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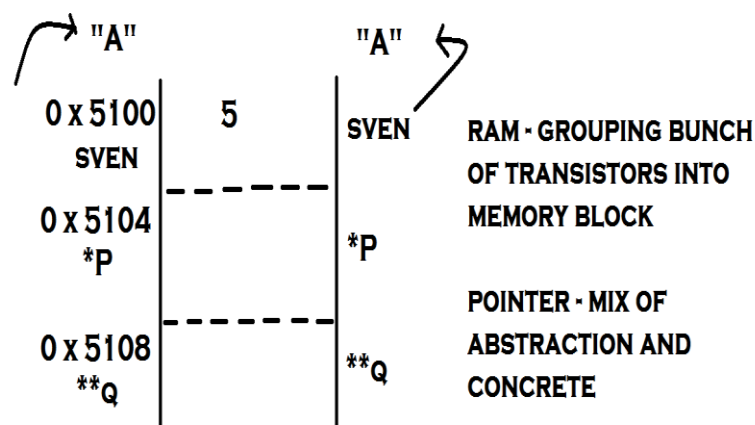
Date : 15th May 2018

Notes

Ram - A bunch of electronic switches

Pointers - Point to something, memory blocks (doesn't exist)

Transistor - on/off with voltages, binary, keep one bit, series of them can be call memory cell

Memory block - Addressable set of switches (Transistors)

```
INT A, SVEN;
INT *P;
SVEN = 5;
P = &SVEN;
INT **Q;
Q = P;
```

RAM - GROUPING BUNCH OF TRANSISTORS INTO MEMORY BLOCK

POINTER - MIX OF ABSTRACTION AND CONCRETE

	ADDRESSES	CHAR (BYTE)
T	0 x 5100	" "
A	0 x 5101	" "
C	0 x 5102	" "
O	0 x 5103	" "
S	0 x 5104	" (BYTE)
o\	0 x 5105	" "
*P	0 x 5106	WORD

```c
#INCLUDE <STDIO.H>

INT MAIN()
{
    CHAR SVEN[] = "TACOS";
    CHAR *P;
    P = SVEN;
    PRINTF("%X \N", P);
    PRINTD("%C \N", *P);
```

Convert to C

```c
char **ConvertToC (string tokens [ ], int tokenCount)
{
    char **words;
    words = (char**)malloc(sizeof (char*)* tokenCount);
    int i;
    for (i = 0; i < tokenCount; i++)
    {
        words [i] = strdup(tokens[i].c_str( ));
    }
    return words;
}
```