CS107, Lecture 10
Arrays and Pointers, Take II

Reading: K&R (5.2-5.5) or Essential C section 6
Ed Discussion: https://edstem.org/us/courses/46162/discussion/3643757
When you declare an array, contiguous memory is allocated on the stack to store the contents of the entire array.

```c
char str[6];
strcpy(str, "apple");
```

The array variable (e.g. `str`) is not a pointer; it refers to the entire array contents. In fact, `sizeof` returns the size of the entire array!

```c
size_t arrayBytes = sizeof(str); // 6
```
Arrays

An array variable refers to an entire block of memory. You cannot reassign an existing array to be equal to a new array.

```c
int nums[] = {1, 2, 3};
int nums2[] = {4, 5, 6, 7};
nums = nums2; // not allowed!
```

An array’s size cannot be changed once you create it. You must create another array instead.
Arrays as Parameters

When you pass an array as a parameter, C makes a copy of the address of the first array element, and passes it (a pointer) to the function.

```
void myFunc(char *myStr) {
    ...
}

int main(int argc, char *argv[]) {
    char str[3];
    strcpy(str, "hi");
    myFunc(str);
    ...
}
```
Arrays as Parameters

This also means we can no longer get the full size of the array using `sizeof`, because now it is just a pointer.

```c
void myFunc(char *myStr) {
    size_t size = sizeof(myStr); // 8
}

int main(int argc, char *argv[]) {
    char str[3];
    strcpy(str, "hi");
    size_t size = sizeof(str); // 3
    myFunc(str);
    ...
}
```
`sizeof` returns the size of an array, or 8 for a pointer. Therefore, when we pass an array as a parameter, we can no longer use `sizeof` to get its full size.
Arrays and Pointers

You can also make a pointer equal to an array; it will point to the first element in that array.

```c
int main(int argc, char *argv[]) {
    char str[3];
    strcpy(str, "hi");
    char *ptr = str;
    ...
}
```
You can also make a pointer equal to an array; it will point to the first element in that array.

```c
int main(int argc, char *argv[]) {
    char str[3];
    strcpy(str, "hi");
    char *ptr = str;

    // equivalent
    char *ptr = &str[0];

    // equivalent, but avoid at all costs
    char *ptr = &str;
    ...
}
```
When you do pointer arithmetic, you are adjusting the pointer by a certain number of places (e.g., characters).

```c
char *str = "apple";  // e.g. 0xffff0
char *str1 = str + 1;  // e.g. 0xffff1
char *str3 = str + 3;  // e.g. 0xffff3

printf("%s", str);  // apple
printf("%s", str1);  // pple
printf("%s", str3);  // le
```

### DATA SEGMENT

<table>
<thead>
<tr>
<th>Address</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xffff0</td>
<td>'a'</td>
</tr>
<tr>
<td>0xffff1</td>
<td>'p'</td>
</tr>
<tr>
<td>0xffff2</td>
<td>'p'</td>
</tr>
<tr>
<td>0xffff3</td>
<td>'l'</td>
</tr>
<tr>
<td>0xffff4</td>
<td>'e'</td>
</tr>
<tr>
<td>0xffff5</td>
<td>'\0'</td>
</tr>
</tbody>
</table>
Pointer arithmetic does not work in bytes. Instead, it works in the size of the type it points to.

// nums points to an int array
int *nums = ... // e.g. 0xff0
int *nums1 = nums + 1; // e.g. 0xff4
int *nums3 = nums + 3; // e.g. 0xffc

printf("%d", *nums); // 52
printf("%d", *nums1); // 23
printf("%d", *nums3); // 34
Pointer arithmetic does *not* work in bytes. Instead, it works in the *size of the type it points to*.

```c
// nums points to an int array
int *nums = ...  // e.g. 0xff0
int *nums3 = nums + 3;  // e.g. 0xffc
int *nums2 = nums3 - 1;  // e.g. 0xff8

printf("%d", *nums);  // 52
printf("%d", *nums2);  // 12
printf("%d", *nums3);  // 34
```
When you use bracket notation with a pointer, you are actually performing pointer arithmetic and dereferencing:

```c
char *str = "apple"; // e.g. 0xff0

// both of these add two places to str, // and then dereference to get the char there. // E.g. get memory at 0xff2.
char thirdLetter = str[2];    // 'p'
char thirdLetter2 = *(str + 2); // 'p'
```

---

<table>
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<th>Address</th>
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</tr>
</thead>
<tbody>
<tr>
<td>0xff5</td>
<td>'\0'</td>
</tr>
<tr>
<td>0xff4</td>
<td>'e'</td>
</tr>
<tr>
<td>0xff3</td>
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<td>'p'</td>
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<tr>
<td>0xff0</td>
<td>'a'</td>
</tr>
<tr>
<td></td>
<td>...</td>
</tr>
</tbody>
</table>
Pointer arithmetic with two pointers does not give the byte difference. Instead, it gives the number of places they differ by.

// nums points to an int array
int *nums = … // e.g. 0xff0
int *nums3 = nums + 3; // e.g. 0xffc
int diff = nums3 - nums; // 3