

Pointers in C++

Branch: S6 ECE

Faculty: SREEDIVYA

Pointers

- A pointer is a variable that holds the memory address of another variable of same type
- Derived data type
- A pointer that stores the address of some variable x is said to point to x.
- A pointer is declared by putting a star (or '*') before the variable name.
- To access the value of x, we need to dereference the pointer.

Reference Variable

- A reference is an alias(another name) for another variable.
- In C++, the address of a variable is obtained using **reference operator '&'**(or **address operator**)

Syntax

```
type &reference_name=variable_name;
```

Dereference operator/Indirection operator(*)

- It is possible to obtain the value of a variable directly from a pointer variable
- The expression `*pointer_variable` gives the value of the variable
- This evaluation is called dereferencing the pointer.

Need for pointers

- To return more than one value from a function.
- To pass arrays and strings more conveniently from one function to another.
- To manipulate arrays more easily by moving pointers to them.
- To create complex data structures, such as linked lists and binary trees
- For dynamic memory allocation and de-allocation

Sample program using pointers

Example1

```
#include<iostream>
using namespace std;
void main()
{
    int a,*ptr;          //declaration of variable a and pointer variable ptr
    ptr=&a;              //initialization of ptr
    cout<<"The address of a:"<<ptr<<"\n";
}
```

OUTPUT

The address of a: 0x8fb6fff4

Example 2

```
#include<iostream>
using namespace std;
int main()
{
    int n=44,*rn;
    int &rn=n;
    cout<<"Value of variable n="<<n<<endl;
    cout<<"Value of pointer variable rn="<<&rn;
}
```

OUTPUT

Value of variable n=44

Value of pointer variable rn=0x8fb6fff4

Pointer Expressions and Pointer Arithmetic

- A pointer can be incremented(++) or decremented(--)
 int ptr++; or int ++ptr;
 int ptr--; or int --ptr;
- Any integer can be added or subtracted from a pointer
- One pointer can be subtracted from another

Example

```
#include<iostream>
using namespace std;
void main()
{
    int num[]={56,75,22};
    int *ptr,i;
    cout<<"Array values: "<<"\n";
```



```
for(i=0;i<3;i++)
    cout<<num[i]<<"\n";
ptr=num;
cout<<"Value of ptr: "<<*ptr<<"\n";
ptr++;
cout<<"Value of ptr++: "<<*ptr<<"\n";
ptr--;
cout<<"Value of ptr--: "<<*ptr<<"\n";
ptr=ptr+2;
cout<<"Value of ptr+2: "<<*ptr<<"\n";
ptr=ptr-1;
cout<<"Value of ptr-1: "<<*ptr<<"\n";
```

```
}
```

OUTPUT

Array values are:

56

75

22

Value of ptr: 56

Value of ptr++:75

Value of ptr--:56

Value of ptr+2:22

Value of ptr-1:75

Pointers with Arrays and Strings

Differences between pointers and arrays

- Arrays refer to a block of memory space whereas pointers do not refer to any section of memory
- Memory address of array cannot be changed whereas content of pointer variable such as memory addresses can be changed.
- We can declare the pointers to arrays as follows:

```
int *nptr;  
nptr=number[0];
```

Program to print the sum of even numbers using pointers to arrays

```
#include<iostream>
using namespace std;
void main()
{
    int numbers[50],*ptr,i,n;
    cout<<"Enter the count: ";
    cin>>n;
    cout<<"\nEnter the numbers " <<"\n";
    for(i=0;i<n;i++)
        cin>>numbers[i];
```

```
ptr=numbers;
int sum=0;
for(i=0;i<n;i++)
{
    if(*ptr%2==0)
        sum=sum+*ptr;
    ptr++;
}
cout<<"\nSum of even numbers : "<<sum;
}
```

OUTPUT

Enter the count : 5

Enter the numbers

10

16

23

45

34

Sum of even numbers: 60

Array of Pointers

- Represents a collection of addresses
- Save a substantial amount of memory space
- Array of pointers point to an array of data items
- Each element of the pointer array points to an item of the data array
- Data items can be accessed either directly or by dereferencing the elements of pointer array

Example

```
int *inarray[10];
```

Example

```
#include<iostream>
using namespace std;
void main()
{
    int *p = new int[5];
    for (int i = 0; i < 5; i++)
        p[i] = 10 * (i + 1);
    cout << *p << endl;
    cout << *p + 1 << endl;
    cout << *(p + 1) << endl; // similar to p++
    cout << p[2] << endl;
}
```


OUTPUT

10

11

20

30

Pointers to objects

- A pointer can point to an object created by a class.

eg: `item x;` // *item* is the class and *x* is the object

Then,

`item *it_ptr;` // *it_ptr* is pointer of type *item*

- Object pointers are useful in creating objects at run time
- Object pointers can be used to access public members of an object

Example

```
#include<iostream>
using namespace std;
class item
{
    int code;
    float price;
public:
    void getdata( int a, float b)
    {
        code = a;
        price = b;
    }
    void show(void)
    {
        cout<<"Code: "<<code<<"\n";
        cout<<"Price: "<<price<<"\n";
    }
};
const int size = 2;
```

```
int main()
{
    item *p = new item[size];
    item *d = p;
    int i,x;
    float y;
    for(i=0;i<size;i++)
    {
        cout<<"Enter code and price for item " <<i+1;
        cin>>x>>y;
        p->getdata(x,y);
        p++;
    }
}
```

```
        for(i=0;i<size;i++)
        {
            cout<<"Item: "<<i+1<<"\n";
            d->show();
            d++;
        }
    return 0;
}
```

OUTPUT

Enter code and price for item1 40 500

Enter code and price for item2 50 600

Item: 1

Code: 40

Price: 500

Item: 2

Code: 50

Price: 600

this pointer

- C++ uses a unique keyword called **this** to represent an object that invokes a member function
- **this** is a pointer that points to the object for which this function was called.
- **this** pointer is automatically passed to a member function when it is called
- **this** pointer acts as an implicit argument to all the member functions

eg:

```
class ABC
{
    int a;
    - - - -
    - - - -
};
```

The private variable 'a' can be used directly inside a member function like,

```
a=123;
```

or

```
this->a = 123;
```

Used in:

- Overloading the operators using member function
- Returning the object it points to (eg: return *this;)
- When local variable's name is same as member's name

Example (name of local variable and member name are same)

```
#include<iostream>
#include<string>
using namespace std;
class Test
{
    int x;
```


public:

void setX (int x)

{

 this->x = x;

}

void print()

{

 cout << "x = " << x << endl;

}

};

```
int main()
{
    Test obj;
    int x = 20;
    obj.setX(x);
    obj.print();
    return 0;
}
```

OUTPUT

x =20

Dynamic Allocation operators

- Dynamic memory allocation is the process of allocating memory during runtime
- C++ defines two unary operators '**new**' and '**delete**' for this.
- An object can be created using 'new' and destroyed using 'delete' operator
- So a data object created inside a program using 'new' will remain in existence until it is explicitly destroyed by using 'delete'
- If sufficient memory is not available for allocation, 'new' operator returns a null pointer

Dynamic objects

- For object creation using 'new', syntax will be,

datatype pointer_variable = new datatype;

The **new** operator allocates sufficient **memory** to hold a data object of that datatype and returns the address of the object . The **pointer_variable** holds the **address** of the memory space allocated.

eg: int *p = new int;
 float *q = new float;

- We can also initialize a memory using new operator

Syntax is:

```
pointer_variable = new datatype(value);
```

Example:

```
int *p = new int(25);
```

- For arrays,

Syntax is:

```
pointer_variable = new datatype[size];
```

Example:

```
int *p= new int[10];
```

- When a data object is no longer needed it is destroyed to release the memory space for reuse and it is done using '**delete**' operator.

Syntax:

```
delete pointer_variable;  
delete [size] pointer_variable;    //For array
```

Example:

```
delete p;  
delete q;  
where p and q are pointer variables  
delete []p;    //deletes the entire array pointed by p
```

Advantages of new over malloc

- Automatically computes the size of data objects. No need to use the operator sizeof()
- Automatically returns the correct pointer type. No need to use typecasting
- It is possible to initialize the object while creating the memory space
- Both 'new' and 'delete' operator can be overloaded.