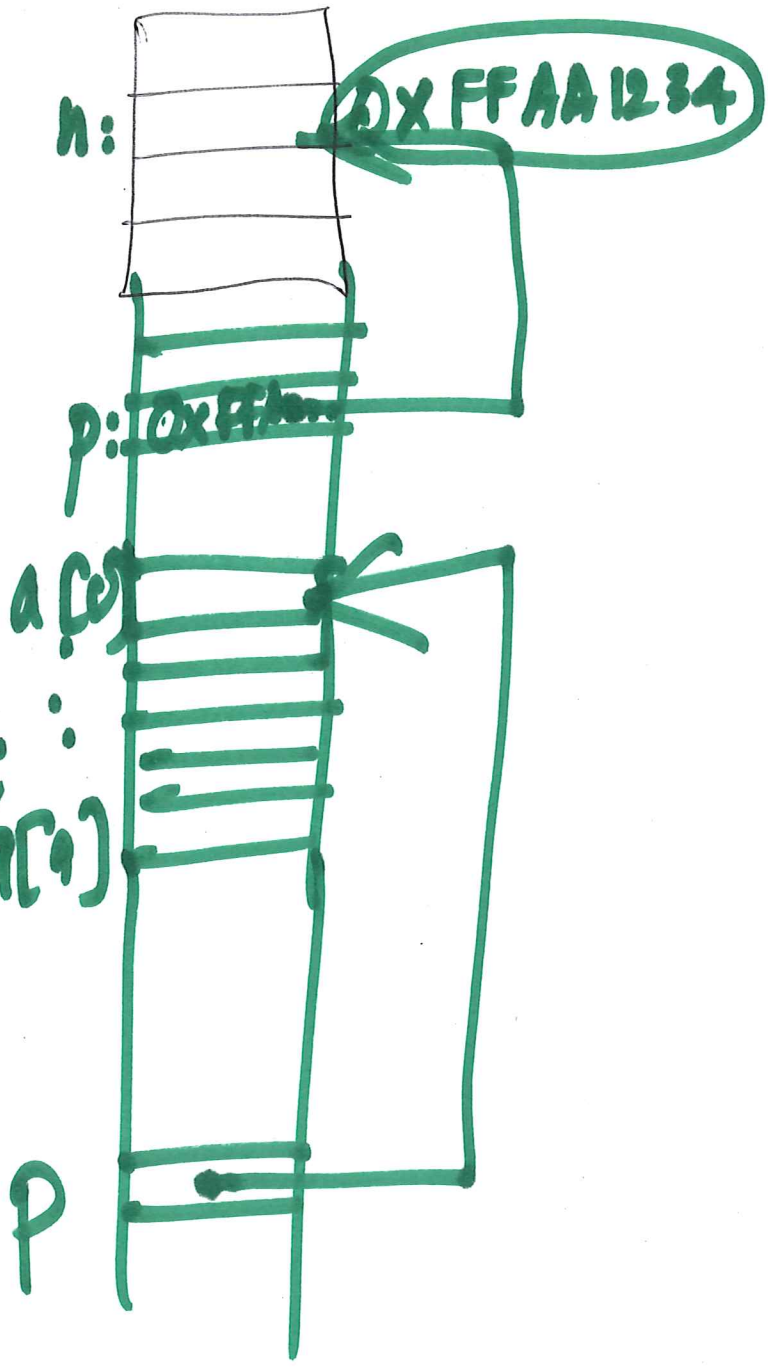
CS 354 - Lecture 4

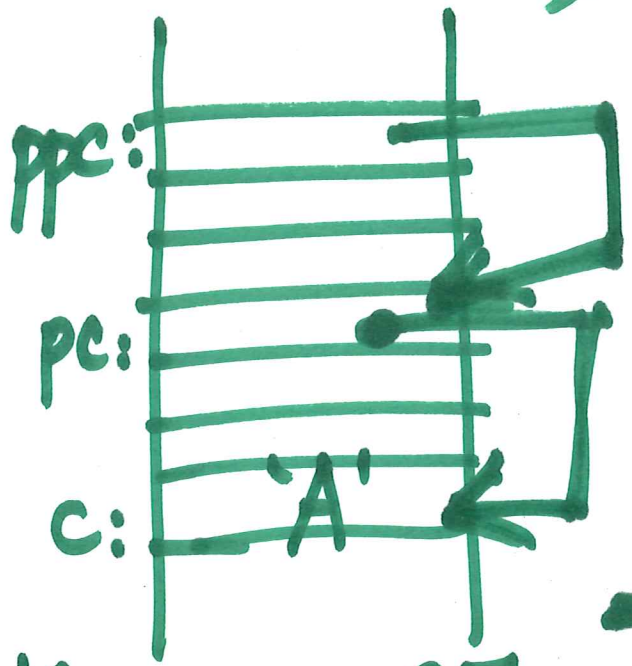
Review

```
int *p = &n;

int a[10]

int *pa = a;
    = &a[0];
```

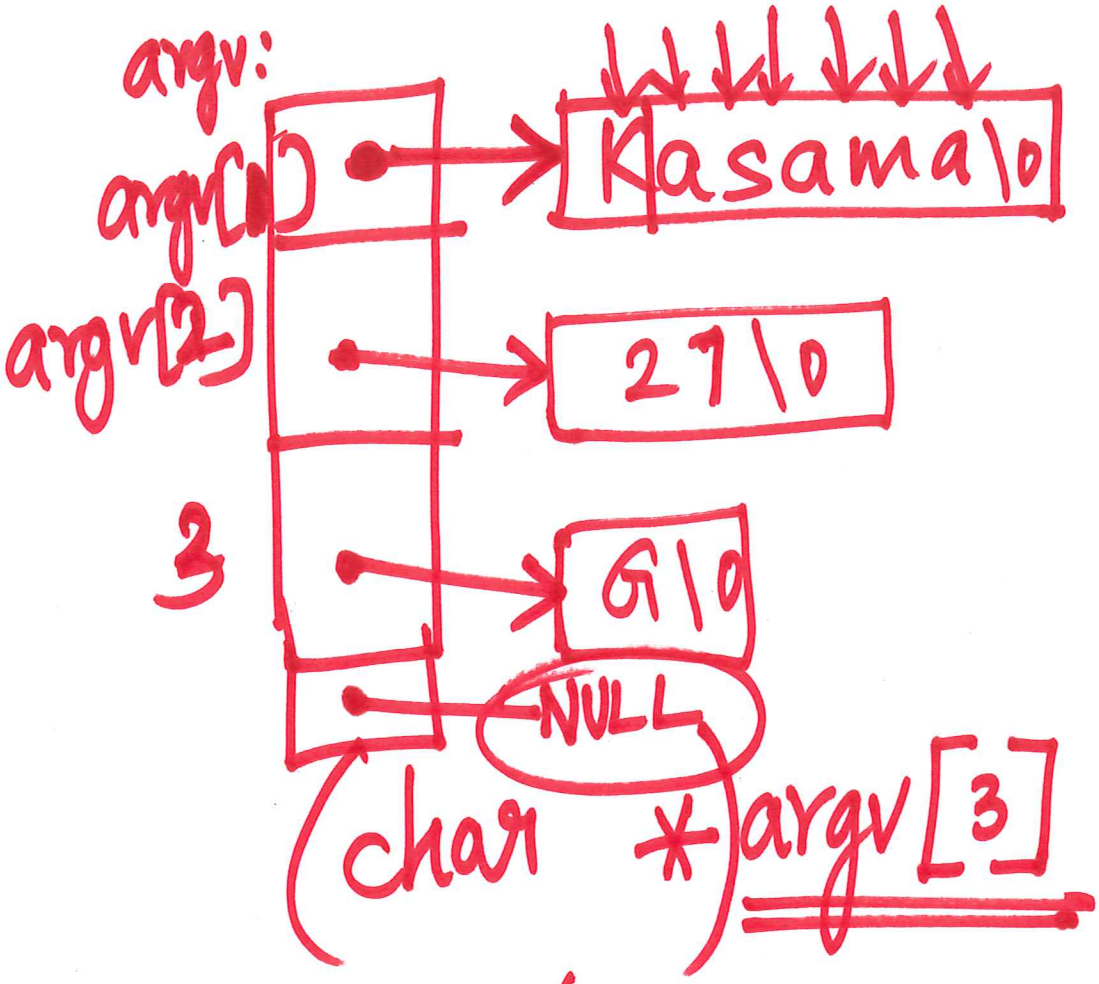


Pointers to pointers

```
char c = 'A';
char *pc = &c;
char **ppc = &pc;
("%d", **ppc)
```




```
$ ./hello_Kasama_27_G
```




```
int main(int argc, char *argv[])
{
```

./hello

argv[0]

Kasama

argv[1]

```
#define NULL 0
int *p = NULL;
p = &n;
*p = 10;
```

3

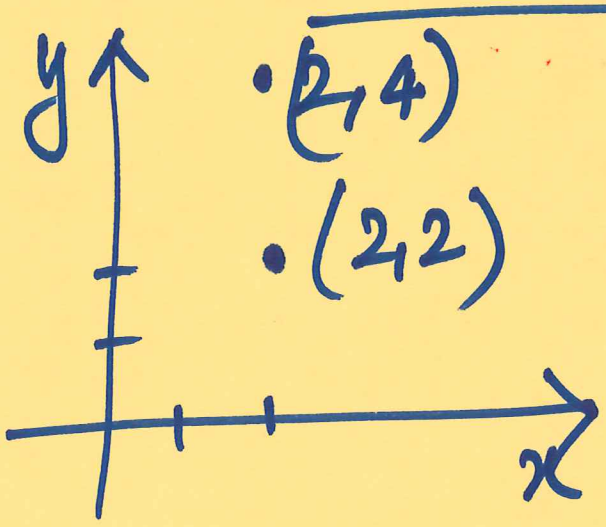
```
if (argc == 4)
{

}
```

argv[1] = [K|||||]

argv[2] = [2|7|\0]

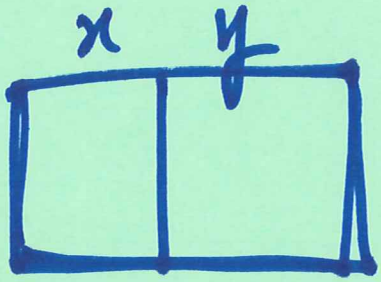
n = atoi(argv[2])

Structures



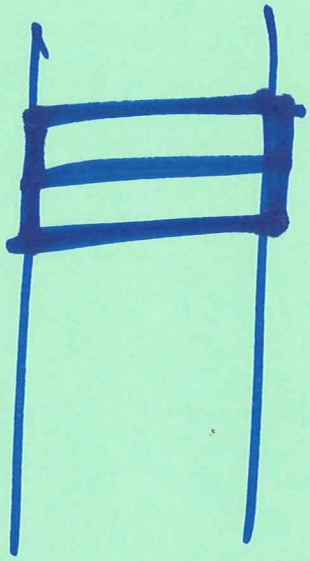

```
struct point
{
    int x;
    int y;
};
```

struct point pt; p1;



int n;

struct point pt2;



p1.x = 10;
p1.y = 20;

•(10,20)

struct sd
{
char *name;
int age;
};

("%d", p1.x)

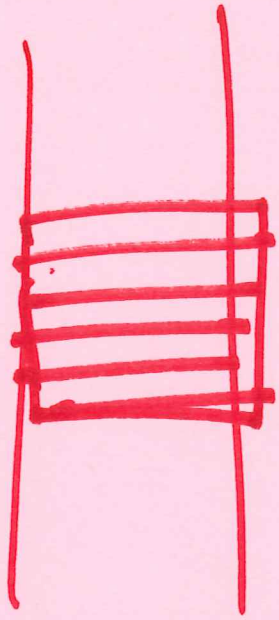
struct sd s1;
s2;

struct sd
int

s[160];
@[100];

struct point *ppt;

int *pn;



(*ppt).x;

ppt->x;

ppt = &p1;

ppt->y;