



Arrays and Pointers

Lecture Objectives:

1) Explain how arrays are declared in C.

Hint: We'll learn a bit about C in doing this.

2) Explain the relationship between arrays and pointers.

Cannot be
dynamically sized

- Array

3 4

– A contiguous allocation of memory assigned to a single variable name

Address

- Pointer

Memory

– A variable which holds the address of another variable.

Definitions

0x10
0x0C
0x08
0x04
0x00



16 bytes
16 Locations

Addresses 0 - 0x0F.
"Bob" Variable
↳ characters (chars)



type Variable name size

Char bob[16];

C declaration for
an array of 16 bytes /
16 characters.

- Array
 - A contiguous allocation of memory assigned to a single variable name
- Pointer
 - A variable which holds the address of another variable.

Definitions

Essentially a reference

Char bob[16];

Char * bob ptr;

point at the first

address of the array



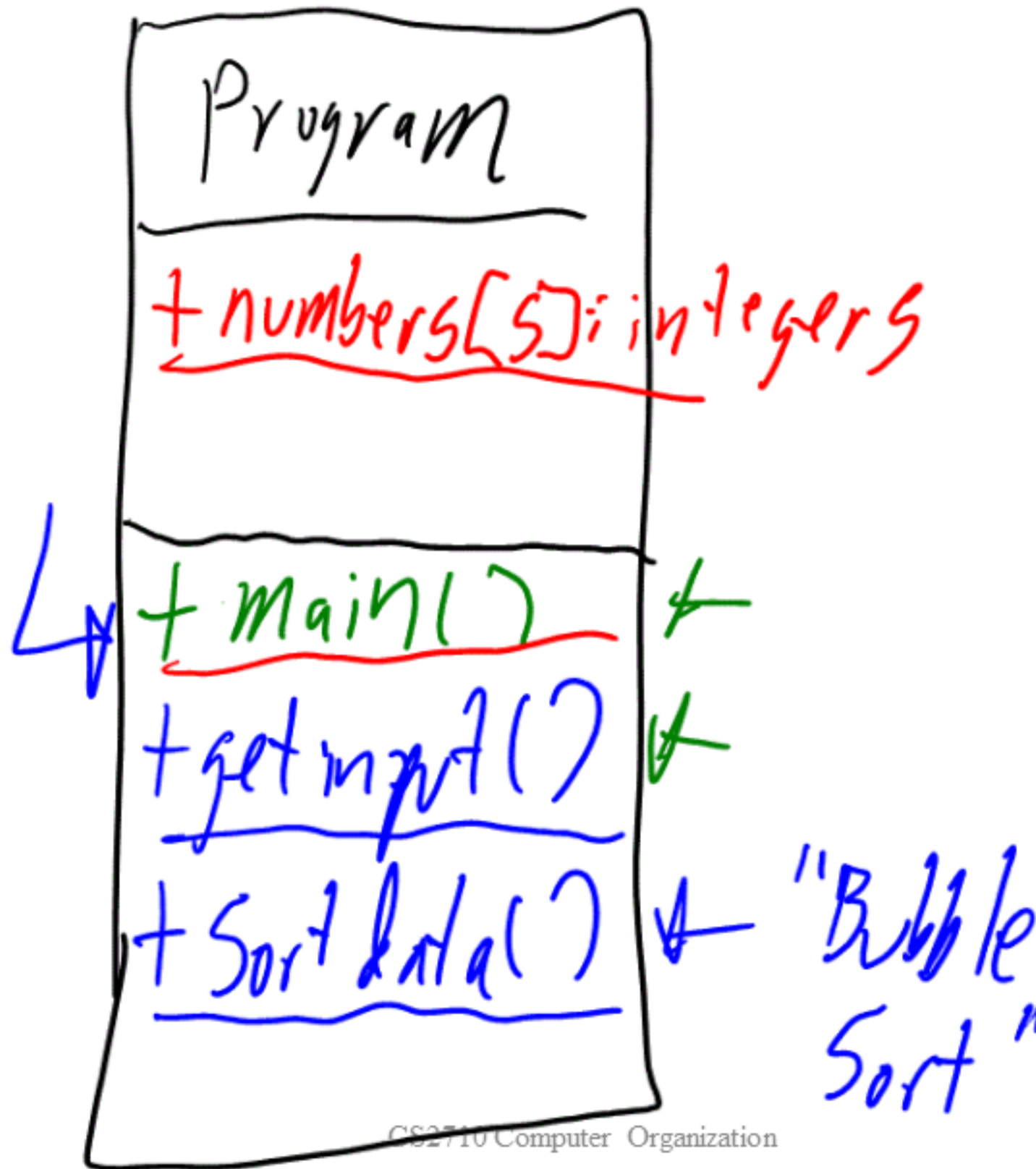
Problem:

- I want to build a program which will do the following:
 - Prompt the user to enter 5 numbers and store them in an array *Loop array*
 - Sort the 5 numbers in ascending order
 - Print out the sorted number list

*is put them
in the
appropriate
sequence.*

- What methods should we write?

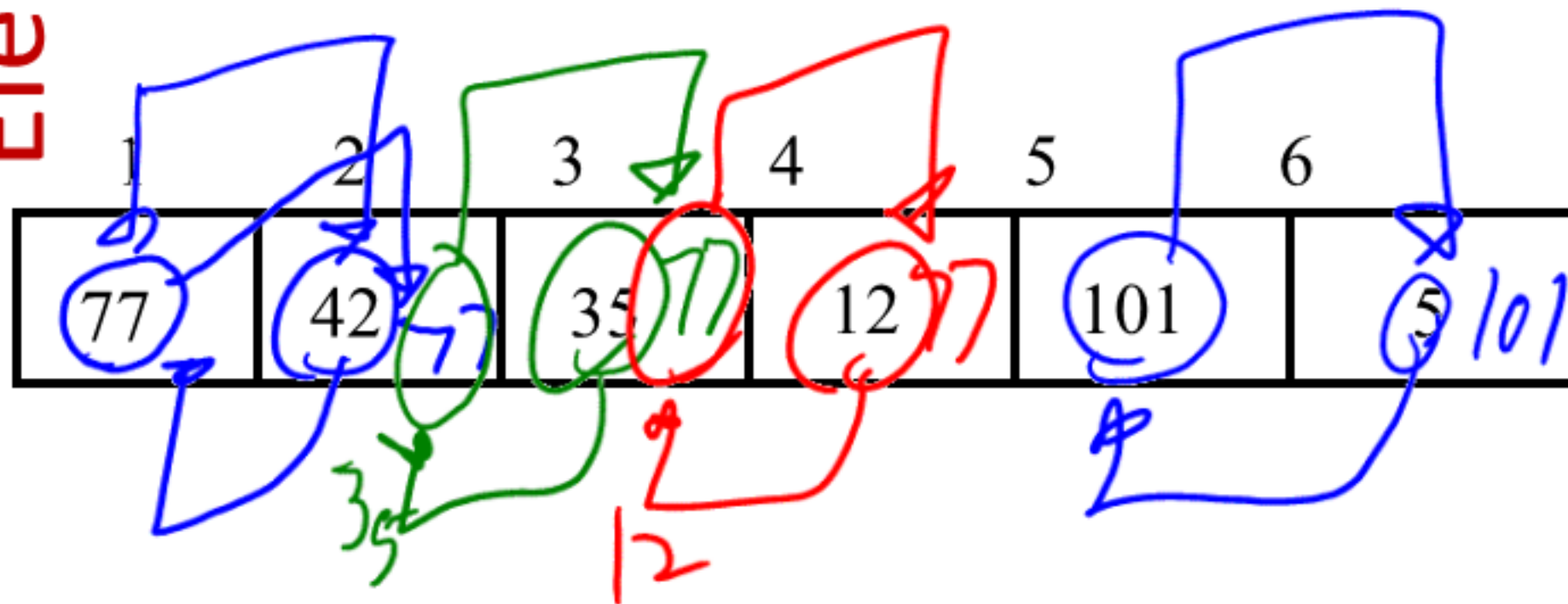
Design



"Bubbling Up" the Largest

Element

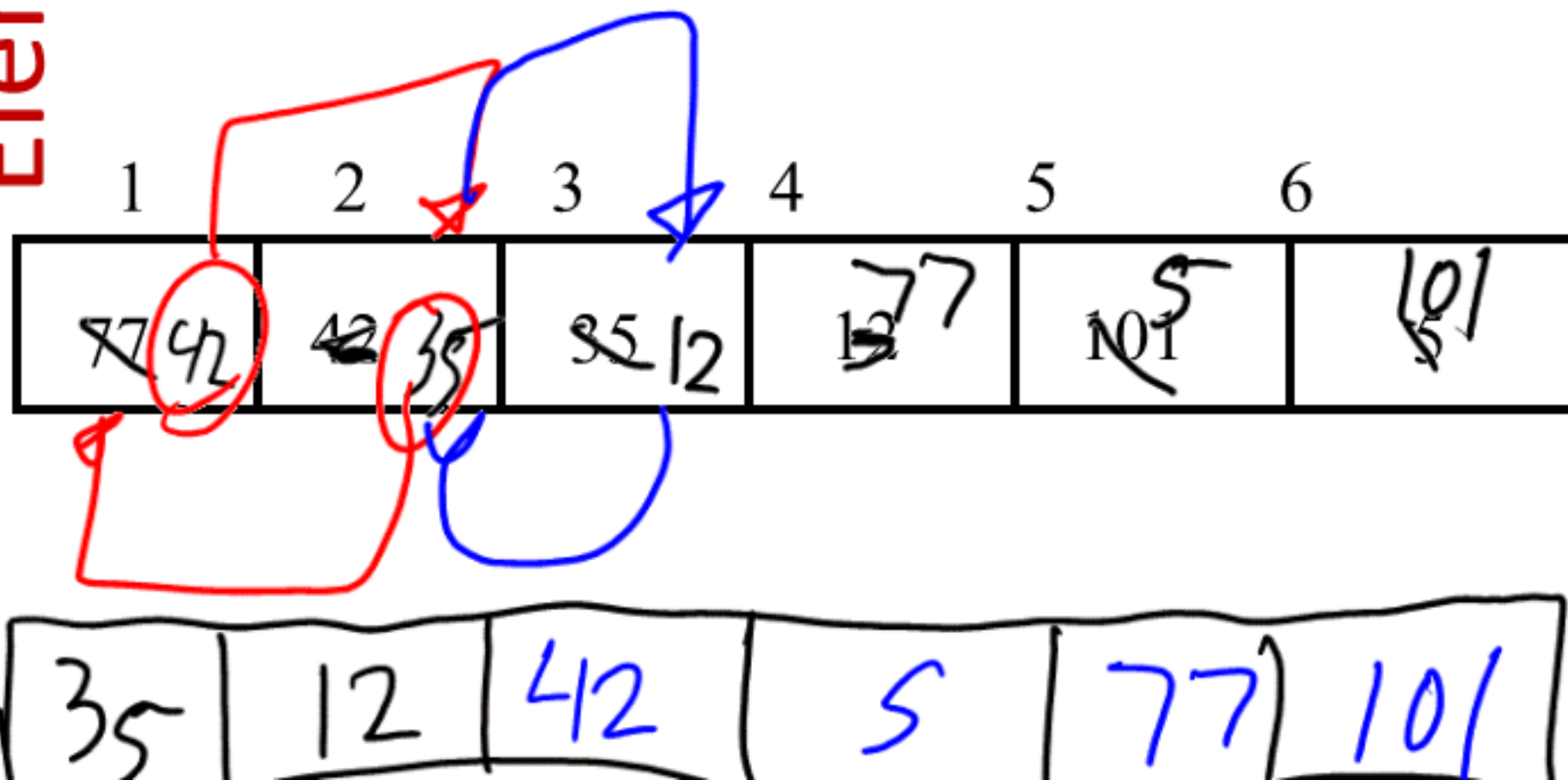
- Traverse a collection of elements
 - Move from the front to the end
 - “Bubble” the **largest value** to the end using **pair-wise comparisons and swapping**



"Bubbling Up" the Largest

Element

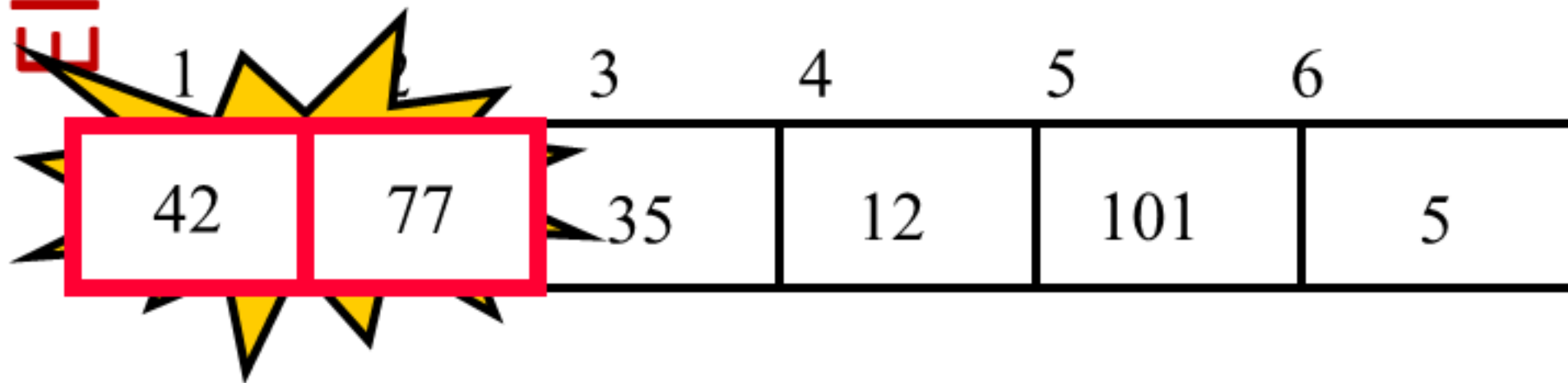
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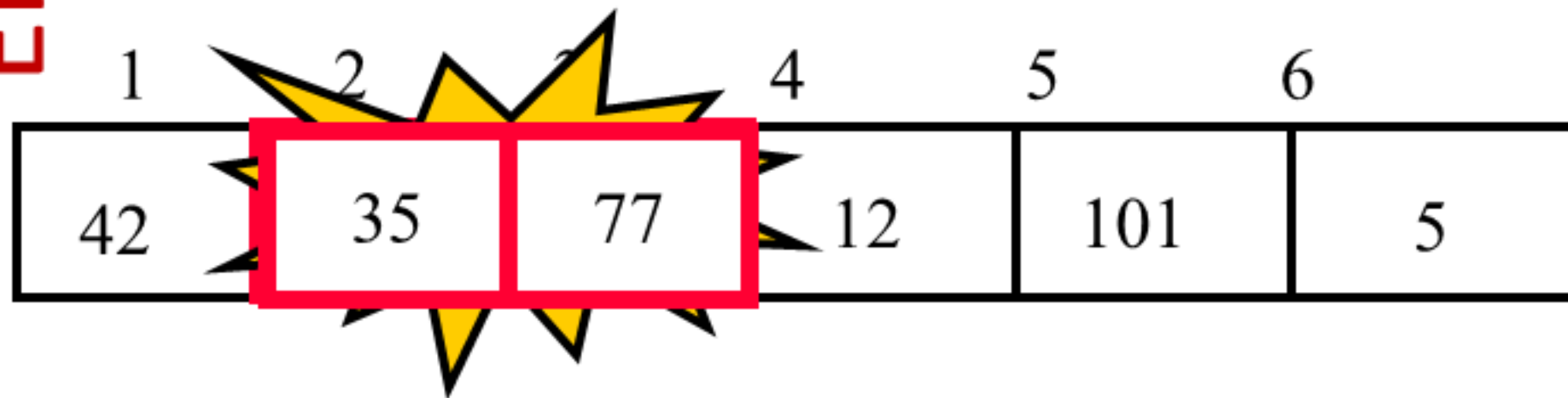
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"Bubbling Up" the Largest

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- **Traverse a collection of elements**
 - Move from the front to the end
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The "Bubble Up" Algorithm

```
index ← 1
```

```
last_compare_at ← n - 1
```

```
loop
```

```
  exitif(index >  
  last_compare_at)
```

```
  if(A[index] > A[index + 1])
```

```
  then
```

```
    Swap(A[index], A[index + 1])
```

```
  endif
```

```
  index ← index + 1
```

```
endloop
```

Lets write some assembly...

