### Some prerequisite ...

```
//C program
#include <stdio.h>
void print(int ptr[]);
void print(int ptr[])
    printf("The value of ptr inside print function is: %d\n",ptr);
    printf("The address of ptr inside print function is: %d\n",&ptr);
    printf("The size of ptr will be: %d\n", sizeof(ptr));
    printf("The size of ptr[0] will be: %d\n", sizeof(ptr[0]));
int main()
    int arr[5] = \{1,2,3,4,5\};
    printf("The value of arr inside main function is: %d\n",arr);
    printf("The address of arr inside main function is: %d\n", &arr);
    print(arr);
```

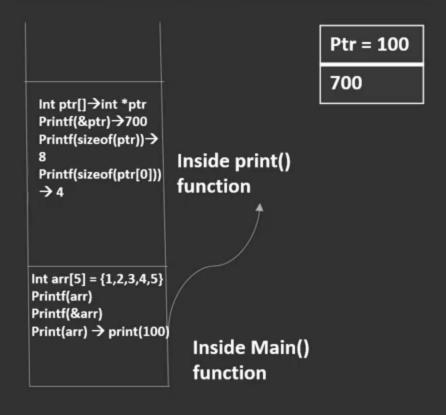
```
print(int ptr[]) and print(int *ptr) are same
```

```
ptr[0] \rightarrow *ptr \rightarrow *(100) \rightarrow 1

sizeof(1) \rightarrow 4

ptr[i] \rightarrow *(ptr+i)
```

Arr[0] =1			Arr[3] =4	Arr[4] =5
100	104	108	112	116



Stack memory

.

# Example ...

```
// C program to demonstrate pointer to pointer
#include <stdio.h>
#include <stdlib.h>
void print(int arr[]);
void print(int arr[])
   int size = (sizeof(arr)/sizeof(arr[0]));
   printf("The size of array inside the print function is: %d\n", size);
   for (int i=0;i<size;i++)
        printf("%d\n",arr[i]);
int main()
     int arr[5] = \{1,2,3,4,5\};
     int size = (sizeof(arr)/sizeof(arr[0]));
     printf("The size of array inside the main function is: %d\n", size);
     print(arr);
```

### **Output:**

5

2

1

2

## Example ...

```
// C program
#include <stdio.h>
#include <stdlib.h>
void print(int arr[]);
void print(int arr[],int size)
    printf("The size of array inside the called function is: %d\n", size);
    for(int i=0;i<size;i++)
        printf("%d\n",arr[i]);
int main()
     int arr[5] = \{1,2,3,4,5\};
     int size = (sizeof(arr)/sizeof(arr[0]));
     printf("The size of array inside the main function is: %d\n", size);
     print(arr, size);
```

# Output: 5 5 5 1 2 3 4

5

## Final decision:

In C programming language, array parameters are treated as pointers. Because 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.

Hence all the array parameters are treated as pointers.

