



Ch-6(L-2) : Pointers II

Pointers in Array

▼ int arr

12	44	66	18	46
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- & of any index will give address of it. Ex - `&arr[1]`
- ▼ Variable of array(`arr`), `&arr`, `&arr[0]` all the three denotes the base address of an array

```
int arr[10] = {12,44,66,18,46};
int* ptr = arr;
cout << arr; //output -> base add of arr
cout << &arr; //output -> base add of arr
cout << &arr[0]; //output -> base add of arr
```

- ▼ See the following results, `(*arr)+1` → ans will be 13, `*(arr+1)` → ans will be 44

```
int arr[10] = {12,44,66,18,46};
int* ptr = arr;
cout << (*arr)+1; //output -> 13
cout << *(arr+1); //output -> 44
cout << *(arr+5); //output -> garbage value, segmentation
```



Internally `arr[i] → *(arr+i)` and `i[arr] → *(i+arr)`

▼ Difference between pointers and array

- Size of both arr is base address and size of pointer is 8
- `arr = arr+1` is not possible but `p = p+1` is possible

▼ Char arr

i	s	h	a	n
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```
char ch[10] = ishan;
char* c = ch;
cout << c; // output -> "ishan". Zero position se le kr puri
cout << *c; // output -> i
cout << c+2; // output -> "han". second position se le kr pur
```

```
char ch = 'k';
char* cptr = &ch;
cout << cptr; //output -> k^^^ . i.e k and garbage value till
```

▼ Difference between int array and char array

- Hence cout ka implementation is different for int and char array, **int me base address** print krega par **char me puri string** corresponding to that address print krta h
- &ch will print base address and ch will print full string

Pointer with function

- When you pass **array in function so its pointer is passed**, so if I change anything in array so it will be change in the main array due to pointer that's why it is known as pass by reference.