

Pointer (1A)

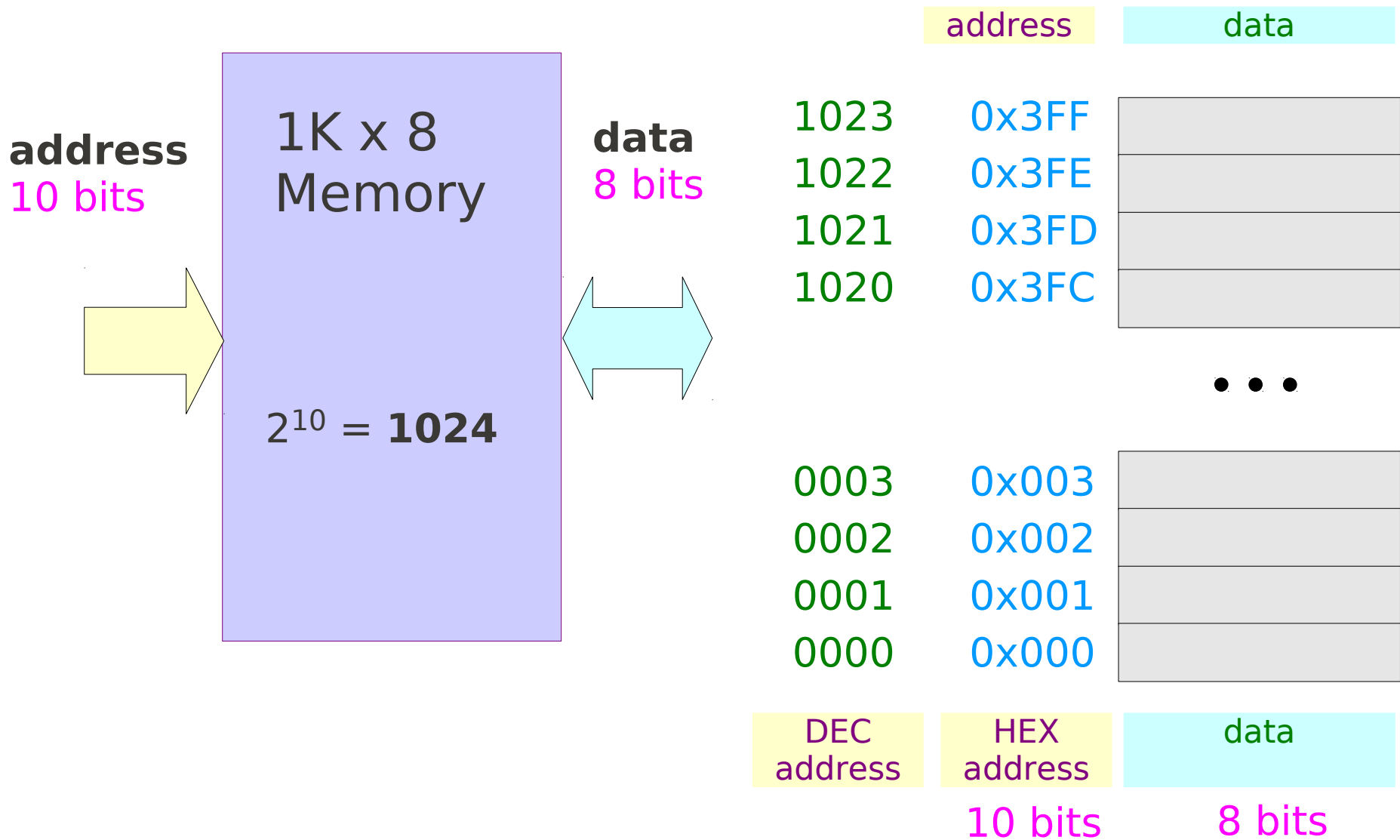
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Address and Data in a Memory



Variable

```
int a;
```

a can hold an *integer*

address

data

&a

a

```
a = 100;
```

a holds an *integer* 100

address

data

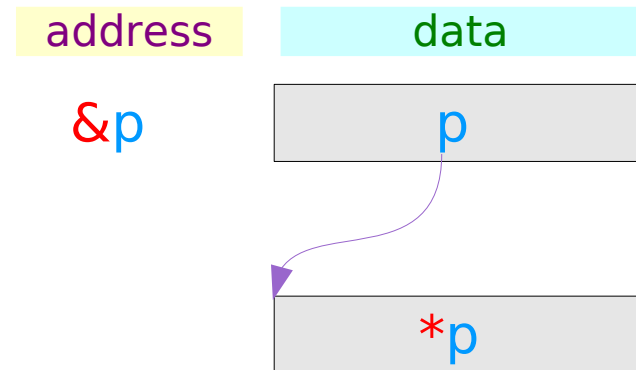
&a

a = 100

Pointer Variable

```
int * p;
```

p can hold an address



```
int * p;
```

p can hold an address

pointer to int

```
int * p;
```

**p* can hold an integer

int

Variable Assignment Example

```
int * p;
```

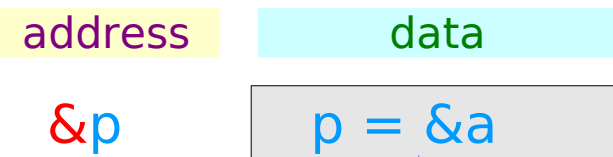
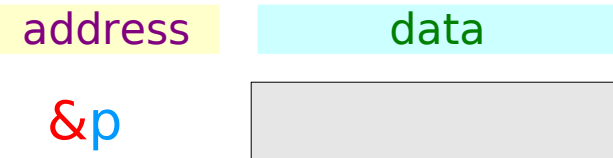
p can hold an address

```
int a = 100;
```

a holds an integer 100

```
p = &a;
```

p holds the address of a



* and & Operator

* address

returns the **value**
that is stored at the address

& variable

returns the **address** of a
location where the
variable's **value** is stored

address

data

&p

p = &a

&a

a = 100

*p → 100

address

data

&a

a = 100

Variable Initialization

```
int a = 100 ;
```

```
int b = a ;
```

a can hold an integer

b can hold an integer

address

data

&a

a = 100

&b

b = 100

a and b have the same integer value

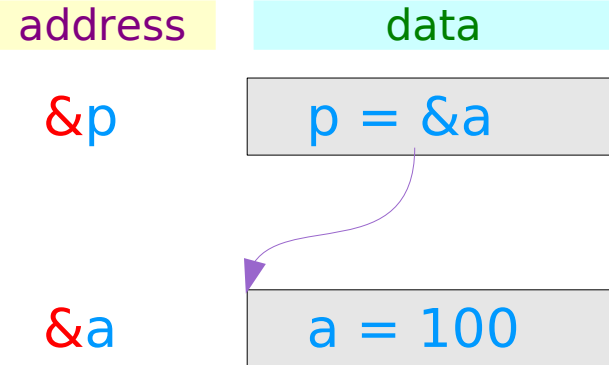
Pointer Variable Initialization

```
int    a = 100 ;
```

```
int *  p = &a ;
```

`p` can hold an address

`p` is initialized with the address of the integer variable `a`



`a` and `*p` have the same integer value, since `&a` and `p` have the same address

Reference Variable Initialization (C++)

```
int a = 100 ;
```

```
int & b = a ;
```

b's address is initialized with a's address

b acts like an integer variable

b holds an *integer*

address

data

&a =
&b

a = b = 100

variable b is an *alias* of a

a and b have the same integer value, since &a and &b have the same address

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