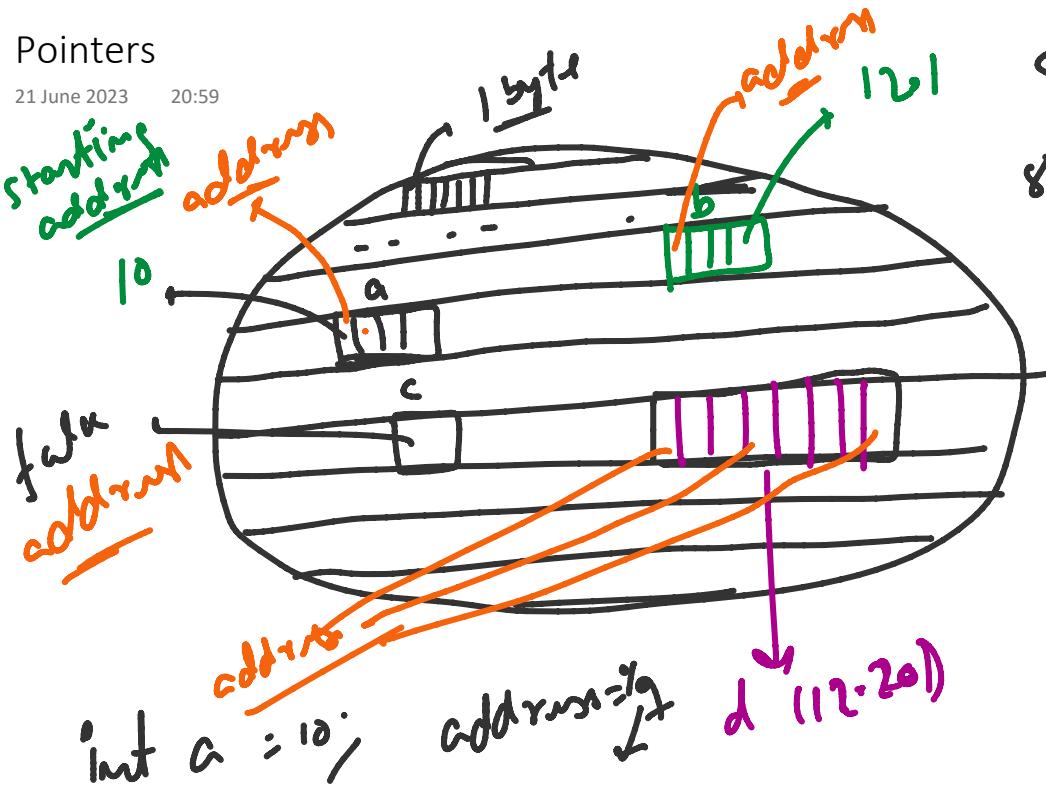


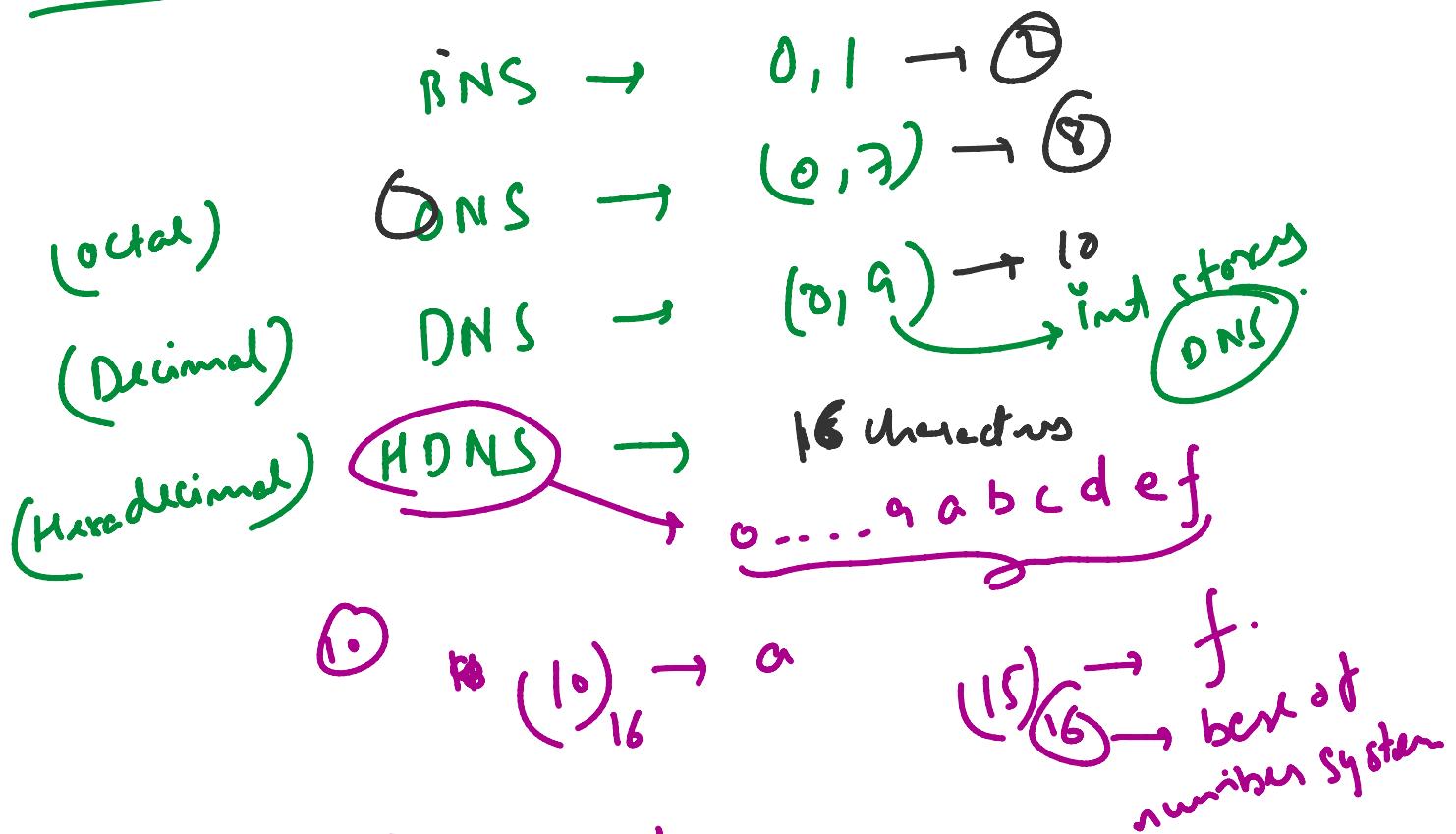
Pointers

21 June 2023

20:59



memory addresses \rightarrow hex decimal numbers



$$(3)_2 = 11 \quad (3)_{10} = 3$$

$$(0, 1, 2, 3, 4, 5, 6, 7) \xrightarrow{(3)_8 = 3} (0, 1, 2, 3, 4, 5, 6, 7)$$

2^{33} by 10s

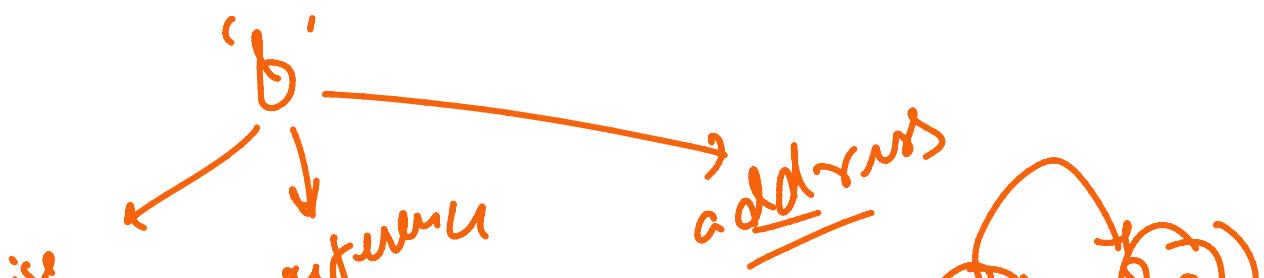
33 wrong

(33) (34)

$$\begin{array}{r}
 (10)_2 \rightarrow \quad 1010 \text{ (break)} \\
 (10)_8 \rightarrow \quad 21 \text{ (break)} \\
 (10)_{10} \rightarrow \quad 1000 \text{ (break)} \\
 (10)_{16} \rightarrow \quad 0
 \end{array}$$

0x [0 ... -9 a ... -f]

Hexadecimal



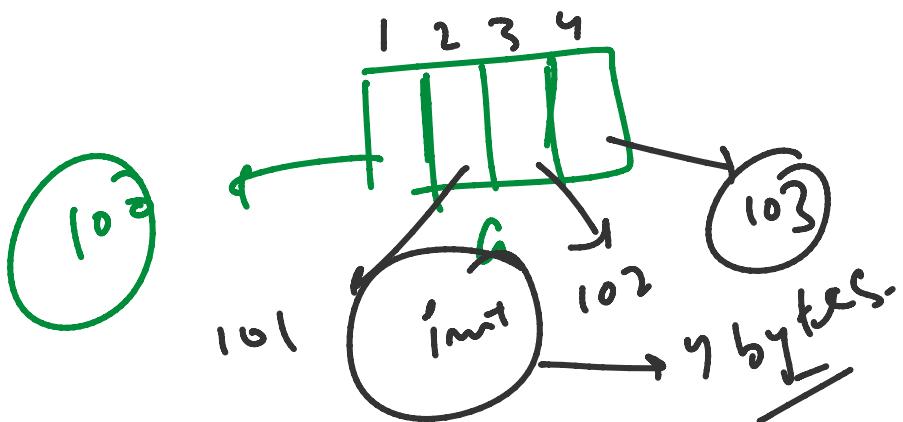
bitwise
 and
 logical
 $\wedge \text{ AND } \&$

reference
 ↙

add
 ↗
 &f ("A.1" "B.C")

int c → 4 bytes

a loc starting byte ka address
 pta chal jaye to mukko rest of
 two bytes ke address automatically
 pta chal jaye.



address → Hexadecimal Number

store

→ pointers
variables

variance

bool	\rightarrow	$x \rightarrow t/f$
char	\rightarrow	x
double	\rightarrow	$.2 - .$
float	\rightarrow	$. .$
int	\rightarrow	DNS

pointing variables are two variables
that store the address of another
variable.

syntax.

datatype variablename.

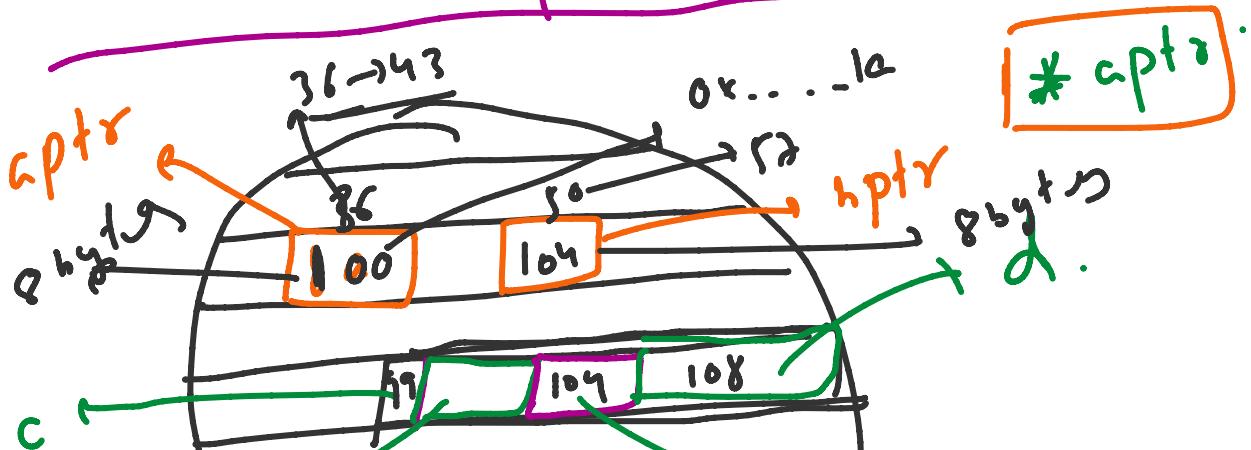
\hookrightarrow you want to store the address
of this variablename.

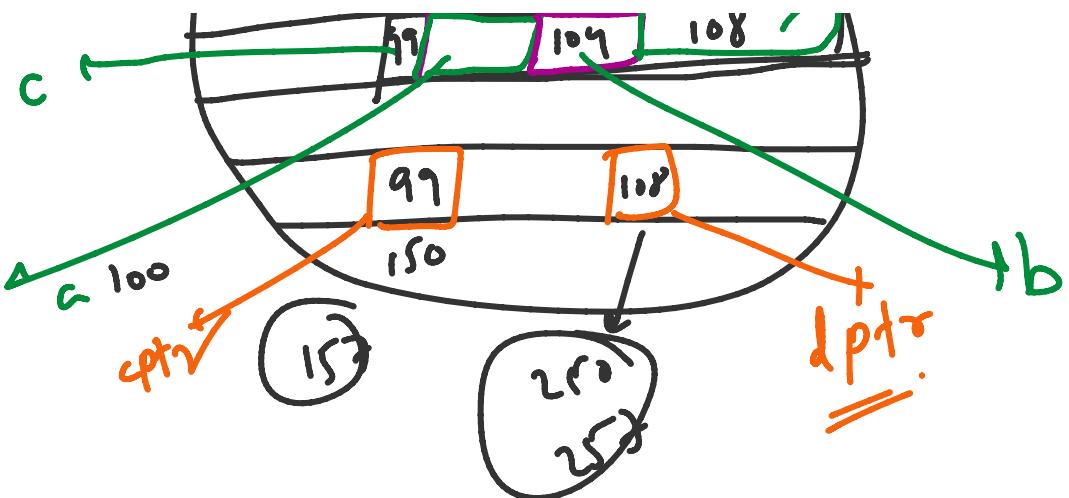
Syntax ↴

datatype *
pointer type variable

name you want to give = & variable
name;

address of





so pointer variables take
8 bytes of space
