

Capitolo 7 – I puntatori in C

Outline

Introduzione

Dichiarazione e inizializzazione dei puntatori

Gli operatori sui puntatori

Chiamata di funzioni per riferimento

Utilizzare il qualificatore const con i puntatori

Bubble Sort utilizzando la chiamata per riferimento

Espressioni puntatore e puntatori aritmetici

La relazione fra puntatori ed array

Array di puntatori

Un caso di studio: simulazione di un mescolatore e distributore di carte

Puntatori a funzioni

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Obiettivi

- In questo capitolo, impareremo a
 - Utilizzare i puntatori;
 - Utilizzare i puntatori per il passaggio di argomenti a funzioni utilizzando la chiamata per riferimento;
 - Capire la stretta relazione fra puntatori, array e stringhe;
 - Capire l'uso di puntatori a funzioni;
 - Definire ed utilizzare array di stringhe.

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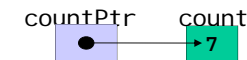
Introduzione

- Puntatori
 - Potenti, ma difficili da gestire
 - Simulazione del call-by-reference
 - Stretta relazione fra array e stringhe

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Dichiarazione e inizializzazione di puntatori

- Variabili puntatore
 - Contengono gli indirizzi di memoria come valore
 - Le normali variabili contengono uno specifico valore (riferimento diretto) `count`
`7`
 - I puntatori contengono gli indirizzi di una variabile che ha uno specifico valore (riferimento indiretto)
 - Referenziare – far riferimento al valore di un puntatore



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Dichiarazione e inizializzazione di puntatori

- Dichiarazione di puntatori
 - * utilizzato con le variabili puntatore

```
int *myPtr;
```
 - Definisce un puntatore ad un `int` (puntatore di tipo `int *`)
 - Puntatori multipli richiedono l'uso di un `*` prima di ogni definizione di variabile

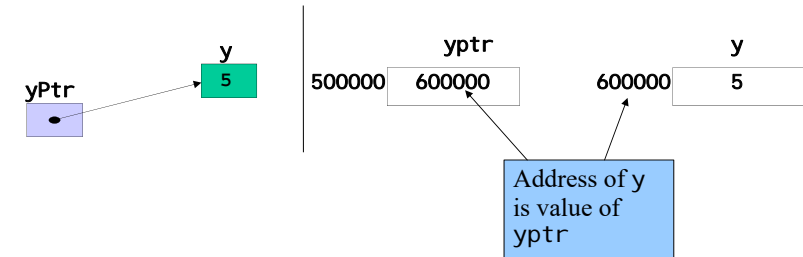
```
int *myPtr1, *myPtr2;
```
 - Si possono definire puntatori ad ogni tipo di dato
 - Inizializzare un puntatore a 0, NULL, o ad un indirizzo
 - 0 o NULL – puntano a niente (NULL è preferito)

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Operatori su puntatori

- & (operatore di indirizzo)
 - Restituisce l'indirizzo dell'operando

```
int y = 5;
int *yPtr;
yPtr = &y;    /* yPtr gets address of y */
yPtr "points to" y
```



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Operatori su puntatori

- * (operatore di dereferimento o operatore di risoluzione del riferimento)
 - Restituisce il valore dell'oggetto puntato dal suo operando
 - *yPtr restituisce y (poiché yPtr punta a y)
 - * può essere utilizzato per l'assegnamento
 - Restituisce l'alias ad un oggetto

```
*yPtr = 7; /* changes y to 7 */
```
 - puntatore dereferenziato (operando di *) deve essere un lvalue (non una costante)
- * e & sono l'uno il complemento dell'altro

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```
1 /* Fig. 7.4: fig07_04.c
2 Using the & and * operators */
3 #include <stdio.h>
4
5 int main()
6 {
7     int a;    /* a is an integer */
8     int *aPtr; /* aPtr is a pointer to an integer */
9
10    a = 7;
11    aPtr = &a; /* aPtr set to address of a */
12
13    printf( "The address of a is %p\n", &a );
14    printf( "\nThe value of aPtr is %p", &a, aPtr );
15
16    printf( "\n\nThe value of a is %d\n", a );
17    printf( "\nThe value of *aPtr is %d", a, *aPtr );
18
19    printf( "\n\nShowing that * and & are complements of "
20           "each other\n&*aPtr = %p\n", &*aPtr, **aPtr );
21
22    return 0; /* indicates successful termination */
23 } /* end main */
24
25
```

The address of a is the value of aPtr.

The * operator returns an alias to what its operand points to. aPtr points to a, so *aPtr returns a.

Notice how * and & are inverses



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```
The address of a is 0012FF7C
The value of aPtr is 0012FF7C
```

```
The value of a is 7
The value of *aPtr is 7
```

```
Showing that * and & are complements of each other.
&*aPtr = 0012FF7C
*&aPtr = 0012FF7C
```

 [Outline](#)
 **Program Output**

 [Outline](#)


Operatori sui puntatori



| Operators | | | | | | | | | Associativity | Type |
|-----------|----|----|----|----|----|---|--------|--|---------------|----------------|
| () | [] | | | | | | | | left to right | highest |
| + | - | ++ | -- | ! | * | & | (type) | | right to left | unary |
| * | / | % | | | | | | | left to right | multiplicative |
| + | - | | | | | | | | left to right | additive |
| < | <= | > | >= | | | | | | left to right | relational |
| == | != | | | | | | | | left to right | equality |
| && | | | | | | | | | left to right | logical and |
| | | | | | | | | | left to right | logical or |
| ?: | | | | | | | | | right to left | conditional |
| = | += | -- | *= | /= | %= | | | | right to left | assignment |
| , | | | | | | | | | left to right | comma |

Fig. 7.5 Operator precedence.

Chiamata di funzioni per riferimento

- La chiamata per riferimento con argomenti puntatore
 - Si passa l'indirizzo dell'argomento utilizzando l'operatore &
 - Permette di modificare la reale locazione di memoria
 - Gli array non sono passati con & poiché il nome di un array è già un puntatore
- operatore *
 - Utilizzato come alias/nickname per la variabile in una funzione


```
void raddoppia( int *number )
{
    *number = 2 * ( *number );
}
```
 - *number usato come nickname per la variabile passata

 [Outline](#)
 **fig07_06.c**

```
1 /* Fig. 7.6: fig07_06.c
2    Cube a variable using call-by-value */
3 #include <stdio.h>
4
5 int cubeByValue( int n ); /* prototype */
6
7 int main()
8 {
9     int number = 5; /* initialize number */
10
11     printf( "The original value of number is %d", number );
12
13     /* pass number by value to cubeByValue */
14     number = cubeByValue( number );
15
16     printf( "\nThe new value of number is %d\n", number );
17
18     return 0; /* indicates successful termination */
19 } /* end main */
20
21
22 /* calculate and return cube of integer argument */
23 int cubeByValue( int n )
24 {
25     return n * n * n; /* cube local variable n and return result */
26 } /* end function cubeByValue */
```

The original value of number is 5
The new value of number is 125

Outline
Program Output

```
1 /* Fig. 7.7: fig07_07.c
2   Cube a variable using call-by-reference with a pointer argument */
3
4 #include <stdio.h>
5
6 void cubeByReference( int *nPtr ); /* prototype */
7
8 int main()
9 {
10   int number = 5; /* initialize number */
11
12   printf( "The original value of number is %d", number );
13
14   /* pass address of number to cubeByReference */
15   cubeByReference( &number );
16
17   printf( "\nThe new value of number is %d\n", number );
18
19   return 0; /* indicates successful termination */
20 } /* end main */
21
22
23 /* calculate cube of *nPtr; modifies variable number in main */
24 void cubeByReference( int *nPtr )
25 {
26   *nPtr = *nPtr * *nPtr * *nPtr; /* cube *nPtr */
27 } /* end function cubeByReference */
```

Outline
fig07_07.c

Notice that the function prototype takes a pointer to an integer.

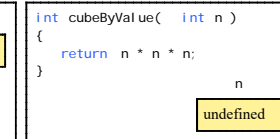
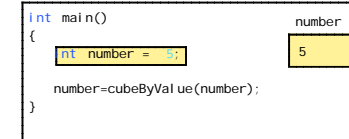
Notice how the address of number is given - cubeByReference expects a pointer (an address of a variable).

Inside cubeByReference, *nPtr is used (*nPtr is number).

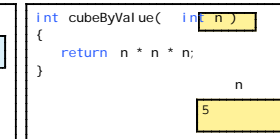
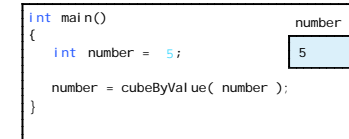
The original value of number is 5
The new value of number is 125

Outline
Program Output

Before main calls cubeByValue :



After cubeByValue receives the call:



After cubeByValue cubes parameter n and before cubeByValue returns to main:

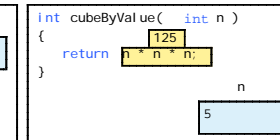
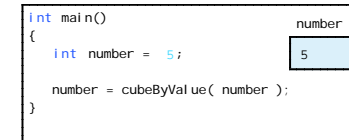
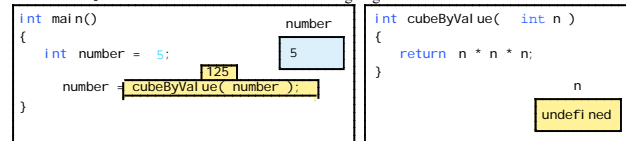


Fig. 7.8 Analysis of a typical call-by-value. (Part 1 of 2.)

After cubeByValue returns to main and before assigning the result to number:



After main completes the assignment to number:

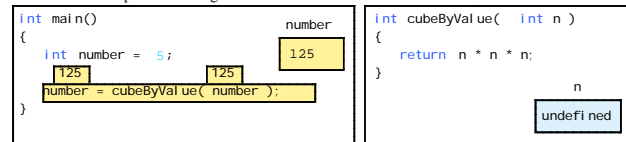
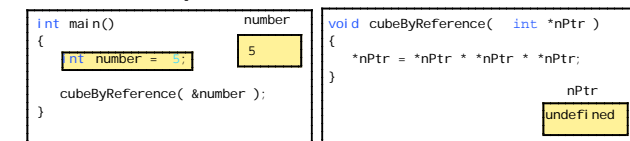
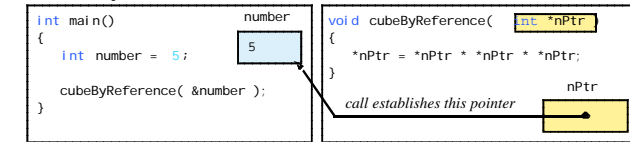


Fig. 7.8 Analysis of a typical call-by-value. (Part 2 of 2.)

Before main calls cubeByReference :



After cubeByReference receives the call and before *nPtr is cubed:



After *nPtr is cubed and before program control returns to main :

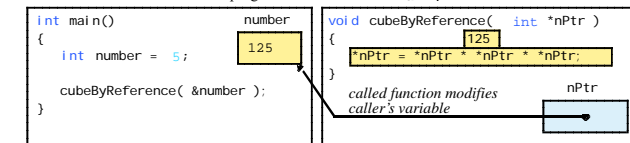


Fig. 7.9 Analysis of a typical call-by-reference with a pointer argument.

7.5 Usare il qualificatore const con i puntatori

- il qualificatore const
 - La variabile non può essere cambiata
 - Usare const se la funzione non necessita di modificare una variabile
 - Cercare di modificare una variabile const provoca un errore
- puntatori const
 - Puntano ad una locazione di memoria costante
 - Devono essere inizializzati quando definiti
 - int *const myPtr = &x;
 - Type int *const – puntatore costante ad un int
 - const int *myPtr = &x;
 - Puntatore generico a un const int
 - const int *const Ptr = &x;
 - const punta a const int
 - x può essere cambiato, ma non *Ptr

```

1 /* Fig. 7.10: fig07_10.c
2   Converting lowercase letters to uppercase letters
3   using a non-constant pointer to non-constant data */
4
5 #include <stdio.h>
6 #include <ctype.h>
7
8 void convertToUpper( char *sPtr ); /* prototype */
9
10 int main()
11 {
12     char string[] = "characters and $32.98"; /* initialize char array */
13
14     printf( "The string before conversion is: %s", string );
15     convertToUpper( string );
16     printf( "\nThe string after conversion is: %s\n", string );
17
18     return 0; /* indicates successful termination */
19
20 } /* end main */
21
    
```

Outline
fig07_10.c (Part 1 of 2)


```

22 /* convert string to uppercase letters */
23 void convertToUpper( char *sPtr )
24 {
25     while ( *sPtr != '\0' ) { /* current character is not '\0' */
26
27         if ( islower( *sPtr ) ) { /* if character is lowercase, */
28             *sPtr = toupper( *sPtr ); /* convert to uppercase */
29         } /* end if */
30
31         ++sPtr; /* move sPtr to the next character */
32     } /* end while */
33
34 } /* end function convertToUpper */

```

The string before conversion is: characters and \$32.98
The string after conversion is: CHARACTERS AND \$32.98

 [Outline](#)

 fig07_10.c (Part 2 of 2)


Program Output

```

1 /* Fig. 7.11: fig07_11.c
2     Printing a string one character at a time using
3     a non-constant pointer to constant data */
4
5 #include <stdio.h>
6
7 void printCharacters( const char *sPtr );
8
9 int main()
10 {
11     /* initialize char array */
12     char string[] = "print characters of a string";
13
14     printf( "The string is:\n" );
15     printCharacters( string );
16     printf( "\n" );
17
18     return 0; /* indicates successful termination */
19
20 } /* end main */
21

```

 [Outline](#)

 fig07_11.c (Part 1 of 2)


```

22 /* sPtr cannot modify the character to which it points,
23     i.e., sPtr is a "read-only" pointer */
24 void printCharacters( const char *sPtr )
25 {
26     /* loop through entire string */
27     for ( ; *sPtr != '\0'; sPtr++ ) { /* no initialization */
28         printf( "%c", *sPtr );
29     } /* end for */
30
31 } /* end function printCharacters */

```

The string is:
print characters of a string

 [Outline](#)

 fig07_11.c (Part 2 of 2)

Program Output

```

1 /* Fig. 7.12: fig07_12.c
2     Attempting to modify data through a
3     non-constant pointer to constant data. */
4
5 #include <stdio.h>
6
7 void f( const int *xPtr ); /* prototype */
8
9 int main()
10 {
11     int y; /* define y */
12
13     f( &y ); /* f attempts illegal modification */
14
15     return 0; /* indicates successful termination */
16 } /* end main */
17
18 /* xPtr cannot be used to modify the
19     value of the variable to which it points */
20 void f( const int *xPtr )
21 {
22     *xPtr = 100; /* error: cannot modify a const object */
23 } /* end function f */



```

 [Outline](#)

 fig07_12.c

```
Compiling...
FIG07_12.c
d:\books\2003\chtp4\examples\ch07\fig07_12.c(22) : error C2166: l-value
  specifies const object
Error executing cl.exe.

FIG07_12.exe - 1 error(s), 0 warning(s)
```

 [Outline](#)
 **Program Output**

```
1 /* Fig. 7.13: fig07_13.c
2   Attempting to modify a constant pointer to non-constant data */
3 #include <stdio.h>
4
5 int main()
6 {
7   int x; /* define x */
8   int y; /* define y */
9
10  /* ptr is a constant pointer to an integer that can be modified
11     through ptr, but ptr always points to the same memory location */
12   int *const ptr = &x;
13
14   *ptr = 7; /* allowed: *ptr is not const */
15   ptr = &y; /* error: ptr is const; cannot assign new address */
16
17   return 0; /* indicates successful termination */
18
19 } /* end main */
```

Changing *ptr is allowed – x is not a constant.


Changing ptr is an error – ptr is a constant pointer.

```
Compiling...
FIG07_13.c
D:\books\2003\chtp4\examples\ch07\FIG07_13.c(15) : error C2166: l-value
  specifies const object
Error executing cl.exe.

FIG07_13.exe - 1 error(s), 0 warning(s)
```



 [Outline](#)
 **fig07_13.c**
Program Output

```
1 /* Fig. 7.14: fig07_14.c
2   Attempting to modify a constant pointer to constant data. */
3 #include <stdio.h>
4
5 int main()
6 {
7   int x = 5; /* initialize x */
8   int y; /* define y */
9
10  /* ptr is a constant pointer to a constant integer. ptr always
11     points to the same location; the integer at that location
12     cannot be modified */
13   const int *const ptr = &x;
14
15   printf( "%d\n", *ptr );
16
17   *ptr = 7; /* error: *ptr is const; cannot assign new value */
18   ptr = &y; /* error: ptr is const; cannot assign new address */
19
20   return 0; /* indicates successful termination */
21
22 } /* end main */
```

 [Outline](#)
 **fig07_14.c**

```
Compiling...
FIG07_14.c
D:\books\2003\chtp4\examples\ch07\FIG07_14.c(17) : error C2166: l-value
  specifies const object
D:\books\2003\chtp4\examples\ch07\FIG07_14.c(18) : error C2166: l-value
  specifies const object
Error executing cl.exe.

FIG07_14.exe - 2 error(s), 0 warning(s)
```

 [Outline](#)
 **Program Output**

Bubble Sort utilizzando la chiamata per riferimento

- Implementazione del bubblesort utilizzando i puntatori
 - Scambio di due elementi
 - La funzione swap deve ricevere l'indirizzo (usando &) di un array di elementi
 - Usando i puntatori e l'operatore *, swap può scambiare elementi di un array

- Pseudo codice

Initialize array

print data in original order

Call function bubblesort

print sorted array

Define bubblesort

Bubble Sort utilizzando la chiamata per riferimento

- si zeof
 - Restituisce la dimensione in byte dell'operando
 - Per gli array: size di 1 elemento * numero di elementi
 - se si zeof(int) è uguale a 4 byte, allora

```
int myArray[ 10 ];
printf( "%d", si zeof( myArray ) );
```

 - stamperà 40
- si zeof può essere usato con
 - Nomi di variabili
 - Tipi di nomi
 - Valori costanti

```
1 /* Fig. 7.15: fig07_15.c
2 This program puts values into an array, sorts the values into
3 ascending order, and prints the resulting array. */
4 #include <stdio.h>
5 #define SIZE 10
6
7 void bubbleSort( int *array, const int size ); /* prototype */
8
9 int main()
10 {
11     /* Initialize array a */
12     int a[ SIZE ] = { 2, 6, 4, 8, 10, 12, 89, 68, 45, 37 };
13
14     int i; /* counter */
15
16     printf( "Data items in original order\n" );
17
18     /* Loop through array a */
19     for ( i = 0; i < SIZE; i++ ) {
20         printf( "%4d", a[ i ] );
21     } /* end for */
22
23     bubbleSort( a, SIZE ); /* sort the array */
24
25     printf( "\nData items in ascending order\n" );
26
```



Outline

fig07_15.c (Part 1 of 3)

Bubble sort gets passed the address of array elements (pointers). The name of an array is a pointer.

```
27 /* Loop through array a */
28 for ( i = 0; i < SIZE; i++ ) {
29     printf( "%4d", a[ i ] );
30 } /* end for */
31
32 printf( "\n" );
33
34 return 0; /* Indicates successful termination */
35
36 } /* end main */
37
38 /* sort an array of integers using bubble sort algorithm */
39 void bubbleSort( int *array, const int size )
40 {
41     void swap( int *element1Ptr, int *element2Ptr ); /* prototype */
42     int pass; /* pass counter */
43     int j; /* comparison counter */
44
45     /* Loop to control passes */
46     for ( pass = 0; pass < size - 1; pass++ ) {
47
48         /* Loop to control comparisons during each pass */
49         for ( j = 0; j < size - 1; j++ ) {
50
```



Outline

fig07_15.c (Part 2 of 3)


```

51  /* swap adjacent elements if they are out of order */
52  if ( array[ j ] > array[ j + 1 ] ) {
53      swap( &array[ j ], &array[ j + 1 ] );
54  } /* end if */
55
56  } /* end inner for */
57
58  } /* end outer for */
59
60 } /* end function bubbleSort */
61
62 /* swap values at memory locations to which element1Ptr and
63    element2Ptr point */
64 void swap( int *element1Ptr, int *element2Ptr )
65 {
66     int hold = *element1Ptr;
67     *element1Ptr = *element2Ptr;
68     *element2Ptr = hold;
69 } /* end function swap */


```

```

Data items in original order
2 6 4 8 10 12 89 68 45 37
Data items in ascending order
2 4 6 8 10 12 37 45 68 89

```

 Outline

 fig07_15.c (Part 3 of 3)

Program Output

```

1  /* Fig. 7.16: fig07_16.c
2     sizeof operator when used on an array name
3     returns the number of bytes in the array. */
4  #include <stdio.h>
5
6  size_t getSize( float *ptr ); /* prototype */
7
8  int main()
9  {
10     float array[ 20 ]; /* create array */
11
12     printf( "The number of bytes in the array is %d"
13            "\nThe number of bytes returned by getSize is %d\n",
14            sizeof( array ), getSize( array ) );
15
16     return 0; /* indicates successful termination */
17
18 } /* end main */
19
20 /* return size of ptr */
21 size_t getSize( float *ptr )
22 {
23     return sizeof( ptr );
24
25 } /* end function getSize */

```

```

The number of bytes in the array is 80
The number of bytes returned by getSize is 4

```

 Outline

 fig07_16.c


Program Output

```

1  /* Fig. 7.17: fig07_17.c
2     Demonstrating the sizeof operator */
3  #include <stdio.h>
4
5  int main()
6  {
7     char c;          /* define c */
8     short s;        /* define s */
9     int i;          /* define i */
10    long l;         /* define l */
11    float f;        /* define f */
12    double d;       /* define d */
13    long double ld; /* define ld */
14    int array[ 20 ]; /* initialize array */
15    int *ptr = array; /* create pointer to array */
16
17    printf( "    sizeof c = %d\\sizeof(char) = %d"
18           "\\n    sizeof s = %d\\sizeof(short) = %d"
19           "\\n    sizeof i = %d\\sizeof(int) = %d"
20           "\\n    sizeof l = %d\\sizeof(long) = %d"
21           "\\n    sizeof f = %d\\sizeof(float) = %d"
22           "\\n    sizeof d = %d\\sizeof(double) = %d"
23           "\\n    sizeof ld = %d\\sizeof(long double) = %d"
24           "\\n    sizeof array = %d"
25           "\\n    sizeof ptr = %d\\n",

```

 Outline

 fig07_17.c (Part 1 of 2)

```

26    sizeof c, sizeof( char ), sizeof s,
27    sizeof( short ), sizeof i, sizeof( int ),
28    sizeof l, sizeof( long ), sizeof f,
29    sizeof( float ), sizeof d, sizeof( double ),
30    sizeof ld, sizeof( long double ),
31    sizeof array, sizeof ptr );
32
33    return 0; /* indicates successful termination */
34
35 } /* end main */


```

```

sizeof c = 1      sizeof(char) = 1
sizeof s = 2      sizeof(short) = 2
sizeof i = 4      sizeof(int) = 4
sizeof l = 4      sizeof(long) = 4
sizeof f = 4      sizeof(float) = 4
sizeof d = 8      sizeof(double) = 8
sizeof ld = 8     sizeof(long double) = 8
sizeof array = 80
sizeof ptr = 4

```

 Outline

 fig07_17.c (Part 2 of 2)

Program Output

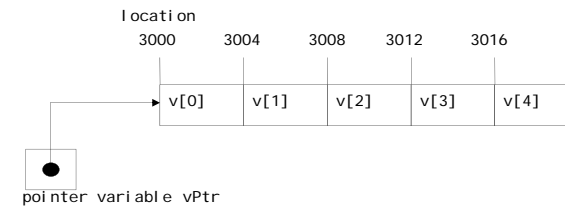
Espressioni puntatore e puntatori aritmetici

- Si possono effettuare delle operazioni aritmetiche sui puntatori
 - Incremento/decremento di puntatore (++ o --)
 - Aggiungere un intero ad un puntatore (+ o += , - o -=)
 - Un puntatore può essere sottratto da un altro

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Espressioni puntatore e puntatori aritmetici

- 5 elementi di un array di `int` su una macchina a 4 byte `ints`
 - `vPtr` punta al primo elemento `v[0]`
 - Alla locazione 3000 (`vPtr = 3000`)
 - `vPtr += 2;` setta `vPtr` a 3008
 - `vPtr` punta a `v[2]` (incrementato di 2), ma la macchina ha 4 byte `ints`, quindi punta all'indirizzo 3008



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Espressioni puntatore e puntatori aritmetici

- Sottrarre i puntatori
 - Restituisce il numero di elementi. Se
`vPtr2 = v[2];`
`vPtr = v[0];`
– `vPtr2 - vPtr` dovrebbe produrre 2
- Confronto di puntatori (`<`, `==`, `>`)
 - Controlla quale puntatore punta all'elemento più alto dell'array
 - Controlla se un puntatore punta a 0

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Espressioni puntatore e puntatori aritmetici

- Puntatori dello stesso tipo possono essere assegnati l'uno all'altro
 - Se non sono dello stesso tipo bisogna usare un operatore di cast
 - Eccezione: puntatore a void (type void *)
 - Puntatore generico, rappresenta qualsiasi tipo
 - Non c'è bisogno di casting per convertire un puntatore a un puntatore a void
 - I puntatori void non possono essere dereferenziati

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Relazione fra puntatori ed array

- Gli array e i puntatori sono fortemente correlati
 - Nome di array come puntatore costante
 - I puntatori possono accedere agli elementi di un array
- Definire un array `b[5]` ed un puntatore `bPtr`
 - Per settarli uguali l'uno all'altro:
`bPtr = b;`
 - Il nome dell'array (`b`) è in realtà l'indirizzo del primo elemento dell'array `b[5]`
`bPtr = &b[0]`
 - Assegna in modo esplicito `bPtr` all'indirizzo del primo elemento di `b`

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Relazione fra puntatori ed array

- L'elemento `b[3]`
 - si può accedere con `*(bPtr + 3)`
 - dove `n` è l'. Detta pointer/offset notation
 - si può accedere con `bPtr[3]`
 - Detta pointer/subscript notation
 - `bPtr[3]` come `b[3]`
 - si può accedere effettuando un'operazione aritmetica sull'operatore
`*(b + 3)`

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```
1 /* Fig. 7.20: fig07_20.cpp
2 Using subscripting and pointer notations w th arrays */
3
4 #include <stdio.h>
5
6 int main()
7 {
8     int b[] = { 10, 20, 30, 40 }; /* initialize array b */
9     int *bPtr = b;               /* set bPtr to point to array b */
10    int i;                        /* counter */
11    int offset;                  /* counter */
12
13    /* output array b using array subscript notation */
14    printf( "Array b printed w th:\nArray subscript notation\n" );
15
16    /* loop through array b */
17    for ( i = 0; i < 4; i++ ) {
18        printf( "b[ %d ] = %d\n", i, b[ i ] );
19    } /* end for */
20
21    /* output array b using array name and pointer/offset notation */
22    printf( "\nPointer/offset notation where\n"
23           "the pointer is the array name\n" );
24
```



Outline



fig07_20.c (Part 1 of 2)

```
25 /* loop through array b */
26 for ( offset = 0; offset < 4; offset++ ) {
27     printf( "( b + %d ) = %d\n", offset, *( b + offset ) );
28 } /* end for */
29
30 /* output array b using bPtr and array subscript notation */
31 printf( "\nPointer subscript notation\n" );
32
33 /* loop through array b */
34 for ( i = 0; i < 4; i++ ) {
35     printf( "bPtr[ %d ] = %d\n", i, bPtr[ i ] );
36 } /* end for */
37
38 /* output array b using bPtr and pointer/offset notation */
39 printf( "\nPointer/offset notation\n" );
40
41 /* loop through array b */
42 for ( offset = 0; offset < 4; offset++ ) {
43     printf( "( bPtr + %d ) = %d\n", offset, *( bPtr + offset ) );
44 } /* end for */
45
46 return 0; /* indicates successful termination */
47
48 } /* end main */
```



Outline



fig07_20.c (Part 2 of 2)

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```

Array b printed with:
Array subscript notation
b[ 0 ] = 10
b[ 1 ] = 20
b[ 2 ] = 30
b[ 3 ] = 40

```

```

Pointer/offset notation where
the pointer is the array name
*( b + 0 ) = 10
*( b + 1 ) = 20
*( b + 2 ) = 30
*( b + 3 ) = 40

```

```



Pointer subscript notation
bPtr[ 0 ] = 10
bPtr[ 1 ] = 20
bPtr[ 2 ] = 30
bPtr[ 3 ] = 40

```

```

Pointer/offset notation
*( bPtr + 0 ) = 10
*( bPtr + 1 ) = 20
*( bPtr + 2 ) = 30
*( bPtr + 3 ) = 40



```

 Outline
 Program Output

```

1 /* Fig. 7.21: fig07_21.c
2 Copying a string using array notation and pointer notation. */
3 #include <stdio.h>
4
5 void copy1( char *s1, const char *s2 ); /* prototype */
6 void copy2( char *s1, const char *s2 ); /* prototype */
7
8 int main()
9 {
10 char string1[ 10 ]; /* create array string1 */
11 char *string2 = "Hello"; /* create a pointer to a string */
12 char string3[ 10 ]; /* create array string3 */
13 char string4[] = "Good Bye"; /* create a pointer to a string */
14
15 copy1( string1, string2 );
16 printf( "string1 = %s\n", string1 );
17
18 copy2( string3, string4 );
19 printf( "string3 = %s\n", string3 );
20
21 return 0; /* indicates successful termination */
22
23 } /* end main */
24

```

 Outline
 fig07_21.c (Part 1 of 2)

```



25 /* copy s2 to s1 using array notation */
26 void copy1( char *s1, const char *s2 )
27 {
28 int i; /* counter */
29
30 /* loop through strings */
31 for ( i = 0; ( s1[ i ] = s2[ i ] ) != '\0'; i++ ) {
32 ; /* do nothing in body */
33 } /* end for */
34
35 } /* end function copy1 */
36
37 /* copy s2 to s1 using pointer notation */
38 void copy2( char *s1, const char *s2 )
39 {
40 /* loop through strings */
41 for ( ; ( *s1 = *s2 ) != '\0'; s1++, s2++ ) {
42 ; /* do nothing in body */
43 } /* end for */
44
45 } /* end function copy2 */

```

```

string1 = Hello
string3 = Good Bye

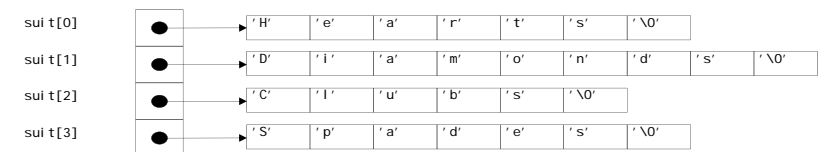
```

 Outline
 fig07_21.c (Part 2 of 2)

Program Output

Array di puntatori

- Gli arrays possono contenere puntatori
- Per esempio: un array di stringhe
 - char *sui t[4] = { "Hearts", "Diamonds", "Clubs", "Spades" };
 - Le stringhe sono dei puntatori al primo carattere
 - char * – ogni elemento di sui t è un puntatore a char
 - Le stringhe non sono in realtà memorizzate nell'array sui t, sono memorizzati solo i puntatori alle stringhe

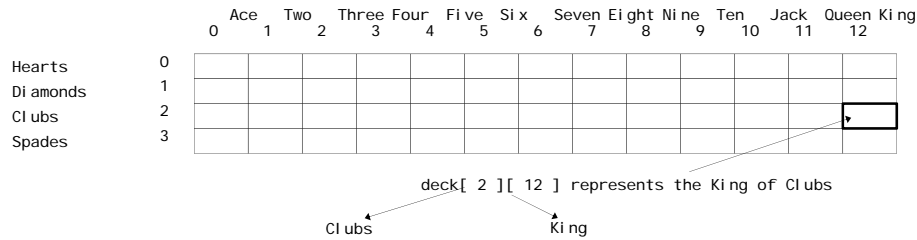


- l'array sui t ha una dimensione fissa, ma le stringhe possono essere di qualsiasi dimensione

Simulazione di mescolatore e distributore di carte

- Card shuffling program

- Use array of pointers to strings
- Use double scripted array (suit, face)



- The numbers 1-52 go into the array
 - Representing the order in which the cards are dealt

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Simulazione di mescolatore e distributore di carte

- Pseudocode

- Top level:
 - Shuffle and deal 52 cards*
- First refinement:
 - Initialize the suit array*
 - Initialize the face array*
 - Initialize the deck array*
 - Shuffle the deck*
 - Deal 52 cards*

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Simulazione di mescolatore e distributore di carte

- Second refinement

- Convert *shuffle the deck* to
 - For each of the 52 cards*
 - Place card number in randomly selected unoccupied slot of deck*
- Convert *deal 52 cards* to
 - For each of the 52 cards*
 - Find card number in deck array and print face and suit of card*

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Simulazione di mescolatore e distributore di carte

- Third refinement

- Convert *shuffle the deck* to
 - Choose slot of deck randomly*
 - While chosen slot of deck has been previously chosen*
 - Choose slot of deck randomly*
 - Place card number in chosen slot of deck*
- Convert *deal 52 cards* to
 - For each slot of the deck array*
 - If slot contains card number*
 - Print the face and suit of the card*

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```

1  /* Fig. 7.24: fig07_24.c
2     Card shuffling dealing program */
3  #include <stdio.h>
4  #include <stdlib.h>
5  #include <time.h>
6
7  /* prototypes */
8  void shuffle( int wDeck[][ 13 ] );
9  void deal ( const int wDeck[][ 13 ], const char *wFace[],
10             const char *wSuit[] );
11
12 int main()
13 {
14     /* initialize suit array */
15     const char *suit[ 4 ] = { "Hearts", "Diamonds", "Clubs", "Spades" };
16
17     /* initialize face array */
18     const char *face[ 13 ] =
19         { "Ace", "Deuce", "Three", "Four",
20           "Five", "Six", "Seven", "Eight",
21           "Nine", "Ten", "Jack", "Queen", "King" };
22
23     /* initialize deck array */
24     int deck[ 4 ][ 13 ] = { 0 };
25

```



Outline



fig07_24.c (Part 1 of 4)

```

26     srand( time( 0 ) ); /* seed random-number generator */
27
28     shuffle( deck );
29     deal ( deck, face, suit );
30
31     return 0; /* indicates successful termination */
32
33 } /* end main */
34
35 /* shuffle cards in deck */
36 void shuffle( int wDeck[][ 13 ] )
37 {
38     int row; /* row number */
39     int column; /* column number */
40     int card; /* counter */
41
42     /* for each of the 52 cards, choose slot of deck randomly */
43     for ( card = 1; card <= 52; card++ ) {
44
45         /* choose new random location until unoccupied slot found */
46         do {
47             row = rand() % 4;
48             column = rand() % 13;
49             while( wDeck[ row ][ column ] != 0 ); /* end do...while */
50

```



Outline



fig07_24.c (Part 2 of 4)

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```

51     /* place card number in chosen slot of deck */
52     wDeck[ row ][ column ] = card;
53 } /* end for */
54
55 } /* end function shuffle */
56
57 /* deal cards in deck */
58 void deal ( const int wDeck[][ 13 ], const char *wFace[],
59            const char *wSuit[] )
60 {
61     int card; /* card counter */
62     int row; /* row counter */
63     int column; /* column counter */
64
65     /* deal each of the 52 cards */
66     for ( card = 1; card <= 52; card++ ) {
67
68         /* loop through rows of wDeck */
69         for ( row = 0; row <= 3; row++ ) {
70
71             /* loop through columns of wDeck for current row */
72             for ( column = 0; column <= 12; column++ ) {
73
74                 /* if slot contains current card, display card */
75                 if ( wDeck[ row ][ column ] == card ) {

```



Outline



fig07_24.c (Part 3 of 4)

```

76         printf( "%5s of %-8s%c", wFace[ column ], wSuit[ row ],
77                card % 2 == 0 ? '\n' : '\t' );
78     } /* end if */
79
80     } /* end for */
81
82     } /* end for */
83
84     } /* end for */
85
86 } /* end function deal */

```



Outline





fig07_24.c (Part 4 of 4)

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| | |
|-------------------|-------------------|
| Nine of Hearts | Five of Clubs |
| Queen of Spades | Three of Spades |
| Queen of Hearts | Ace of Clubs |
| King of Hearts | Six of Spades |
| Jack of Diamonds | Five of Spades |
| Seven of Hearts | King of Clubs |
| Three of Clubs | Eight of Hearts |
| Three of Diamonds | Four of Diamonds |
| Queen of Diamonds | Five of Diamonds |
| Six of Diamonds | Five of Hearts |
| Ace of Spades | Six of Hearts |
| Nine of Diamonds | Queen of Clubs |
| Eight of Spades | Nine of Clubs |
| Deuce of Clubs | Six of Clubs |
| Deuce of Spades | Jack of Clubs |
| Four of Clubs | Eight of Clubs |
| Four of Spades | Seven of Spades |
| Seven of Diamonds | Seven of Clubs |
| King of Spades | Ten of Diamonds |
| Jack of Hearts | Ace of Hearts |
| Jack of Spades | Ten of Clubs |
| Eight of Diamonds | Deuce of Diamonds |
| Ace of Diamonds | Nine of Spades |
| Four of Hearts | Deuce of Hearts |
| King of Diamonds | Ten of Spades |
| Three of Hearts | Ten of Hearts |

 [Outline](#)
 [Program Output](#)

Puntatori a funzioni

- Puntatore a funzione
 - Contiene l'indirizzo della funzione
 - Simile a come il nome dell'array è l'indirizzo del primo elemento
 - Il nome della funzione è l'indirizzo iniziale del codice che definisce la funzione
- I puntatori a funzione possono essere
 - passati a funzioni
 - memorizzati in array
 - assegnati ad altri puntatori a funzioni

Puntatori a funzioni

- Esempio: bubblesort
 - La funzione bubble ha in input un puntatore a funzione
 - bubble chiama questa helper function
 - ciò determina l'ordinamento ascendente e discendente
 - L'argomento in bubblesort per il puntatore a funzione:


```
int (*compare)(int a, int b)
```

 dice a bubblesort di aspettarsi un puntatore ad una funzione che ha due ints come input e restituisce un int
 - Se non vengono usate le parentesi:




```
int *compare(int a, int b)
```

 • Definisce una funzione che riceve due interi come input e restituisce un puntatore a int

```

1 /* Fig. 7.26: fig07_26.c
2  Multi purpose sorting program using function pointers */
3 #include <stdio.h>
4 #define SIZE 10
5
6 /* prototypes */
7 void bubble( int work[], const int size, int (*compare)( int a, int b ) );
8 int ascending( int a, int b );
9 int descending( int a, int b );
10
11 int main()
12 {
13     int order; /* 1 for ascending order or 2 for descending order */
14     int counter; /* counter */
15
16     /* Initialize array a */
17     int a[ SIZE ] = { 2, 6, 4, 8, 10, 12, 89, 68, 45, 37 };
18
19     printf( "Enter 1 to sort in ascending order,\n"
20           "Enter 2 to sort in descending order: " );
21     scanf( "%d", &order );
22
23     printf( "\nData Items in original order\n" );
24

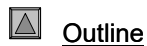
```

 [Outline](#)
 [fig07_26.c \(Part 1 of 4\)](#)

```

25  /* output original array */
26  for ( counter = 0; counter < SIZE; counter++ ) {
27      printf( "%5d", a[ counter ] );
28  } /* end for */
29
30  /* sort array in ascending order; pass functi on ascending as an
31  argument to specifi y ascending sorting order */
32  if ( order == 1 ) {
33      bubble( a, SIZE, ascending );
34      printf( "\nData Items in ascending order\n" );
35  } /* end if */
36  else { /* pass functi on descending */
37      bubble( a, SIZE, descending );
38      printf( "\nData Items in descending order\n" );
39  } /* end else */
40
41  /* output sorted array */
42  for ( counter = 0; counter < SIZE; counter++ ) {
43      printf( "%5d", a[ counter ] );
44  } /* end for */
45
46  printf( "\n" );
47
48  return 0; /* indicates successful termination */
49
50 } /* end main */
51

```



Outline

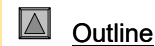


fig07_26.c (Part 2 of 4)

```

52 /* multipurpose bubble sort; parameter compare is a pointer to
53 the comparison function that determines sorting order */
54 void bubble( int work[], const int size, int (*compare)( int a, int b ) )
55 {
56     int pass; /* pass counter */
57     int count; /* comparison counter */
58
59     void swap( int *element1Ptr, int *element2Ptr ); /* prototype */
60
61     /* loop to control passes */
62     for ( pass = 1; pass < size; pass++ ) {
63
64         /* loop to control number of comparisons per pass */
65         for ( count = 0; count < size - 1; count++ ) {
66
67             /* if adjacent elements are out of order, swap them */
68             if ( (*compare)( work[ count ], work[ count + 1 ] ) ) {
69                 swap( &work[ count ], &work[ count + 1 ] );
70             } /* end if */
71
72         } /* end for */
73
74     } /* end for */
75
76 } /* end function bubble */
77

```



Outline



fig07_26.c (Part 3 of 4)

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```

78 /* swap values at memory locations to which element1Ptr and
79 element2Ptr point */
80 void swap( int *element1Ptr, int *element2Ptr )
81 {
82     int hold; /* temporary holding variable */
83
84     hold = *element1Ptr;
85     *element1Ptr = *element2Ptr;
86     *element2Ptr = hold;
87 } /* end function swap */
88
89 /* determine whether elements are out of order for an ascending
90 order sort */
91 int ascending( int a, int b )
92 {
93     return b < a; /* swap if b is less than a */
94
95 } /* end function ascending */
96
97 /* determine whether elements are out of order for a descending
98 order sort */
99 int descending( int a, int b )
100 {
101     return b > a; /* swap if b is greater than a */
102
103 } /* end function descending */

```



Outline



fig07_26.c (Part 4 of 4)

Enter 1 to sort in ascending order,
Enter 2 to sort in descending order: 1

```

Data Items in original order
2 6 4 8 10 12 89 68 45 37
Data Items in ascending order
2 4 6 8 10 12 37 45 68 89

```

Enter 1 to sort in ascending order,
Enter 2 to sort in descending order: 2

```

Data Items in original order
2 6 4 8 10 12 89 68 45 37
Data Items in descending order
89 68 45 37 12 10 8 6 4 2

```



Outline



Program Output

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