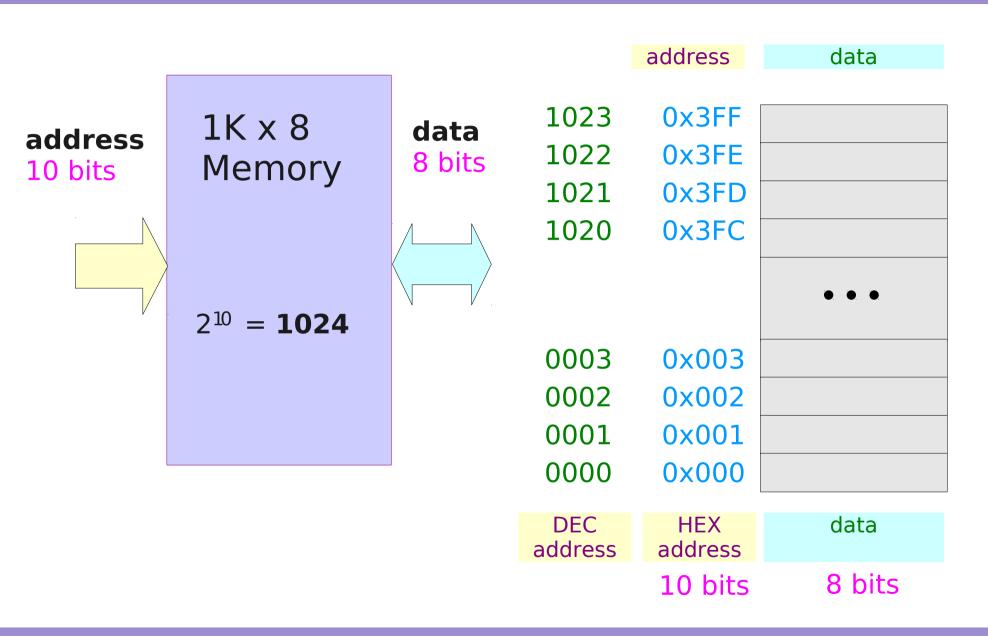
Pointer (2A)

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Address and Data in a Memory



Variable

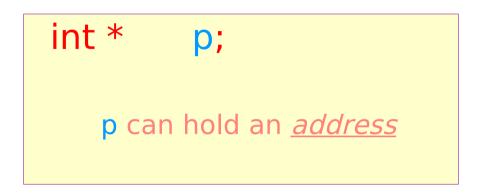
int a; a can hold an <u>integer</u>

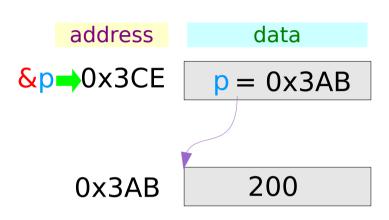
address data

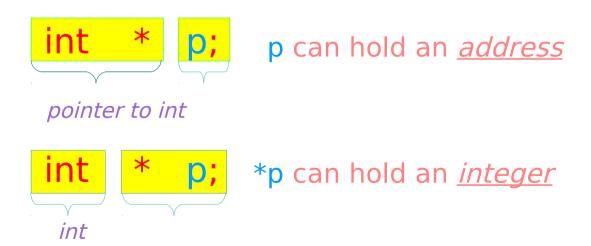
a = 100;a holds an <u>integer</u> 100

address data
&a = 100

Pointer Variable

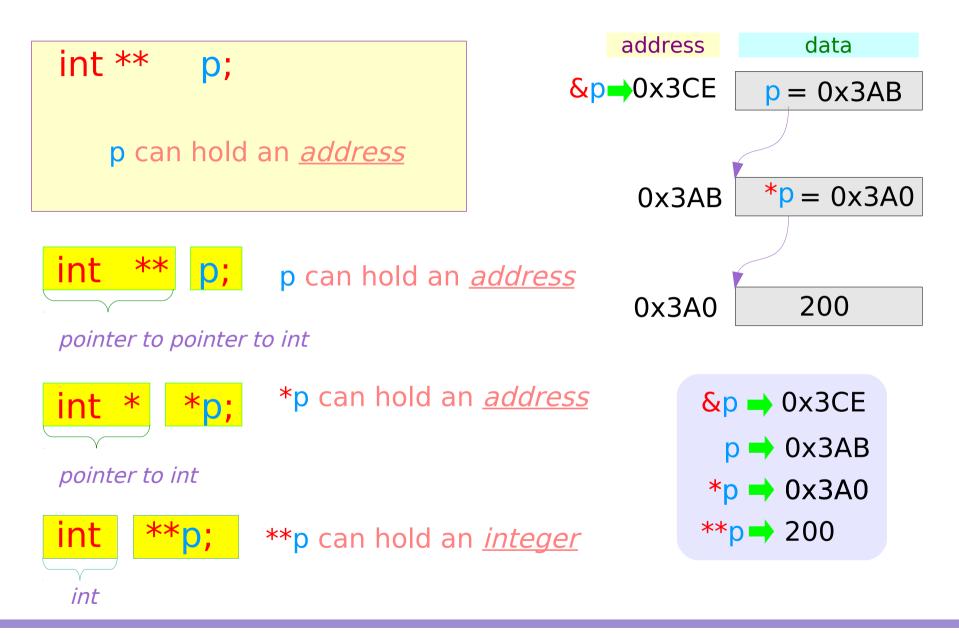








Pointer to Pointer Variable



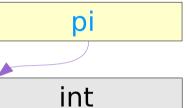
Integer Pointer Examples (1)

```
int i;
int * pi;
int ** qi;
```

int type

int

Int * type

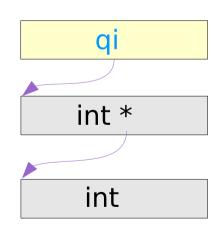


i can hold an *integers*

pi can hold an <u>address</u>

qi can hold an <u>address</u>

Int ** type



int

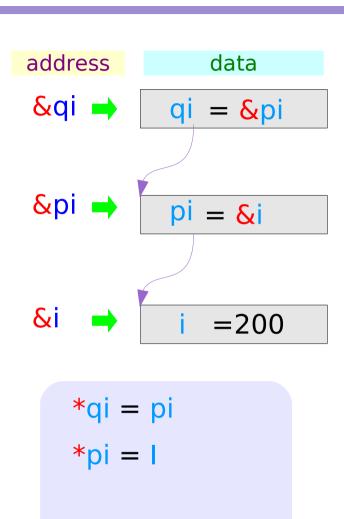
Integer Pointer Examples (2)

```
int i = 200;

int * pi = &i;

int ** qi = π
```

- i can hold an *integers*
- pi can hold an <u>address</u>
- qi can hold an <u>address</u>



**qi = *pi = i

Array of Pointers (1)

```
int a [4];
int * b [4];
```

Array name a holds the starting <u>address</u>



No. of elements = 4

Type of each element

Array name b holds the starting <u>address</u>



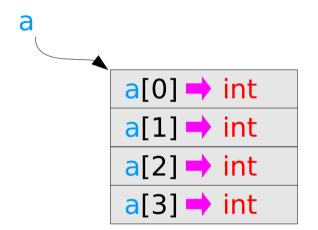
No. of elements = 4

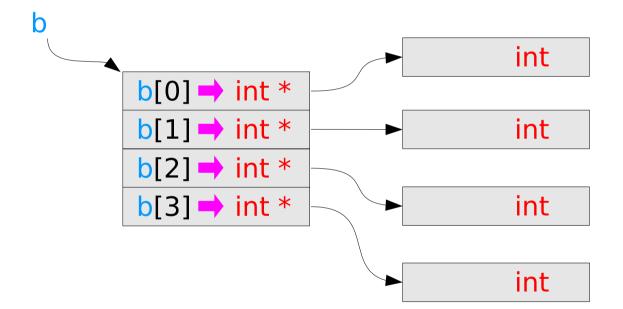
Type of each element

Array of Pointers (2)

int a [4];

int * b [4];





2-D Array (1)

```
int a [4];
int c [4] [4];
```

Array name a holds the starting <u>address</u>



No. of elements = 4

Type of each element

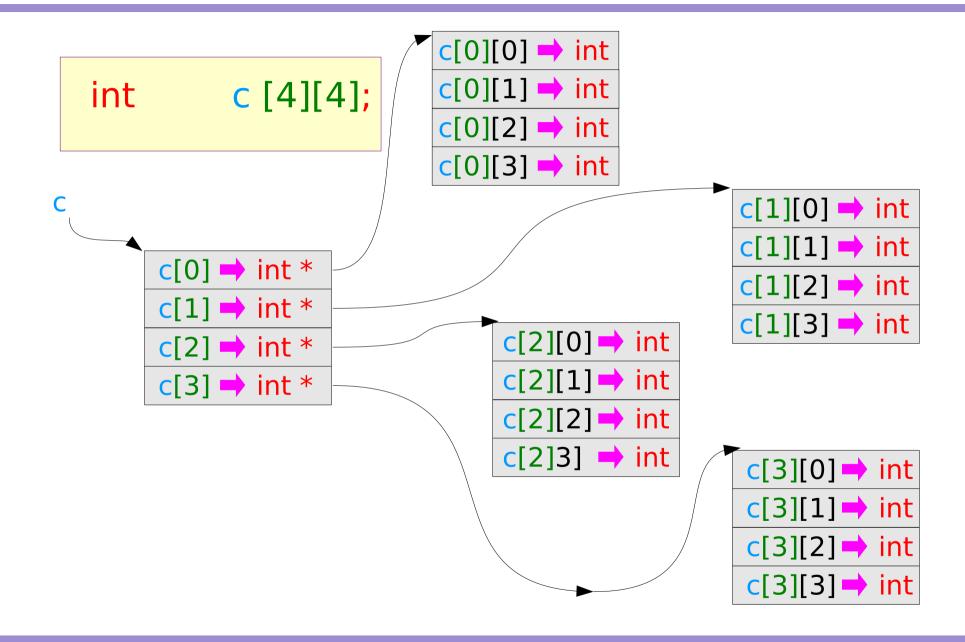
c[0], c[1], c[2], c[3] hold the starting <u>address</u>



No. of elements = 4

Type of each element

2-D Array (2)



2-d Array

References

- [1] Essential C, Nick Parlante
- [2] Efficient C Programming, Mark A. Weiss
- [3] C A Reference Manual, Samuel P. Harbison & Guy L. Steele Jr.
- [4] C Language Express, I. K. Chun