

Princeton University

COS 217: Introduction to Programming Systems

Pointer-Related Operators

Key

x A variable of any type
p, p1, p2 Pointer variables
i An integral expression

Operators Meaningful for Any Pointer Variable

"Address Of" Operator

&x The address of x.

Dereference Operator

*p The contents of the memory referenced by p.

Relational Operators

p1 == p2 1 if p1 is equal to p2, and 0 otherwise.
p1 != p2 1 if p1 is unequal to p2, and 0 otherwise.

Assignment Operator

p1 = p2 Side effect: Assign p2 to p1. The new value of p1.

Operators Meaningful if and only if Pointers Reference Array Elements

Array Subscripting Operator

`p[i]` `*(p + i)`, that is, the contents of memory at the address that is `i` elements after the address referenced by `p`.

Arithmetic Operators

`p + i` The address of the `i`th element after the one referenced by `p`.
`i + p` The address of the `i`th element after the one referenced by `p`.
`p - i` The address of the `i`th element before the one referenced by `p`.
`p++` Side effect: Increment `p` to point to the next element.
 The previous value of `p`.
`++p` Side effect: Increment `p` to point to the next element.
 The new value of `p`.
`p--` Side effect: Decrement `p` to point to the previous element.
 The previous value of `p`.
`--p` Side effect: Decrement `p` to point to the previous element.
 The new value of `p`.

Arithmetic Operators

`p1 - p2` The "span" of `p1` and `p2`.

Relational Operators

`p1 < p2` 1 if `p1` is less than `p2`, and 0 otherwise.
`p1 <= p2` 1 if `p1` is less than or equal to `p2`, and 0 otherwise.
`p1 > p2` 1 if `p1` is greater than `p2`, and 0 otherwise.
`p1 >= p2` 1 if `p1` is greater than or equal to `p2`, and 0 otherwise.

Assignment Operators

`p += i` Side effect: Increment `p` so its value is the address of the `i`th element after the one referenced by `p`.
 The new value of `p`.
`p -= i` Side effect: Decrement `p` so its value is the address of the `i`th element before the one referenced by `p`.
 The new value of `p`.

Disallowed

`p1 + p2`
`i - p`
`i += p`
`i -= p`
`p == i`