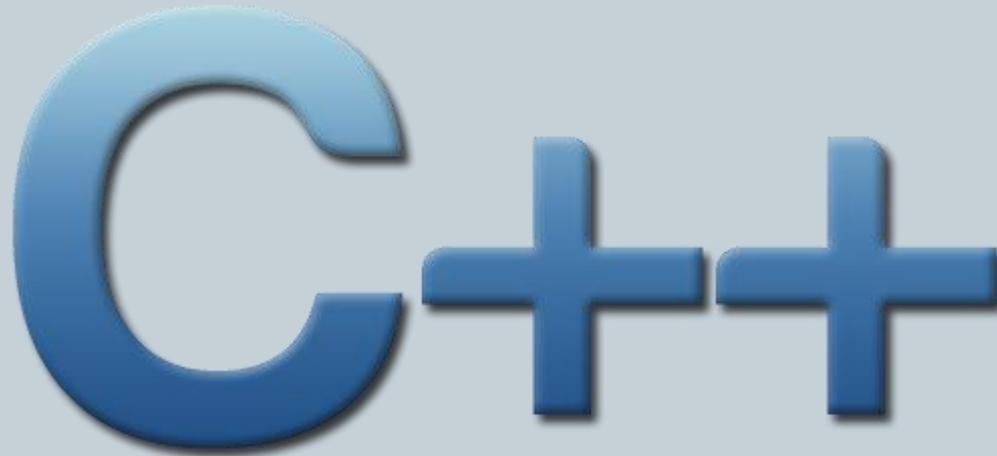


Introduction to C++

A large, stylized logo for C++ programming. The letter 'C' is on the left, followed by two plus signs. The characters are rendered in a blue gradient with a 3D effect, appearing to float above a light blue background. The plus signs are positioned to the right of the 'C', with a small gap between them.

Outline

- Arrays
- Character Sequences
- **Pointers**

Pointers

- When you declare a variable, and run the program, the variable is placed in some location in memory
- That memory location has an address
- Memory can be addressed byte by byte, and each subsequent location is one higher than the last
 - For example, address 1776 will be followed by location 1777
 - Let's say you declare a variable:

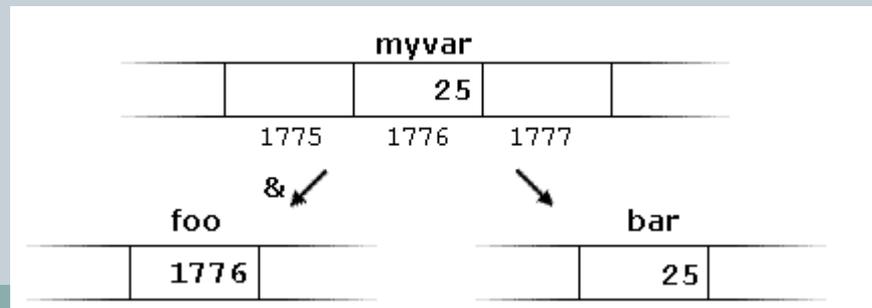
```
int year = 2020;
```
 - You can find it's address using the address operator, &:

```
int * yearAddress = &year;
```
 - The * (dereference) operator says I am a pointer, and I expect to hold an address

Pointers

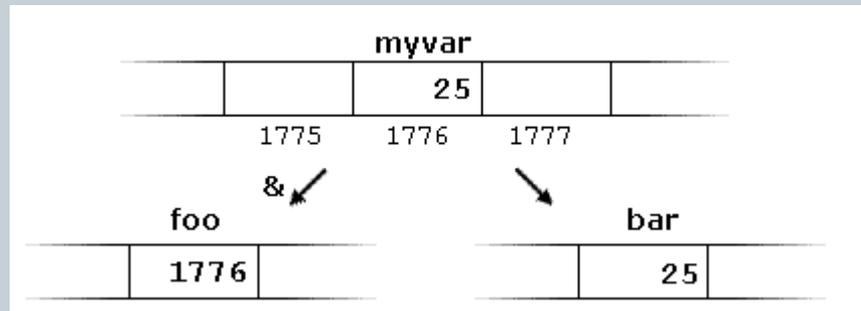
- When a variable is declared, you tell the program its data type
 - This tells the compiler how much memory is needed to store that piece of data
 - So, an int is guaranteed to be at least 16 bits, or two bytes
 - ✦ It would be stored in two consecutive memory locations
 - A pointer “points to” the variable whose address it stores

```
myvar = 25;  
foo = &myvar;  
bar = myvar;
```

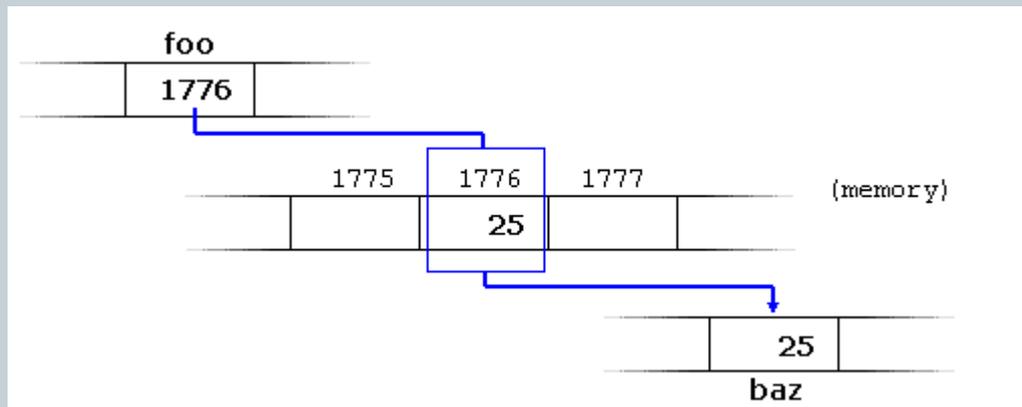


Dereference Operator

```
myvar = 25;  
foo = &myvar;  
bar = myvar;
```



```
baz = *foo;
```



```
baz = foo; // baz equal to foo (1776)  
baz = *foo; // baz equal to value pointed to by foo (25)
```

Pointers

- Reference (address) operator (&) and dereference operator (*) are complimentary
 - & can be read as “address of”
 - * can be read as “value pointed to by”
- Since a pointer can refer to the value it is pointing to, it needs to know the type of the value so it knows how much memory it occupies
 - To declare a pointer:

```
int * number;  
char * character;  
double * floatingPoint;
```
- Even though pointers point to different data of different sizes, a pointer is the same size (it always holds an address)

Pointers

```
// more pointers
#include <iostream>
using namespace std;

int main ()
{
    int firstvalue = 5, secondvalue = 15;
    int * p1, * p2;

    p1 = &firstvalue; // p1 = address of firstvalue
    p2 = &secondvalue; // p2 = address of secondvalue
    *p1 = 10;          // value pointed to by p1 = 10
    *p2 = *p1;         // value pointed to by p2 = value pointed to by p1
    p1 = p2;           // p1 = p2 (value of pointer is copied)
    *p1 = 20;          // value pointed to by p1 = 20

    cout << "firstvalue is " << firstvalue << '\n';
    cout << "secondvalue is " << secondvalue << '\n';
    return 0;
}
```

```
firstvalue is 10
secondvalue is 20
```

Pointers and Arrays

```
// more pointers
#include <iostream>
using namespace std;

int main ()
{
    int numbers[5];
    int * p;
    p = numbers; *p = 10;
    p++; *p = 20;
    p = &numbers[2]; *p = 30;
    p = numbers + 3; *p = 40;
    p = numbers; *(p+4) = 50;
    for (int n=0; n<5; n++)
        cout << numbers[n] << ", ";
    return 0;
}
```

10, 20, 30, 40, 50,

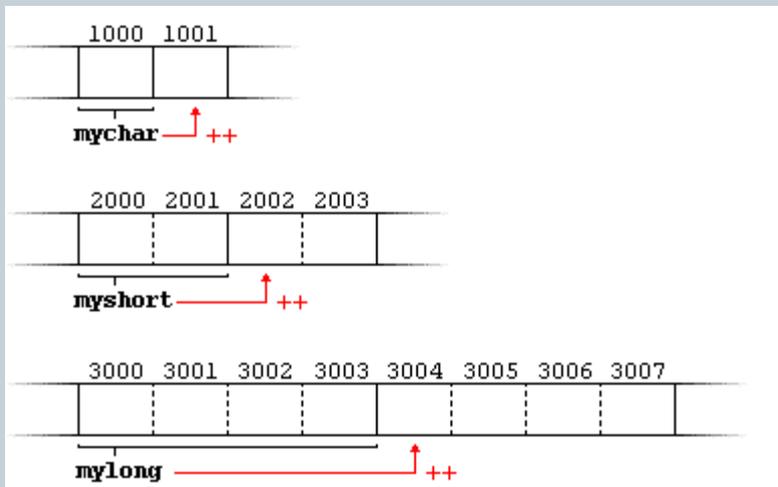
```
a[5] = 0;           // a [offset of 5] = 0
*(a+5) = 0;        // pointed to by (a+5) = 0
```

The name of an array is really just a pointer to the first address where the array is stored in memory, and the value in brackets [] is just an offset to that location

Pointer Arithmetic

```
char *mychar;  
short *myshort;  
long *mylong;
```

```
++mychar;  
++myshort;  
++mylong;
```



Safe Pointers

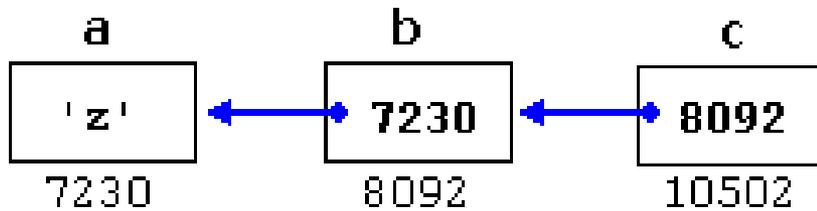
```
int x;  
int y = 10;  
const int * p = &y;  
x = *p;           // ok: reading p  
*p = x;          // error: modifying p, which is const-qualified
```

```
// pointers as arguments:  
#include <iostream>  
using namespace std;  
  
void increment_all (int* start, int* stop)  
{  
    int * current = start;  
    while (current != stop) {  
        ++(*current); // increment value pointed  
        ++current;   // increment pointer  
    }  
}  
  
void print_all (const int* start, const int* stop)  
{  
    const int * current = start;  
    while (current != stop) {  
        cout << *current << '\n';  
        ++current; // increment pointer  
    }  
}  
  
int main ()  
{  
    int numbers[] = {10,20,30};  
    increment_all (numbers,numbers+3);  
    print_all (numbers,numbers+3);  
    return 0;  
}
```

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21
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Pointers to Pointers

```
char a;  
char * b;  
char ** c;  
a = 'z';  
b = &a;  
c = &b;
```



void Pointers

- void pointers are not null – they point to a value that has no type
 - Which really means they can be used to point to any data type
 - But, since the pointer doesn't know the size of the data it is pointing to, they can't be used for dereferencing
 - Need to do more work to get at the data pointed to

```
// increaser
#include <iostream>
using namespace std;

void increase (void* data, int psize)
{
    if ( psize == sizeof(char) )
    { char* pchar; pchar=(char*)data; ++(*pchar); }
    else if (psize == sizeof(int) )
    { int* pint; pint=(int*)data; ++(*pint); }
}

int main ()
{
    char a = 'x';
    int b = 1602;
    increase (&a, sizeof(a));
    increase (&b, sizeof(b));
    cout << a << ", " << b << '\n';
    return 0;
}
```

y, 1603

Invalid Pointers and Null Pointers

- Invalid pointers

```
int * p;                // uninitialized pointer (local variable)

int myarray[10];
int * q = myarray+20;  // element out of bounds
```

- Null pointers

```
int * p = 0;
int * q = nullptr;
```

```
int * r = NULL;
```

- Null pointer is **not** the same as a void pointer!!

Pointers to Functions

- You can pass a function as a parameter to another function!

```
// pointer to functions
#include <iostream>
using namespace std;

int addition (int a, int b)
{ return (a+b); }

int subtraction (int a, int b)
{ return (a-b); }

int operation (int x, int y, int (*functocall)(int,int))
{
    int g;
    g = (*functocall)(x,y);
    return (g);
}

int main ()
{
    int m,n;
    int (*minus)(int,int) = subtraction;

    m = operation (7, 5, addition);
    n = operation (20, m, minus);
    cout <<n;
    return 0;
}
```

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Summary

- Arrays
- Character Sequences
- **Pointers**

