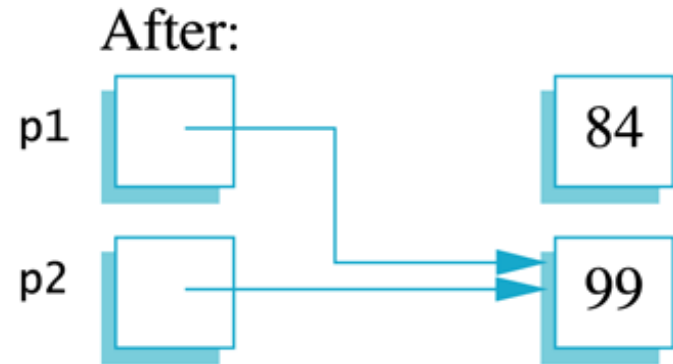
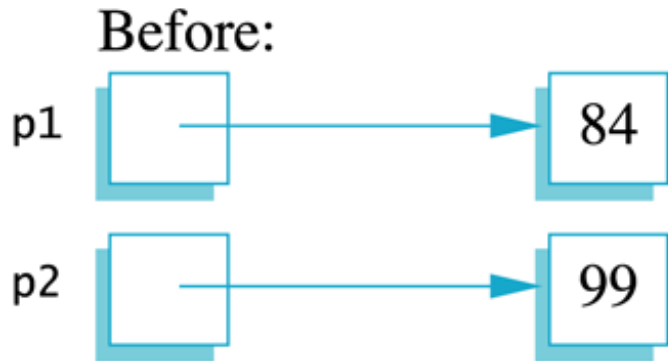


Pointer Assignment

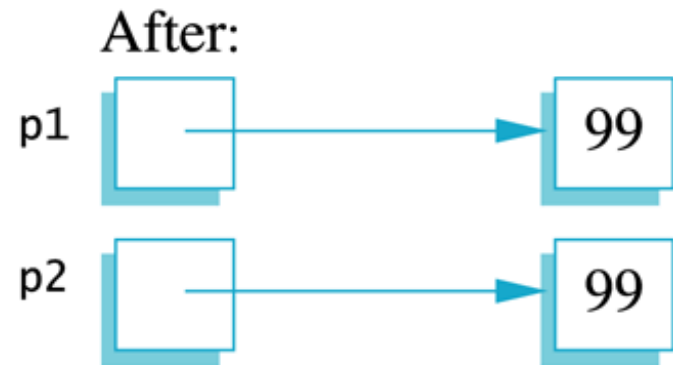
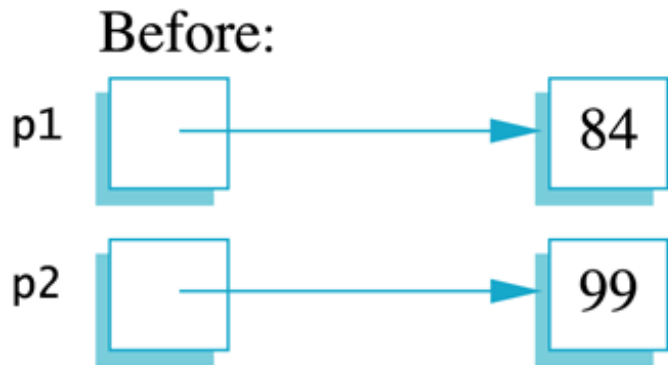
- The assignment operator = is used to assign the value of one pointer to another
 - Example: If p1 still points to v1 (previous slide) then
 $p2 = p1;$
 - causes *p2, *p1, and v1 all to name the same variable
- Some care is required making assignments to pointer variables
 - $p1 = p2;$ // changes the location that p1 "points" to
 - $*p1 = *p2;$ // changes the value at the location that p1 "points" to

Uses of the Assignment Operator

`p1 = p2;`

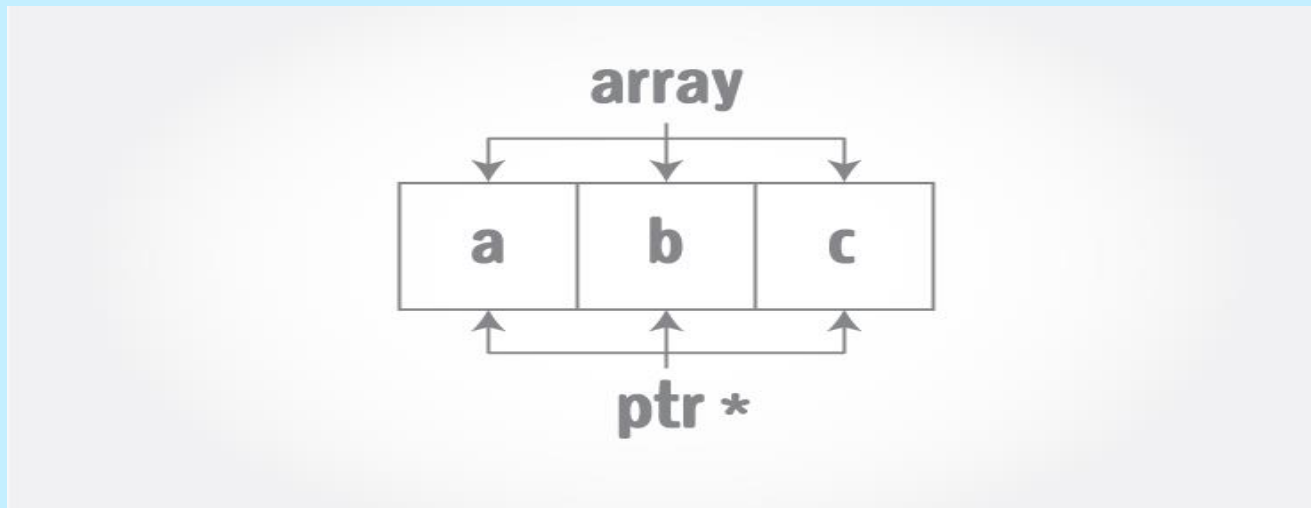


`*p1 = *p2;`



C++ Pointers and Arrays

- In this article, you'll learn about the relation between arrays and pointers, and use them efficiently in your program.



- Pointers are the variables that hold address. Not only can pointers store address of a single variable, it can also store address of cells of an array.

For example:

```
int *ptr;
```

```
int a[5];
```

```
Ptr = &a[2]; // &a[2] is the address of third element of a[5].
```



- Suppose, pointer needs to point to the fourth element of an array, that is, hold address of fourth array element in above case.
- Since **ptr** points to the third element in the above example, **ptr + 1** will point to the fourth element.
- You may think, **ptr + 1** gives you the address of next byte to the **ptr**. But it's not correct.
- This is because pointer **ptr** is a pointer to an **int** and **size of int is fixed for a operating system (size of int is 4 byte of 64-bit operating system)**. Hence, the address between **ptr** and **ptr + 1** differs by 4 bytes.
- If pointer **ptr** was pointer to **char** then, **the address between ptr and ptr + 1 would have differed by 1 byte since size of a character is 1 byte.**

Example 4: C++ Pointers and Arrays

C++ Program to display address of elements of an array using both array and pointers

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

int main()
{
    float arr[5];
    float *ptr;

    cout << "Displaying address using arrays: " << endl;
    for (int i = 0; i < 5; ++i)
    {
        cout << "&arr[" << i << "] = " << &arr[i] << endl;
    }

    // ptr = &arr[0]
    ptr = arr;

    cout << "\nDisplaying address using pointers: " << endl;
    for (int i = 0; i < 5; ++i)
    {
        cout << "ptr + " << i << " = " << ptr + i << endl;
    }

    return 0;
}
```

Output of Example 4:

Displaying address using arrays:

&arr[0] = 0x7fff5bfff880

&arr[1] = 0x7fff5bfff884

&arr[2] = 0x7fff5bfff888

&arr[3] = 0x7fff5bfff88c

&arr[4] = 0x7fff5bfff890

Displaying address using pointers:

ptr + 0 = 0x7fff5bfff880

ptr + 1 = 0x7fff5bfff884

ptr + 2 = 0x7fff5bfff888

ptr + 3 = 0x7fff5bfff88c

ptr + 4 = 0x7fff5bfff890

توضيح

In the above program, a different pointer **ptr** is used for displaying the address of array elements **arr**.

But, array elements can be accessed using pointer notation by using same array name **arr**.