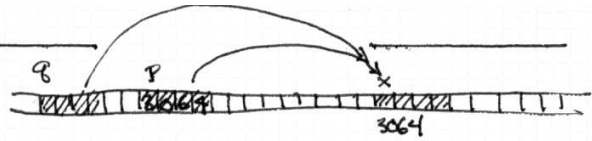
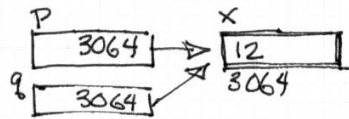


POINTERS BASICS



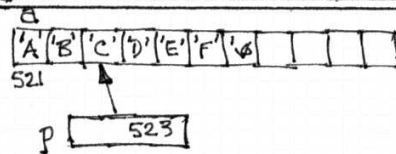
POINTERS and FUNCTIONS

```

main()
{
    int x;
    f(&x)
}

f(int *p)
{
    *p = 4;
}
    
```

POINTERS and ARRAYS



```

while (*p++)
;

len = p - a - 1;
    
```

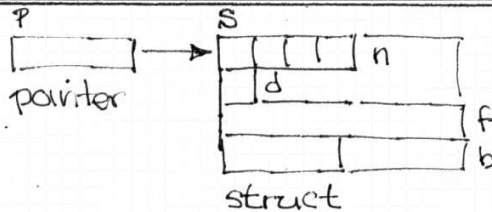
INDEXING and POINTING

a[2]	(a+3)[1]	*a	*(a+2)
p[2]	(p+1)[4]	*p	*(p+2)
ADDR[OFFSET]		*(ADDR)	

ADDR can be

- ① array name
- ② pointer value
- ③ & variable

POINTER TO A STRUCT



NOTATION

p → n	s.n
p → d	s.d
p → n[2]	s.n[2]
p → f	s.f

ARRAY OF POINTERS

