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## **CHAPTER-4**

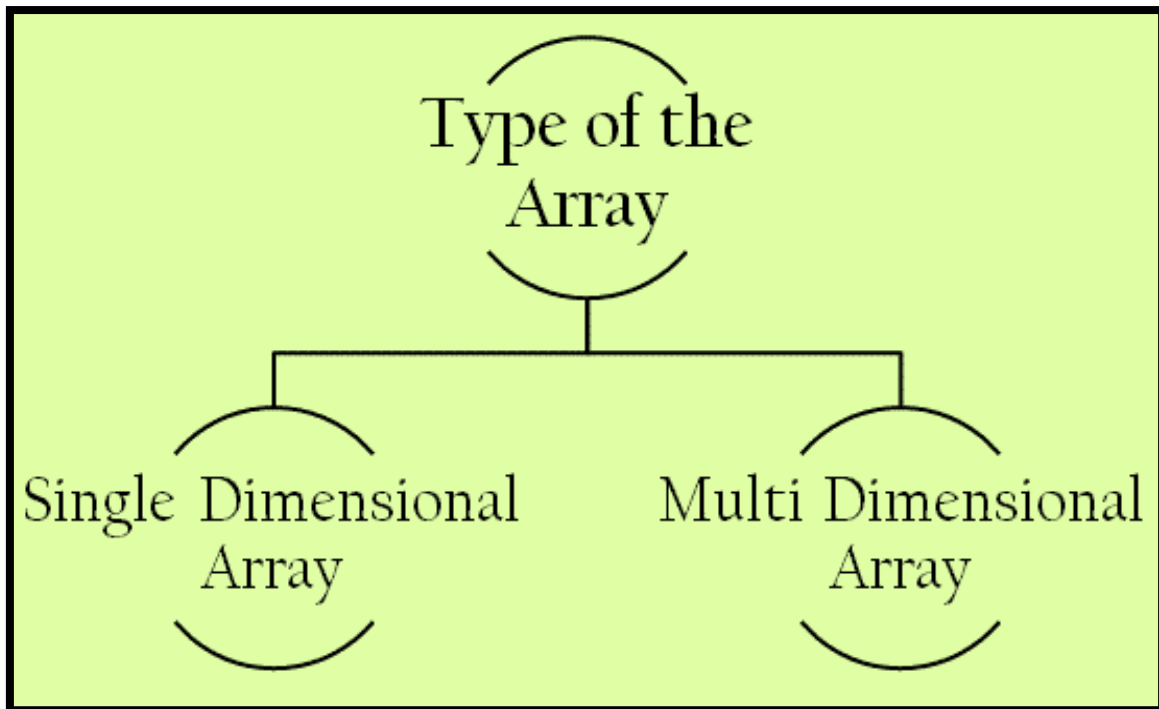
### **ARRAY & POINTERS**

- Types of arrays
  - Single Dimensional Array
  - Two Dimensional Array or Multi-Dimensional Array
  - String Arrays
- Use of arrays in Programming
- Arrays and matrices
- Introduction of Pointers
- Use of pointers in Dynamic Programming
- Pointer to Variables
- Pointer to Array
- Pointer within Array
- Pointer To Structure
- Pointers within structure
- Pointer to Pointer

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**Q-1 What is Array ? Explain with types.**



**Detail :-**

- Array is a group of elements that all have same data type.
- It is a data structure that can store multiple values at the same time in single variable.
- ✓ **How to declare array:- [ 1 mark ]**
  - Array can be declare at design time and at run time.
  - To declare array , C language provide 3 criterias:
    - (i) Name of Array
    - (ii) Size of Array
    - (iii) Type of Array

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**Ex :- int a[3];**

❖ **Types of Array :-**

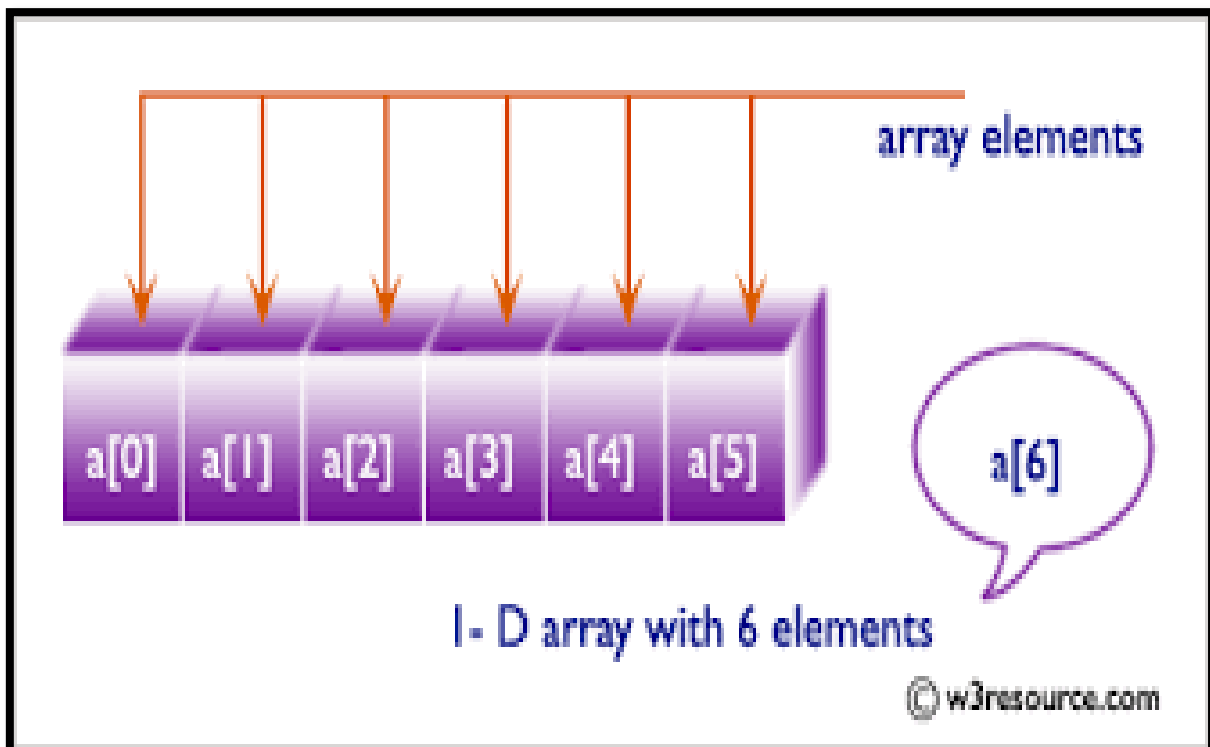
- Array can be of following types:
  - (i) One dimension array (1 - D)
  - (ii) Two dimension array (2 - D)
  - (iii) Multi dimension array (M – D)

✓ **One dimension array (1 - D) :-**

- 1 – D means if we provide only one dimension (one square bracket) with size.

**Syntax :-** <data type> <array name> [size of array]

**Example :-** int a[5];





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Name	roll[0]	roll[1]	roll[2]	roll[3]	roll[4]	roll[5]	roll[6]	roll[7]
Values	12	45	32	23	17	49	5	11
Address	1000	1002	1004	1006	1008	1010	1012	1014

1-D Array memory arrangement

✓ **Two dimension array (2 - D) :-**

- In 2 – D array ,we have to provide two dimenstions (two square brackets)with size.
- One bracket for row & other bracket for column
- We can create table , matrix using 2- D array.

**Syntax :-** <data type> <array name> [size of row] [size of column]  
**Example :-** int a[3][3]

## TWO DIMENSIONAL ARRAY

Also referred to as a *table*, a two dimensional array has two indexes. The first index refers to the row, while the second refers to column. The syntax in declaring two-dimensional arrays in Visual C++ is:

**<data type> <array name> [ <row size> ] [ <column size> ]**

In a two-dimensional array, the array elements are arranged in row-major order.

`int a [4] [3] = { {1, 2, 3}, {4, 5, 6}, {7, 8, 9}, {10, 11, 12} } ;`

	Column 0	Column 1	Column 2
Row 0	a[0] [0]	a[0] [1]	a[0] [2]
Row 1	a[1] [0]	a[1] [1]	a[1] [2]
Row 2	a[2] [0]	a[2] [1]	a[2] [2]
Row 3	a[3] [0]	a[3] [1]	a[3] [2]

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✓ **Multi dimension array (M - D) :-**

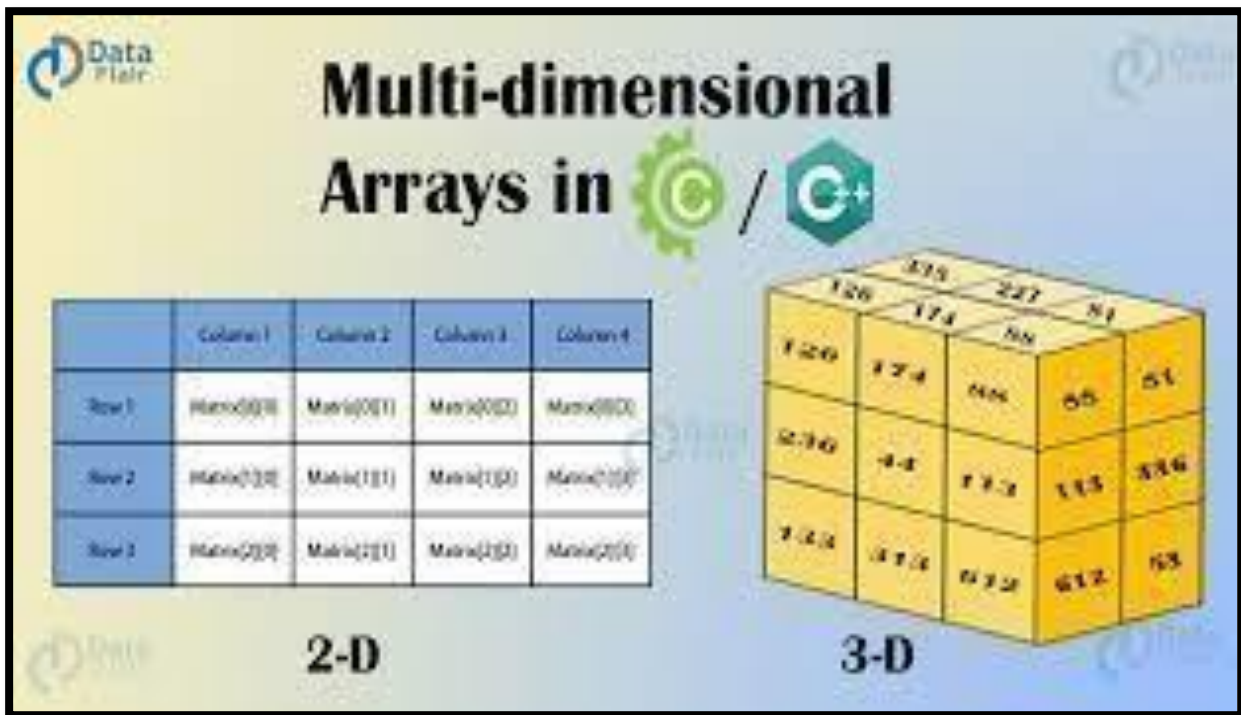
- M-D represented by more than 2 brackets at the same time with size.

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**Syntax :-** <data type> <array name> (<size 1>) (<size 2>)....(size N)

**Example :-** int a[3][3][3]



The slide titled "Multi-dimensional Arrays in C / C++" illustrates 2-D and 3-D arrays. On the left, a 2-D array is shown as a table with 3 rows and 4 columns, labeled "2-D". On the right, a 3-D array is shown as a 3x3x3 cube with numerical values, labeled "3-D".

**1 Word Question – Answer**

	QUESTION	ANSWER
	What is Array?	Group of Elements having same name and type.
2	Array is _____ datatype.	Derived
3	Array is used to represent _____	Collection
4	Types of array can be _____ & _____	Single/One dimension & Multi/Two dimension

**Q-2 Explain Array Initialization in brief.**

**Detail:**

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✓ **Initialization of array elements:-**

- After definition and declaration of array now array elements must be initialized.
- The two-dimensional array can be either initialized at :
  1. Compile time(at the time of declaration)
  2. Run time (using scanf statement or using assignment operator)



## **Compile time initialization**

**Example :**

```
int number[ ] = {1,2,3,4};
```

- The character array can be initialized as follows :

```
char name[ ] = {'j','o','h','n','\0'};
```

- The character array can also be initialized as follows :

```
char name[ ] = "john";
```

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1. **Initialization of array at compile time:-**

- In this type of initialization, the array elements can be initialized at the time of declaration.
- The values are assigned to each array element enclosed within braces and separated by comma.

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**Example:-**

```
data_type array_name[2] [3]={{1,2,3},{4,5,6}};
```

column1 column2 column3

1	2	3
---	---	---

**2. Initialization of array at run time:-**



## Run time initialization :

- In run time initialization, the array is explicitly initialize at run time.
- This concept generally used for initializing large arrays.
- Example:

```
for(i=0; i < 100; i++)  
{  
    if( i < 50)  
        sum[i] = 0.0;  
    else  
        sum[i] = 1.0;  
}
```

- Here first 50 elements of the array sum are initialized to 0 and the remaining 50 elements are initialized to 1 at run time.



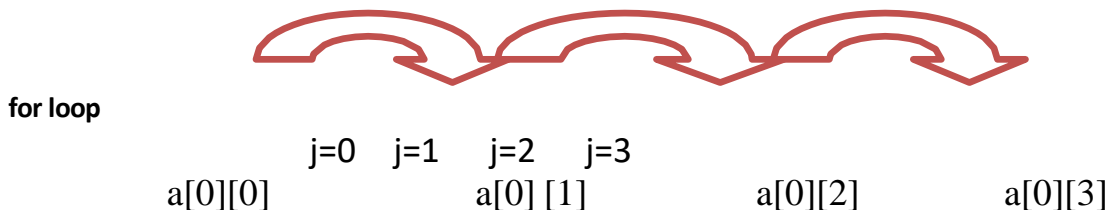
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- For initialization of two-dimensional array, we need nested for loops.
- The loop with counter i is used for row and the loop with counter j is used as columns.
- Initially, the value of i=0, which indicates the row 0 and the inner loop reads the values for the elements in each column in the row 0. It continues till the rows complete.
- Firstly declare an array int a[3][3] which will contain total (3\*3=9) elements.. Now, using for loop we access the elements of this array as:

```
for(i=0;i<3;i++)
{
for(j=0;j<3;j++)
{
printf("\n enter elements a[%d][%d]",i,j);
scanf("%d",&a[i][j]);
}
}
}
```

- The elements of array will be initialized using the for loop under:-
- Initially the value of i=0, so the value of a[0] will be scanned first using the scanf statement and likewise the loop executes for values upto a[4].



**1 Word Question – Answer**





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SR.NO.	QUESTION	ANSWER
1	If array elements are initialized at the time of declaration then it is called _____ initialization.	Compile time
2	If array elements are initialized at the runtime then it is called _____ initialization.	Runtime
3	In _____ array initialization We have to assign fix value or size compulsory.	Compile time
4	Run time initialization of array is suitable for initializing _____ array.	Large

**Q-3 Explain Array Initialization in brief.**

## Arrays of Strings

- String is array of characters.
- Thus an array of string is 2-D array of characters.
- E.g.  

```
char names[5][10];
```
- Here, names[5][10] means 5 names having 10 characters each.

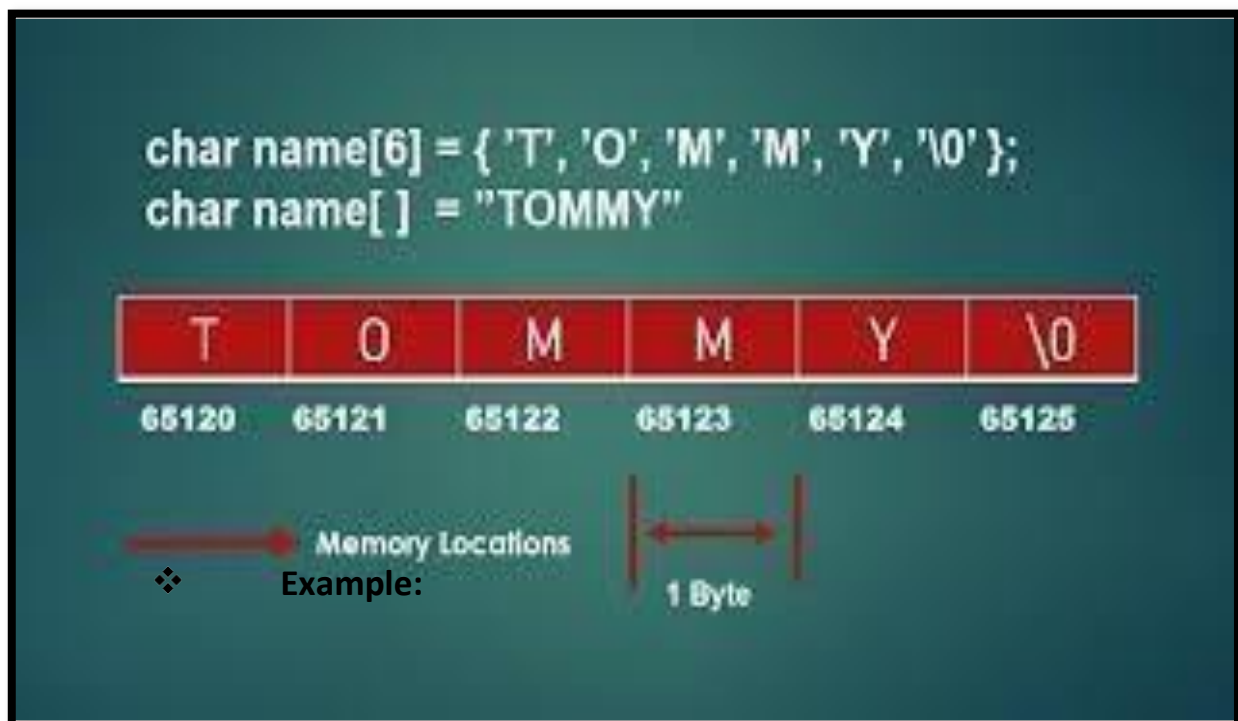
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**Detail :-**

- The array of character is implemented in c which is known as string.
- The declaration of string array or character array can be like :Char str[5] = { 'a','b','c','d','e','\0' }
- A NULL char '\0' must be added at the end of array string.
- The character array need one more space to store NULL char.
- C also provide facility to declare character array without specifying number of elements.
- In this case array size will be declare automatically.

→  
✓ **String Array Memory Allocation :-**



```
#include<stdio.h>  
#include <conio.h>
```



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```
void main()
{
    clrscr();
    char arr[3][12]= { "Rose", "India", "technologies" };
    printf("Array of String is = %s,%s,%s\n", arr[0], arr[1], arr[2]);
    getch();
}
```

**Output:**

**Array of String is=Rose, India, technologies**

**1 Word Question – Answer**

SR.NO.	QUESTION	ANSWER
1	String array is _____ array of characters	2-D
2	String is array of _____ object.	Char
3	Write down statement to declare string array	Char arr[3][12]
4	String array represent _____ and _____.	Array size Total number of characters

**Q-4 Explain Array with matrix.**

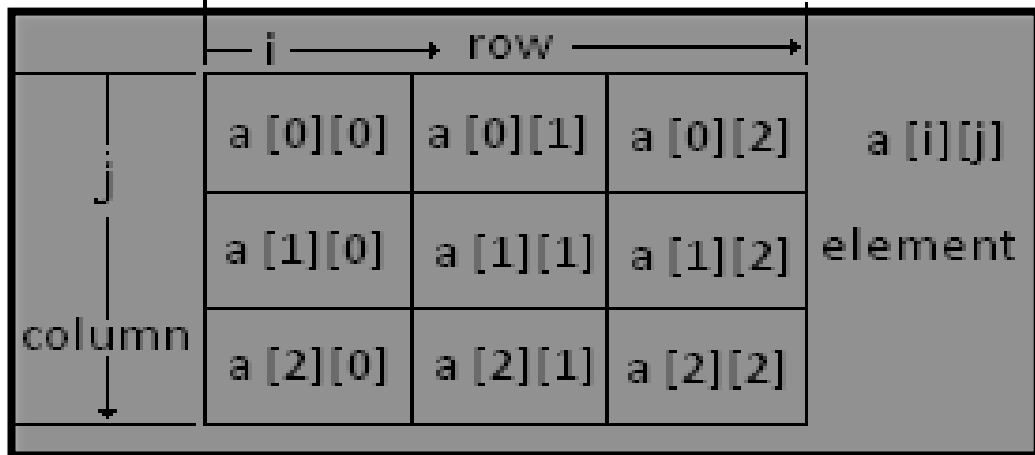
**Detail :-**

- Array of Array is known as 2 – D array.
- 2-D array in C is also known as Matrix.
- Two dimensional array or multi-dimensional array are used to represent data in matrix form.
- Suppose , We declare array like a[3][3] then Matrix can be store as array like following:



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**Syntax:**

`<data-type> <array_nm> [row_subscript][column-subscript];`Example:

```
#include
<stdio.h> #include
<conio.h>

void main()
{
    int a[3][3], i, j;
    clrscr();
    printf("\n\t Enter matrix of 3*3 ");

    for(i=0; i<3; i++)
    {
        for(j=0; j<3; j++)
        {
            scanf("%d",&a[i][j]); //read 3*3 array
        }
    }
}
```

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```
printf("\n\n\t Matrix is : \n");
for(i=0; i<3; i++)
{
    for(j=0; j<3; j++)
    {
        printf("\t %d",a[i][j]); //print 3*3 array
    }
    printf("\n");
}
Getch();
}
```

### Matrix Addition

To add two or more matrices, first make sure they are the same size then add their corresponding elements

Matrix 1	+	Matrix 2	=	Matrix 1 + 2
$\begin{bmatrix} 10 & 0 \\ -4 & 5 \end{bmatrix}$ <small>2 x 2</small>		$\begin{bmatrix} -6 & 3 \\ 1 & -7 \end{bmatrix}$ <small>2 x 2</small>		$\begin{bmatrix} 4 & 3 \\ -3 & -2 \end{bmatrix}$ <small>2 x 2</small>

### Matrix multiplication

$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$	×	$\begin{bmatrix} 5 & 6 \\ 0 & 7 \end{bmatrix}$	=	$\begin{bmatrix} 1*5 + 2*0 & 1*6 + 2*7 \\ 3*5 + 4*0 & 3*6 + 4*7 \end{bmatrix}$	=	$\begin{bmatrix} 5 & 20 \\ 15 & 46 \end{bmatrix}$
--	---	--	---	--	---	---

**1 Word Question – Answer**

SR.NO	QUESTION	ANSWER
1	Matrix can be represented by _____ array.	2-D
2	In Array of Matrix elements can be represented by _____ and _____.	Rows Columns

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### Q-5 What is pointer ? How to create pointer?

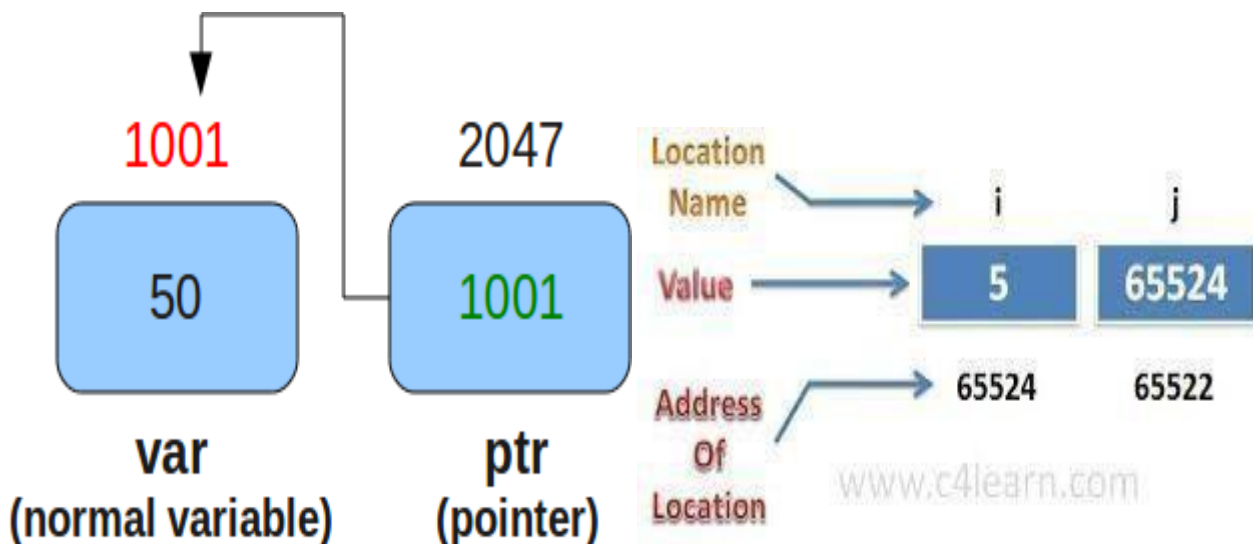
#### WHAT IS POINTER?

- A **pointer** is a variable whose value is the address of another variable, i.e., direct address of the memory location. Like any variable or constant, you must declare a pointer before you can use it to store any variable address.
- The general form of a pointer variable declaration is:

*dataType* \*var\_name;

- Here,

- **dataType** is the pointer's base type; it must be a valid C data type (i.e., int, float, char etc).
- **var\_name** is the name of the pointer variable.
- The asterisk \* you used to declare a pointer is the same asterisk that you use for multiplication. However, in this statement the asterisk is being used to designate a variable as a pointer.





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**Detail :-**

- Pointer is the variable that stores the address of another variable.
- Pointer is used to point out memory address.
- The pointer has three main concepts:

1) **Pointer constant:-**

- In computer memory, memory addresses are known as pointerconstant. One can not change its value, it can only be used.

Example: *house number.*

2) **Pointer value:-**

- The pointer value means the *address of another variable.*
- We can not access the value of memory address directly.
- If we want to access then we have to use & operator and \* operator

Example: int a;

&a is known as pointer value.

3) **Pointer Variable:-**

- The variable which stores the pointer value is known as pointer variable.

**Example**

```
#include<stdio.h>
#include<conio.h>

void main()
{
```



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```
int a;
int *p;
clrscr();
p=&a;
printf("\n %u",p); //will print address of a
printf("\n %d",*p); // will print value of a
getch();
}
```

**1 Word Question – Answer**

SR.NO.	QUESTION	ANSWER
1	_____ is a variable whose value is address of another variable.	pointer
2	Pointer variable can be declare using _____	* (asterisk)
3	The general form of declaring pointer variable is _____	Datatype *<variable name>
4	_____ operator is used to store address of any variable	&

**Q-6 What is pointer to variable? Explain with Example.**

## What is pointer ?

The general form of a pointer variable declaration is

```
type *var_name;
```

Take a look at some of the valid pointer declarations –

```
int *ip; /* pointer to an integer */
double *dp; /* pointer to a double */
float *fp; /* pointer to a float */
char *ch /* pointer to a character */
```





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## C Pointer Variables

**To declare a pointer variable, we must do two things**

- Use the “\*” (star) character to indicate that the variable being defined is a pointer type.
- Indicate the type of variable to which the pointer will point (the pointee). This is necessary because C provides operations on pointers (e.g., \*, ++, etc) whose meaning depends on the type of the pointee.

• **General declaration of a pointer**

```
type *nameOfPointer;
```

1/14/10

## Pointer Declaration

- **Type \* Varname;**  
declares **Varname** as a pointer to **Type**

- **Examples**

```
char* A;
int* B;
struct node * Root;
```

- **\* associates with the variable name**

```
char *A, B;
```

Pg- 9

### **Detail :-**

- Variable means you can store particular value.
- Pointer is also one type of variable but the main difference



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between simple variable and pointer variable is that ;

- Simple variable can store only the value.
- Pointer Variable can store address of another variable.
- In short, Pointer to variable means a variable that store pointer value.
- You can declare pointer variable using \* (asterisk) and you can store address of pointer using &(ampersand).

### Example:

```
#include<stdio.h>  
#include<conio.h>
```

```
void main()  
{  
    int a=10;  
    int *p;  
    clrscr();  
    p=&a;  
    printf(“\n %u”,p); //will print address of a  
    printf(“\n %d”,*p); // will print value of a  
    getch();  
}
```

### 1 Word Question – Answer

SR.NO.	QUESTION	ANSWER
1	_____ is a variable whose value is address of another variable.	pointer
2	Pointer variable can be declare using _____	* (asterisk)
3	The general form of declaring pointer variable is _____	Datatype *<variable name>
4	_____ operator is used to store address of any variable	&



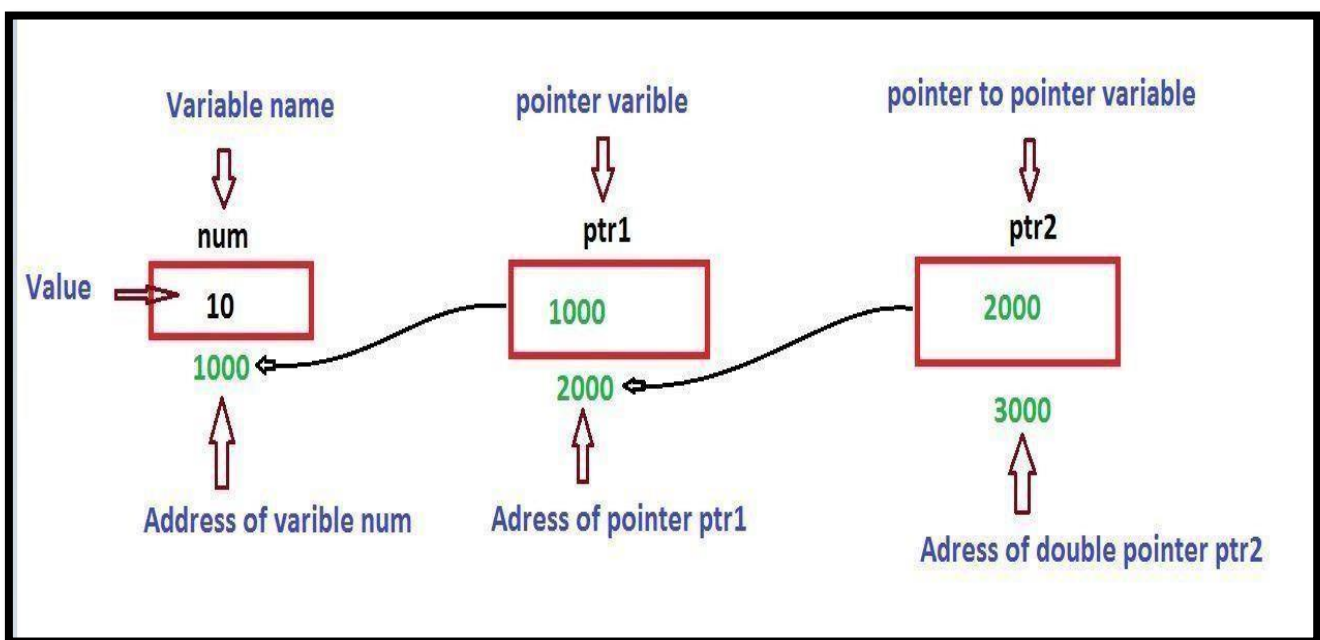
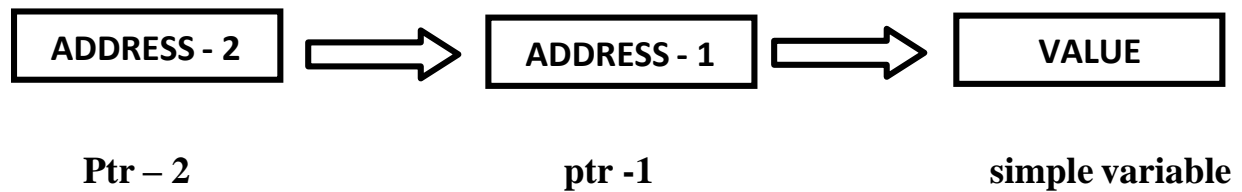
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**Q-7 What is Pointer to Pointer? Explain with Example.**

**Detail :-**

- In C Programming it is also possible that pointer variable is pointed by another pointer variable.
- This process is called pointer to pointer.





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- Pointer variable ptr-2 having the address of ptr-1 ,same way ptr-1 having the address of simple variable(a).
- This process is known as multiple indirection.
- Pointer to pointer variable must be declare using additional indirection operation(\*\*) in front of variable name like ;

Int \*\*p;

### Example:

```
#include<stdio.h>
#include<conio.h>
void main()
{
    int a=10;
    int *p;
    int **a;
    clrscr();
    p=&a;
    a=&p;
    clrscr();
    printf("\n value of p = %d",*p); //will print address of a
    printf("\n address of p=%d=u",p); // will print value of a
    printf("\n value of a = %d",*p);
    printf("\n value of **a=%d",**a);getch();
}
```

### 1 Word Question – Answer

SR.NO.	QUESTION	ANSWER
1	If pointer variable is pointed by another pointer variable then it is called _____	Pointer to pointer



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2	A variable that is pointer to pointer must be declared using_____.	additional indirection (**)
3	_____operator can be used to access members of the structure using pointer.	-> (arrow)
4	The another pointer variable can contains _____of first pointer variable.	address

**Q-8 What is Pointer to Array? Explain with Example.**

## Array of Pointer

```
int a [ ] = {10,20,30,40};
```

```
int *p[4]; // *p[0], *p[1], *p[2], *p[3]
```

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10	20	30	40
a[0]	a[1]	a[2]	a[3]

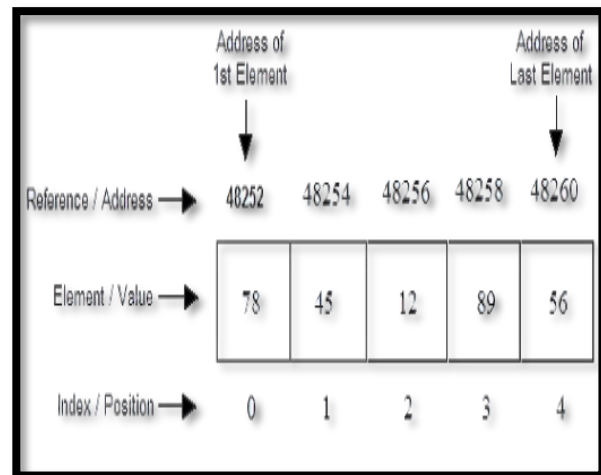
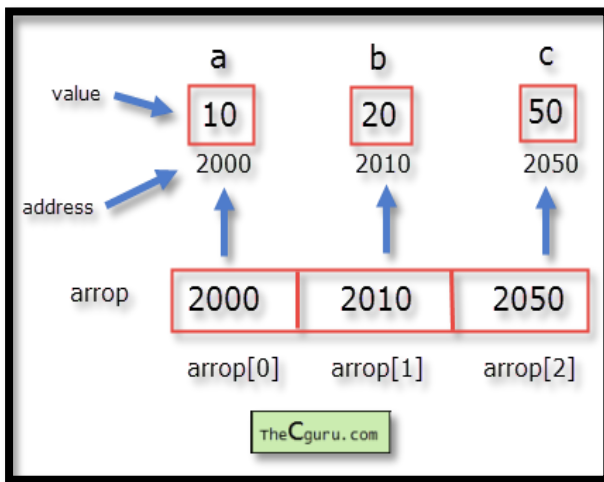


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## Detail :-

- When array is declared ,compiler decide the memory to store array elements.
- Pointer to array is used to store whole array into single pointer variable.
- We can declare pointer to array like following :  

```
Int a[5];
Int *p;
P=a;
P=&a[0];
```
- For Example , you can store each elements of array which can be point out by pointer.
- The array elements using pointer can be store like following ;

Elements	10	20	30	40	50
Array Index	a[0]	a[1]	a[2]	a[3]	a[4]
Pointer	p	p+1	p+2	p+3	p+4



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Address                      1000                      1002                      1004                      1006                      1008

## 1 Word Question – Answer

SR.NO.	QUESTION	ANSWER
1	_____ is used to point to zero element of the array using pointer.	P=&a[0]
2	If p point to particular element of array then _____ represent next element of array.	P+1

**Q-9 What is Pointer to Structure? Explain with Example.**

## Pointer to Structure

- A structure type pointer variable can be declared as:

```

struct book
{
    char name[20];
    int pages;
    float price;
};

```

```

struct book *bptr;

```

- However, this declaration for a pointer to structure does not allocate any memory for a structure but allocates only for a pointer, so that to access structure's members through pointer **bptr**, we must allocate the memory using **malloc()** function.
- Now, individual structure members are accessed as:

```

bptr->name            bptr->pages            bptr->price

```

OR

```

(*bptr).name            (*bptr).pages            (*bptr).price

```

- Here, -> is called arrow operator and there must be a pointer to the structure on the left side of this operator.

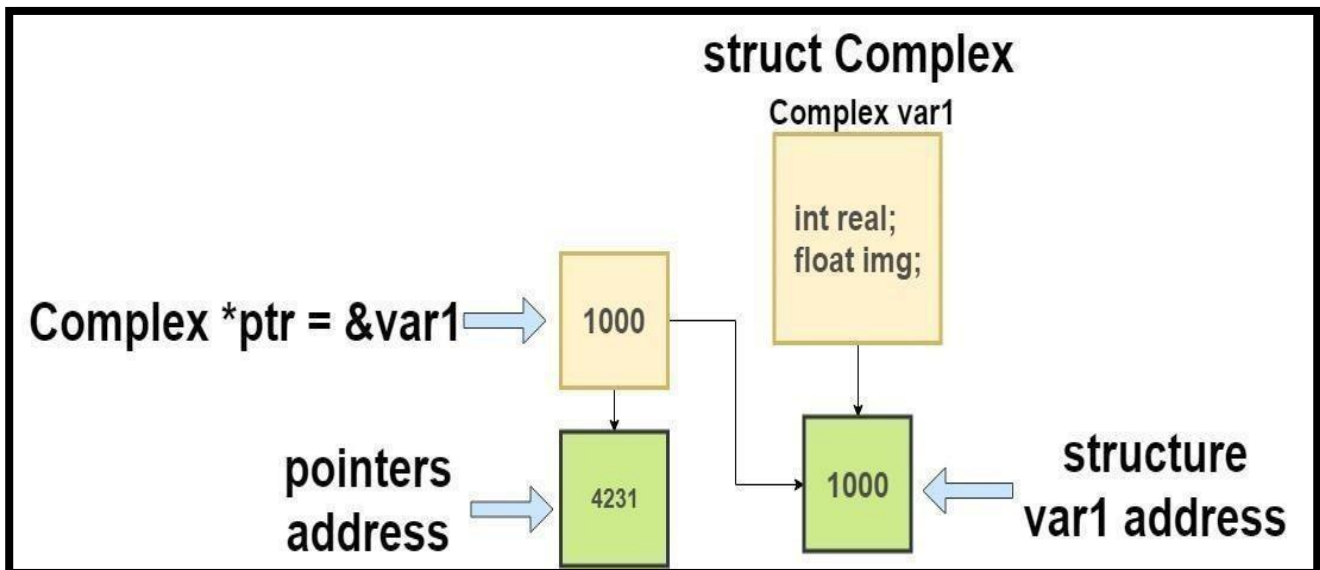


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## Detail :-

- Structure is a data structure that support group of elements that can be of different data types.
- We can easily use pointer with the structure.
- To access elements of structure (members) ->(arrow) operator can be used.
- Pointer to structure can allocate memory dynamically.
- Pointer must be declare before it is used.

### **Example:**

```
#include<stdio.h>
#include<conio.h>
Struct stud
{
    Int mno;
    Char nm[20];
}s;
```





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```
void main()
{
Struct stud *p;
P=&s;
Clrscr();
s.rno=1;
printf("rno=%d",p->rno);
getch();
}
```

## **1 Word Question – Answer**

SR.NO.	QUESTION	ANSWER
1	The general form of defining structure to pointer is_____	Struct stud *p
2	Pointer to structure can also allocate memory	Dynamically
3	_____operator can be used to access members of the structure using pointer.	-> (arrow)

### **Q-10 Explain Memory Allocation of Structure.**

#### **Detail :-**

- The total memory occupied by structure can be the total size of each member.
- We can also use size of operator to get memory allocation of structure.
- For example : consider that we have following structure:

**Struct student**

```
{
    Int rno;
```



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Float salary;

Char nm[20];

}s;

- In above structure it have 3 members:

Int rno ; - 2 bytes

Float salary ; - 4 bytes

Char nm[20] ; - 20 bytes

- Total 26 bytes will be occupied by structure student in the memory.



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## SUMMARY QUESTIONS OF CHAPTER -4

### ONE - MARK QUESTIONS

- ✓ What is Array?
- ✓ List out Types of Array.
- ✓ How to declare String Array in C?
- ✓ Write down different uses of Array.(OR benefits)
- ✓ What is Pointer ?
- ✓ List out uses of Pointer.(Advantages).
- ✓ Which operator is used to represent Pointer to Pointer.
- ✓ How to Declare Pointer Variable?

### TWO - MARK QUESTIONS

- ✓ Explain Two Dimension Array with Example.
- ✓ Explain Array with Structure by Example.
- ✓ Explain Array within Structure by Example.
- ✓ Explain Pointer to Pointer with Example.

### THREE - MARK QUESTIONS

- ✓ Explain Array and Matrices with suitable Example.
- ✓ Write note on Pointer and Structure with Example.
- ✓ Write note on Pointer to Array.

### FIVE - MARK QUESTIONS

- ✓ Explain Array with different types.
- ✓ Explain Pointer with reference to Dynamic Programming.
- ✓ Explain Pointer within Array with Example.