POINTERS

Pointers store address of variables or a memory location.

0	7		1	2		2	4	C	3	8	
4	11		5	10		6	3		7	5	B
8	10		9	8		10	2	x	11	6	
12	1		13	0		14	0		15	0	

Int x

x = 2;

By calling just x - we mean the value stored in this location.

&x - to tell us the address of x.

(B) But what if we do not have a named int, how will we call whats in the cell?

- Basically it is the cell or value located @ address 7
- In C : *7;

(C) What would printf("%d", *x) give you?

- It is the contents at address x and since x is 2, we would get 4 from the above statement.

WHY USE POINTERS

(1) Function calls take up a lot of memory and therefore are expensive. It is inefficient to copy the array data in terms of both memory and time; and most of the times, when we pass an array our intention is to just tell the array we interested in, not to create a copy of the array. Therefore by using pointers (/indirect referencing) it saves memory.

(2) Ft_swap (messing around with variables in main).