Outline

- Pointer Basic
- Pointer Arithmetic
- Function Pointers
- String Basic
- String Functions
- Q&A
sizeof operator

- Returns size of operand in bytes (at compile-time)
- For arrays, sizeof returns
  - (size of an element) * (number of elements)
  ```
  int myArray[10];
  cout << sizeof(myArray);
  ```
sizeof operator Cont’d

• Can be used with
  – Variable names
  – Type names
  – Constant values

• Parentheses are only required if the operand is a type name
Pointer Arithmetic

- Increment/decrement pointer (++ or --)
- Add/subtract an integer to/from a pointer (+ or +=, - or -=)
- Pointers may be subtracted from each other
- Pointer arithmetic is meaningless unless performed on a pointer to an array
• 5-element int array on a machine using 4-byte int
  
  vPtr = &v[ 0 ];
  
  – vPtr points to first element v[ 0 ], at location 3000
  
  vPtr += 2;
  
  – sets vPtr to 3008 (3000 + 2 * 4)
  
  – vPtr points to v[ 2 ]

• Subtracting pointers
  
  – Returns number of elements between two addresses

  vPtr2 = &v[ 2 ]; vPtr = &v[ 0 ]; vPtr2 - vPtr ;
Pointer Arithmetic Cont’d

• Pointer can be assigned to another pointer if both are of same type
  – If not, use cast operator
  – Pointer to void (void *)
    • Generic pointer, represents any type
    • No casting needed to convert pointer to void *
    • Casting is needed to convert void * to any other type
    • void pointers cannot be dereferenced
Pointer Arithmetic Cont’d

• Pointer comparison
  – Use equality and relational operators
  – Compare addresses stored in pointers
    • Comparisons are meaningless unless pointers point to members of the same array
  – When checking whether pointer is 0 (null pointer)

• Arrays and pointers are closely related
  – Array name is like constant pointer
  – Pointers can do array subscripting operations
int b[] = { 10, 20, 30, 40 }; int *bPtr = b;

... 

for( int i = 0; i < 4; i++ )
    cout << "b[" << i << "]=";
    cout << b[ i ] << endl;

for( int f1 = 0; f1 < 4; f1++ )
    cout << "*(b+" << f1;
    cout << "]=";
    cout << *(b+f1) << endl;
Arrays of Pointers

const char *a[4] =
{ "Hearts", "Diamonds", "Clubs", "Spades" };

- Each element of a points to a char * (string)
- Array a has fixed size (4), but strings can be of any size
- Commonly used with command-line arguments to function main
Pointers to Functions

• Contain addresses of functions
  – Function name is starting address of code that defines function
• Passed to functions
• Returned from functions
• Stored in arrays
• Assigned to other function pointers
Calling Functions using Pointers

• Function header
  
  bool ( *foo ) ( int, int )

• Execute function from pointer with either
  
  ( *foo ) ( x, y )
  
  – Dereference pointer to function, or
  
  foo( x, y )
  
  – Use the pointer directly
    
  • Could be confusing
Function Pointers

```cpp
void selectionSort( int [],
   const int,
   bool (*)( int, int ) );

void swap( int * const,
   int * const );

bool ascending( int, int );
bool descending( int, int );

int main()
{
   const int aSize = 10;
   int order;
   int counter;
   int a[ aSize ] =
   { 2, 6, 4, 8, 10,
      12, 89, 68, 45, 37 };

   cin >> order;
   if ( order == 1 ) {
      selectionSort( a, aSize,
         ascending );
   } else
   {
      selectionSort( a, aSize,
         descending );
   }
   ...
void selectionSort( int w[], const int size, bool (*compare)( int, int ) )
{
    int smallestOrLargest;

    for ( int i=0; i<size - 1; i++ )
    {
        smallestOrLargest = i;

        for ( int idx = i + 1; idx < size; idx++ )
            if( !(compare)( w[smallestOrLargest], work[idx] ) )
                smallestOrLargest = idx;

        swap(&work[smallestOrLargest], &work[i]);
    }
}
Function Pointers Cont’d

void swap( int * const element1Ptr, int * const element2Ptr )
{
    int hold = *element1Ptr;

    *element1Ptr = *element2Ptr;

    *element2Ptr = hold;
}

bool ascending( int a, int b )
{
    return a < b;
}

bool descending( int a, int b )
{
    return a > b;
}
Arrays of Pointers to Functions

• Menu-driven systems
  – Pointers to each function stored in array of pointers to functions
  • All functions must have same return type and same parameter types
  – Menu choice determines subscript into array of function pointers
Character Constant and String

- Integer value represented as character in single quotes
  - 'z' is integer value of z
    - 122 in ASCII
  - '\n' is integer value of newline
    - 10 in ASCII

- String
  - Series of characters treated as single unit
  - String literal (string constants)
    - “I like C++”
  - Static storage class
  - Array of characters, ends with null character '\0'
  - String is constant pointer to string’s first character
String Assignment

• Character array
  
  ```
  char color[] = "blue";
  char color[] = { 'b', 'l', 'u', 'e', '\0' };
  ```
  
  – Creates 5 element char array array color
  – Last element is \0

• Variable of type char *
  
  ```
  char *colorPtr = "blue";
  ```
  
  – Creates pointer colorPtr to letter b in string "blue"
  – "blue" resides somewhere in memory
Reading Strings

• Assign input to character array \texttt{word[20]}
  \begin{verbatim}
  cin >> word;
  \end{verbatim}
  – Reads characters until whitespace or EOF
  – Reads only up to 19 characters (space reserved for '\0')

• String could exceed array size
  \begin{verbatim}
  cin >> setw(20) >> word;
  \end{verbatim}
cin.getline

• Read line of text
  cin.getline( array, size, delimiter );
  – Copies input into specified array until either
    • One less than size is reached
    • Delimiter character is input

char sentence[ 80 ];
cin.getline( sentence, 80, '\n' );
<cstring> Library

- Manipulate string data
- Compare strings
- Search strings for characters and other strings
- Tokenize strings (separate strings into logical pieces)
- Data type `size_t`
  - An unsigned integral type
    - Such as unsigned int or unsigned long
  - Defined in header file `<cstring>`
**String Functions**

- `char *strcpy( char *s1, const char *s2 )`
  - Copies second argument into first argument
    - First argument must be large enough to store string and terminating null character

- `char *strncpy( char *s1, const char *s2, size_t n )`
  - Specifies number of characters to be copied from second argument into first argument
    - Does not necessarily copy terminating null character

- `char *strcat( char *s1, const char *s2 )`
  - Appends second argument to first argument
    - First character of second argument replaces null character terminating first argument
    - You must ensure first argument large enough to store concatenated result and null character

- `char *strncat( char *s1, const char *s2, size_t n )`
  - Appends specified number of characters from second argument to first argument
    - Appends terminating null character to result

- `size_t strlen( const char *s )`
  - Returns number of characters in string
String Functions Cont’d

- **int strcmp( const char *s1, const char *s2 )**
  - Compares character by character
  - Returns
    - Zero if strings are equal
    - Negative value if first string is less than second string
    - Positive value if first string is greater than second string

- **int strncmp( const char *s1, const char *s2, size_t n )**
  - Compares up to specified number of characters
  - Stops if it reaches null character in one of arguments

- **Character codes / character sets**
  - Machine dependent
  - ASCII
    - “American Standard Code for Information Interchage”
  - EBCDIC
    - “Extended Binary Coded Decimal Interchange Code”
  - Unicode
Tokenizing

- Breaking strings into tokens
  - Tokens: logical units, such as words (separated by spaces)
  - Separated by delimiting characters
  - "This is my string"
    - 4 word tokens (separated by spaces)

- `char *strtok( char *s1, const char *s2 )`
  - Multiple calls required
    - First call contains two arguments, string to be tokenized and string containing delimiting characters
      - Finds next delimiting character and replaces with null character
    - Subsequent calls continue tokenizing
      - Call with first argument NULL
      - Stores pointer to remaining string in a static variable
  - Returns pointer to current token
String Example

...  
#include <cstring> // prototype for strtok
using std::strtok;

int main()
{
    char sentence[] = "This is a sentence with 7 tokens";
    char *tokenPtr;
    tokenPtr = strtok( sentence, " ");
    while ( tokenPtr != NULL )
    {
        cout << tokenPtr << '
';
        tokenPtr = strtok( NULL, " " );
    }
    cout << "\nAfter strtok, sentence = " << sentence << endl;
    return 0;
}