CSC209: Software Tools and Systems Programming

Week 3: Arrays and Pointers pt. 1¹ Kianoosh Abbasi

¹Slides are mostly taken from Andi Bergen's in summer 2021.

PCRS: Arrays

Declaring arrays:

int student_ids[400];

Writing to or reading from array elements:

```
student_ids[0] = 1001111111;
student_ids[399] = 1002222222;
int x = student_ids[0];
```

Questions about these?

PCRS: Pointers and the & Operator

A pointer is a variable that contains the memory address of another variable

- 1. Assume x is an integer and px is a pointer
- 2. Then, px = &x stores the *address* of x in px

The & operator expects its operand to be a variable or array element, so constructs such as &(x+1) are illegal

PCRS: Pass-by-value and Pass-by-reference

int x = 10; increment_int(x); // Cannot change x increment2_int(&x); // Can change x

increment() takes an integer parameter, whereas increment2()
takes an address of an integer

PCRS: Pointers and the * Operator

The * operator interprets its operand as an address, and fetches the memory contents at that address

- 1. Assume that y is an integer and px is a pointer
- The statement y = *px assigns to y the integer that px points to
- The * operator is said to *dereference* its operand

PCRS: Declaring Pointers

Pointer declarations are intended as a mnemonic, so:

int *px;

means that *px is equivalent to a variable of type int. Thus, px is a pointer containing the address of an int.

Why? Because K&R.(See p. 90)





Notes on Pointers and Addresses

- A pointer is not an array
 - But it can contain the address of an array
- An array is not a pointer
 - But the compiler interprets the name of an array as the address of its zeroth element, so the following statements are equivalent

```
int *x = &a[0];
int *y = a; // Assuming "a" is an array.
```

A Common Error With Pointers

What does this do:

int *x;
*x = 10;

What about this:

int *x; printf("%d", *x);

Never dereference uninitialized (or NULL) pointers!