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Arrays & Pointers - Part XI

Comprehensive Course on C- Programming

Pankaj Sharma • Lesson 27 • June 5, 2024

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CS & IT Engineering

C Programming

Arrays & Pointers-IX

Lecture Number- 27

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Topics

to be covered

1. Arrays & Pointers-IX

Q1. Which of the following are invalid (MSQ)

✗ a) `int b[][4];` — Invalid — Only decl.

✗ b) `int b[];` — Invalid — Only decl.

✗ c) `int b[2][][3] = {1,2,3,4};` — Invalid — Init.

d) `int b[][2][3] = {10,20,30,40};` — Init

1st dim

2nd

a, b, c

① Only declaration (without initialization)

[It is mandatory/compulsory to provide size of each dimension.]

② Initialization

There is flexibility only for 1st dim.

⇒ u can omit the size of 1st dimension

But this flexibility is only for 1st dim.

Q2:

P :
```
int arr[4] = {10,20,30,40};
printf("%d", *arr++);
```
→ Error

Array name not modifiable

Q :
```
int arr[4] = {10,20,30,40};
int *ptr = arr;
printf("%d", *ptr++);
```

a) Only P b) Only Q c) Both P and Q d) Neither P nor Q

Q3

P :
```
int a[5] = {10,20,30};
printf("%d", a[a]);
```

Q :
```
int s[a] = {10,20,30};
printf("%d", a[2]);
```
Error

a) only P
b) only Q
c) Both
d) Neither P nor Q

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```
int a[5] = {10,15,20,25,30};
printf("%d", *(a+2)+6);
printf("%d", *(a + *(a+1)-12));
```

$\Rightarrow$ 20 + 6 $\Rightarrow$ 26

a[2] + 6

a[1]

*(a + 15 - 12) $\Rightarrow$ *(a+3) $\Rightarrow$ a[3]

25

Q

```
int a[5] = { 5, 3, 1, 2, 4};
int *P[5] = { a, a+1, a+3, a+2, a+4};
printf("%u %u", P[3][1], *(*(P+u)-2));
```

a[3]

&a[2]

a) 5 3

b) 4 1

c) 2 1

d) 6 6

*(P[3]+1)

*(&a[2]+1) ⇒ &a[3] ⇒ a[3]

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Q

```
int a[5] = { 5, 3, 1, 2, 4};
int *P[5] = { a, a+1, a+3, a+2, a+4};
printf("%d %d", P[3][1], *(*(P+4)-2));
```

a[3]

&a[4]

a) 5 3

b) 4 1

c) 2 1

d) 6 6

*(P[4]-2)

*(&a[4]-2)

⇒ *&a[2] ⇒ a[2] ⇒ 1

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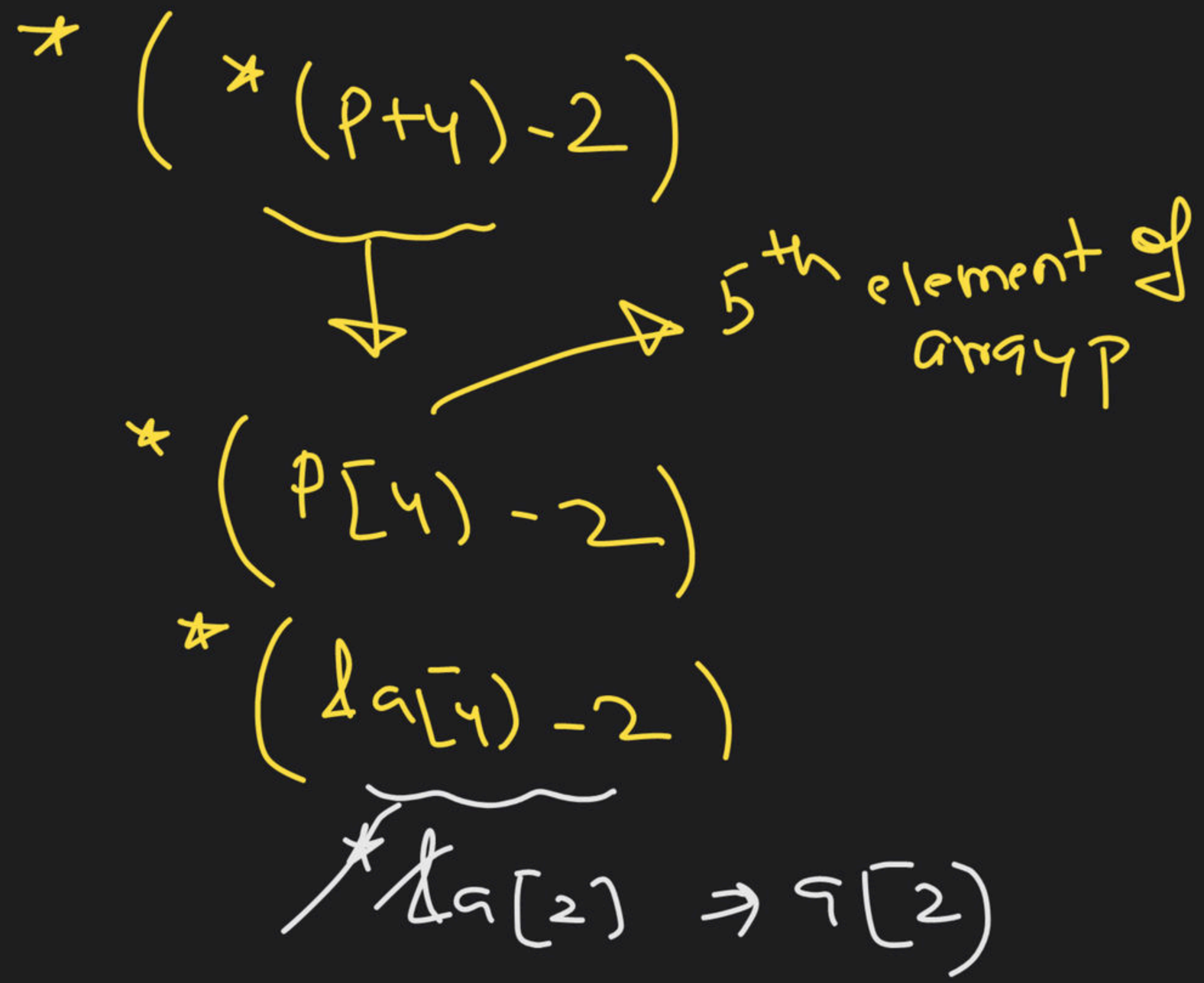
$a[i][j] \Rightarrow *(a[i]+j)$

$P[3][1] \Rightarrow *(P[3]+1)$

$*(q[2]+1)$

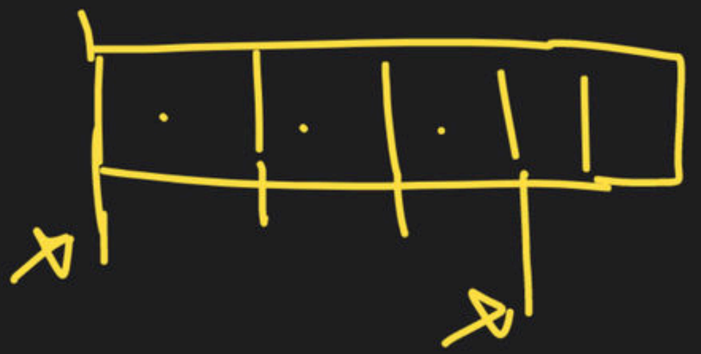
$\neq q[3]$

$\Rightarrow q[3]$



Q

```
int a[5] = {5,3,1,2,4};
int *p[5] = {a+3, a+1, a, a+2, a+4};
int **ptr = p+3;
pf("%u %u %u", ptr-p, *ptr-a, **ptr);
```



**ptr → *p[3] → a[2]

1

ptr - p → p[3] - p[0]

3

*ptr - a → p[3] - a → a[3] - a[0]

2

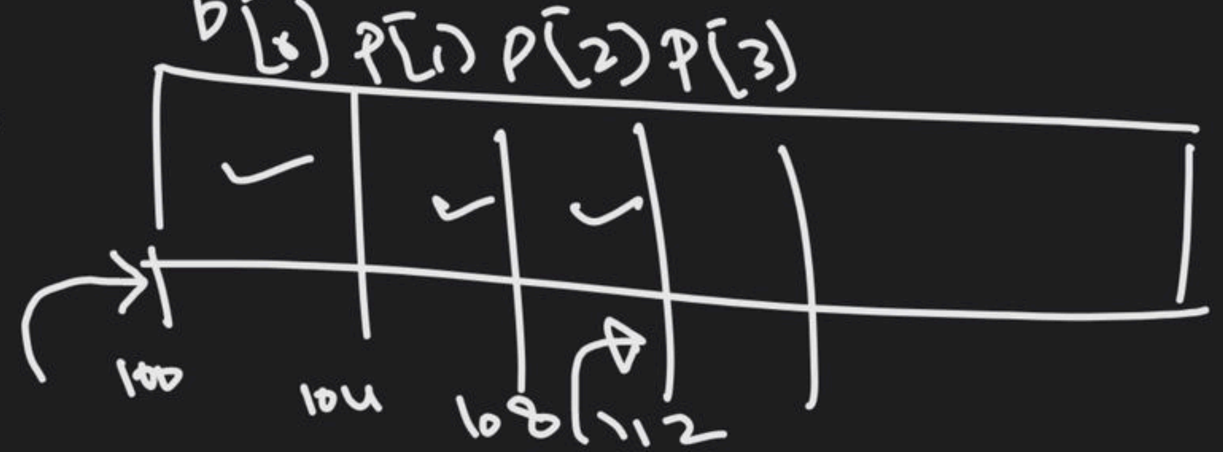
3 2 1

```
int a[5] = {5,3,1,2,4};
int *p[5] = {a+3, a+1, a, a+2, a+4};
int **ptr = p+3;
```

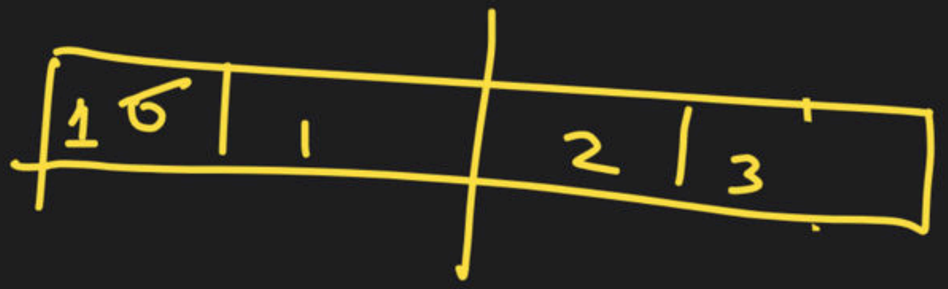
$\&p[0]+3 \Rightarrow \&p[3]$

```
pf("%u %u %u", ptr-p, *ptr-a, **ptr);
```

ptr − p ⇓ $\&p[3] - \&p[0]$ $\Rightarrow \frac{112-100}{4}$ $= \frac{12}{4} = 3$



```
void func( int (*ptr)[2])
{
   **ptr += 1;
    ptr++;
   **ptr = 3;
}
void main(){
   int arr[2][2] = {0,1,2,3};
    func(arr);
   pf("%d %d", a[0][0], a[0][1]); }
```



**ptr = **ptr + 1

arr[0][0] = arr[1][0] + 1

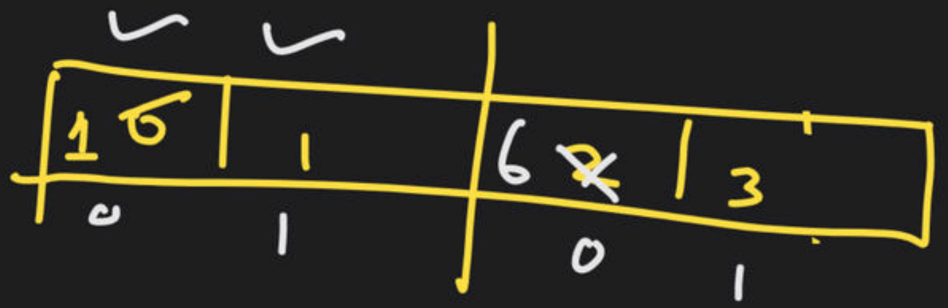
ptr → &arr[1]

*&arr[0]

*arr[1]

*&arr[1][0]

```
void func( int (*ptr)[2])
{
  **ptr += 1;
  *ptr++;
  **ptr = 3;
}
void main(){
  int arr[2][2] = {0,1,2,3};
  func(arr);
  pf("%d %d", a[0][0], a[0][1]); }
```



1 1

ptr = ptr + 1
= &arr[1] + 1 = &arr[1]

**ptr = *ptr * 3

**&arr[1] = **&arr[1] * 3

&arr[1][0] = *&arr[1][0] * 3

arr[1][0] = arr[1][0] * 3

```
int a[3][2] = { 1, 3, 5, 7, 9, 11 };
int *ptr = a;
```

⇒ correct

⇒ Incorrect

↓

&a[0]

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```
int a[3][2] = {1,3,5,7,9,11};
int *ptr = a[0];
ptr1 = sizeof(int);
pf("%d", *ptr);
```

ptr → 1 3 5 7 9 11

ptr = ptr + 2

5

Assume size of int

→ 2 byte

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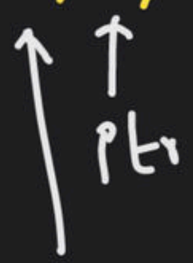
```
int a[3][2] = {1,3,5,7,9,11};
int *ptr = a[1];
++*ptr++;
pf("%d", *ptr);
```



ptr
a[1][0]

(7)

a) *ptr = *ptr+1

b) *ptr (use)

++(*ptr)

(i) ++(*ptr)

(ii) ptr = ptr + 1

a) 9

b) 5

c) 7

d) c.E

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Q1

```
int a = 5, b = 10, c = 15;
int *P[3] = {&a, &b, &c};
pf("%d", *P[*P[1]-8]);
```

*P[*P[1]-8]

P[&b - 8]

*P[b-8] ⇒ *P[10-8]

⇒ *P[2] ⇒ *&c

15

c

50 Questions ↓ { data types & operators }

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```
int a[] = {10, 20, 30, 40, 50};
int *p[] = {a, a+3, a+4, a+1, a+2};
int **ptr = p;
ptr++;
pf("%d %d", ptr - p, **ptr);
```

9th

ptr | &p[0] | &p[1]

&p[1] - &p[0]

1

**&p[1] = *p[1] = *(a+3)

= a[3] → 40

40

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THANK YOU!

Here's to a cracking journey ahead!