

A decorative graphic on the left side of the slide consisting of white and light blue lines and circles, resembling a circuit board or a stylized tree structure, set against a blue gradient background.

PROGRAMMING FUNDAMENTALS

WEEK 12: POINTERS IN C

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RECURSIVE FUNCTIONS

Definition:

- A function that calls itself to solve a smaller version of the same problem.

Must have:

- Base case (to stop recursion)
- Recursive case (calls itself with simpler input)

RECURSIVE FUNCTIONS

Example:

```
• int factorial(int n) {  
    if (n == 0)                // Base case  
        return 1;  
    else  
        return n * factorial(n - 1); // Recursive call  
}  
  
• int main() {  
    printf("5! = %d\n", factorial(5)); // 120  
    return 0;  
}
```

WHAT IS A POINTER?

- **Core Idea:** A pointer is a variable that stores a memory address.

Why care?

- Modify variables in functions
- Build dynamic data structures
- Pass large data efficiently

WHAT IS A POINTER?

Syntax:

- `int num = 25;`
 `int *ptr = # // ptr holds address of num`

Operators:

- `&` → "address of"
- `*` → "value at address" (dereference)

Variable: `num = 25` → stored at address 1000

Pointer: `ptr = 1000` → `*ptr = 25`

WHAT IS A POINTER?

Syntax:

Num OR *ptr → num variable value

&num OR ptr → num variable address

For Declaration: → int *ptr

For usage of value: → *ptr

For usage of address: → ptr

POINTER TO DIFFERENT TYPES (INT/FLOAT/CHAR)

All pointers store addresses, but type matters for arithmetic and dereferencing.

TYPE	DECLARATION	EXAMPLE
Int	<code>Int *p;</code>	<code>Int a = 20; p = &a;</code>
Float	<code>Float *p;</code>	<code>Float b = 2.4; p = &b;</code>
char	<code>Char *p;</code>	<code>Char c = 'A'; p = &c;</code>

POINTER TO DIFFERENT TYPES (INT/FLOAT/CHAR)

Live Demo:

```
int a = 5;
float b = 2.5;
char c = 'X';

int *pi = &a;
float *pf = &b;
char *pc = &c;

printf("int: %d\n", *pi);    // 5
printf("float: %.1f\n", *pf); // 2.5
printf("char: %c\n", *pc);  // X
```

POINTERS TO ARRAYS

In C, array name = address of first element → it's a pointer!

Example:

```
int arr[3] = {10, 20, 30};  
int *p = arr; // same as: int *p = &arr[0];
```

Accessing Elements:

```
printf("%d\n", *p);           // 10 (arr[0]) → *(p+i) → p[i]/arr[i]  
printf("%d\n", *(p+1));      // 20 (arr[1])  
printf("%d\n", p[2]);         // 30 (yes! p[2] works)
```

POINTERS TO ARRAYS

Pointer Arithmetic:

- $p + 1 \rightarrow$ moves by `sizeof(int)` bytes (e.g., 4 bytes)
- So $*(p + i) == \text{arr}[i]$

Visual:

arr: [10][20][30]

↑

$p \rightarrow *(p+0)=10, *(p+1)=20, *(p+2)=30$

POINTERS TO POINTERS

A pointer that stores the address of another pointer.

- Why? Needed for 2D arrays, dynamic allocation, advanced data structures.

Syntax:

```
int a = 100;  
int *p = &a;      // p → holds address of a  
int **pp = &p;    // pp → holds address of p
```

POINTERS TO POINTERS

Dereferencing:

```
printf("%d\n", a);      // 100  
printf("%d\n", *p);     // 100  
printf("%d\n", **pp);  // 100
```

Visual:

```
a = 100  ← at 1000  
p = 1000 ← at 2000  
pp = 2000
```

POINTERS TO POINTERS

□ Think:

- p = “remote to TV”
- pp = “remote to the remote”

⚠ Don't overuse — but understand it for future topics!

BUBBLE SORT USING POINTERS

Apply pointers to a real algorithm!

Goal: Sort an array by swapping elements using pointers.

Why pointers? Avoid array indexing; practice address manipulation.

BUBBLE SORT USING POINTERS

Code:

```
void bubbleSort(int *arr, int n) {  
    for (int i = 0; i < n-1; i++) {  
        for (int j = 0; j < n-i-1; j++) {  
            if (*(arr + j) > *(arr + j + 1)) {  
                // Swap using pointers  
                int temp = *(arr + j);  
                *(arr + j) = *(arr + j + 1);  
                *(arr + j + 1) = temp;  
            }  
        }  
    }  
}
```

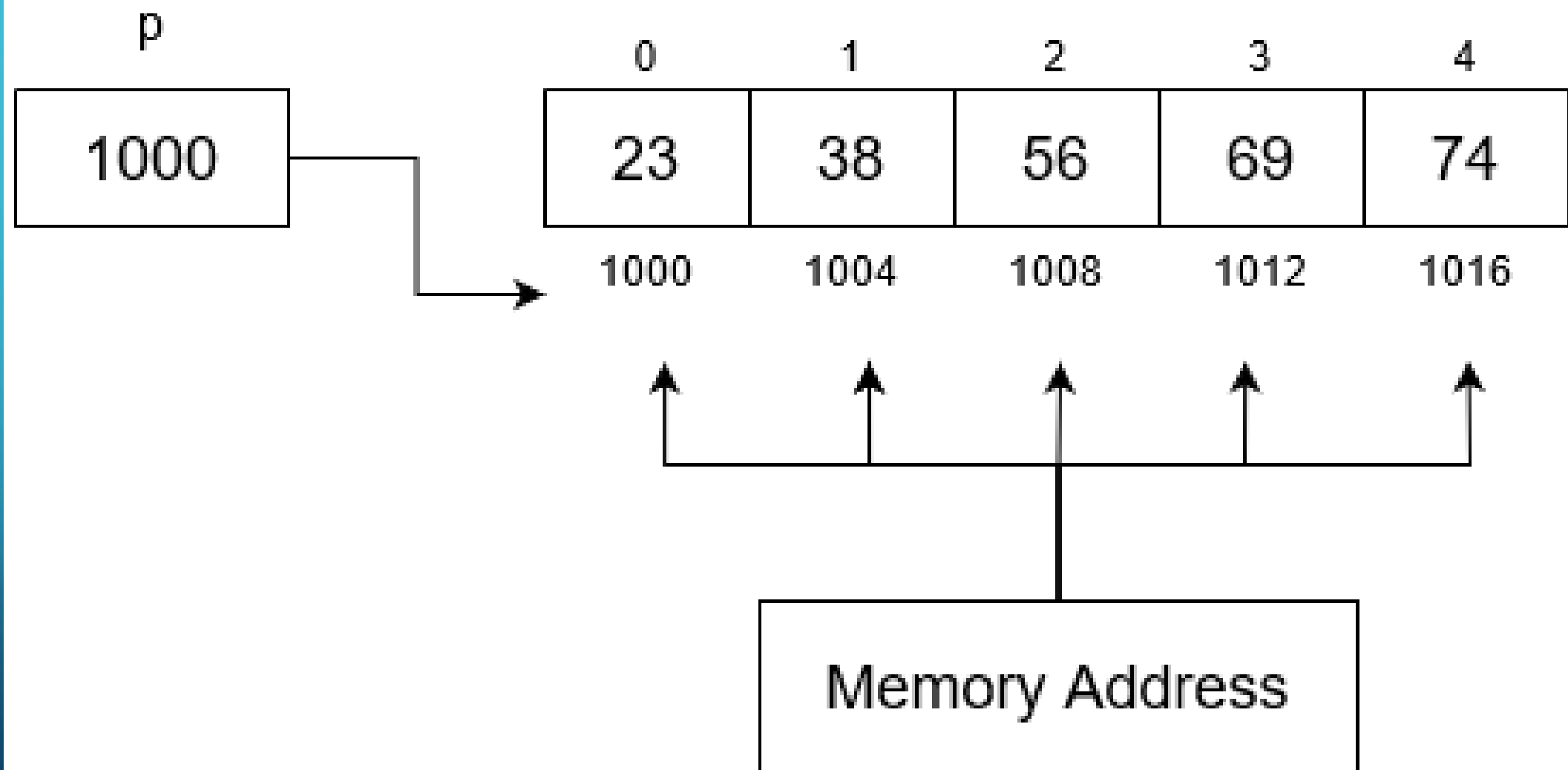

BUBBLE SORT USING POINTERS

In main():

```
int data[] = {64, 34, 25, 12, 22, 11, 90};  
int n = sizeof(data)/sizeof(data[0]);  
bubbleSort(data, n);  
// Print sorted array
```

Note:

`*(arr + j)` is equivalent to `arr[j]`



COMMON MISTAKES

Danger Zone!

Uninitialized pointer:

```
int *p; *p = 10; // CRASH! (wild pointer)
```

Wrong pointer type:

```
int a = 5; float *p = &a; // Wrong! Type mismatch.
```

Going out of bounds:

```
int arr[3]; int *p = arr; *(p + 10) = 99; // Undefined!
```

BEST PRACTICES

1. Always initialize pointers (to NULL or valid address).
2. Match pointer type with data type.
3. Use `arr[i]` for clarity; use `*(arr+i)` to understand memory.

ASSIGNMENT

1. Write a recursive function `sumNatural(int n)` that returns the sum of the first n natural numbers:
 $1 + 2 + 3 + \dots + n$ Include a proper base case. In `main()`, test it with $n = 5$ (expected output: 15).
2. Declare an integer, float, and char. Create pointers to each and print their values using dereferencing.

Instructions:
Submit as .c files

ASSIGNMENT

3. Given `int arr[5] = {1,2,3,4,5};`, use a pointer to print all elements without using `[]`.
4. Write a function that takes a `char*` (pointer to char) and prints the character it points to.
5. (Challenge) Modify `bubbleSort` to accept a pointer and sort in descending order.

Instructions:

Submit as `.c` files