## 24/10/20

## Pointers, Files & Strings

 $\frac{https://www.tutorialspoint.com/cprogramming/c\_pointers.htm\#:\sim:text=A\%20pointer\%20is\%20a\%}{20variable,to\%20store\%20any\%20variable\%20address}.$ 

https://beginnersbook.com/2014/01/c-pointers/

https://www.programiz.com/c-programming/library-function/ctype.h/isalpha

In C the \* operator (in regards to pointers) is used to turn a memory address into a variable.

In C the & operator (in regards to pointers) is used to return the address of a piece of information in memory.

An integer array can be passed as an argument to a function by giving the first address of the array as a pointer, like so:

```
void func(int *point, array size);
```

The function can then use a for loop to update every position in the array, like so:

```
for (int i = 0; i < array_size; i++)
{
    *(pop + i) = rand();
}
```

FILE is a data type to asigns files from another location to memory.

fopen() is a function that gets you a file pointer.

fclose() is a function that clears the memory of information from the file pointer.

fgetc() is a function that gets a character from a file, and moves the position in the file along one.

EOF stands for end of file and is an ASCII character (hex value: 0x00) that signifies the end of a file's information.

isalpha() and toupper() are from the <ctype.h> library, a library for character processing.

isalpha() is a function that defines what type of character is read.

isalpha() == 0; means it is a non-alphabetic character

isalpha() == 1; means it is an uppercase letter

isalpha() == 2; means it is a lowercase letter

toupper() is a functions that changes a lowercase letter into an uppercase letter

## **ASCII TABLE**

Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char	Decimal	Hex	Char
0	0	[NULL]	32	20	[SPACE]	64	40	@	96	60	*
1	1	[START OF HEADING]	33	21	1	65	41	Α	97	61	a
2	2	[START OF TEXT]	34	22		66	42	В	98	62	b
3	3	[END OF TEXT]	35	23	#	67	43	C	99	63	c
4	4	[END OF TRANSMISSION]	36	24	\$	68	44	D	100	64	d
5	5	[ENQUIRY]	37	25	%	69	45	E	101	65	e
6	6	[ACKNOWLEDGE]	38	26	δ.	70	46	F	102	66	f
7	7	[BELL]	39	27	1	71	47	G	103	67	g
8	8	[BACKSPACE]	40	28	(	72	48	н	104	68	h
9	9	[HORIZONTAL TAB]	41	29	)	73	49	1	105	69	i
10	Α	[LINE FEED]	42	2A	*	74	4A	J	106	6A	j
11	В	[VERTICAL TAB]	43	2B	+	75	4B	K	107	6B	k
12	C	[FORM FEED]	44	2C	,	76	4C	L	108	6C	1
13	D	[CARRIAGE RETURN]	45	2D	-	77	4D	M	109	6D	m
14	E	[SHIFT OUT]	46	2E		78	4E	N	110	6E	n
15	F	[SHIFT IN]	47	2F	/	79	4F	0	111	6F	0
16	10	[DATA LINK ESCAPE]	48	30	0	80	50	P	112	70	р
17	11	[DEVICE CONTROL 1]	49	31	1	81	51	Q	113	71	q
18	12	[DEVICE CONTROL 2]	50	32	2	82	52	R	114	72	r
19	13	[DEVICE CONTROL 3]	51	33	3	83	53	S	115	73	S
20	14	[DEVICE CONTROL 4]	52	34	4	84	54	T	116	74	t
21	15	[NEGATIVE ACKNOWLEDGE]	53	35	5	85	55	U	117	75	u
22	16	[SYNCHRONOUS IDLE]	54	36	6	86	56	V	118	76	v
23	17	[ENG OF TRANS. BLOCK]	55	37	7	87	57	W	119	77	w
24	18	[CANCEL]	56	38	8	88	58	X	120	78	x
25	19	[END OF MEDIUM]	57	39	9	89	59	Υ	121	79	У
26	1A	[SUBSTITUTE]	58	3A	:	90	5A	Z	122	7A	z
27	1B	[ESCAPE]	59	3B	;	91	5B	[	123	7B	{
28	1C	[FILE SEPARATOR]	60	3C	<	92	5C	\	124	7C	1
29	1D	[GROUP SEPARATOR]	61	3D	=	93	5D	1	125	7D	}
30	1E	[RECORD SEPARATOR]	62	3E	>	94	5E	^	126	7E	~
31	1F	[UNIT SEPARATOR]	63	3F	?	95	5F	_	127	7F	[DEL]
									l		

A caesar cipher is a cipher that shifts values by a set amount (traditionally by three places to the left). It is usually attributed to being invented by Julius Caesar, hence the name.

In C the % operator (in regards to pointers) is used to return the modulus of a value.