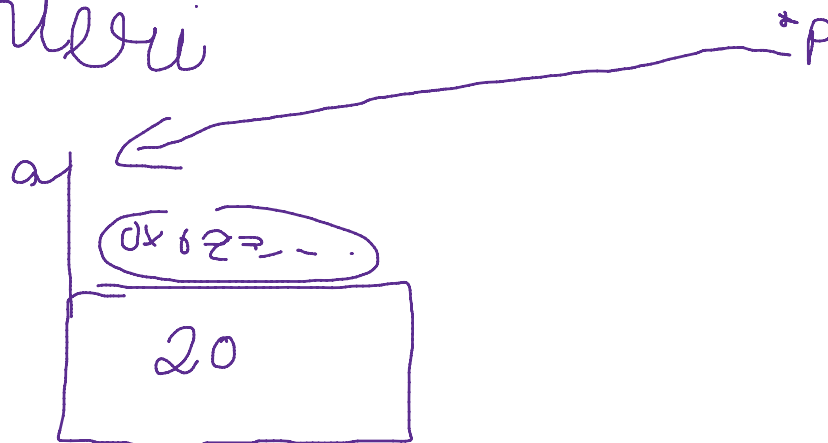


# Recapitulare

vineri, 15 ianuarie 2021 12:18

## pointerii



```
int a = 20;
```

```
int *p = &a;
```

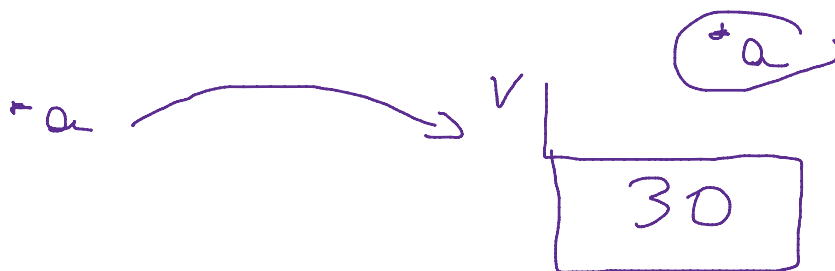
```
a: 0x6235 ---
```

```
*p: 20
```

```
a: 20
```

modificare (int&a); C++!

C: modificare (int\* a);



main:

```
modificare (&(v))
```

modifier (&ⓧ)

```
void modify (int *a)
{
    *a = *a + *a;
}
```

```
int main()
```

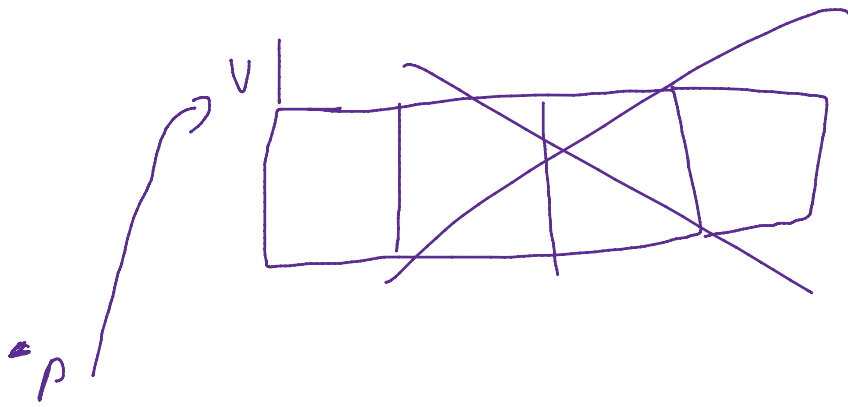
```
{
    int a = 10;
    modify (&a);
    // 100;
}
```

```
int a[10][10];
```

```
( 1 2 3 )
( 4 5 6 )
```

```
int v[1001];
```

```
5 6 7 8 9
```



```
malloc(m_elem * sizeof(tip_shete));
int* v;
```

```
v = (int*) malloc(m * sizeof(int));
```

```
int** a = (int**) malloc(m * sizeof(int*));
```

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

```
    a[i] = (int*) malloc(m * sizeof(int));
```

**IN MAIN!**

```
sizeof(int) * (-v))
```

```
int** v
```

main

```
int* v;
```

```
v = dynamic_alloc
```

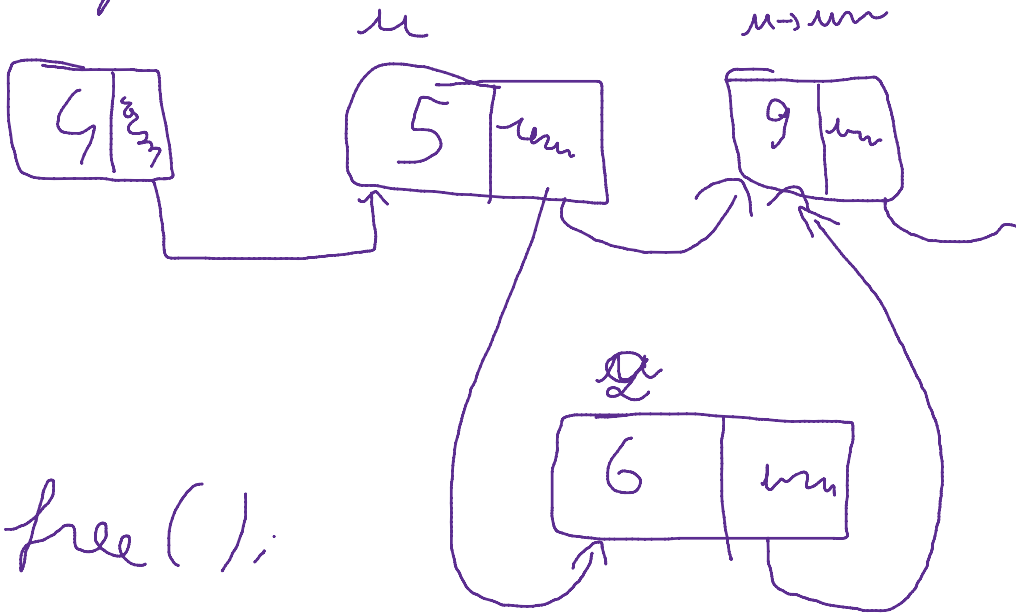
```
sizeof(&v)
```

**v**

head

head

~~q~~ \*p



free();

pentru primul

$(*p) = (*p) \rightarrow urm;$

pentru ultimul

se oprește din parcurgere  
până la

$(u \rightarrow urm \rightarrow urm == NULL)$

$\{u \rightarrow urm = NULL;\}$

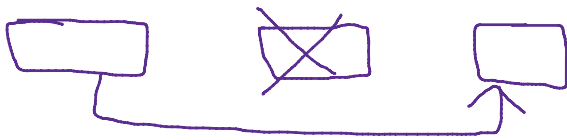
pentru cv din int.

u



q





$$u \rightarrow \mu \mu \mu = \ell \rightarrow \mu \mu \mu;$$