C++ Programming Pointers 1

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Pointers

```
int val = 15;
int &ref = val;
// 15 0x7f1
cout << val << " " << &val << "\n";
// 15 0x7f1
cout << ref << " " << &ref << "\n";
int *ptr = &val;
// 15 0x7f1 0x9f2
cout << *ptr << " " << ptr << " " << &ptr << "\n";
                                                                       val = 15
                           ptr = 0x7f1
                                                                       alias: ref
                            0x9f2
                                                                        0x7f1
```

Pointers

- Pointer is a variable that store the address of another variable.
 - So there are 2 addresses one for each variable:
 - 1) The address it points toward it = content of the variable = ptr
 - 2) It is own address as a variable in memory = &ptr
 - How to get the value of the address I am pointing toward it? *ptr

*ptr

- Unary Operator
- Name: Dereference Operator
- Role: indirect addressing
- We read it as:
 - value pointed to by

```
int val = 15;
int &ref = val;

// 15 0x7f1
cout << val << " " << &val << "\n";
// 15 0x7f1
cout << ref << " " << &ref << "\n";

int *ptr = &val;
// 15 0x7f1 0x9f2
cout << *ptr << " " << &ptr << " " " << &ptr << "\n";</pre>
```

Pointers

```
*ptr = 20;
// 20 20 20
cout << val << " " << ref << " " << *ptr << "\n";
int another = 30;
// 30 0x1afd
cout << another << " " << &another << "\n":
ptr = &another;
// 30 0x1afd 0x9f2 (0x9f2 did not change)
cout << *ptr << " " << ptr << " " << &ptr << "\n";
*ptr = 50;
// 20 50 50
cout << val << " " << another << " " << *ptr << "\n";
ptr = nullptr; // point to nothing
if(!ptr)
    cout<<"NULL\n";
// NULL
```

- We can change 2 things:
 - The value where pointer is pointing into (*ptr)
 - Then the other variable is changed
 - The address of our pointer itself
- Whenever a pointer is not in use, assign nullptr
 - o *ptr = RTE

Pointer initialization

```
double x = 10;
double* ptr1 = &x;

//double* ptr2 = NULL; // C-style - OK

// C++11
double* ptr2 = nullptr; // better [preferred]
double* ptr3 = 0; // ok also nullptr
//double* ptre = 1; // CE: 0 or address

double *ptr4; // Garbage - DON'T
```

Initialization tip:

- Either initialize to some address
- Or set initially nullptr
- Otherwise it is garbage!

"Acquire knowledge and impart it to the people."

"Seek knowledge from the Cradle to the Grave."