

Array of pointer :

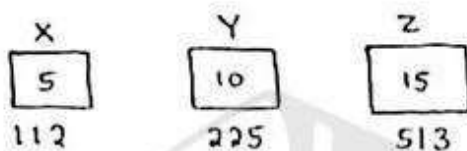
→ "The array of pointer is an array that stores the pointers."

→ syntax : `data-type * pointer-name [size] ;`

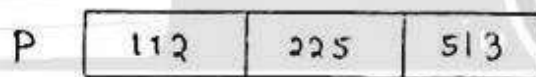
→ For example, `int * p[3] ;`

→ Example : let there are 3 variables.

`x = 5 y = 10 z = 15`



if we declare `int * p[3]`, then p is an array of pointer, which holds the addresses of variable x, y, z in an array. so



Here `p[0] = &x ;`

`p[1] = &y ;`

`p[2] = &z ;`

→ An array of pointers will hold the collection of addresses

→ The address stored in the array of pointers can be addresses of isolated variable or addresses of array elements or any other addresses.

→ All rules apply to an ordinary array also apply to the array of pointers

→ The array of pointers can be declared by preceding asterisk to an array.

/ * Array of pointer */

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

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
    int arr[5] = {10, 15, 20, 25, 30};
```

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

```
    int i;
```

```
    clrscr();
```

```
    for (i=0; i<5; i++)
```

```
        printf ( "Addr = %u   Addr = %u   value = %d",  
                * (ptr+i), &arr[i], arr[i]);
```

```
        getch();
```

```
}
```

output :

Addr = 4132	Addr = 4132	value = 10
Addr = 4134	Addr = 4134	value = 15
Addr = 4136	Addr = 4136	value = 20
Addr = 4138	Addr = 4138	value = 25
Addr = 4140	Addr = 4140	value = 30

Pointer to two-dimensional array :

→ If in a two dimensional array (matrix), C = no. of column, then

$$\text{Address of } a[i][j] = a + (i * C + j) * \text{sizeof}(\text{datatype})$$

→ Example : let $a[3][2] = \{$
row = 3 $\{ 10, 20 \},$
column = 2 $\{ 30, 40 \},$
 $\{ 50, 60 \}$
 $\};$

	row 0		row 1		row 2	
	0	1	0	1	0	1
a	10	20	30	40	50	60
	100	102	104	106	108	110

Here the address of $a[2][1] =$ in

$$\begin{aligned} & 100 + (2 * 2 + 1) * 2 \\ &= 100 + 10 \\ &= 110 \end{aligned}$$

/* Accessing two-dimensional array elements using pointer */

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

```
#include <conio.h>
```

```
void main()
```

```
{ int a[10][10], i, j, n, C, *p;
```

```
clrscr();
```

```
printf("Enter the order of matrix a :");
```

```

scanf ("%d %d", &n, &c);
printf ("Enter %d value to the matrix a", n * c);
for (i = 0; i < n; i++)
    for (j = 0; j < c; j++)
        scanf ("%d", &a[i][j]);

p = a; or p = &a[0][0];
printf ("The resultant matrix a is :\n")
for (i = 0; i < n; i++)
{
    for (j = 0; j < c; j++)
    {
        printf ("%d", * (p + i * c + j));
    }
    printf ("\n");
}
getch();
}

```

output: Enter the order of matrix a : 2 2
Enter 4 value to the matrix a : 10 05 04 15
The resultant matrix a is :

10	05
04	15

/* program to convert a two-dimensional array into a single dimensional array */

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

```
#include <conio.h>
```

```
void main()
```

```
{    int a[3][3], b[9], i, j, *p;
```

```
    clrscr();
```

```
    printf("Enter 9 numbers:");
```

```
    for (i=0; i<3; i++)
```

```
        for (j=0; j<3; j++)
```

```
            scanf("%d", &a[i][j]);
```

```
    p = &a[0][0];
```

```
    for (i=0; i<9; i++)
```

```
        b[i] = *p++;
```

```
    printf("Result in one dimensional array is : \n");
```

```
    for (i=0; i<9; i++)
```

```
        printf("%d", b[i]);
```

```
    getch();
```

```
}
```

output : Enter 9 elements : 2 3 4 5 6 7 8 9 10

Result in one dimensional array is :

2 3 4 5 6 7 8 9 10

```
/* program to add two 3*3 matrices using pointer */
```

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

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
    int a[3][3], b[3][3], c[3][3], i, j, *p, *q, *r;
```

```
    clrscr();
```

```
    printf("Enter the elements of the matrix a:");
```

```
    for (i=0; i<3; i++)
```

```
        for (j=0; j<3; j++)
```

```
            scanf("%d", &a[i][j]);
```

```
    printf("Enter the elements of the matrix b:");
```

```
    for (i=0; i<3; i++)
```

```
        for (j=0; j<3; j++)
```

```
            scanf("%d", &b[i][j]);
```

```
    printf("Matrix a is:");
```

```
    for (i=0; i<3; i++)
```

```
        { for (j=0; j<3; j++)
```

```
            { printf("%d", a[i][j]);
```

```
            }
```

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

```
    }
```

```
    printf("Matrix b is:");
```

```
    for (i=0; i<3; i++)
```

```
        { for (j=0; j<3; j++)
```

```
            { printf("%d", b[i][j]);
```

```
            }
```

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

```
    }
```

```

p = &a[0][0];
q = &b[0][0];
for (i = 0; i < 3; i++)
    for (j = 0; j < 3; j++)
        c[i][j] = 0;
n = &c[0][0];

for (i = 0; i < 3; i++)
    for (j = 0; j < 3; j++)
    {
        *n = *p + *q;
        p++;
        q++;
        n++;
    }
printf("The resultant matrix c is :\n");
n = n - q;
for (i = 0; i < 3; i++)
{
    for (j = 0; j < 3; j++)
    {
        printf("%d", *n);
        n++;
    }
    printf("\n");
}
getch();
}

```