

# Pointer (1A)

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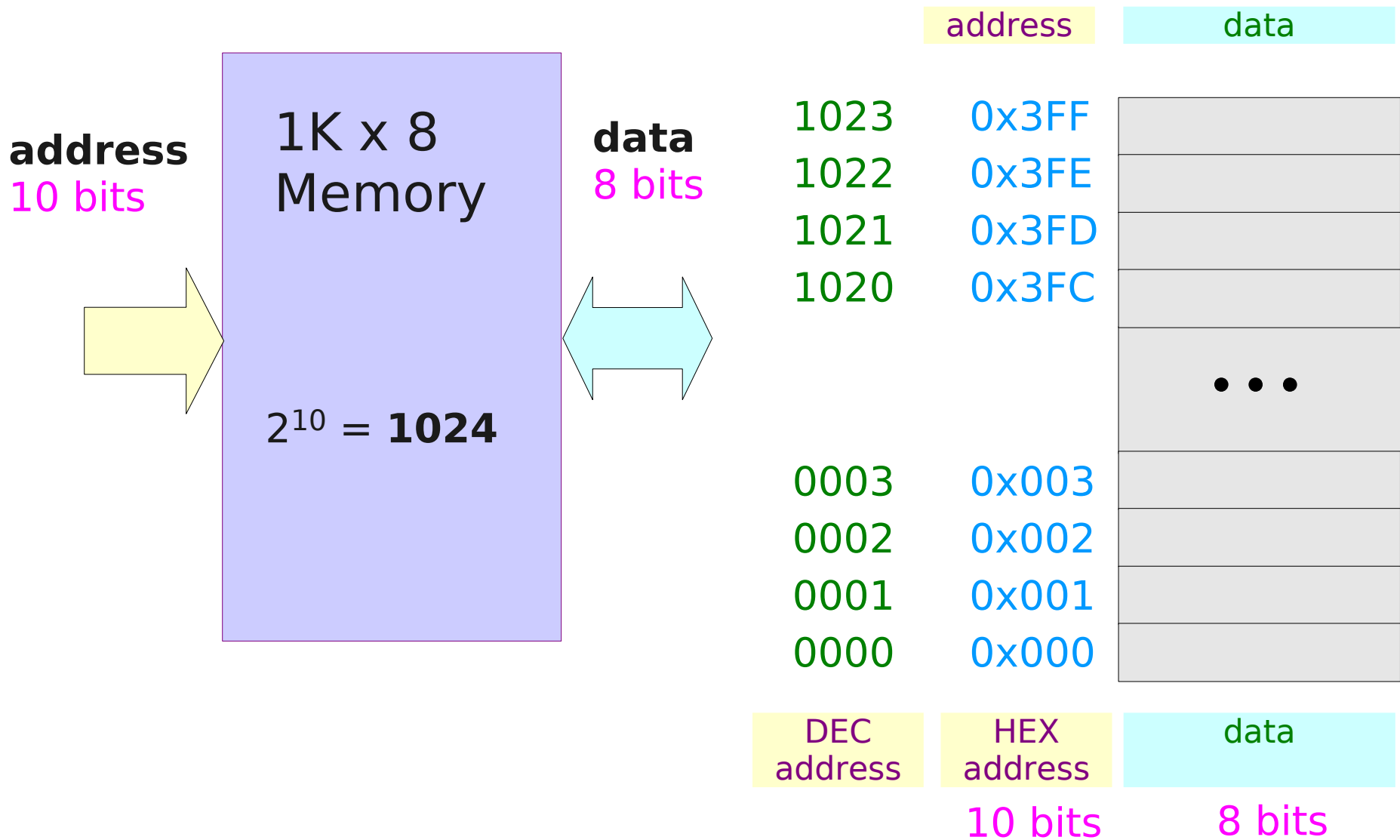
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# Address and Data in a Memory



# Variable

```
int a;
```

a can hold an *integer*

address

data

&a

a

```
a = 100;
```

a holds an *integer* 100

address

data

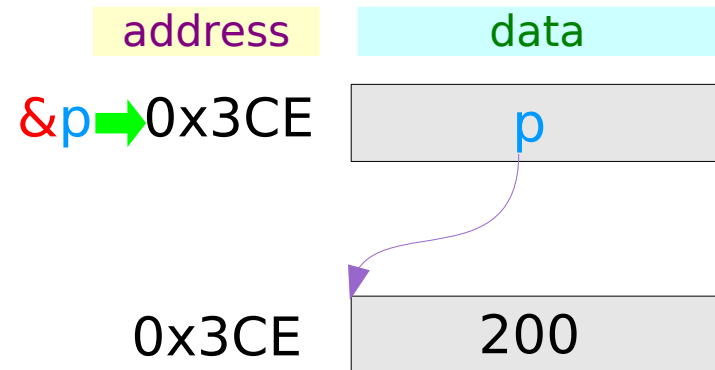
&a

a ← 100

# Pointer Variable

```
int * p;
```

p can hold an address



```
int * p;
```

pointer to int

p can hold an address

&p → 0x3CE  
p → 0x3CE  
\*p → 200

```
int * p;
```

int

\*p can hold an integer

# 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



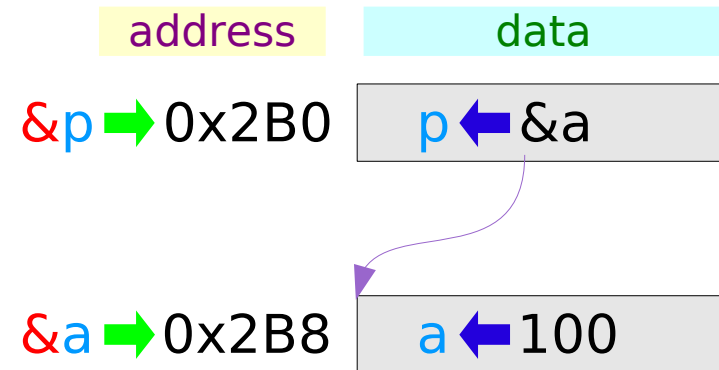
# \* and & Operator

\* address

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

& variable

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



p → 0x2B8

\*p → 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



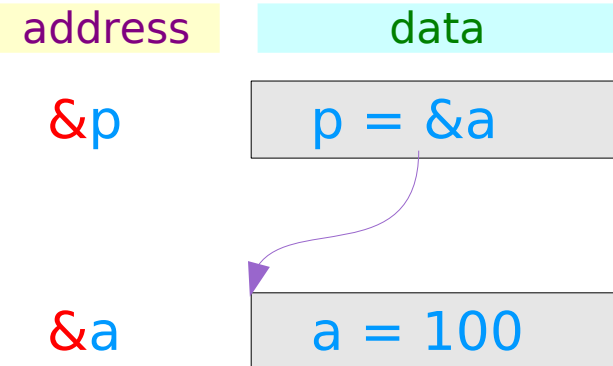
# Pointer Variable Initialization

```
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