SNS COLLEGE OF TECHNOLOGY

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COURSE NAME : 19CST101 PROGRAMMING FOR PROBLEM SOLVING

I YEAR/ I SEMESTER

UNIT-IV FUNCTIONS AND POINTERS

Topic: Pointers

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Pointers

Relationship Between Arrays and Pointers

An array is a block of sequential data. Let's write a program to print addresses of array elements.

```c
#include <stdio.h>
int main() {
    int x[4];
    int i;

    for(i = 0; i < 4; ++i) {
        printf("&x[%d] = %p\n", i, &x[i]);
    }

    printf("Address of array x: %p", x);

    return 0;
}
```
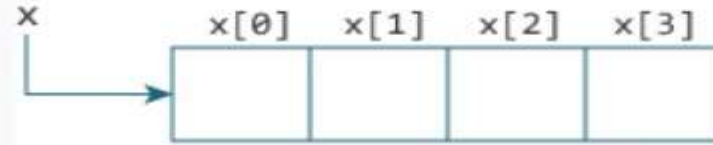
Output

```
&x[0] = 1450734448
&x[1] = 1450734452
&x[2] = 1450734456
&x[3] = 1450734460
Address of array x: 1450734448
```

Pointers

Notice that, the address of `&x[0]` and `x` is the same. It's because the variable name `x` points to the first element of the array.

From the above example, it is clear that `&x[0]` is equivalent to `x`. And, `x[0]` is equivalent to `*x`.

Similarly,

- `&x[1]` is equivalent to `x+1` and `x[1]` is equivalent to `*(x+1)`.

- `&x[2]` is equivalent to `x+2` and `x[2]` is equivalent to `*(x+2)`.

- ...

- Basically, `&x[i]` is equivalent to `x+i` and `x[i]` is equivalent to `*(x+i)`.

Pointers

Example 1: Pointers and Arrays

```c
#include <stdio.h>
int main() {
    int i, x[6], sum = 0;
    printf("Enter 6 numbers: ");
    for(i = 0; i < 6; ++i) {
    // Equivalent to scanf("%d", &x[i]);
        scanf("%d", x+i);

    // Equivalent to sum += x[i]
        sum += *(x+i);
    }
    printf("Sum = %d", sum);
    return 0;
}
```

When you run the program, the output will be:

```
Enter 6 numbers:  2
 3
 4
 4
 12
 4
Sum = 29
```

Pointers

Example 2: Arrays and Pointers

```c
#include <stdio.h>
int main() {
    int x[5] = {1, 2, 3, 4, 5};
    int* ptr;

    // ptr is assigned the address of the third element
    ptr = &x[2];

    printf("*ptr = %d \n", *ptr);        // 3
    printf("*(ptr+1) = %d \n", *(ptr+1)); // 4
    printf("*(ptr-1) = %d", *(ptr-1));     // 2

    return 0;
}
```

Pointers

When you run the program, the output will be:

```
*ptr = 3
*(ptr+1) = 4
*(ptr-1) = 2
```

In this example, `&x[2]`, the address of the third element, is assigned to the `ptr` pointer. Hence, `3` was displayed when we printed `*ptr`.

And, printing `*(ptr+1)` gives us the fourth element. Similarly, printing `*(ptr-1)` gives us the second element.

Pointers

C Pointers

Pointers are powerful features of C and C++ programming. Before we learn pointers, let's learn about addresses in C programming.

Address in C

If you have a variable `var` in your program, `&var` will give you its address in the memory.

We have used address numerous times while using the `scanf()` function.

```
scanf("%d", &var);
```

Pointers

Here, the value entered by the user is stored in the address of `var` variable. Let's take a working example.

```c
#include <stdio.h>
int main()
{
  int var = 5;
  printf("var: %d\n", var);

  // Notice the use of & before var
  printf("address of var: %p", &var);
  return 0;
}
```

Output

```
var: 5
address of var: 2686778
```

Pointers

C Pointers

Pointers (pointer variables) are special variables that are used to store addresses rather than values.

Pointer Syntax

Here is how we can declare pointers.

```
int* p;
```

Here, we have declared a pointer `p` of `int` type.

You can also declare pointers in these ways.

```
int *p1;
int * p2;
```

Pointers

Let's take another example of declaring pointers.

```
int* p1, p2;
```

Here, we have declared a pointer p1 and a normal variable p2 .

Pointers

Assigning addresses to Pointers

Let's take an example.

```
int* pc, c;
c = 5;
pc = &c;
```

Here, 5 is assigned to the c variable. And, the address of c is assigned to the pc pointer.

Pointers

Get Value of Thing Pointed by Pointers

To get the value of the thing pointed by the pointers, we use the `*` operator. For example:

```c
int* pc, c;
c = 5;
pc = &c;
printf("%d", *pc);    // Output: 5
```

Here, the address of `c` is assigned to the `pc` pointer. To get the value stored in that address, we used `*pc`.

Pointers

Note: In the above example, `pc` is a pointer, not `*pc`. You cannot and should not do something like `*pc = &c`;

By the way, `*` is called the dereference operator (when working with pointers). It operates on a pointer and gives the value stored in that pointer.

Pointers

Changing Value Pointed by Pointers

Let's take an example.

```c
int* pc, c;
c = 5;
pc = &c;
c = 1;
printf("%d", c);     // Output: 1
printf("%d", *pc);   // Ouptut: 1
```

We have assigned the address of `c` to the `pc` pointer.

Then, we changed the value of `c` to 1. Since `pc` and the address of `c` is the same, `*pc` gives us 1.

Pointers

Let's take another example.

```c
int* pc, c;
c = 5;
pc = &c;
*pc = 1;
printf("%d", *pc);   // Ouptut: 1
printf("%d", c);     // Output: 1
```

We have assigned the address of `c` to the `pc` pointer.

Then, we changed `*pc` to 1 using `*pc = 1;`. Since `pc` and the address of `c` is the same, `c` will be equal to 1.

Example: Working of Pointers

Let's take a working example.

```c
#include <stdio.h>
int main()
{
    int* pc, c;

    c = 22;
    printf("Address of c: %p\n", &c);
    printf("Value of c: %d\n\n", c);   // 22

    pc = &c;
    printf("Address of pointer pc: %p\n", pc);
    printf("Content of pointer pc: %d\n\n", *pc); // 22

    c = 11;
    printf("Address of pointer pc: %p\n", pc);
    printf("Content of pointer pc: %d\n\n", *pc); // 11

    *pc = 2;
    printf("Address of c: %p\n", &c);
    printf("Value of c: %d\n\n", c); // 2
    return 0;
}
```

Output

```
Address of c: 2686784
Value of c: 22

Address of pointer pc: 2686784
Content of pointer pc: 22

Address of pointer pc: 2686784
Content of pointer pc: 11

Address of c: 2686784
Value of c: 2
```

Pointers and Functions

In C programming, it is also possible to pass addresses as arguments to functions.

To accept these addresses in the function definition, we can use pointers. It's because pointers are used to store addresses. Let's take an example: