

# Applications of Pointers (1A)

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# Variables and their addresses

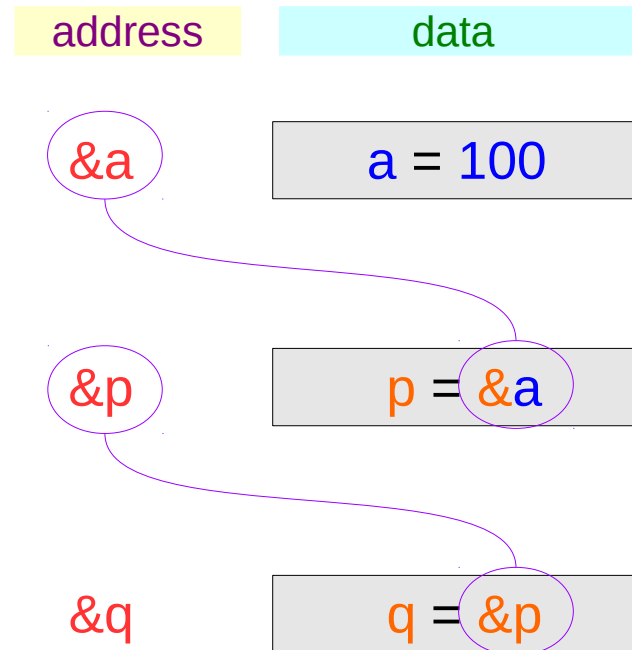
	address	data
int a;	&a	a
int * p;	&p	p
int ** q;	&q	q

# Initialization of Variables

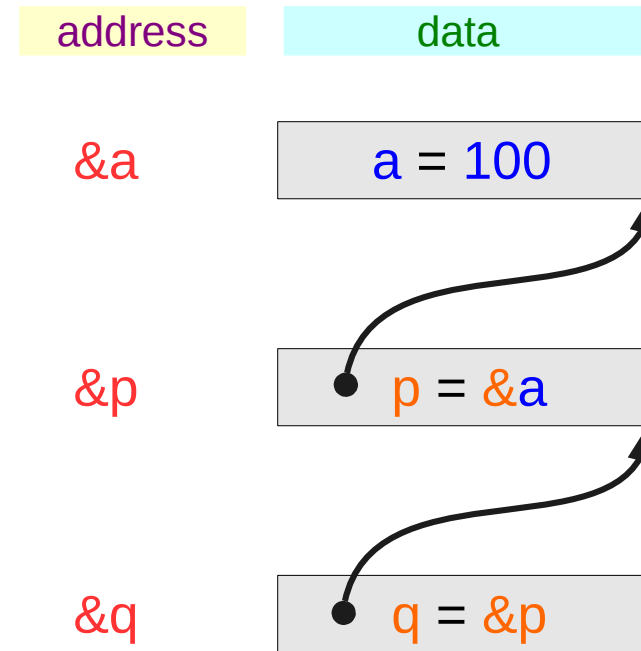
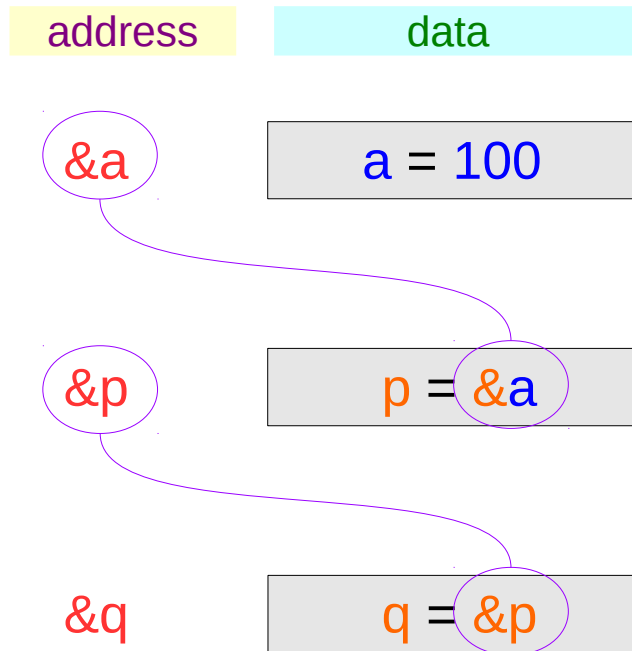
```
int    a = 100;
```

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

```
int ** q = &p;
```



# Traditional arrow notations

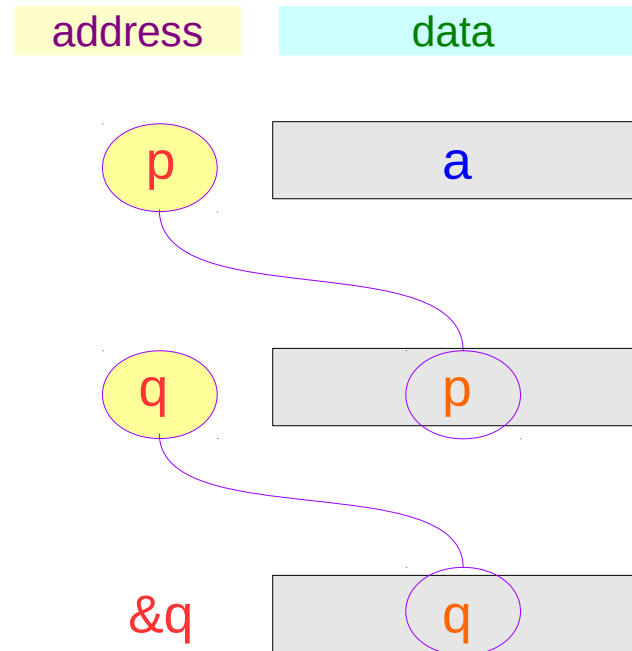


# Pointed addresses : p, q

```
int a;
```

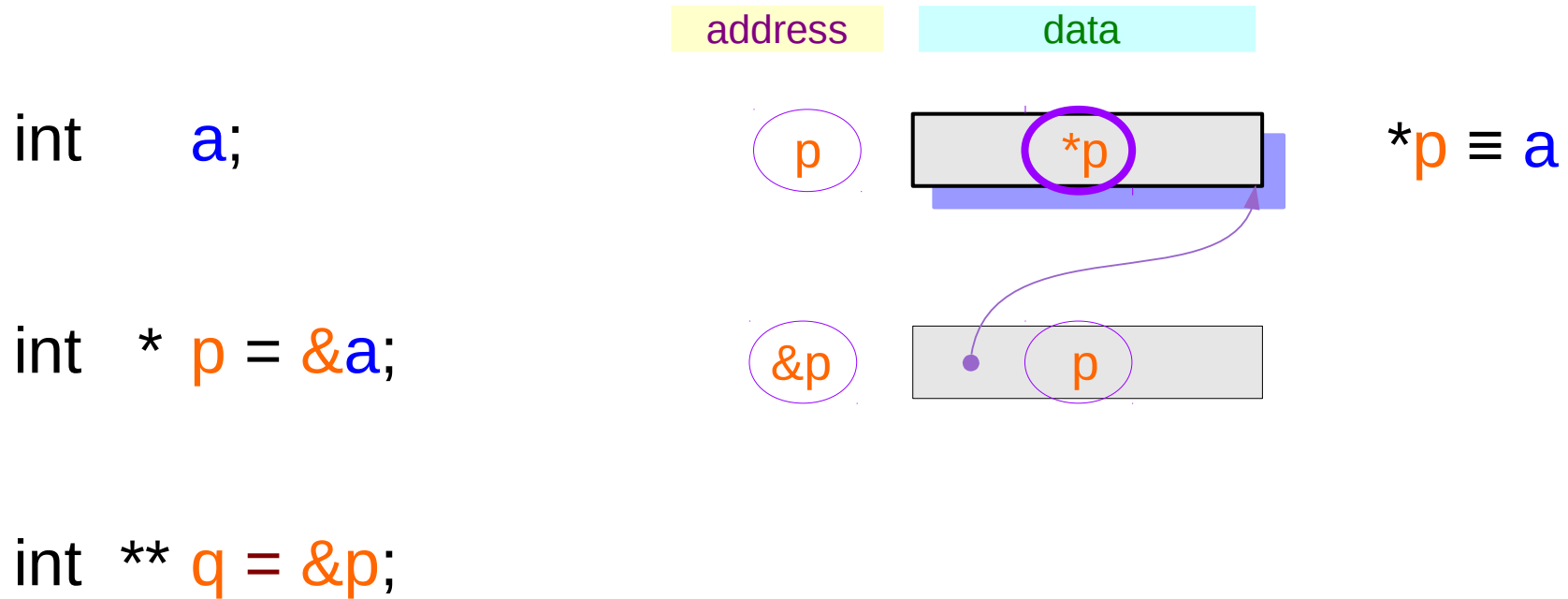
```
int * p = &a;
```

```
int ** q = &p;
```



```
p = &a  
q = &p
```

# Dereferenced Variables : \*p



# Dereferenced Variables : \*p

```
int a;
```

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

```
int ** q = &p;
```

Address  
assignment

Variable  
aliasing

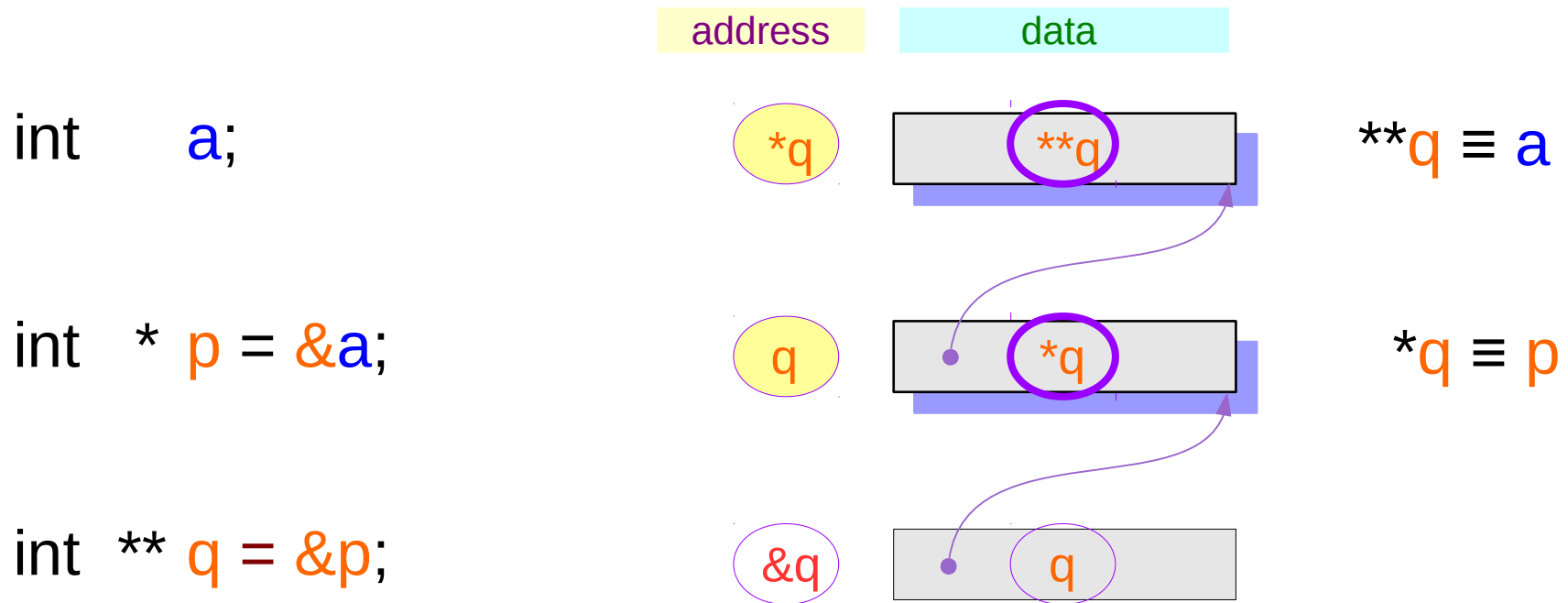
$p = \&a \rightarrow *p \equiv a$

$p \equiv \&a$   
 $*(p) \equiv *(\&a)$   
 $*p \equiv a$

Relations after  
address assignment



# Dereferenced Variables : \*q, \*\*q



# Dereferenced Variables : \*q, \*\*q

```
int a;
```

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

```
int ** q = &p;
```

Address  
assignment

Variable  
aliasing

$p = \&a \Rightarrow *p \equiv a$

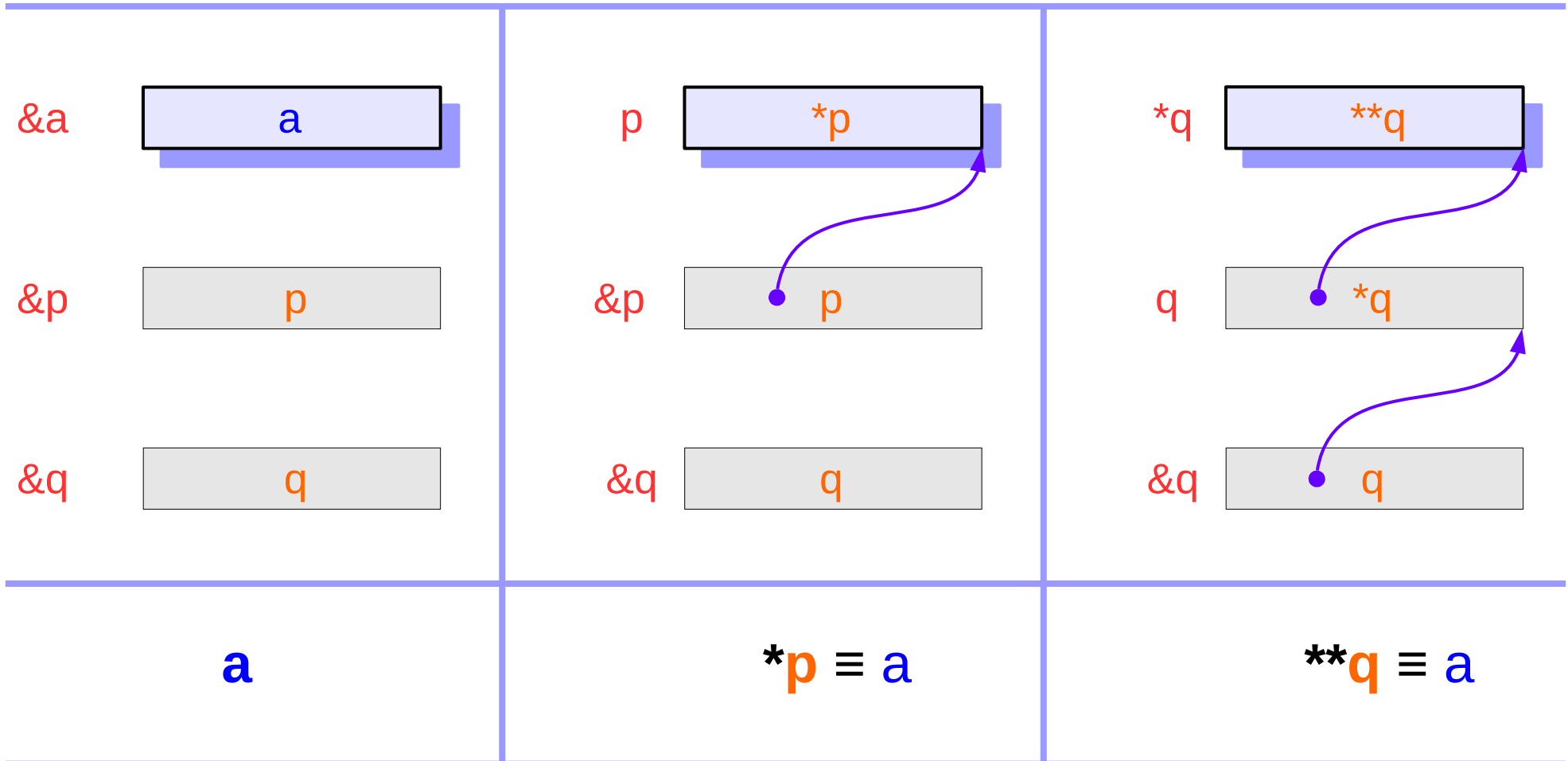
$q = \&p \Rightarrow *q \equiv p$

$\Rightarrow **q \equiv a$

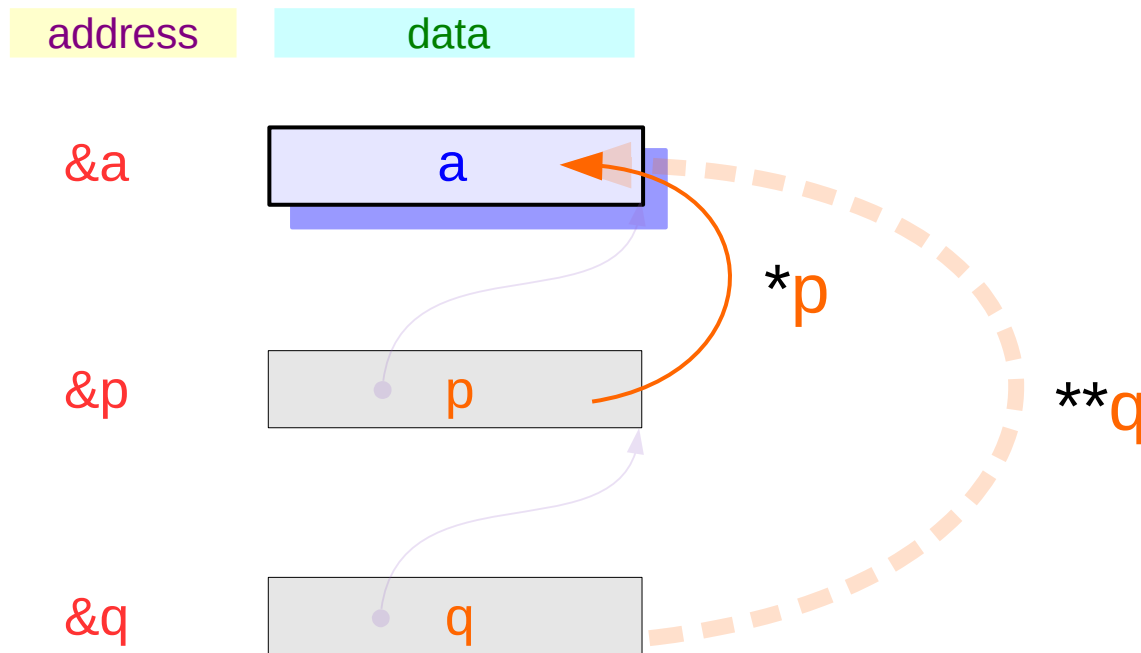
$q \equiv \&p$   
 $*(q) \equiv *(\&p)$   
 $*q \equiv p$   
 $**q \equiv *p$   
 $**q \equiv a$

Relations after  
address assignment

# Two more ways to access **a** : **\*p**, **\*\*q**



# Two more ways to access a : \*p, \*\*q



- 1) Read / Write `a`
- 2) Read / Write `*p`
- 3) Read / Write `**q`

# Variables

```
int a;
```

a can hold an *integer*

address

data

&a

a

```
a = 100;
```

a holds 100

address

data

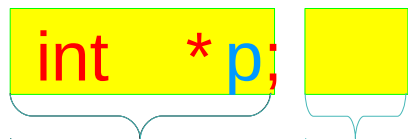
&a

a ← 100

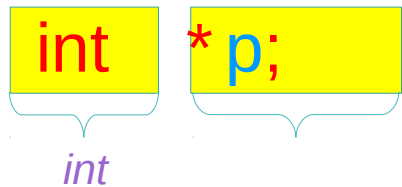
# Pointer Variables

```
int * p;
```

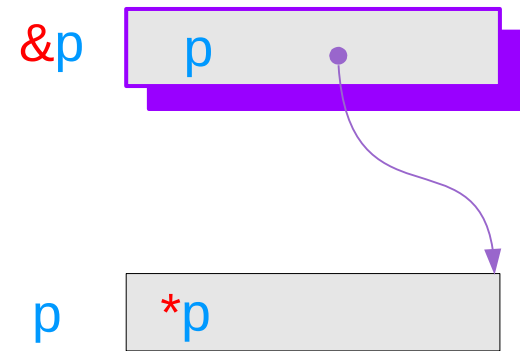
**p** can hold an address



**p** holds an address of a `int` type data



**\*p** holds a `int` type data



# Pointer to Pointer Variable

```
int ** q;
```

**q** holds an address

```
int ** q;
```

pointer to  
pointer to int

```
int * *q;
```

pointer to int

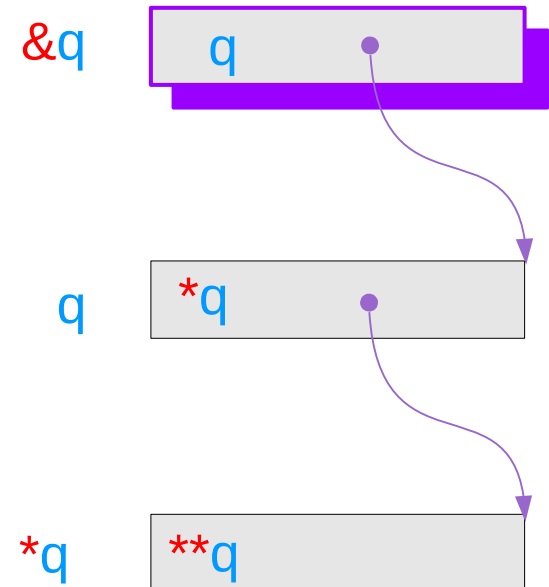
```
int **q;
```

int

**q** holds an address of  
a pointer to int type data

**\*q** holds an address of  
a int type data

**\*\*q** holds a int type data

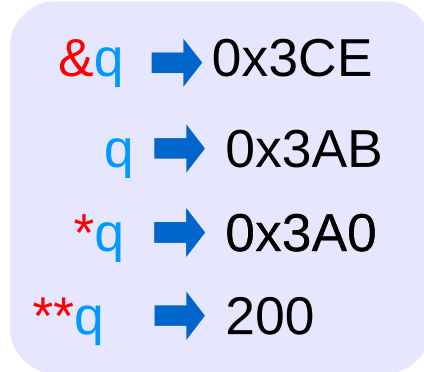
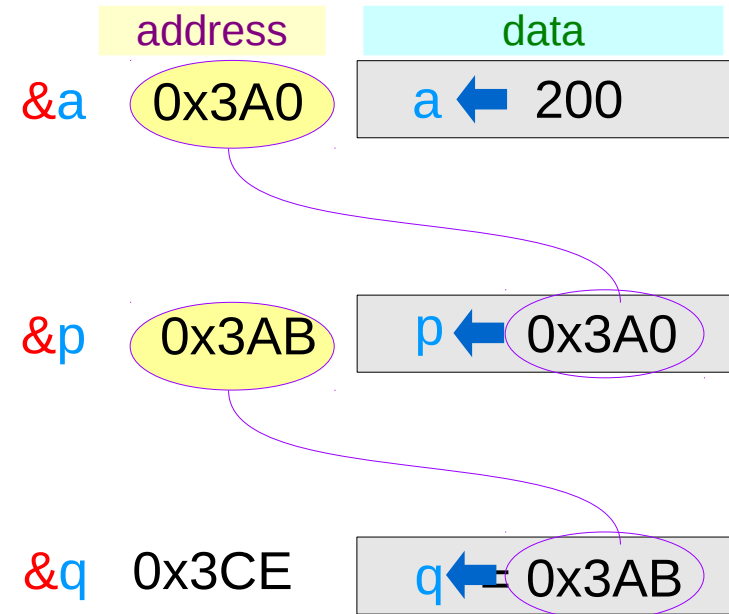


# Pointer Variables Examples

```
int a = 200;
```

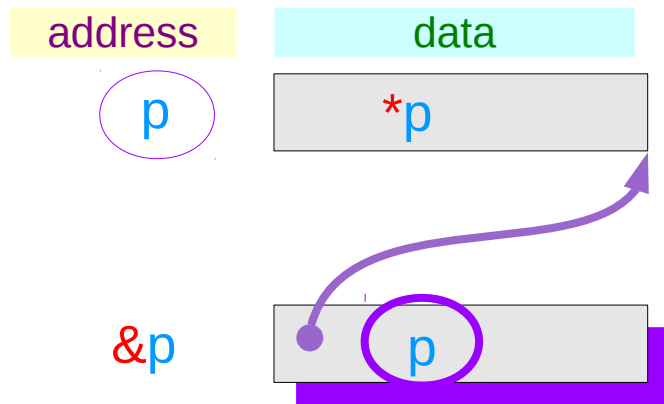
```
int * p = &a;
```

```
int ** q = &p;
```

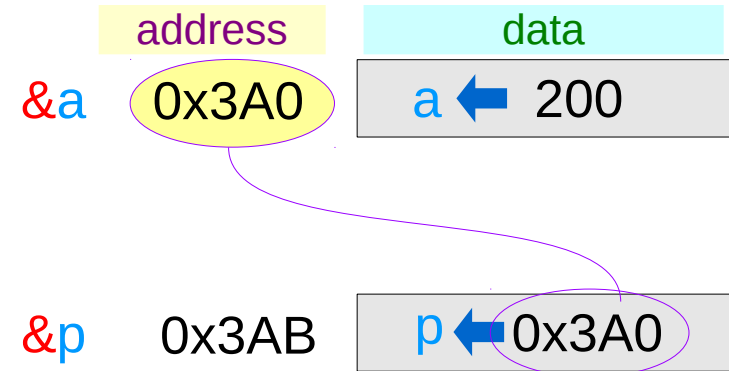




# Pointer Variable **p** with an arrow notation

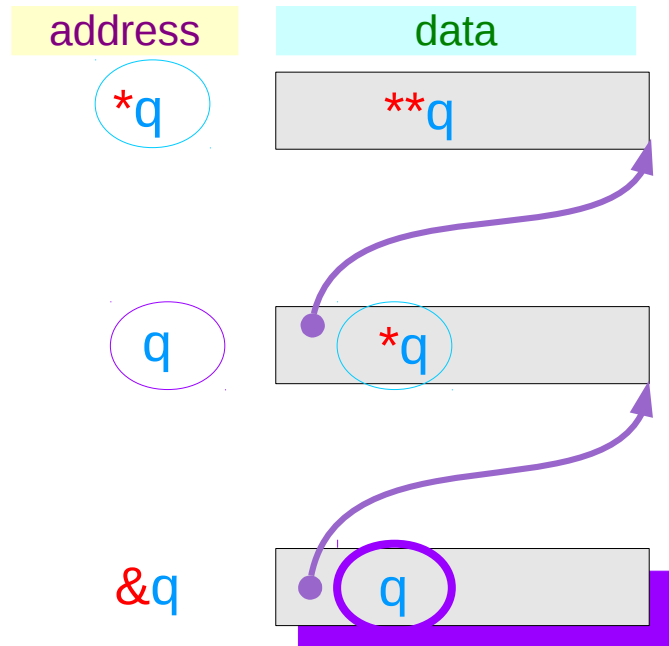


using an arrow notation

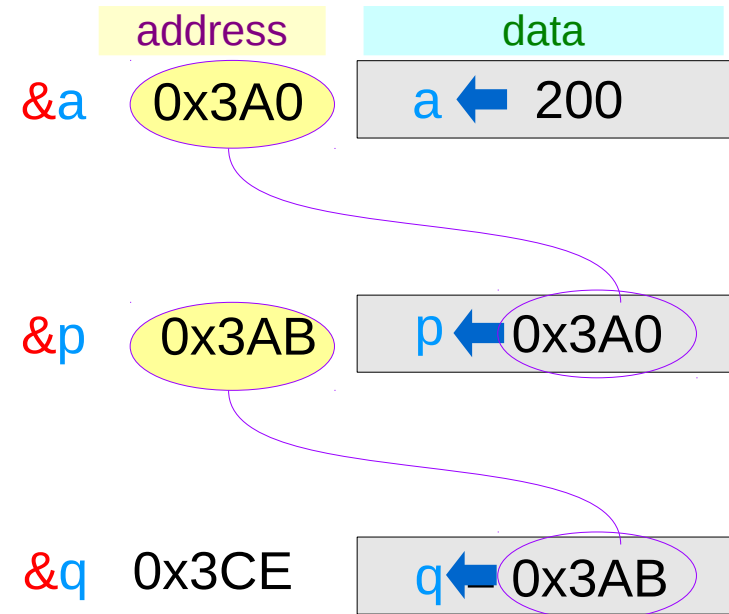


**&p** → 0x3AB  
**p** → 0x3A0  
**\*p** → 200

# Pointer Variable **q** with an arrow notation

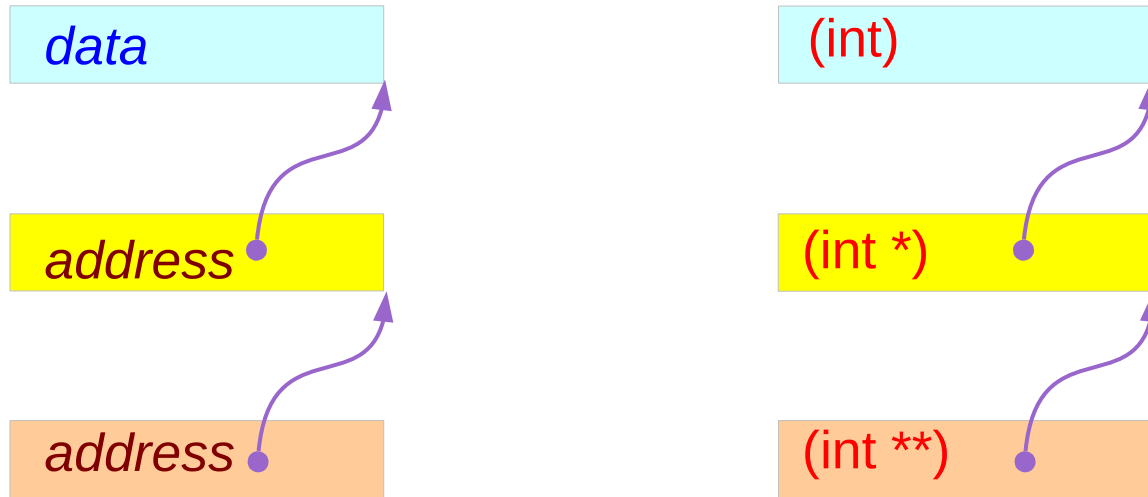


using an arrow notation



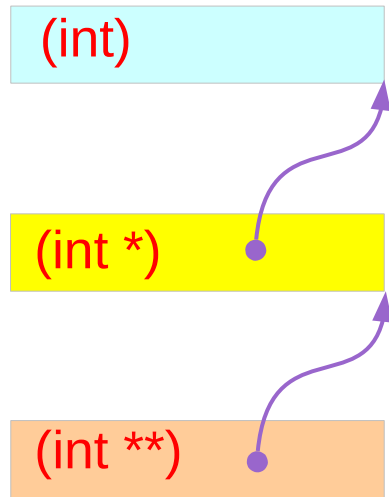
- &q** → 0x3CE
- q** → 0x3AB
- \*q** → 0x3A0
- \*\*q** → 200

# The type view point of pointers

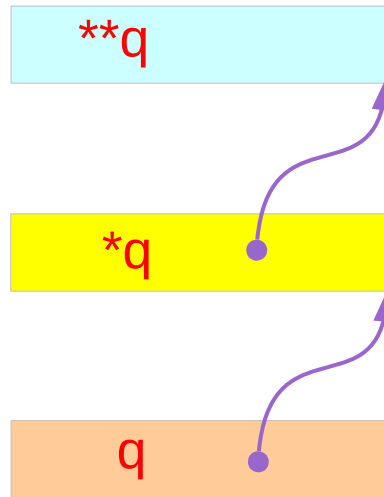


Types

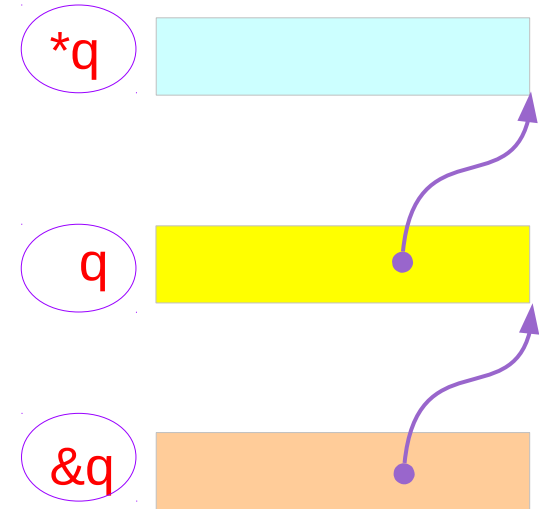
# The different view points of pointers



Types



Variables

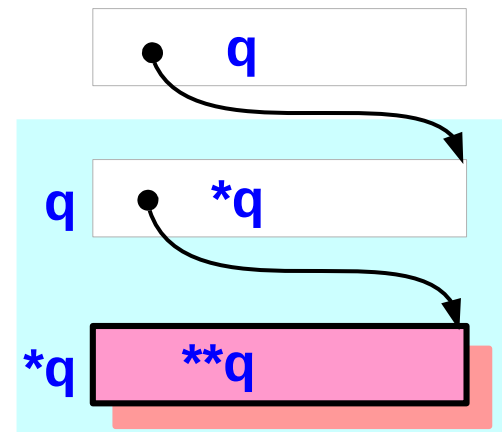
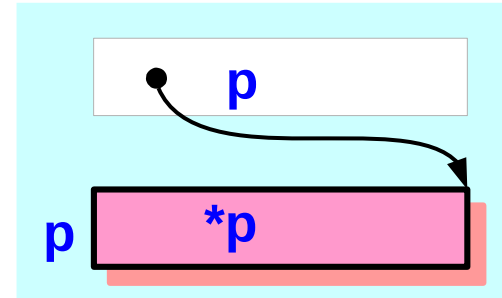


Addresses

# Single and Double Pointer Examples (1)

```
int a ;  
int * p ;  
int ** q ;
```

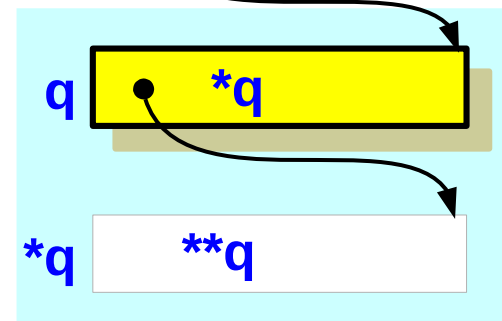
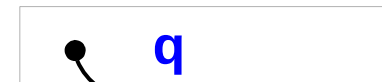
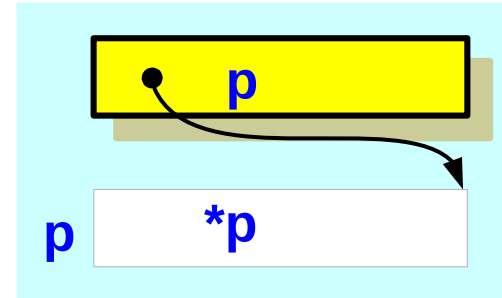
**a, \*p, and \*\*q:**  
**int variables**



# Single and Double Pointer Examples (2)

```
int    a ;  
int *  p ;  
int ** q ;
```

**p** and **\*q** :  
**int pointer variables**  
(singlepointers)



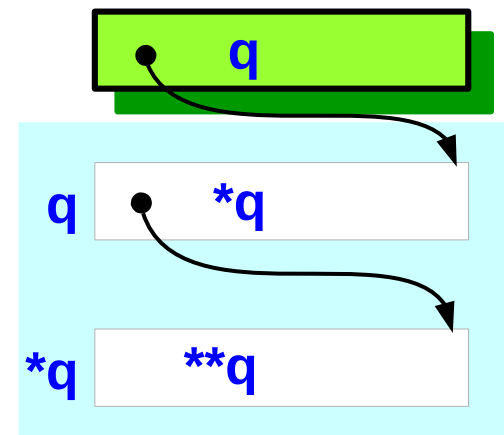
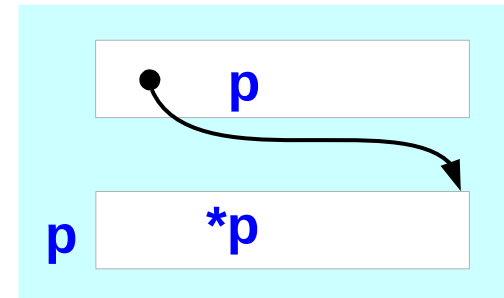
# Single and Double Pointer Examples (3)

```
int    a ;
```

```
int *  p ;
```

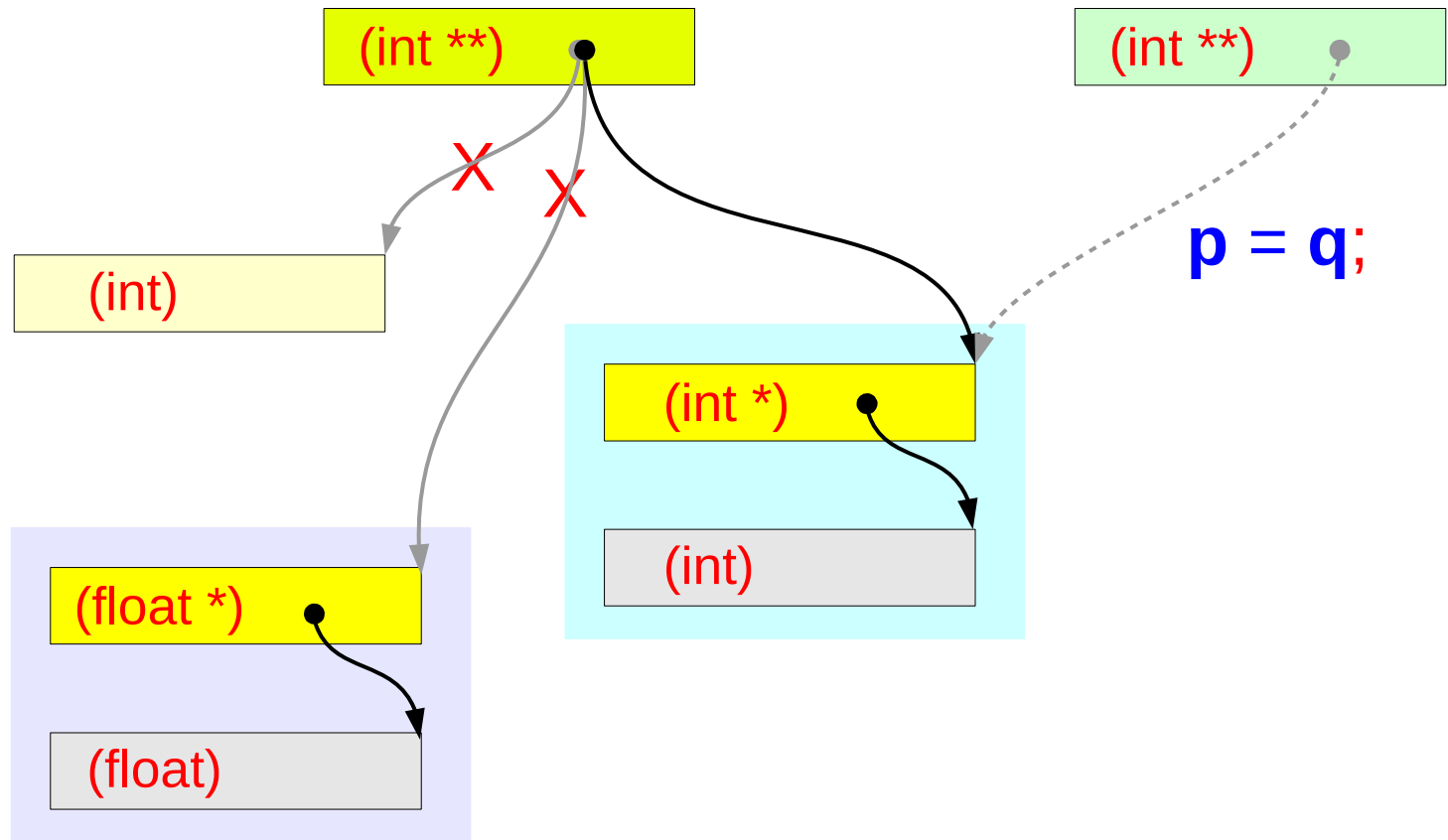
```
int ** q ;
```

q :  
double int pointer variables



# Values of double pointer variables

```
int ** p, **q ;
```





# Pointed Addresses and Data

`int a ;`      `&a`      `a =100`

The variable `a` holds an **integer data**

`int * p ;`      `&p`      `p` → `200`

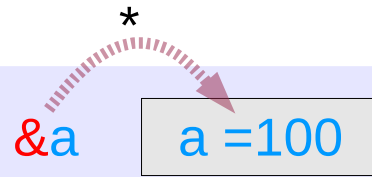
The **pointer** variable `p` holds an **address**,  
at this address, **an integer data** is stored

`int ** q ;`      `&q`      `q` → `*q` → `30`

The **pointer** variable `q` holds an **address**,  
at the address `q`, **another address** `*q` is stored,  
at the address `*q`, an **integer data** `**q` is stored

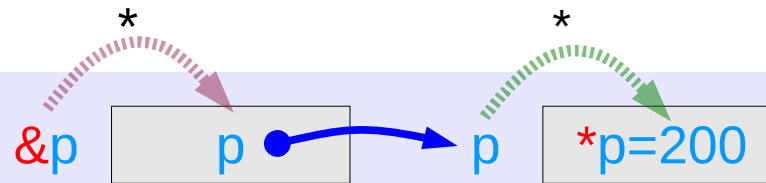
# Dereferencing Operations

int a



$*(&a) = a$

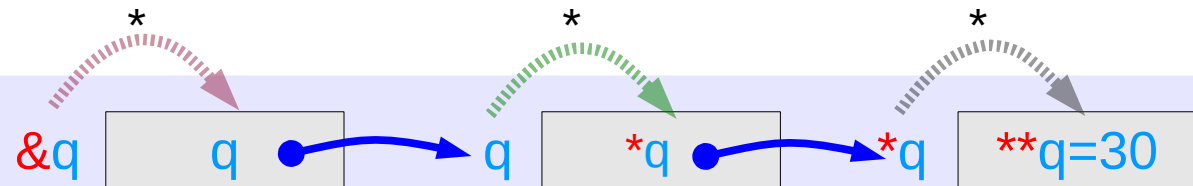
int \* p



$*(&p) = p$

$*(p) = *p$

int \*\* q



$*(&q) = q$

$*(q) = *q$

$*( *q) = **q$

# Direct Access to an integer **a**

```
int a ;
```

&a

a =100

Direct Access

address

value

&a

a

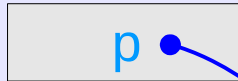
integer

1 memory access

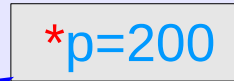
# Indirect Access **\*p** to an integer **a**

```
int * p ;
```

&p



p



Indirect Access

address

value

&p

p

2 memory accesses



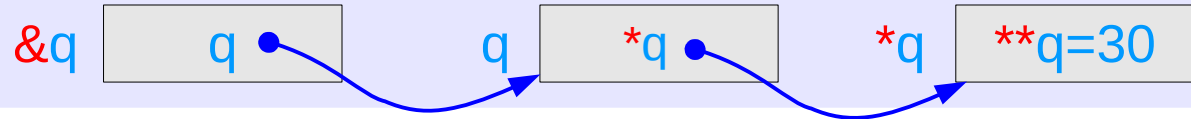
Dereference Operator \*  
*the content of the pointed location*

p

\*p

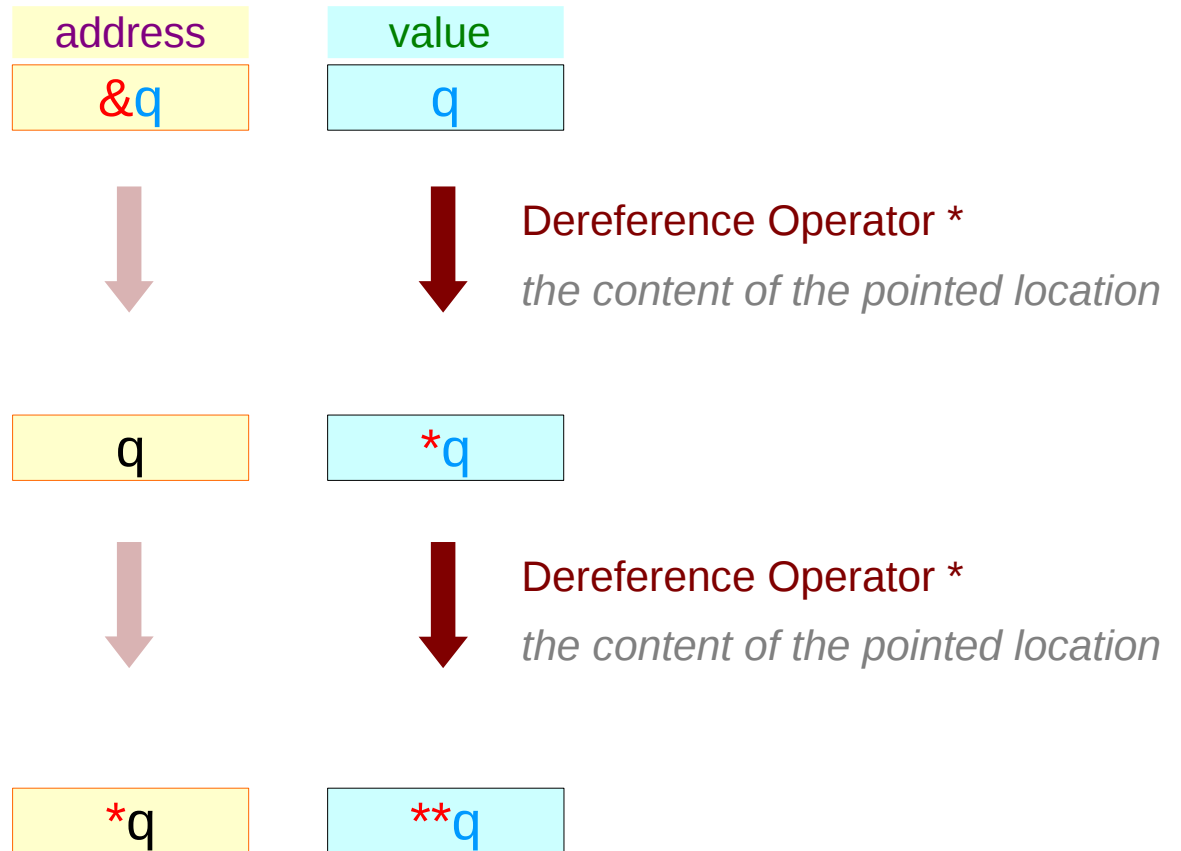
# Double Indirect Access **\*\*q** to an integer **a**

```
int ** q ;
```



Double Indirect Access

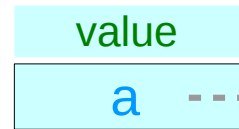
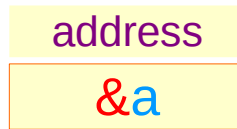
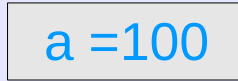
3 memory accesses



# Values of Variables

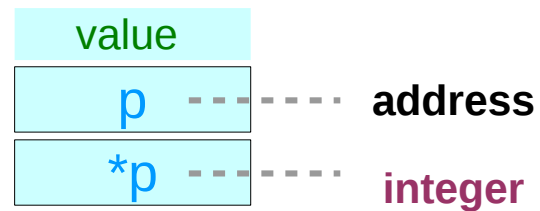
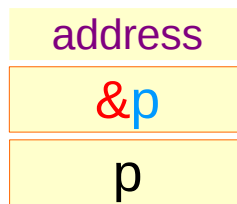
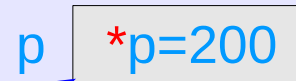
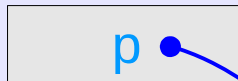
`int a ;`

`&a`



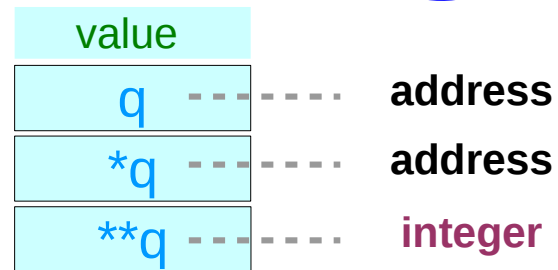
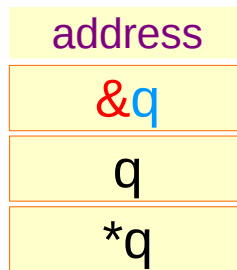
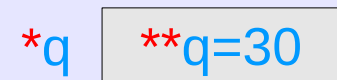
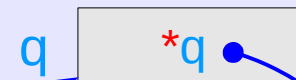
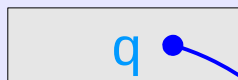
`int * p ;`

`&p`



`int ** q ;`

`&q`

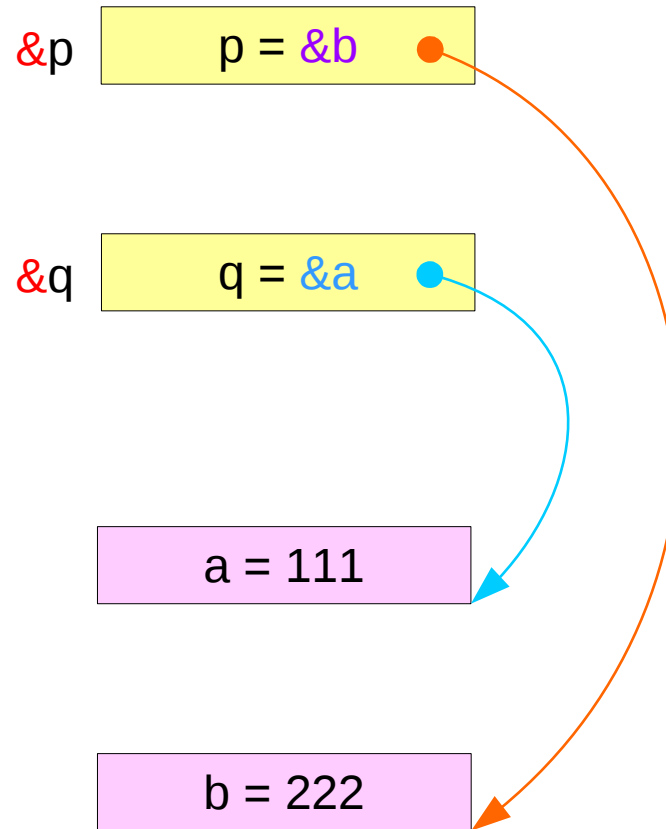
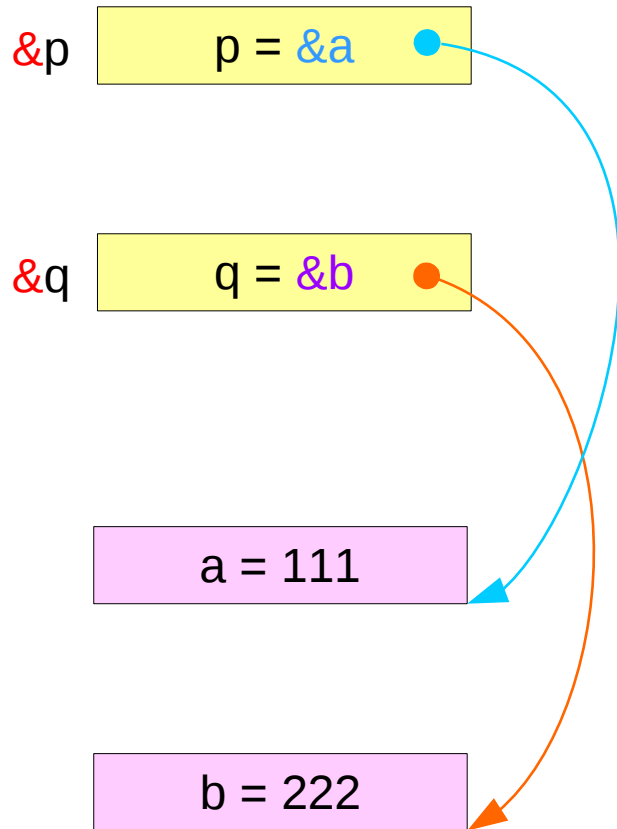


---

## Swapping pointers

- pass by reference
- double pointers

# Swapping integer pointers





# Swapping integer pointers



```
int *p, *q;
```

```
swap_pointers( &p, &q );
```

function call

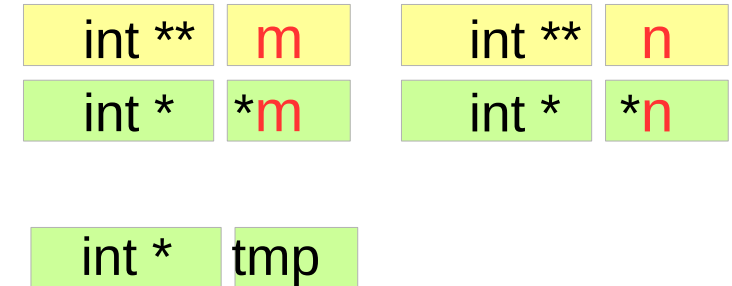
```
swap_pointers( int **, int ** );
```

function prototype

# Pass by integer pointer reference

```
void swap_pointers (int **m, int **n)
{
    int* tmp;

    tmp = *m;
    *m = *n;
    *n = tmp;
}
```



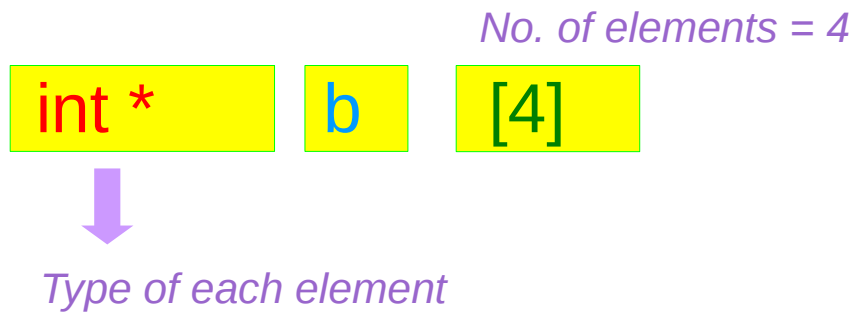
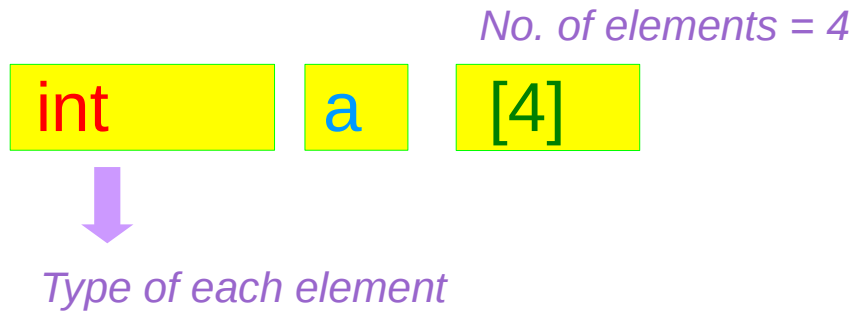
```
int a, b;
int *p, *q;    p=&a, q=&b;
...
swap_pointers( &p, &q );
```

---

# Array of Pointers

# Array of Pointers

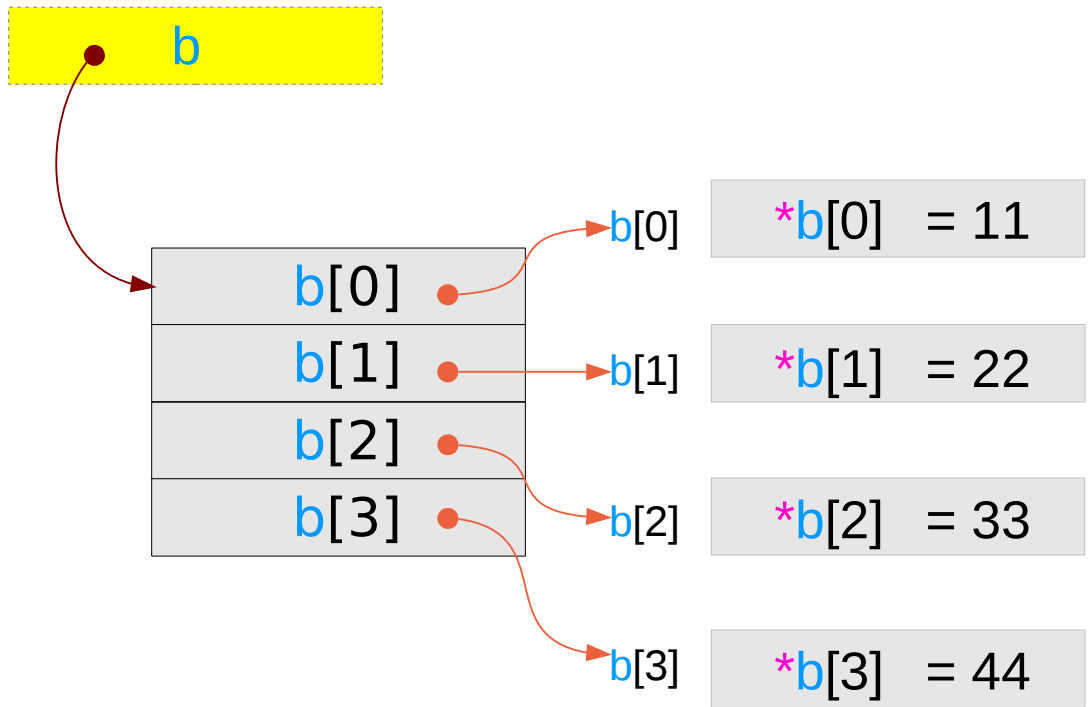
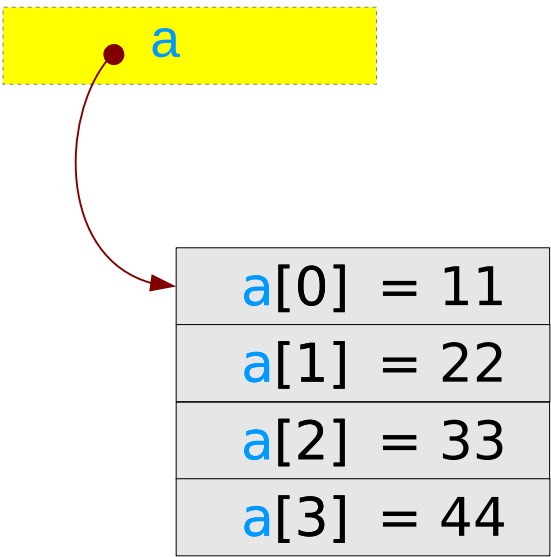
```
int    a [4];  
int *  b [4];
```



# Array of Pointers – variable view

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

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

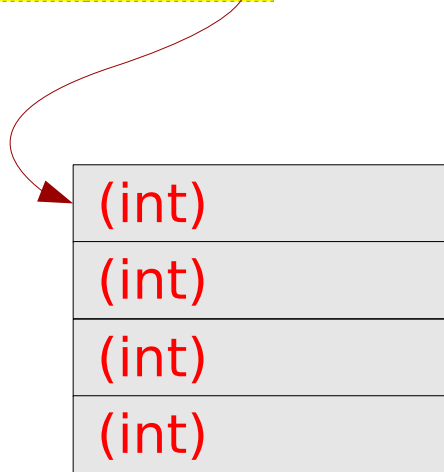


# Array of Pointers – type view

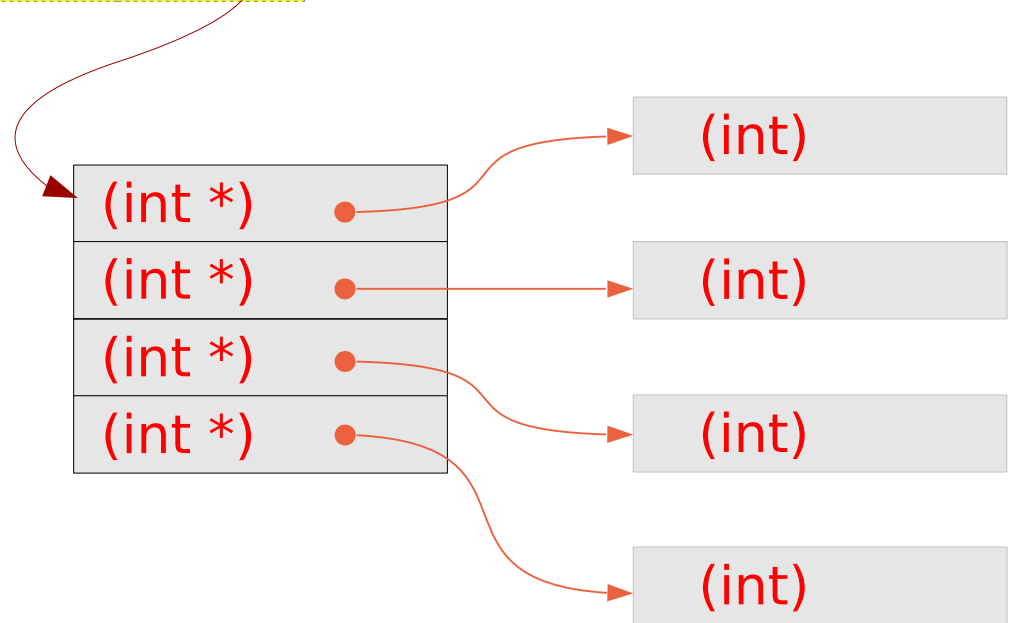
```
int a [4];
```

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

(int \*)



(int \*\*)



---

# Pointer to Arrays

# Pointer to an array – variable declarations

```
int m ;
```

```
int *n ;
```

an integer pointer

```
int a [4]
```

```
int (*p) [4]
```

an integer array pointer

```
int func (int a, int b) ;
```

```
int (*fp) (int a, int b) ;
```

a function pointer



# Pointer to an array – a type view

`int`

`int *`

an integer pointer

`int [4] ≡ int [ ]`

`int (*) [4]`

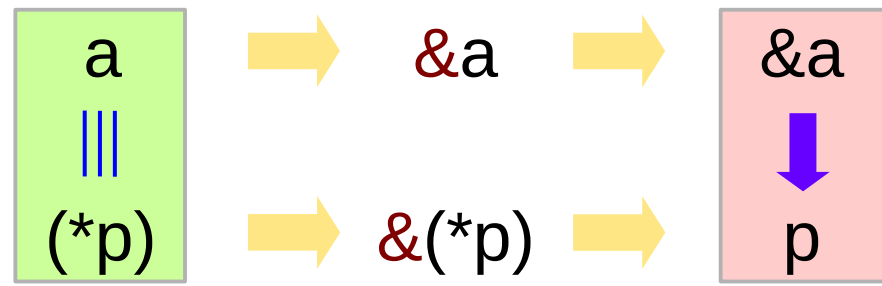
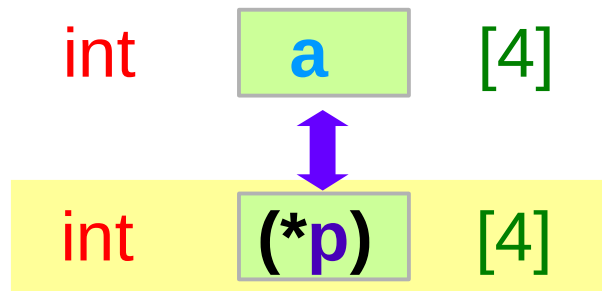
an integer array pointer

`int (int, int)`

`int (*) (int, int)`

a function pointer

# Pointer to an Array : Assignment and Dereference



**equivalence**

*usages*

**assignment**

*initialization*



sizeof(p)= 8 bytes

: the size of a pointer

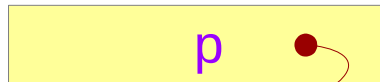
sizeof(\*p)= 16 bytes

: the whole size of the pointed array

# Pointer to an array – a variable view

```
int (*p) [4];
```

an array pointer points to an array –  
a aggregated type data

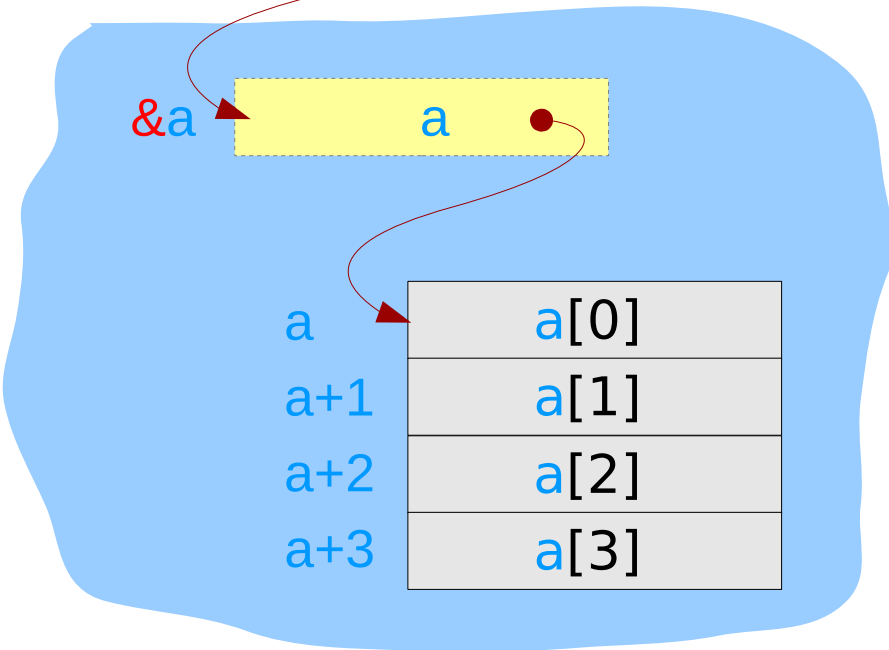


assignment

$p = \&a$

equivalence

$*p \equiv a$



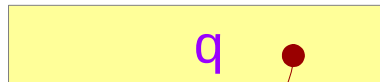
```
int a [4];
```

$p : \text{int } (*) [4] \text{ type}$

# Pointer to an array – a variable view

```
int (*q);
```

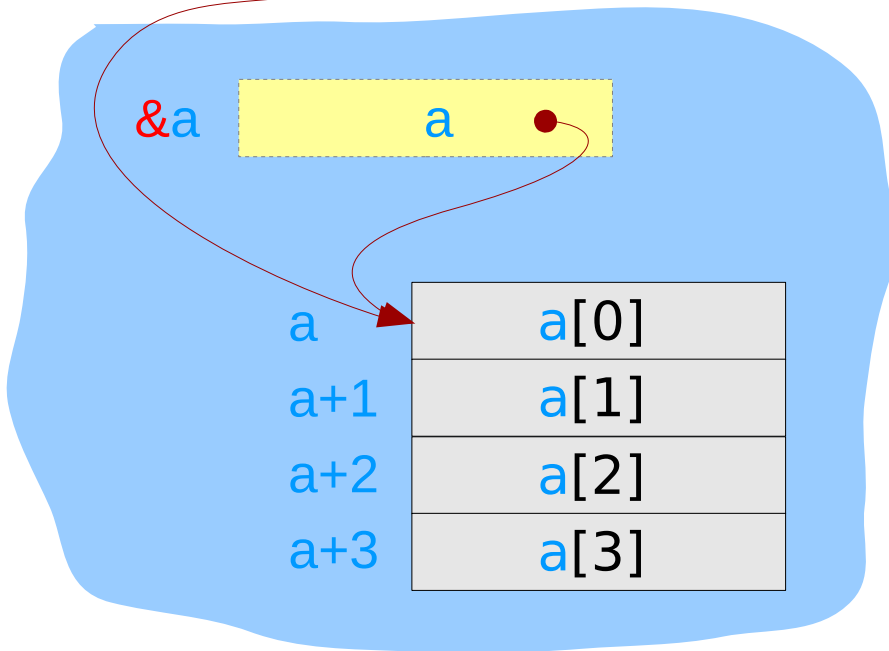
an array pointer points to an array –  
a aggregated type data



assignment  
 $q = a$

equivalence

$*q \equiv *a$   
 $q[0] \equiv a[0]$



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

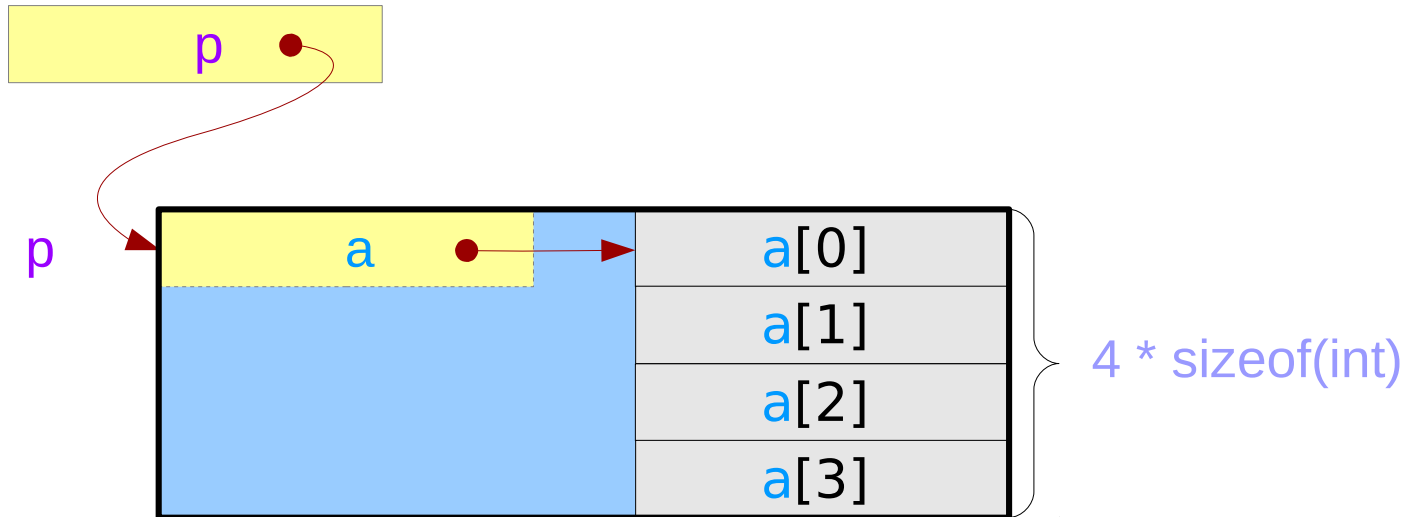
$q : \text{int } (*) = \text{int } * \text{ type}$

# Pointer to an array – a aggregated type view

```
int (*p) [4];
```

An aggregated type

- starting address (&a)
- size of all the array elements (16 bytes)

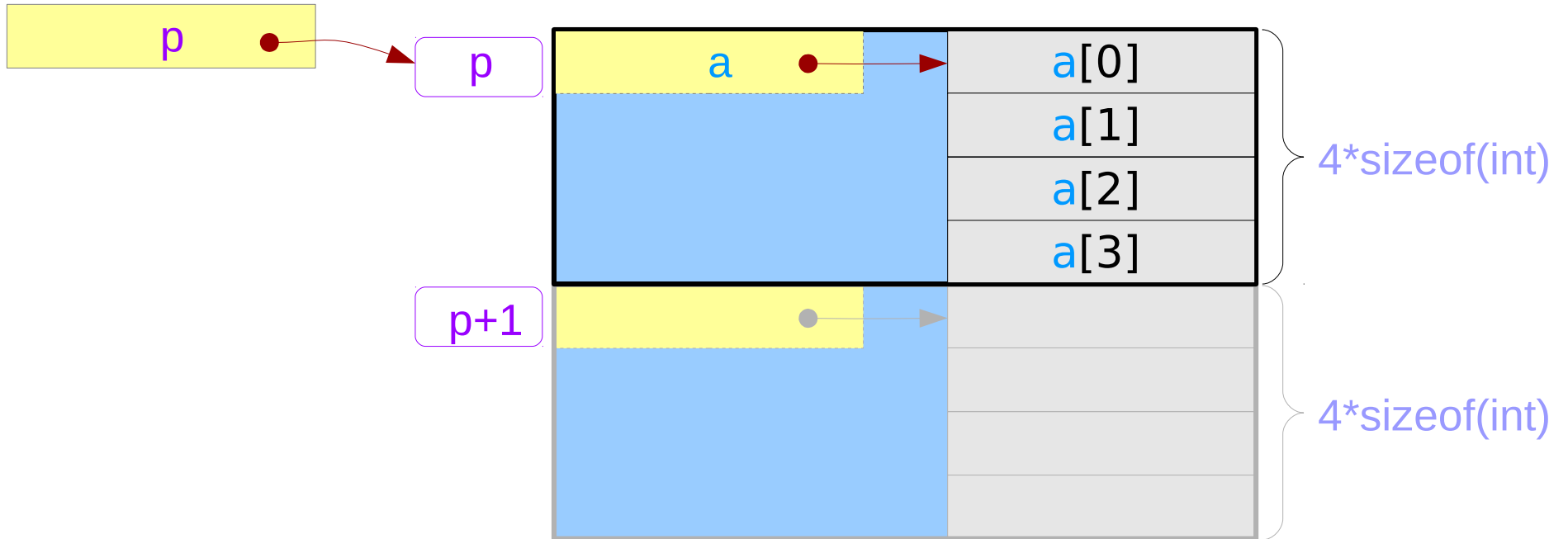


# Incrementing a pointer to an array

```
int (*p) [4];
```

$$\text{Address value } (p+1) - \text{Address value } (p) \\ = (\text{long}) (p+1) - (\text{long}) (p) = 4 * \text{sizeof(int)}$$

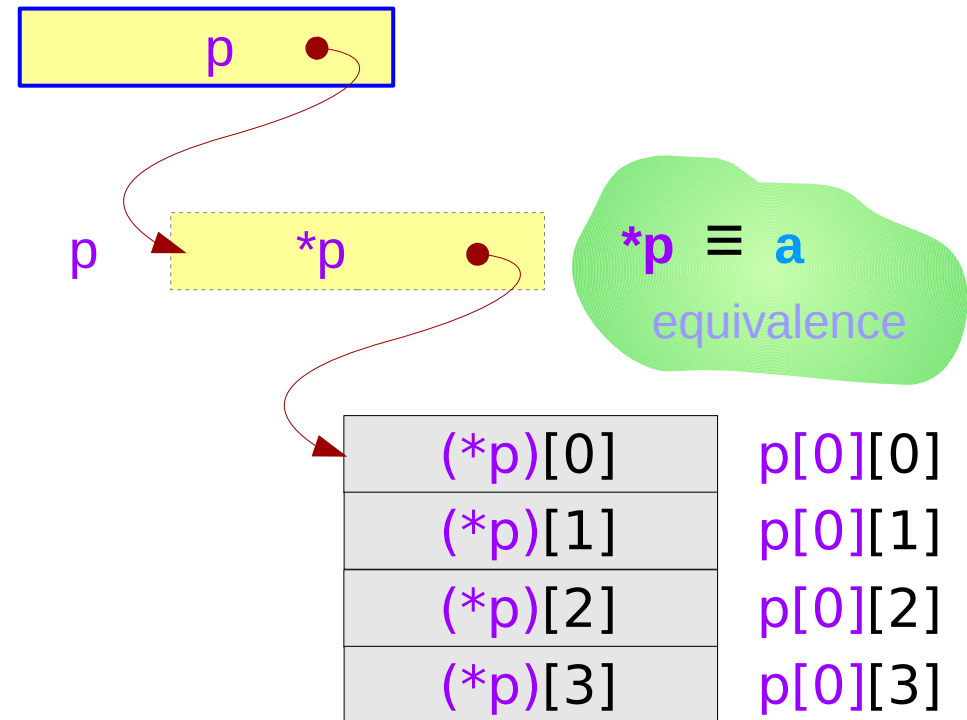
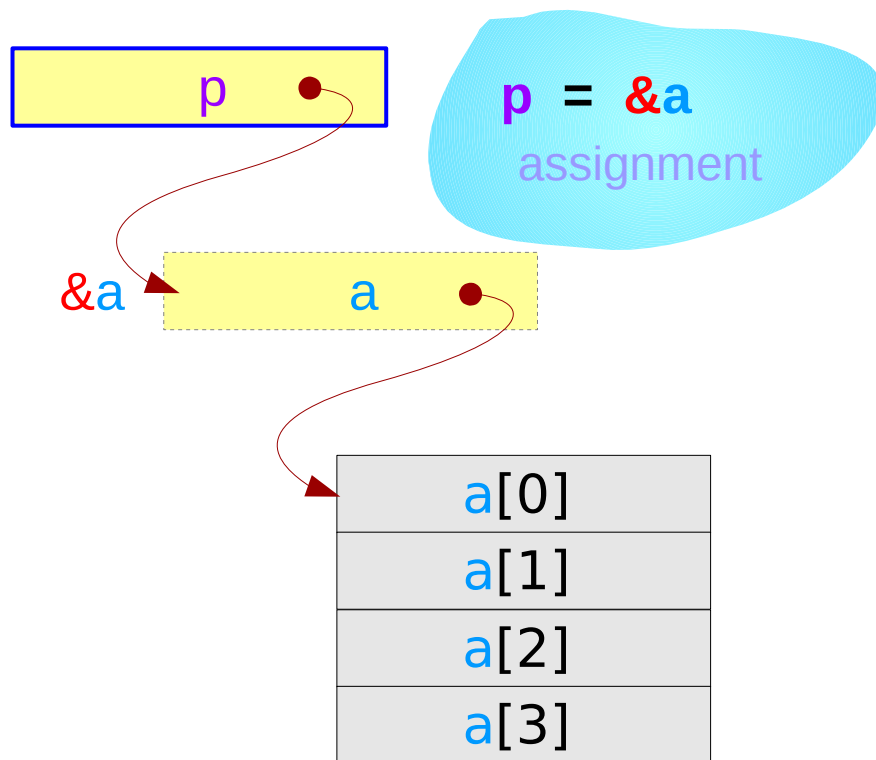
**Aggregated Type Size**



# Pointer to an array – a variable view

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

```
int (*p)[4] = &a;
```

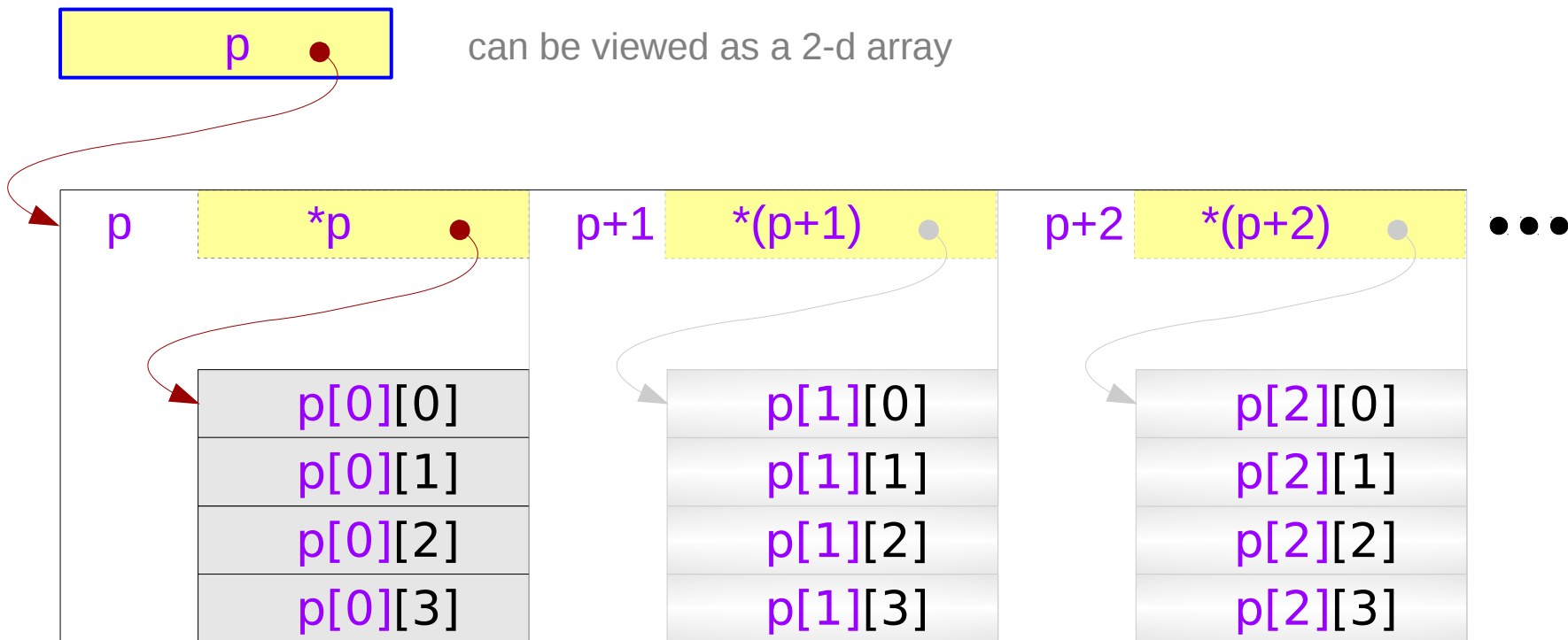


# Pointer to an array – an extended variable view

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

```
int (*p)[4] = &a;
```

```
p = &a;
```

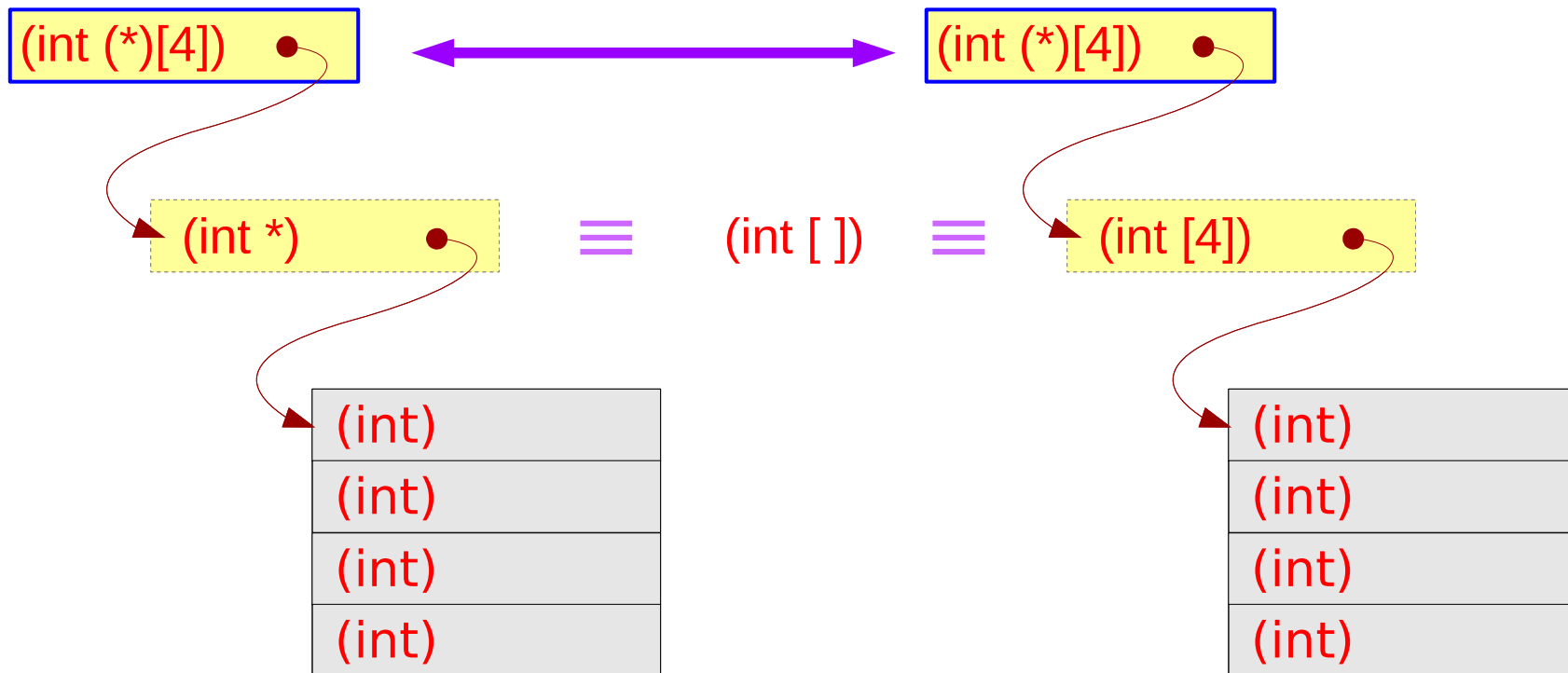




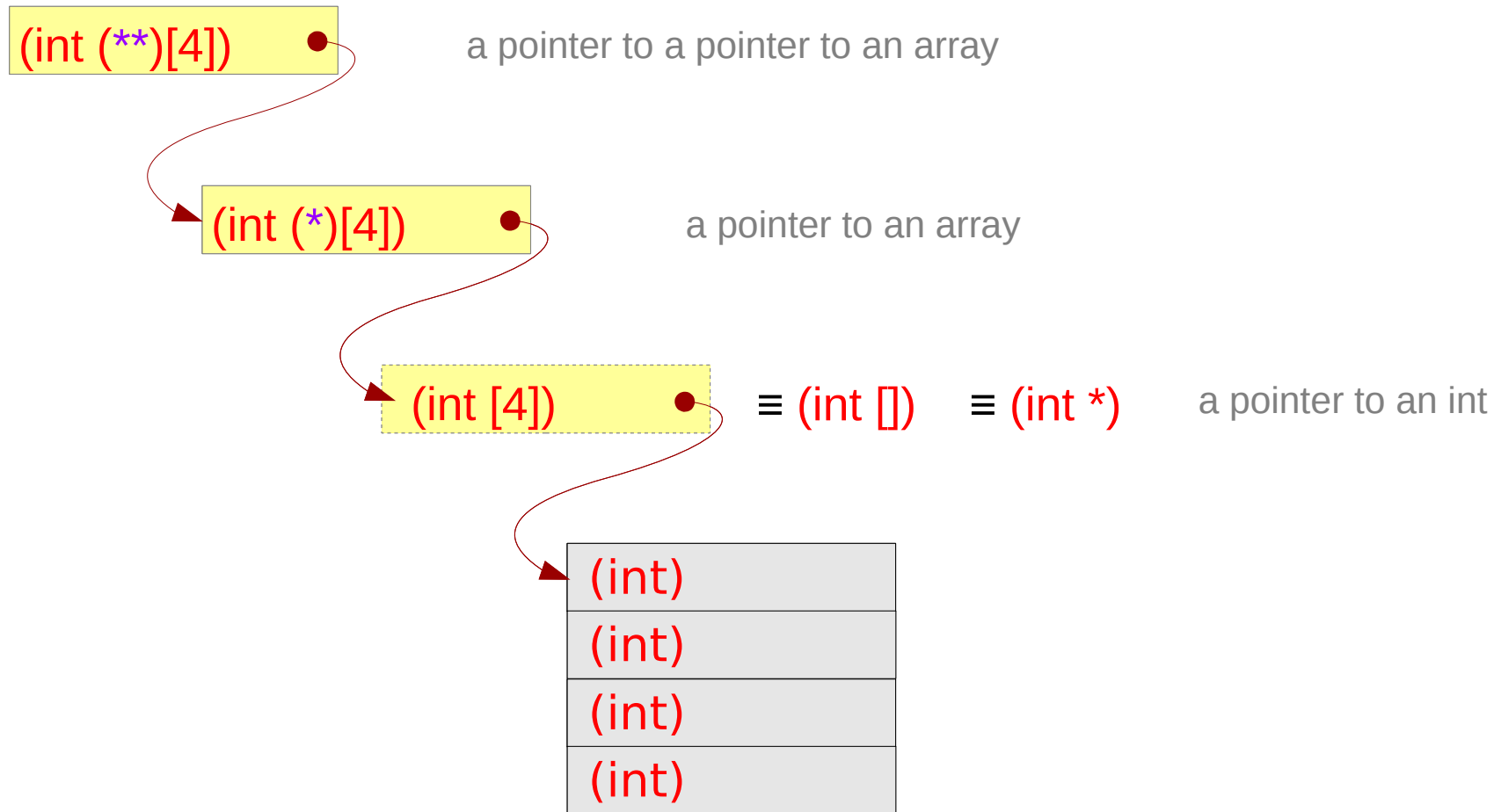
# Pointer to an array – a type view

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

```
int (*p)[4] = &a;
```



# Double pointer to an array – a type view





# Series of array pointers – a variable view

```
int (*p1)[4];  
int (*p2)[4];  
int (*p3)[4];
```

```
int (*q);
```

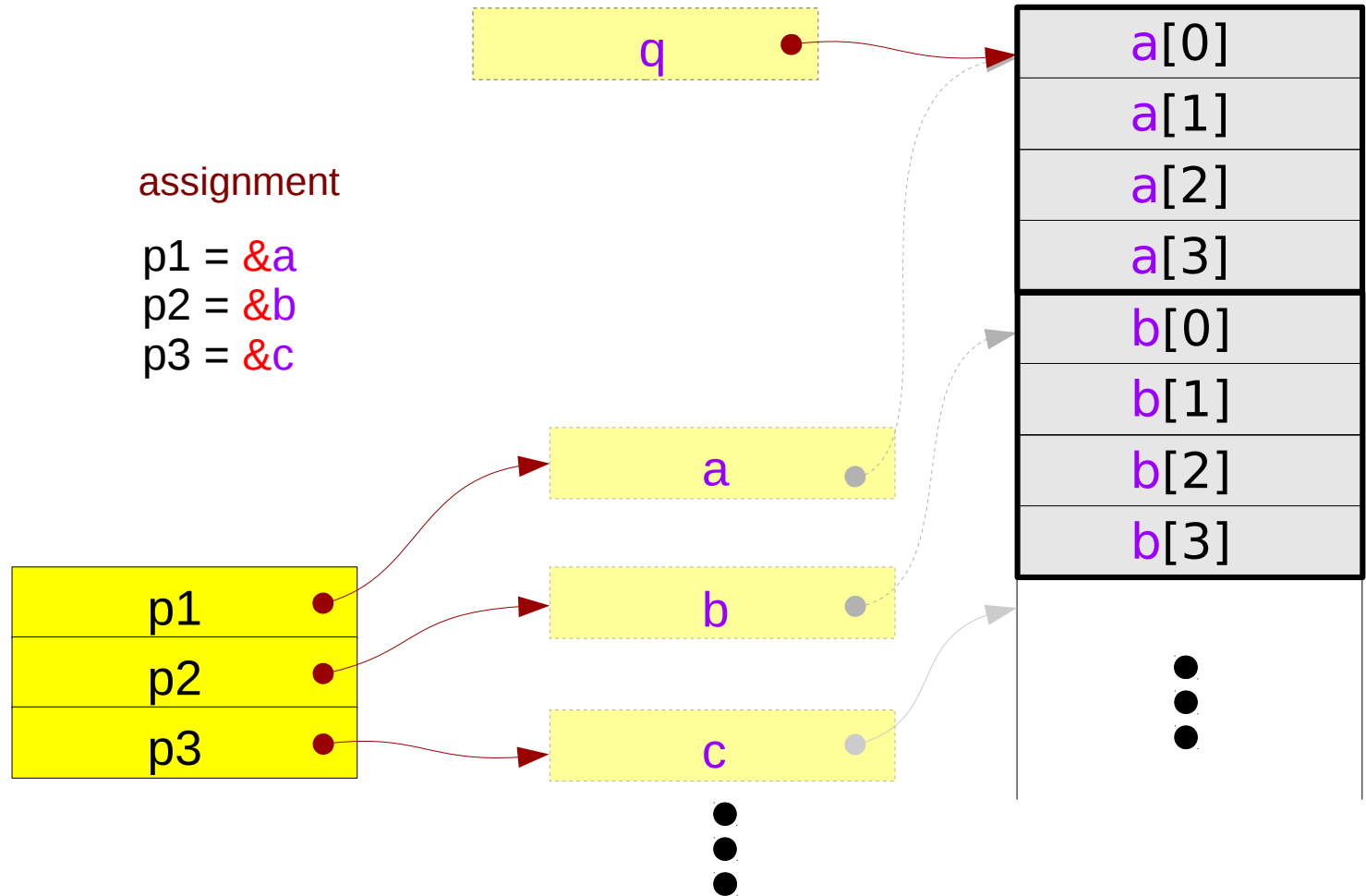
equivalence

```
(*p1) ≡ p1[0] ≡ a  
(*p2) ≡ p2[0] ≡ b  
(*p3) ≡ p3[0] ≡ c
```

assignment

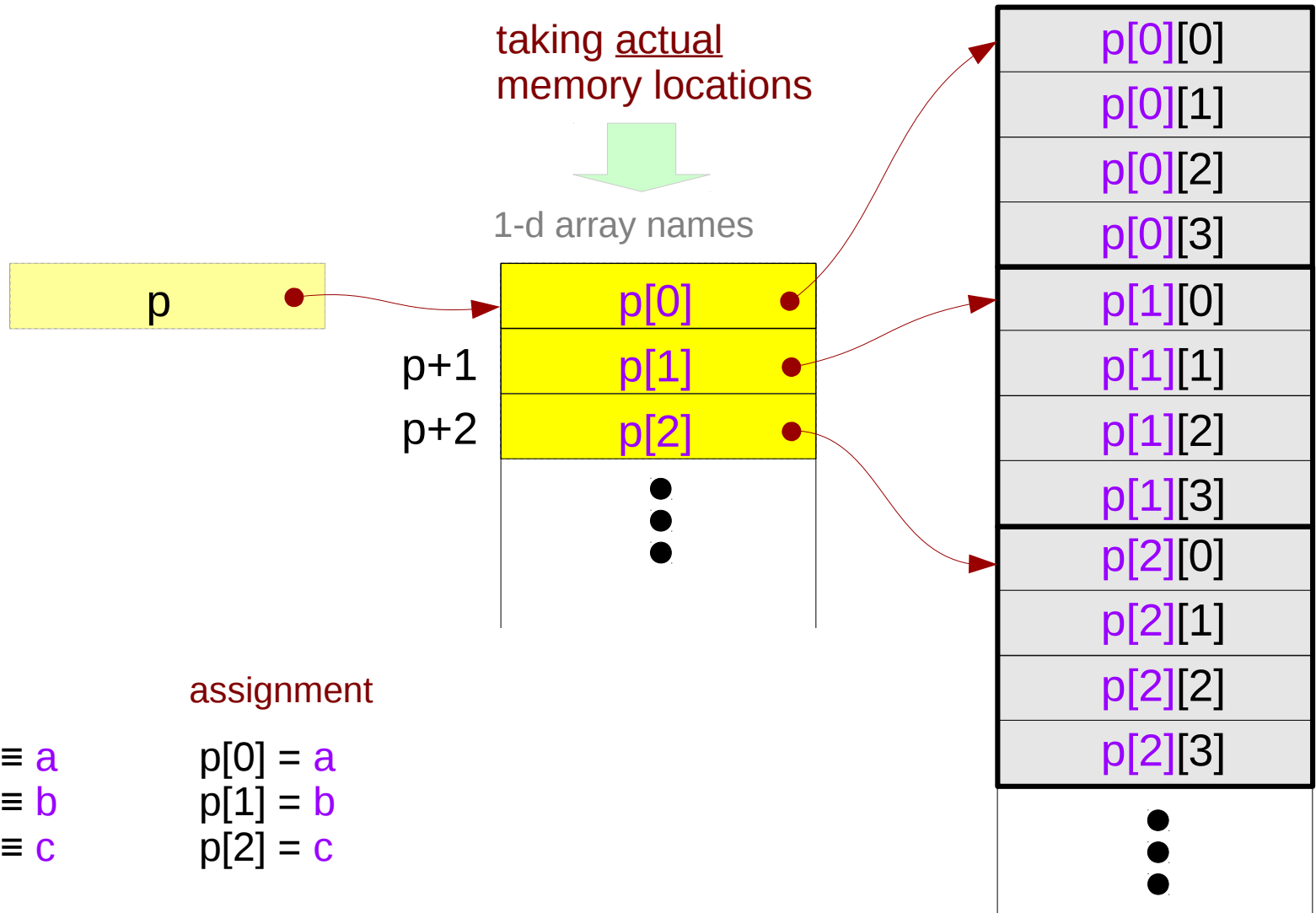
```
p1 = &a  
p2 = &b  
p3 = &c
```

a pointer to an array



# Pointer array – a variable view

```
int *p[3];
```



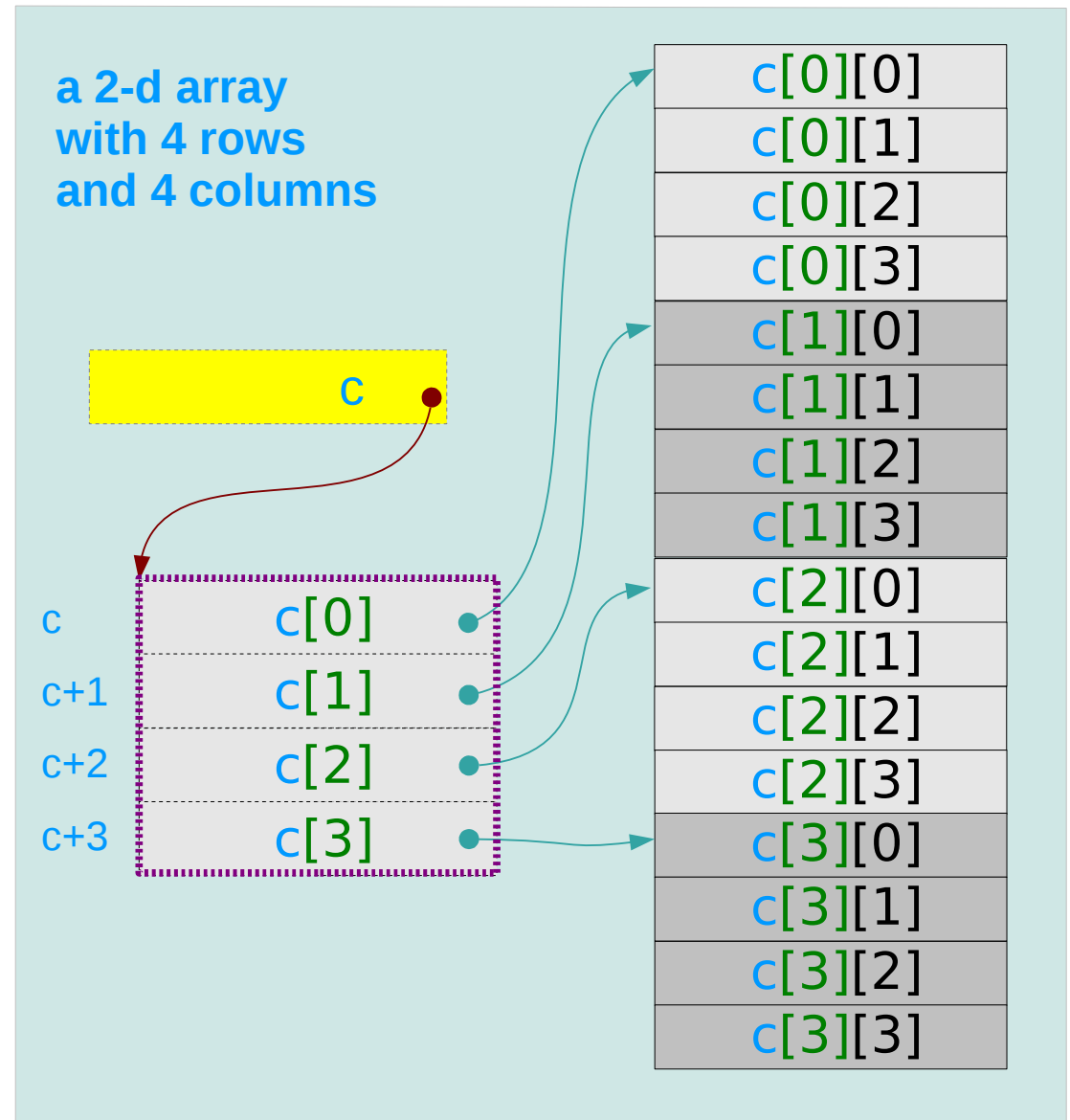


# A 2-d array and its sub-arrays – a variable view

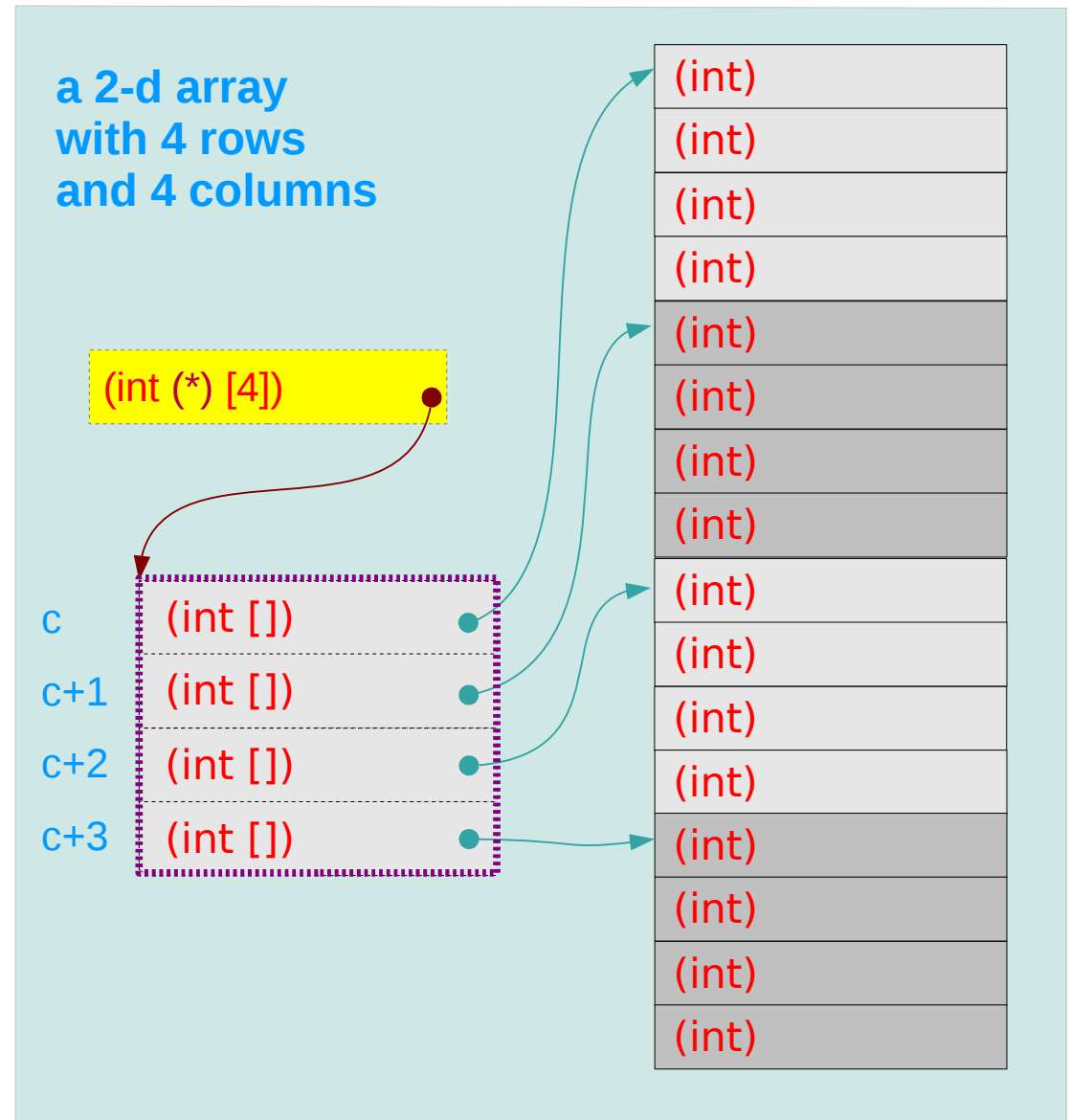
the array name `c` of a 2-d array as an array pointer which points to its 1<sup>st</sup> 1-d sub-array of 4 elements.

`c[0]` the 1<sup>st</sup> 1-d sub-array name  
`c[1]` the 2<sup>nd</sup> 1-d sub-array name  
`c[2]` the 3<sup>rd</sup> 1-d sub-array name  
`c[3]` the 4<sup>th</sup> 1-d sub-array name

`c[0]`, `c[1]`, `c[2]`, `c[3]` can be implemented without taking actual memory locations



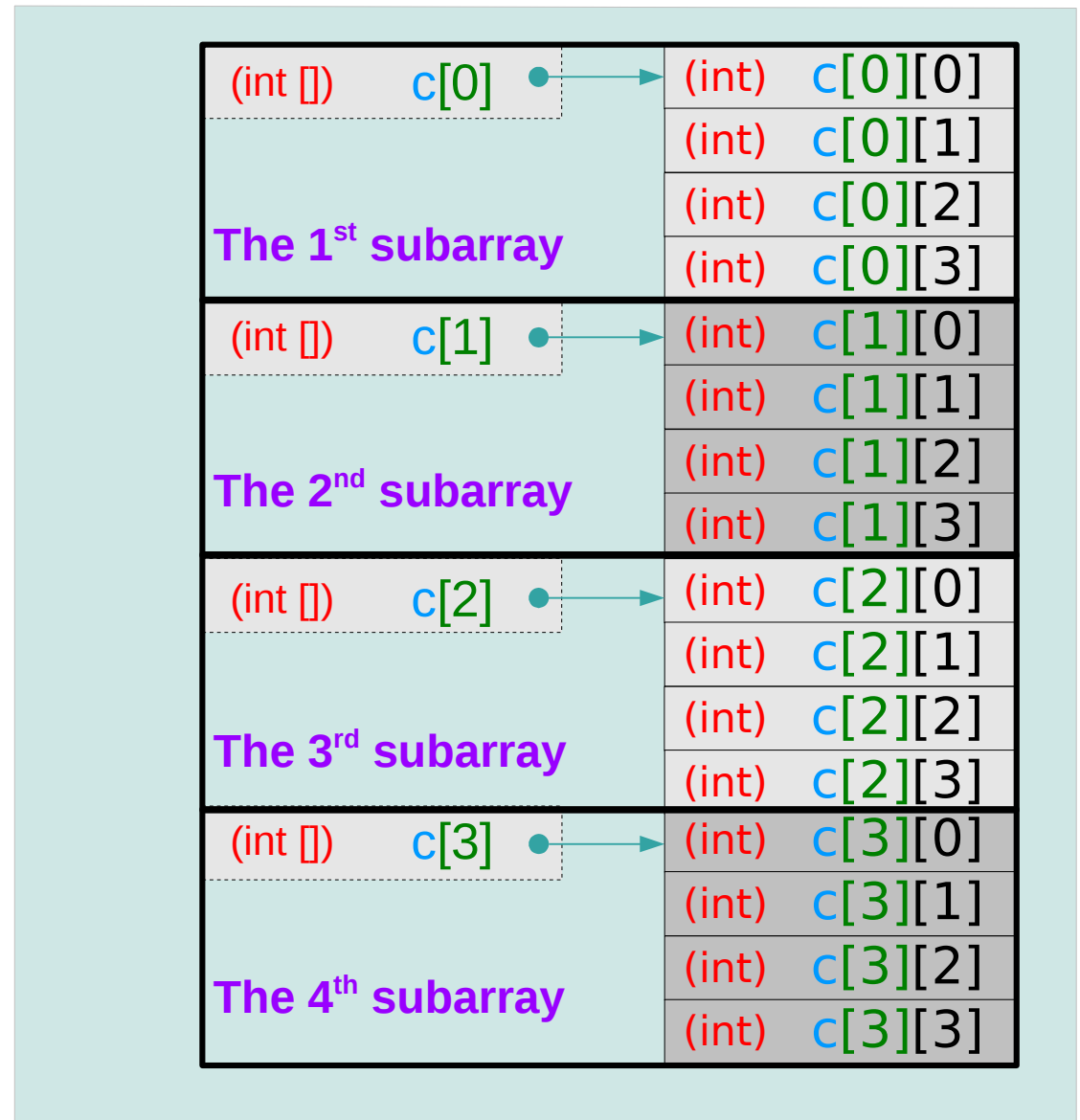
# A 2-d array and its sub-arrays – a type view





# 1-d subarray aggregated data type

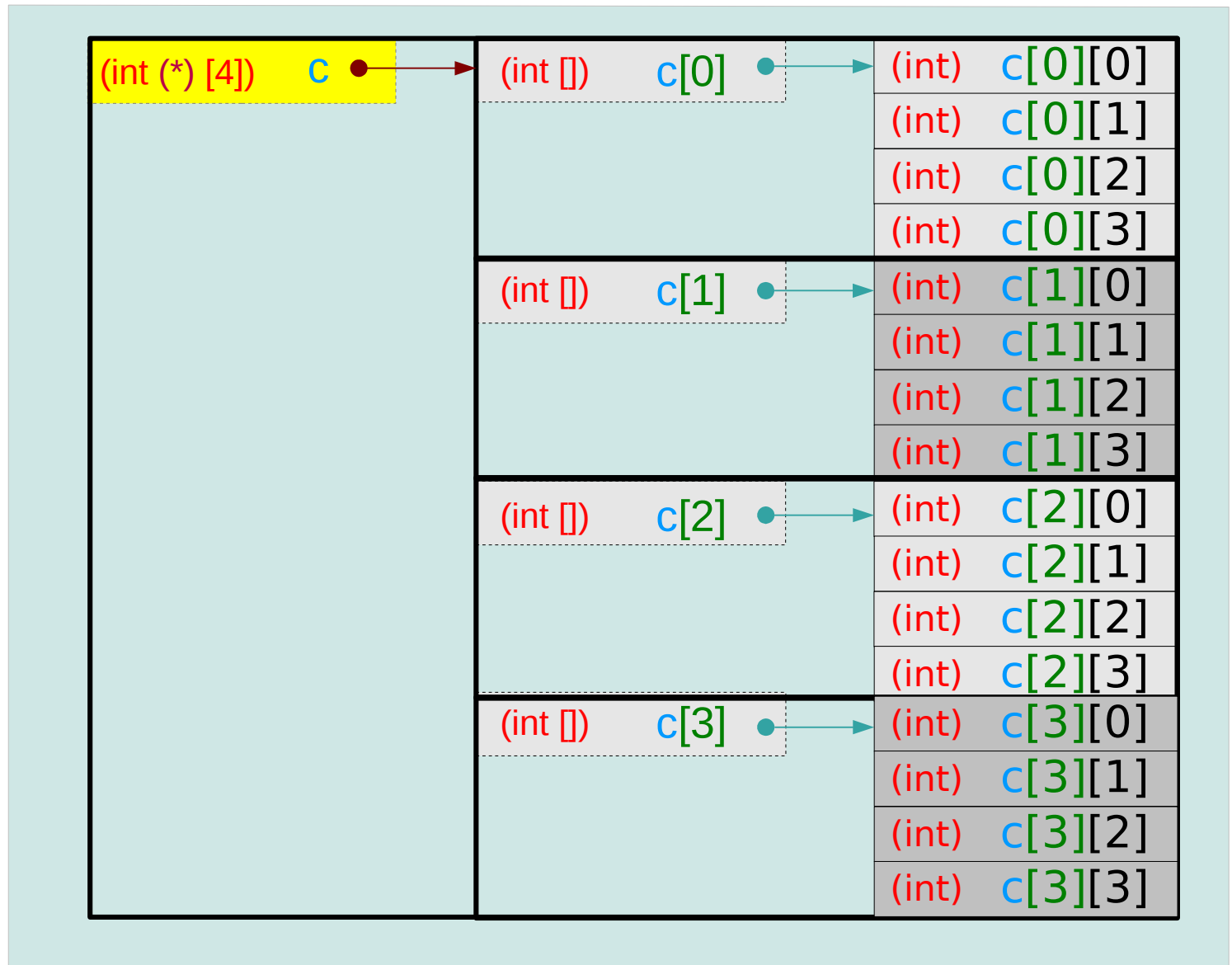
sizeof(**c[0]**) = 16 bytes  
sizeof(**c[1]**) = 16 bytes  
sizeof(**c[2]**) = 16 bytes  
sizeof(**c[3]**) = 16 bytes



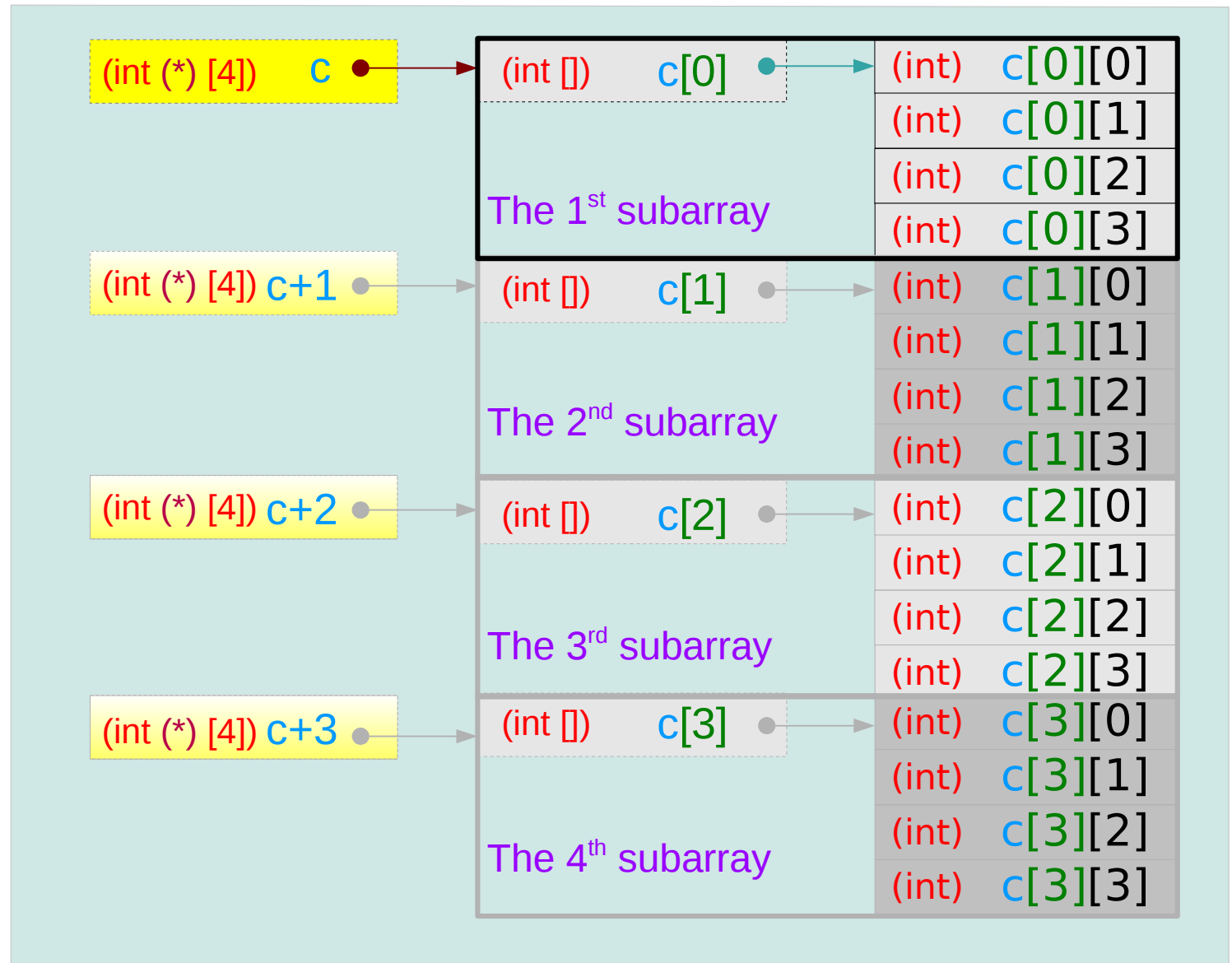
# 2-d subarray aggregated data type

2-d array :  
sizeof(**c**) = 64 bytes

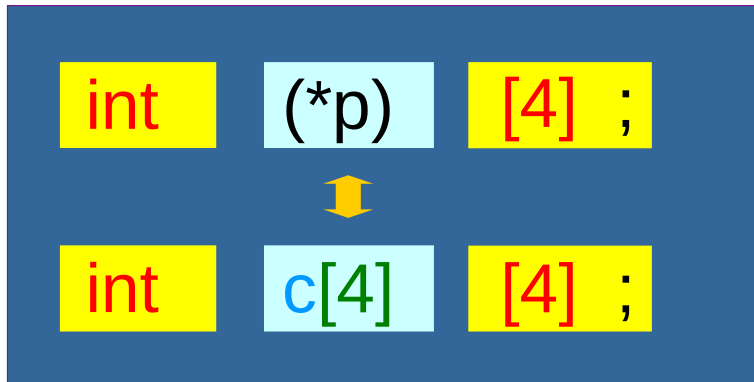
1-d sub-arrays :  
sizeof(**\*c**) = 16 bytes



# 2-d array name as a pointer to a 1-d subarray



# Assignment of array pointer variables



(int (\*) [4])

p = &c[0];

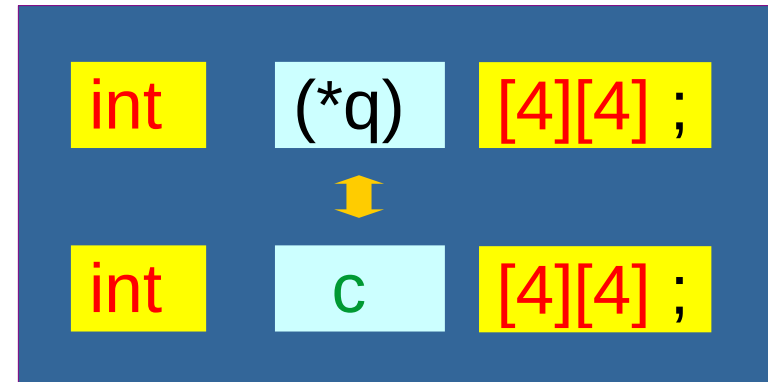
p = c;

p[0] ≡ c[0]

p[1] ≡ c[1]

p[2] ≡ c[2]

p[3] ≡ c[3]



(int(\*)[4][4])

q = &c;

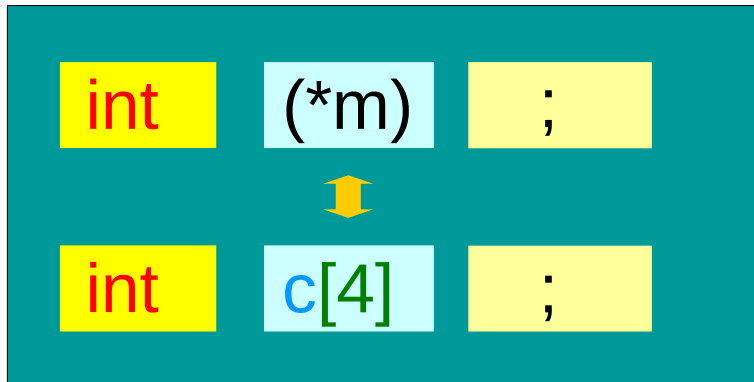
(\*q)[0] ≡ c[0]

(\*q)[1] ≡ c[1]

(\*q)[2] ≡ c[2]

(\*q)[3] ≡ c[3]

# Assignment of array pointer variables

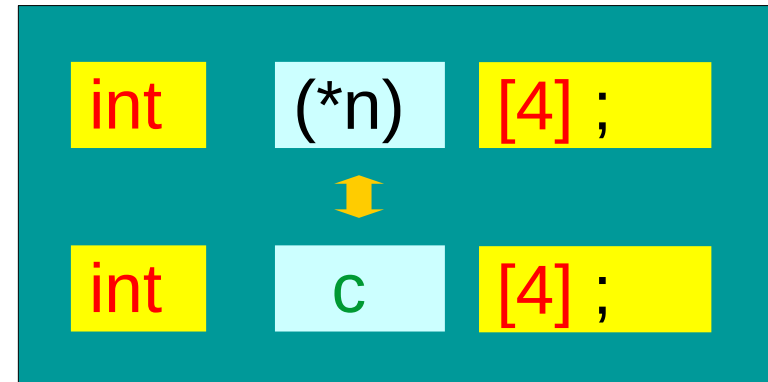


(int (\*))

```
m = &c[0];
```

```
m = c;
```

```
m[0] ≡ c[0]  
m[1] ≡ c[1]  
m[2] ≡ c[2]  
m[3] ≡ c[3]
```

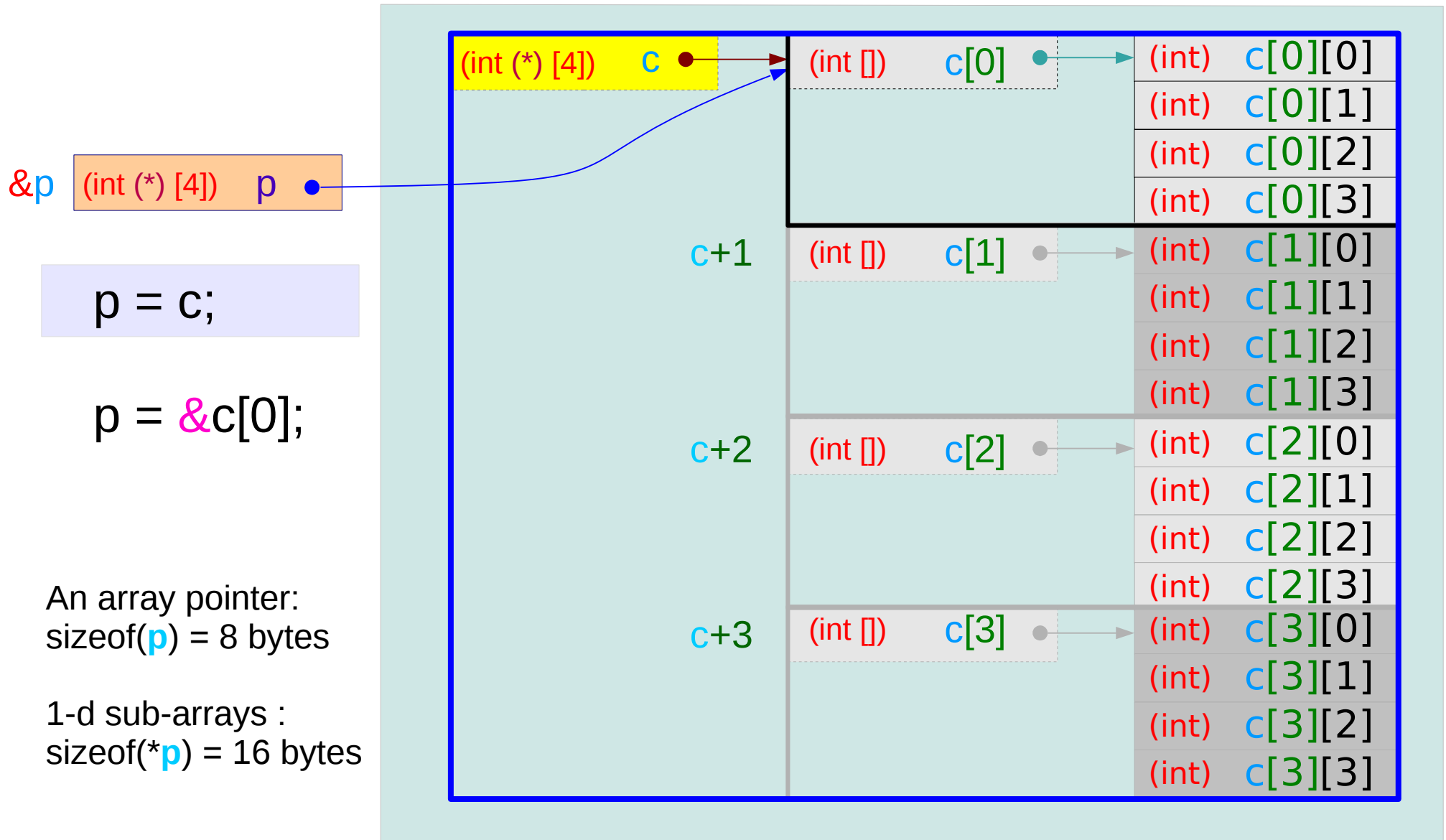


(int(\*)[4])

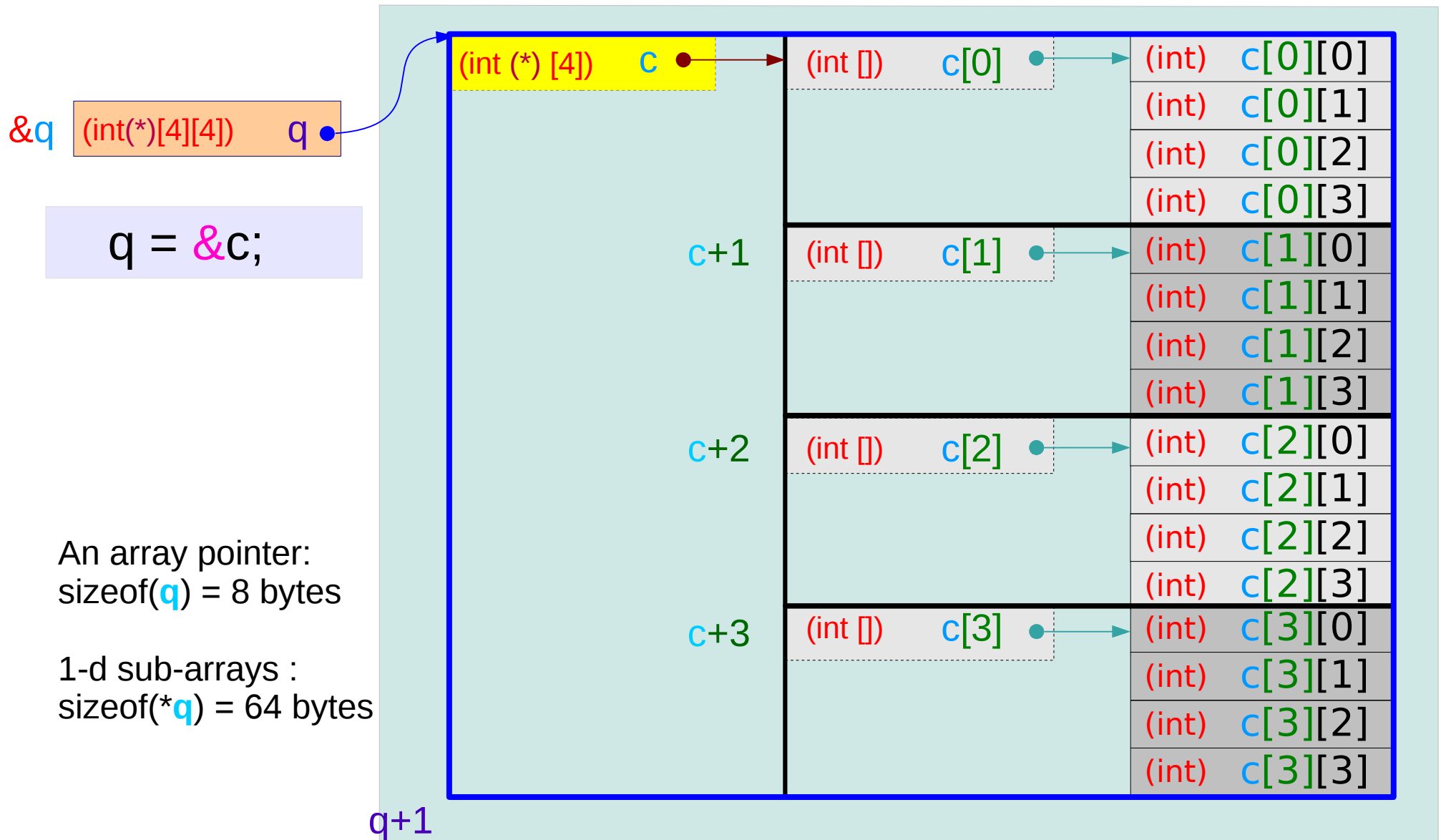
```
n = &c;
```

```
(*n)[0] ≡ c[0]  
(*n)[1] ≡ c[1]  
(*n)[2] ≡ c[2]  
(*n)[3] ≡ c[3]
```

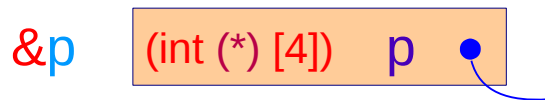
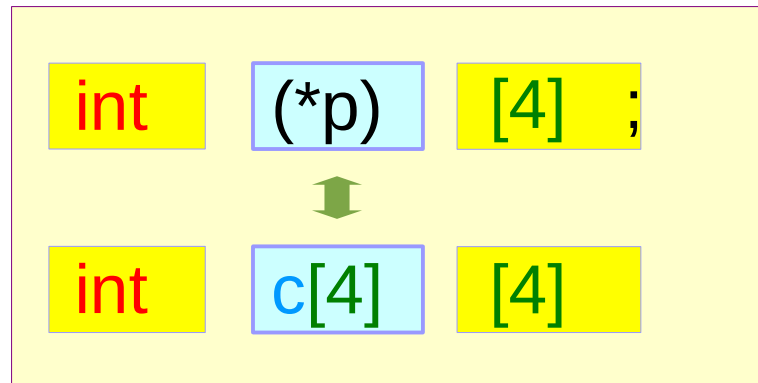
# Pointer variable to a 1-d array



# Pointer variable to a 2-d array

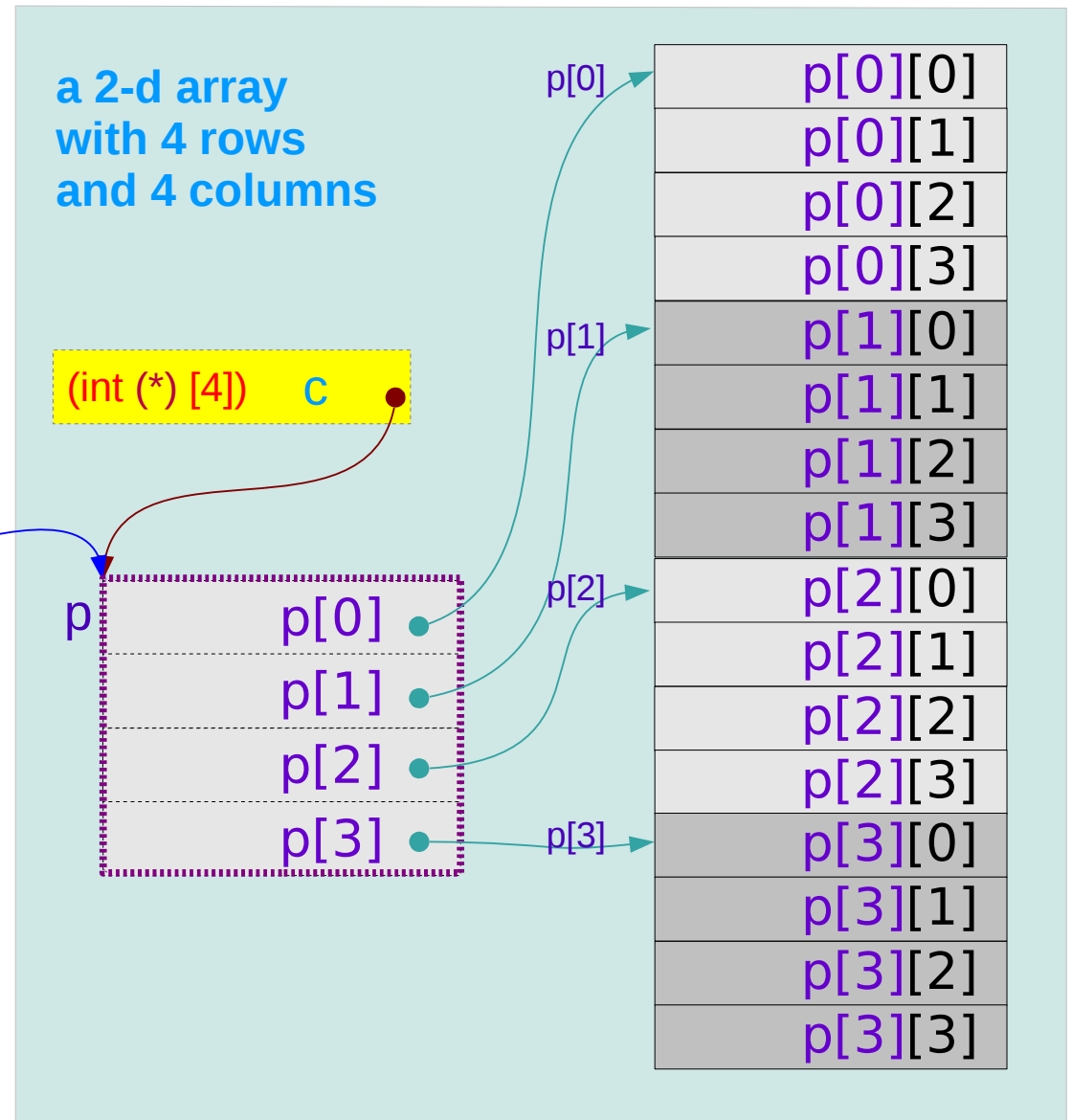


# Using a pointer to a 1-d array



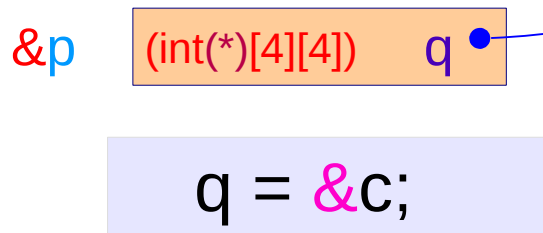
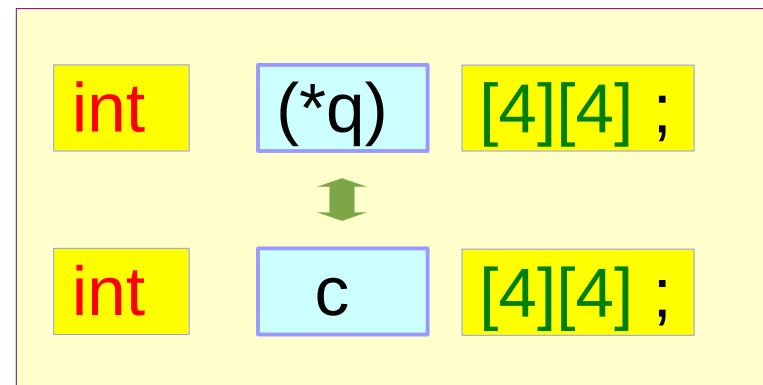
```
p = c;
```

- `p[0] ≡ c[0]`
- `p[1] ≡ c[1]`
- `p[2] ≡ c[2]`
- `p[3] ≡ c[3]`

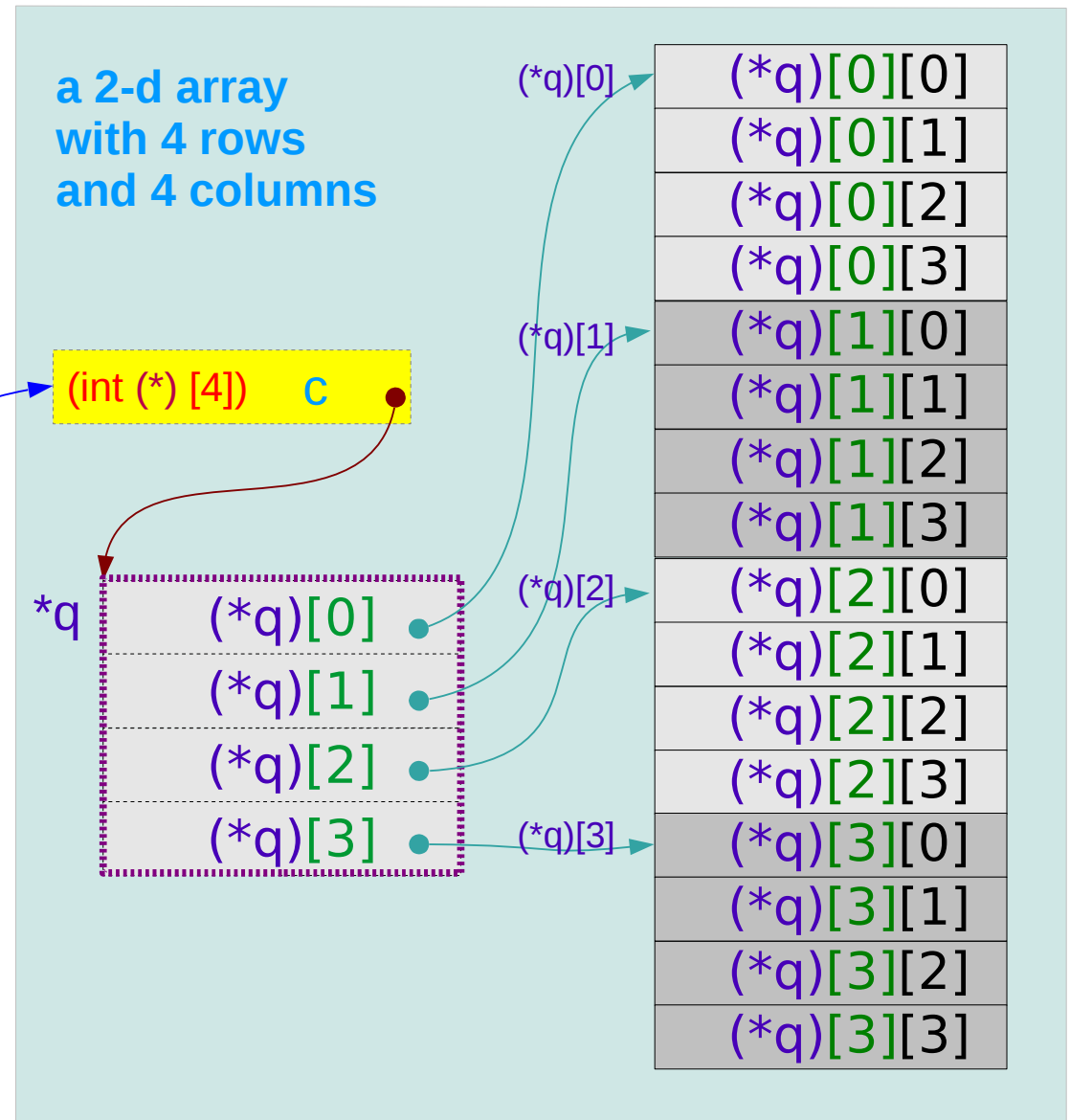




# Using a pointer to a 2-d array



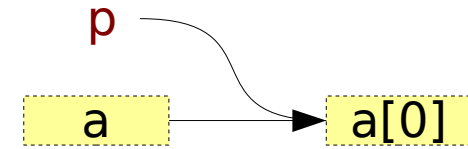
`(*q)[0] ≡ c[0]`  
`(*q)[1] ≡ c[1]`  
`(*q)[2] ≡ c[2]`  
`(*q)[3] ≡ c[3]`



# Pointer to multi-dimensional arrays (1)

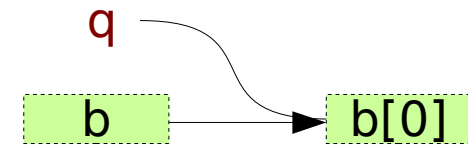
```
int a[4][2];  
int (*p)[2];
```

```
p = &a[0];  
p = a;
```



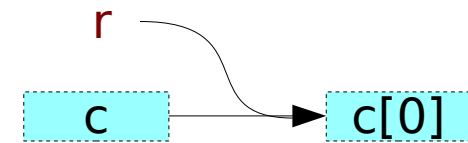
```
int b[4][2][3];  
int (*q)[2][3];
```

```
q = &b[0];  
q = b;
```

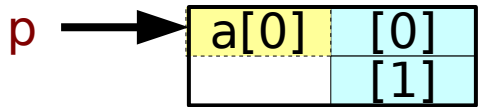


```
int c[4][2][3][4];  
int (*r)[2][3][4];
```

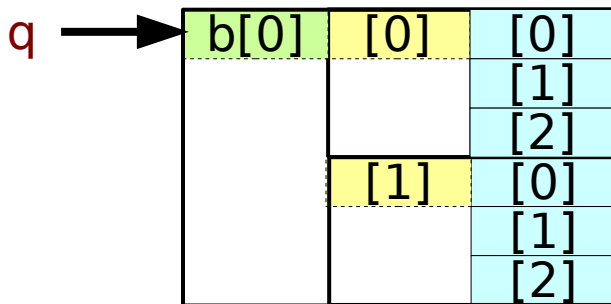
```
r = &c[0];  
r = c;
```



# Pointer to multi-dimensional arrays (2)



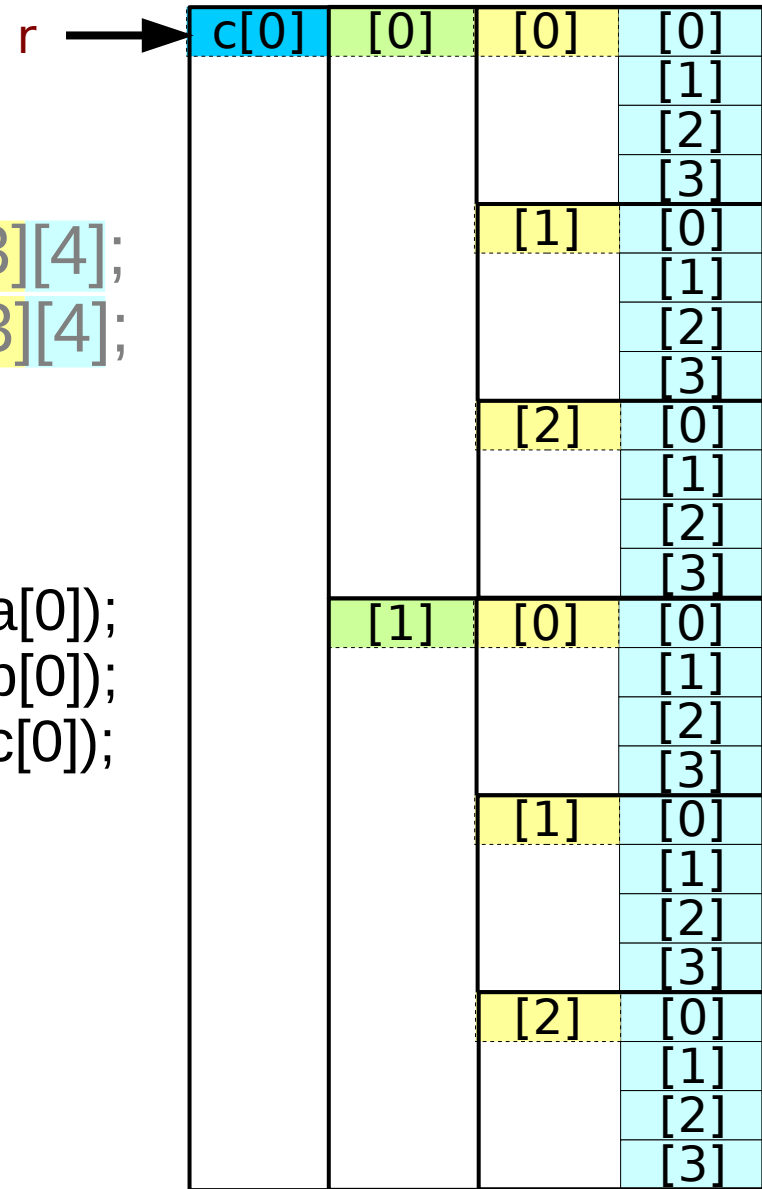
```
int a[4][2];
int (*p)[2];
```



```
int b[4][2][3];
int (*q)[2][3];
```

```
int c[4][2][3][4];
int (*r)[2][3][4];
```

```
p = a; (= &a[0]);
q = b; (= &b[0]);
r = c; (= &c[0]);
```



# To pass array name

```
int a[4] [2];  
int (*p) [2];
```

```
prototype void func(int (*p)[2], ...);  
call func(a, ...);
```

```
int b[4] [2][3];  
int (*q) [2][3];
```

```
prototype void func(int (*q)[2][3], ...);  
call func(b, ...);
```

```
int c[4] [2][3][4];  
int (*r) [2][3][4];
```

```
prototype void func(int (*r)[2][3][4], ...);  
call func(c, ...);
```

## 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