

Programming with C I

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Pointers

pointer (pointer variable)

- A pointer is a variable whose value is the address of a location in memory.
- 8 bytes on server but depends on machine
- syntax: type *variable

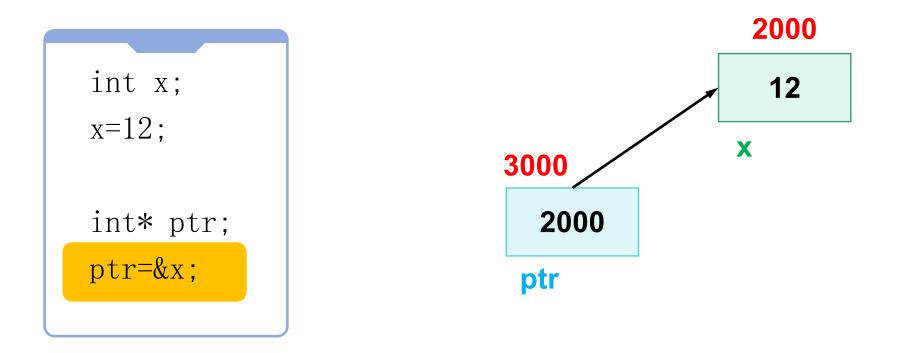
int m = 25; int *itemp=&m; /* a pointer to an integer */ char q= 'c'; char *ch = &q; /*a pointer to a character*/



Returns the address of a variable

the * never returns the address of a variable

Using a Pointer Variable



NOTE: Because ptr holds the address of x, we say that ptr "points to" x.



Indirection/indirect reference

accessing the contents of a memory cell through a pointer variable that stores its address

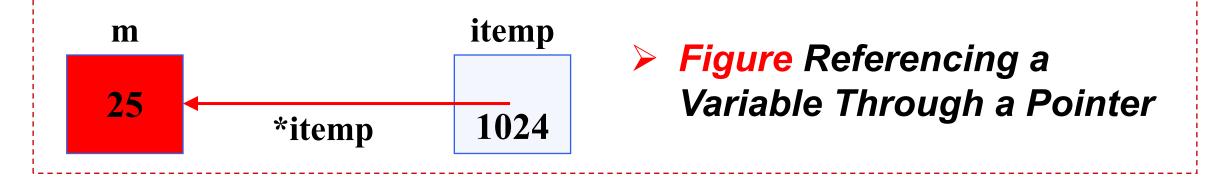
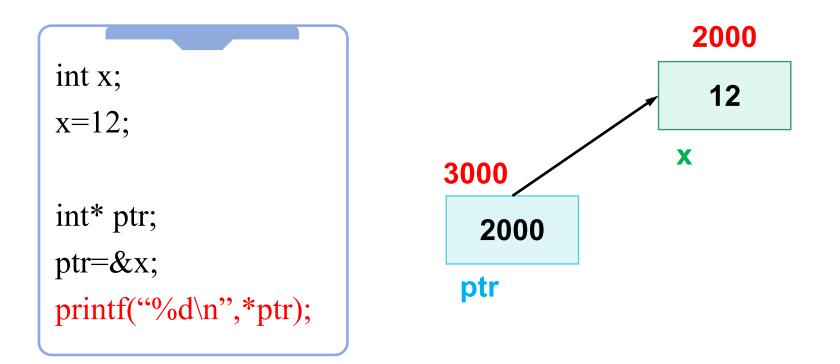


Table References with Pointers

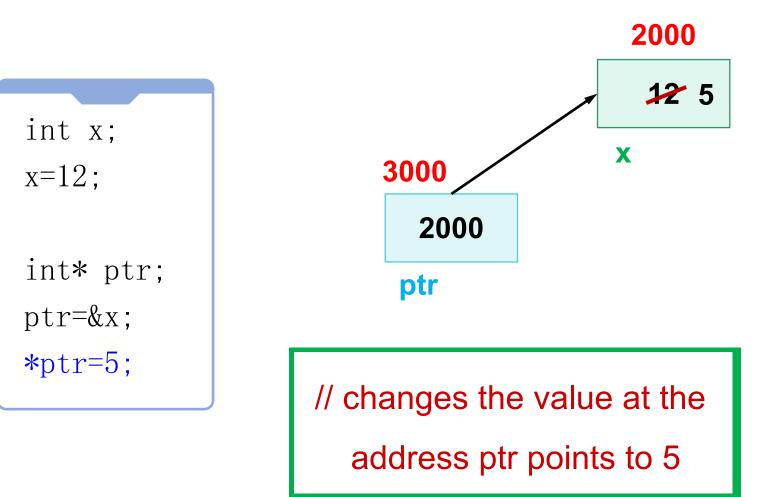
Reference	Cell Referenced	Cell Type Value)
itemp	gray shaded cell	pointer (1024)
*itemp	cell in color	int (25)

*: dereference operator



NOTE: The value pointed to by ptr is denoted by *ptr.

Using the Dereference Operator





* operator (indirection)

Follows a pointer to what it points to

(the thing at the address it stores)

Pointers to Files

- C allows a program to explicitly name a file for input or output.
- Declare file pointers:
 - FILE *inp; /* pointer to input file */
 - FILE *outp; /* pointer to output file */
- Prepare for input or output before permitting access:
 - inp = fopen("infile.txt", "r");
 - outp = fopen("outfile.txt", "w");

Pointers to Files

fscanf

- file equivalent of scanf
- fscanf(inp, "%lf", &item);

fprintf

- file equivalent of printf
- fprintf(outp, "%.2f\n", item);
- closing a file when done
 - fclose(inp);
 - fclose(outp);



THE END

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