Pointers can be used to store the address of arrays also. Here pointers stores the base(starting address of the array).

An array name denotes its base address.

There is no need to provide & sign before array name while assigning an array’s address to a pointer variable.

eg:

int a[10];

(memory address)

5001 5003 5005 5007 5009 5011 5013 5015 5017 5019

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |

0 1 2 3 4 5 6 7 8 9 (index)

int \*p;

p=a; // assign the starting address of array ‘a’ to pointer variable p