
Tema 8

TEME

- Pokazivaci

PRIMER 1

```
string food = "Pizza"; // A food variable of type string

cout << food; // Outputs the value of food (Pizza)
cout << &food; // Outputs the memory address of food (0x6dfed4)
```

V2

```
string food = "Pizza"; // A food variable of type string
string* ptr = &food; // A pointer variable, with the name ptr, that stores the
address of food
```

```
// Output the value of food (Pizza)
cout << food << "\n";
```

```
// Output the memory address of food (0x6dfed4)
cout << &food << "\n";
```

```
// Output the memory address of food with the pointer (0x6dfed4)
cout << ptr << "\n";
```

V3

```
string food = "Pizza";

cout << &food; // Outputs 0x6dfed4
```

PRIMER 2

```
#include <iostream>
using namespace std;
int main() {
    int var = 5;

    // declare pointer variable
    int* pointVar;

    // store address of var
    pointVar = &var;
```

```

// print value of var
cout << "var = " << var << endl;

// print address of var
cout << "Address of var (&var) = " << &var << endl
    << endl;

// print pointer pointVar
cout << "pointVar = " << pointVar << endl;

// print the content of the address pointVar points to
cout << "Content of the address pointed to by pointVar (*pointVar) = " <<
*pointVar << endl;

return 0;
}

```



```

1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     int records[] = { 47, 58, 63, 65, 77};
7     int *ptr;
8
9     ptr = records;
10
11     cout << "The value of first element is " << *records << endl;
12     cout << "The value of second element is " << *(records+1) << endl;
13     cout << "The value of third element is " << *(records+2) << endl;
14     cout << "The value of fourth element is " << *(records+3) << endl;
15     cout << "The value of fifth element is " << *(records+4) << endl;
16 }

```

Pretraga po nizu

```
C:\Users\harsh\Desktop\Work> g++ yolo1.cpp > ...
1  #include <iostream>
2  using namespace std;
3
4  int main()
5  {
6      int records[] = { 47, 58, 63, 65, 77};
7      int *ptr;
8
9      ptr = records;
10
11     for(int i=0; i<5; i++)
12     {
13         cout<< *ptr<< endl;
14         ptr++;
15     }
16     return 0;
17 }
```