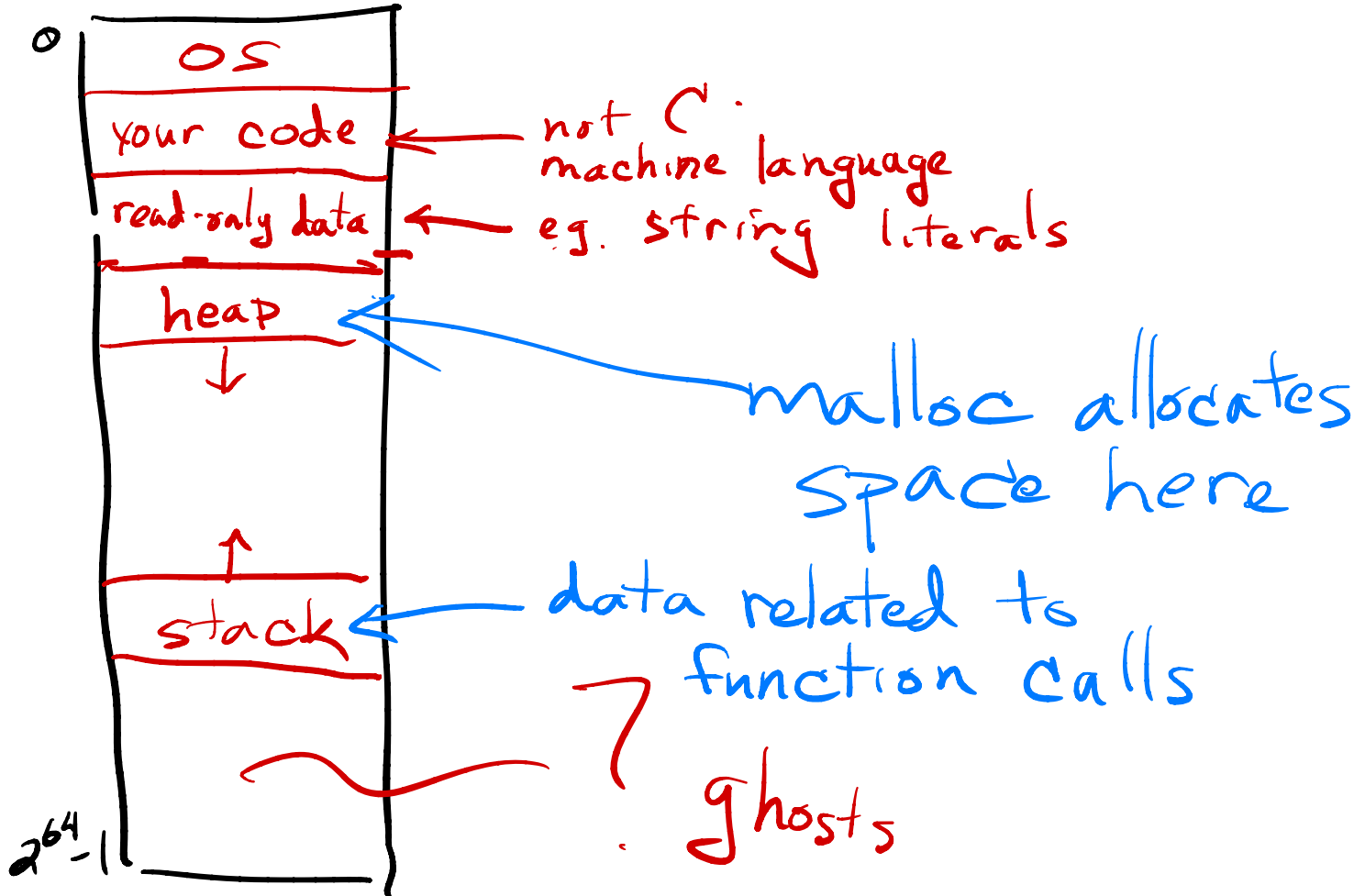


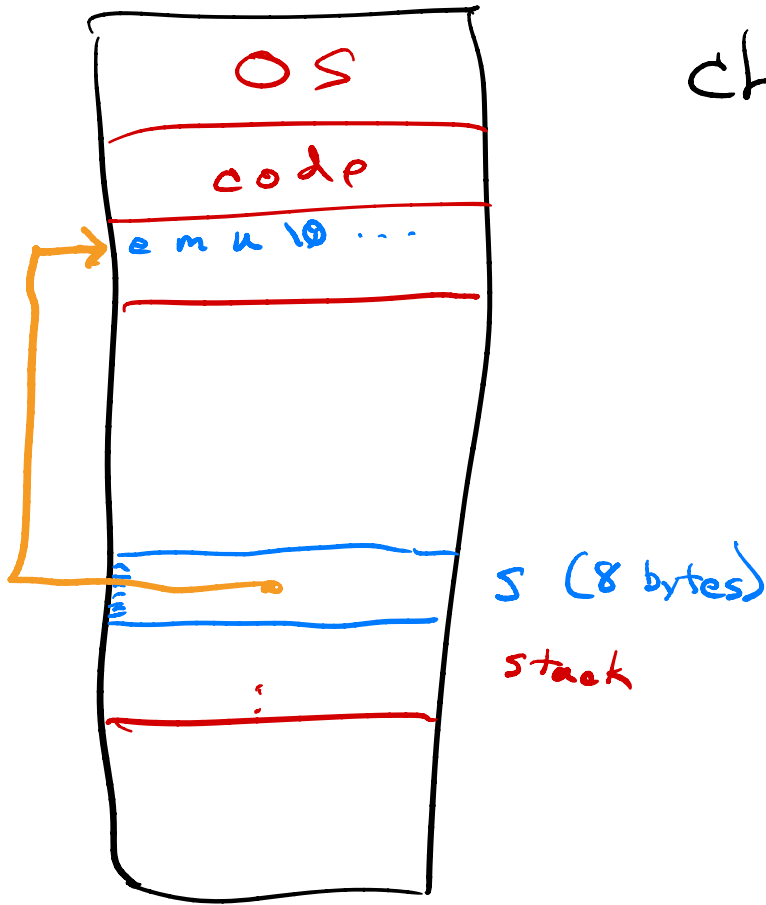


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W, 15 April 2026



```
char *s = "emu";
```



# Pointer syntax

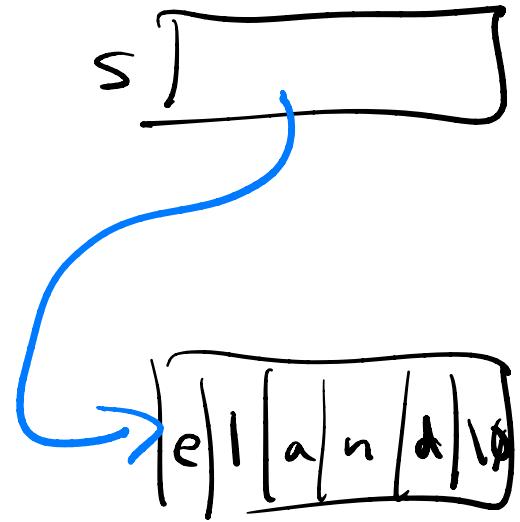
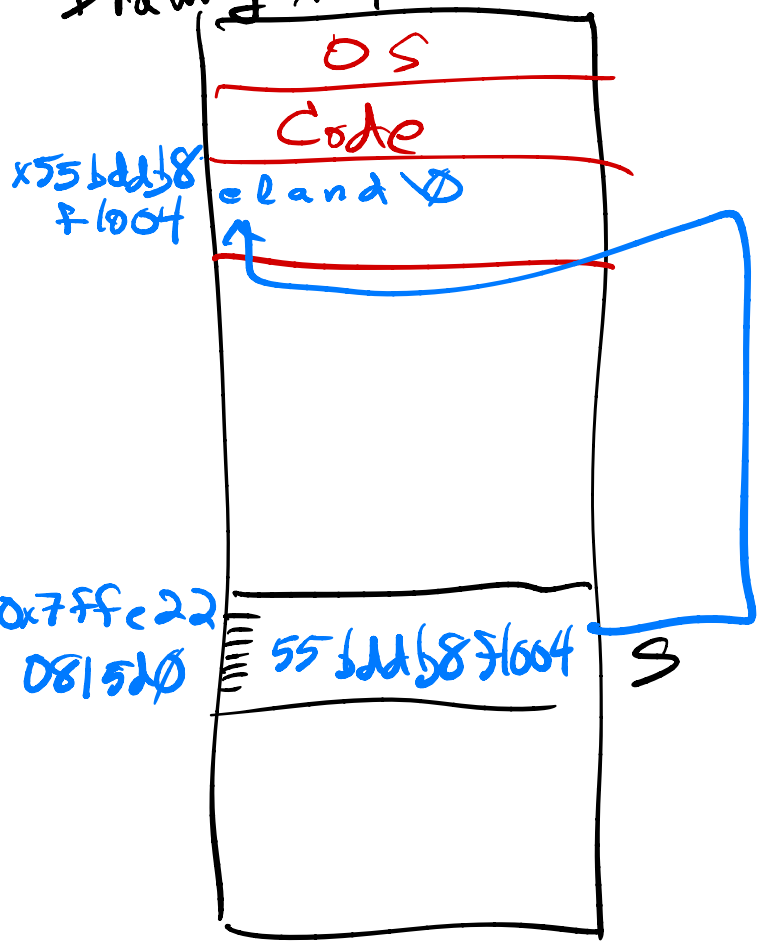
$\&x \sim$  address of  $x$

```
int x = 5;  
int *p = &x;
```

$*p \sim$  "dereferencing  $p$ "

$\text{printf}("%d", *p) \rightarrow 5$  "the thing  $p$  is pointing to"  
 $*p = 6;$   $\text{printf}("%d", x) \rightarrow 6$

# Drawing #1



main()

a 1

b ~~2~~ 4

Something(a, &b)

Something(int x, int\* y)

copy of

x ~~1~~ 3

y  

x = 3;

\*y = 4;