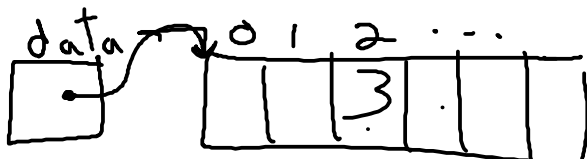


Pointers + Arrays

```
int *data
int data[x]
int len
```

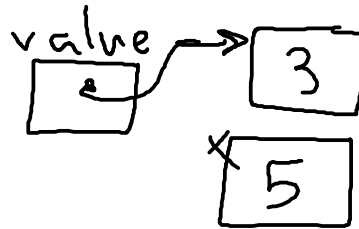
← pointer to an int
points to 1st element



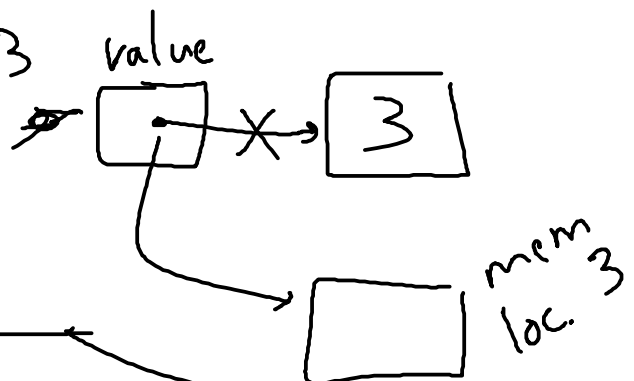
data[2]=3

```
int *value;
int x = 5;
```

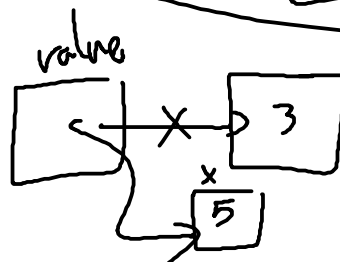
dereference
ptr $\underbrace{*value = 3;}$
the mem. pointed
to by value.



e.g. value = 3



& address of
value = &x



<http://cs.gettysburg.edu/~cpresser/cs324/notes/PointerIntro.c>

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