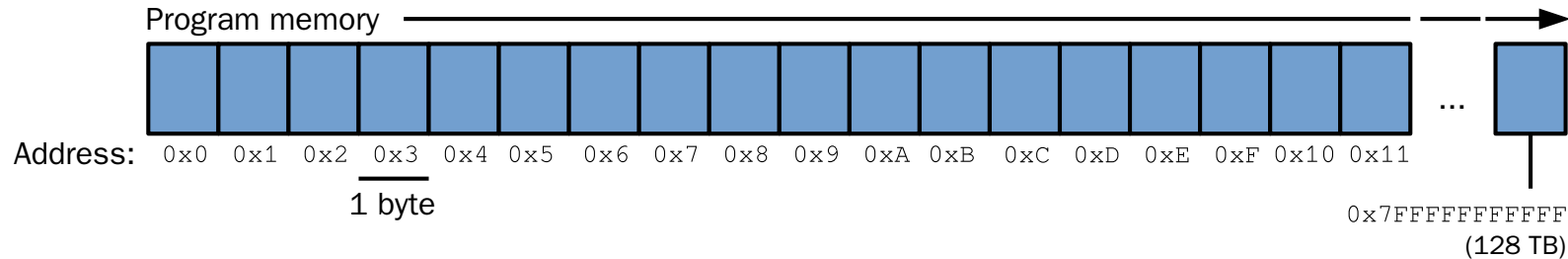


COMP26020 Programming Languages and Paradigms -- Part 1

Introduction to Pointers

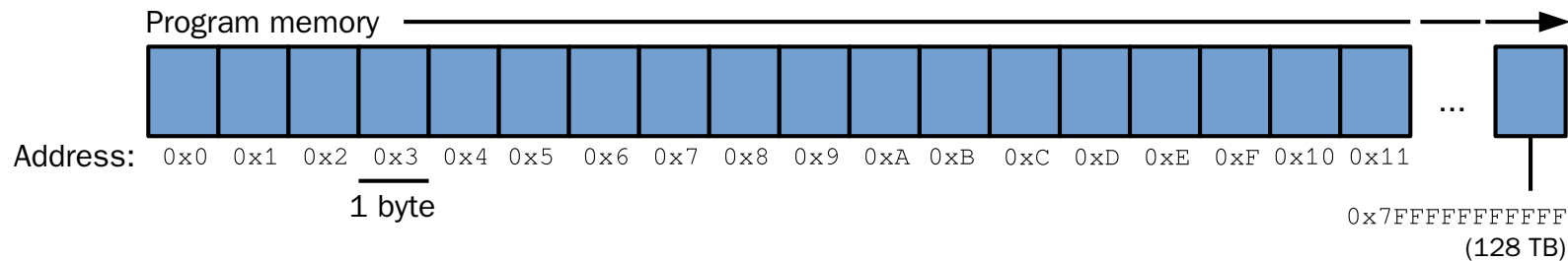
Program Memory Layout

- All the program's code and data is present somewhere in memory
- The area of memory accessible by the program is the **address space**
 - It's a large array of contiguous bytes
 - **Addresses** are indexes in that array



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- Note that this is virtual memory:
 - Address space size independent from the amount of RAM
 - Each program gets its own address space

Program Memory Layout

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```
int glob = 12;
char string[] = "abcd";

typedef struct {
    int member1;
    float member2;
} mystruct;

int main(int argc, char **argv) {
    mystruct ms;
    ms.member1 = 42;
    ms.member2 = 4.2;
    printf("ms member1: %d, member2: %f\n", ms.member1, ms.member2);
    return 0;
}
```

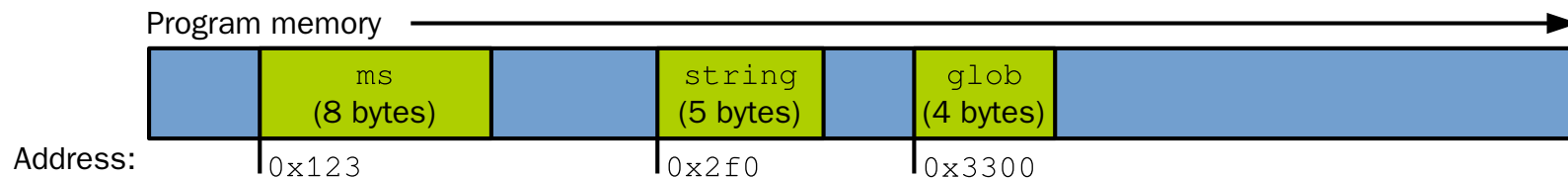
Program Memory Layout

- **Address of a variable:** the address in memory of the first byte storing that variable

```
int glob = 12;           // glob's address is 0x3300
char string[] = "abcd"; // string's address is 0x2f0

typedef struct {
    int member1;
    float member2;
} mystruct;

int main(int argc, char **argv) {
    mystruct ms;           // ms' address is 0x123
    ms.member1 = 42;
    ms.member2 = 4.2;
    printf("ms member1: %d, member2: %f\n", ms.member1, ms.member2);
    return 0;
}
```



Addresses

- Use the `&` operator to get the address of a variable

```
int glob = 12;

typedef struct {
    int member1;
    float member2;
} mystruct;

int main(int argc, char **argv) {
    mystruct ms = {1, 2.0};

    // With modern processors an address is a 64 bits value so we need the right format
    // specifier: "%p", which will print the address in hexadecimal prefixed by "0x",
    // for example "0x12345"
    printf("ms address is: %p, glob address is %p\n", &ms, &glob);
    return 0;
}
```

[09-pointers-introduction/ampersand.c](#) 

Pointers

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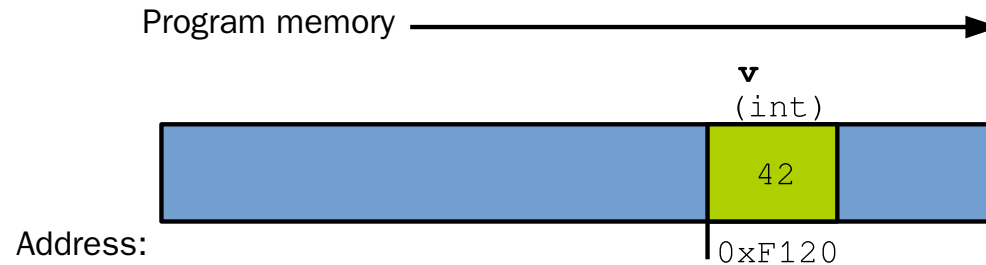
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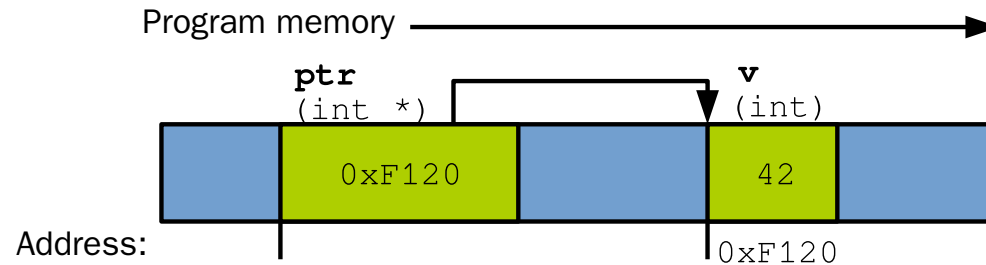


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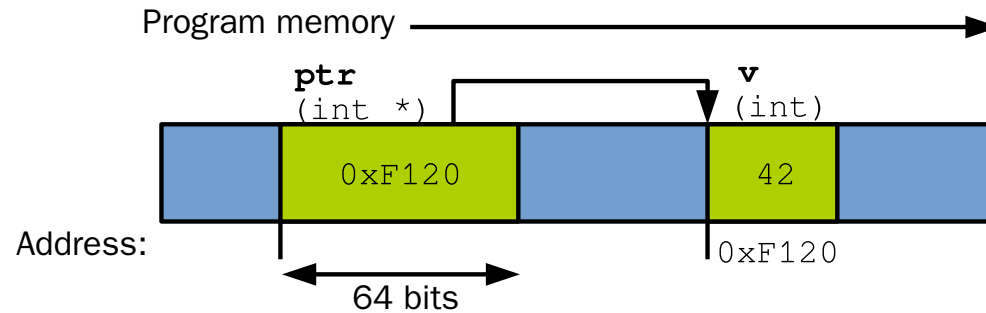


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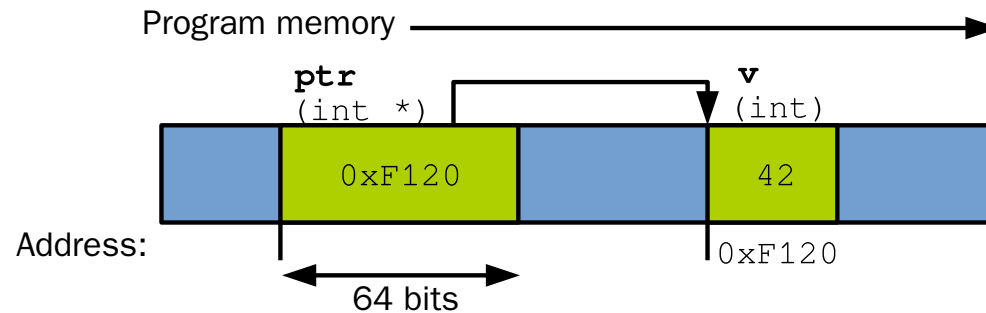


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- Declaration: `<pointed type> *<pointer name>;`

```
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int *ptr = &v;
```



- Dereferencing, i.e. accessing the pointed value, done with `*`

```
printf("pointer value:  %p\n", ptr);    // 0xF123  
printf("pointed value: %d\n", *ptr);   // 42
```

Pointers

```
int glob = 12;
double glob2 = 4.4;

typedef struct { int member1; double member2; } mystruct;

int main(int argc, char **argv) {
    mystruct ms = {55, 2.23};

    int *ptr1 = &glob;
    double *ptr2 = &glob2;
    mystruct *ptr3 = &ms;

    /* Print each pointer's value (i.e pointed address), and pointed value */
    printf("ptr1 = %p, *ptr1 = %d\n", ptr1, *ptr1);
    printf("ptr2 = %p, *ptr2 = %f\n", ptr2, *ptr2);
    printf("ptr3 = %p, *(ptr3).member1 = %d, *(ptr3).member2 = %d\n",
           ptr3, *(ptr3).member1, *(ptr3).member2);
}
```

[09-pointers-introduction/pointer.c](https://github.com/09-pointers-introduction/pointer.c) 

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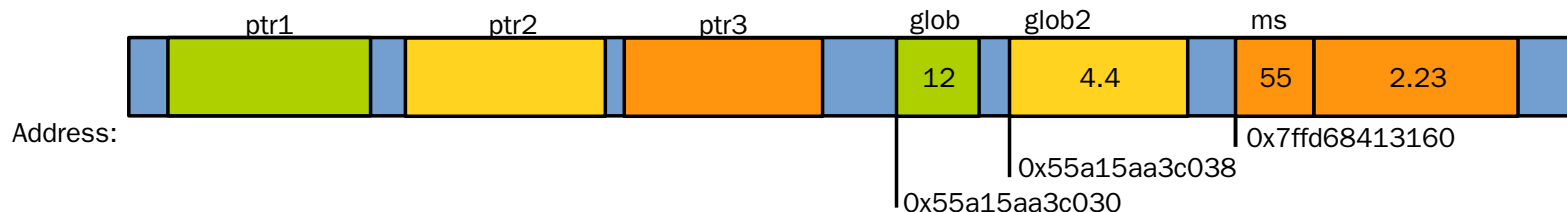
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09-pointers-introduction/pointer.c



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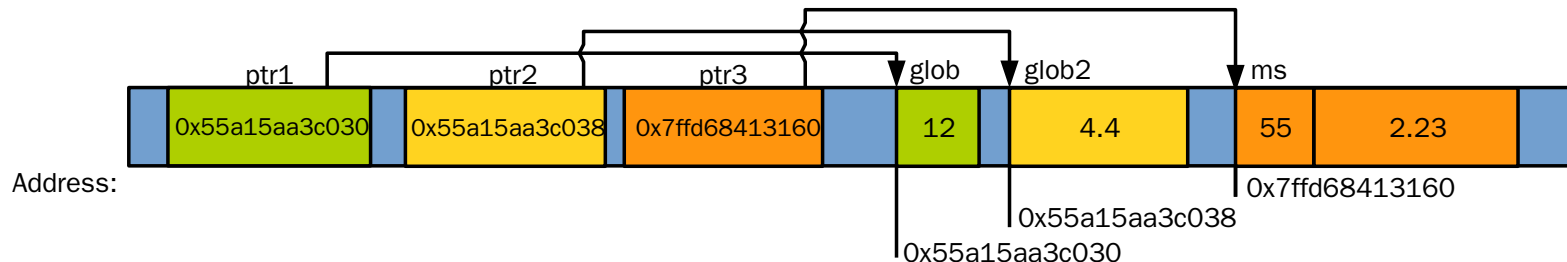
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    printf("ptr1 = %p, *ptr1 = %d\n", ptr1, *ptr1);
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    printf("ptr3 = %p, *(ptr3).member1 = %d, *(ptr3).member2 = %d\n",
        ptr3, *(ptr3).member1, *(ptr3).member2);
}
```

09-pointers-introduction/pointer.c



Summary

- A pointer: variable that stores an address corresponding to a memory location
 - Can access that location through the pointer
-

Feedback form: <https://bit.ly/3fKzIzr>

