\n", sq, sq_root);  
    return 0;  
}
```

C++

```
// C++ program to demonstrate that using a pointer  
// we can return multiple values.
```

```
#include <bits/stdc++.h>  
using namespace std;  
  
void fun(int n, int* square, double* sq_root)  
{  
    *square = n * n;  
    *sq_root = sqrt(n);  
}  
  
int main()  
{  
  
    int n = 100;  
    int* sq = new int;  
    double sq_root;
```

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```
cout << *sq << " " << *sq_root;
return 0;
}
```

Output :



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10000 10

- **Dynamic memory allocation** : We can use pointers to dynamically allocate memory. The advantage of dynamically allocated memory is, it is not deleted until we explicitly delete it.

C

```
// C program to dynamically allocate an
// array of given size.

#include <stdio.h>
#include <stdlib.h>
int* createArr(int n)
{
    int* arr = (int*)(malloc(n * sizeof(int)));
    return arr;
}
```

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```
{  
    int* pt = createArr(10);  
    return 0;  
}
```

C++

```
// C++ program to dynamically allocate an  
// array of given size.  
#include <iostream>  
using namespace std;  
  
int* createArr(int n)  
{  
    return new int[n];  
}  
  
int main()  
{  
    int* pt = createArr(10);  
    return 0;  
}
```

Some Questions Regarding Pointers:

1. *What are the uses of a pointer?*

Ans. Pointer is used in the following cases

- i) It is used to access array elements
- ii) It is used for dynamic memory allocation.
- iii) It is used in Call by reference
- iv) It is used in data structures like trees, graph, linked list etc.

2. *Are pointers integer?*

Ans. No, pointers are not integers. A pointer is an address and a positive number.

3. *What does the error 'Null Pointer Assignment' means and what causes this error?*

Ans. As null pointer points to nothing so accessing a uninitialized pointer or invalid location may cause an error.

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I. Static memory allocation

II. Dynamic memory allocation

5. *What is pointer to a pointer?*

Ans. If a pointer variable points another pointer value. Such a situation is known as a pointer to a pointer.

Example:

```
int *p1, **p2, v=10;
```

```
p1=&v; p2=&p1;
```

Here p2 is a pointer to a pointer

6. *What is an array of pointers?*

Ans: If the elements of an array are addresses, such an array is called an array of pointers.

- **To implement data structures.**

Example [linked list](#), [tree](#), etc. We cannot use [C++ references](#) to implement these data structures because references are fixed to a location (For example, we can not traverse a linked list using references)

- **To do system level programming where memory addresses are useful.** For example shared memory used by multiple threads. For more examples, see [IPC through shared memory](#), [Socket Programming in C/C++](#), etc

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