

Pointers in C

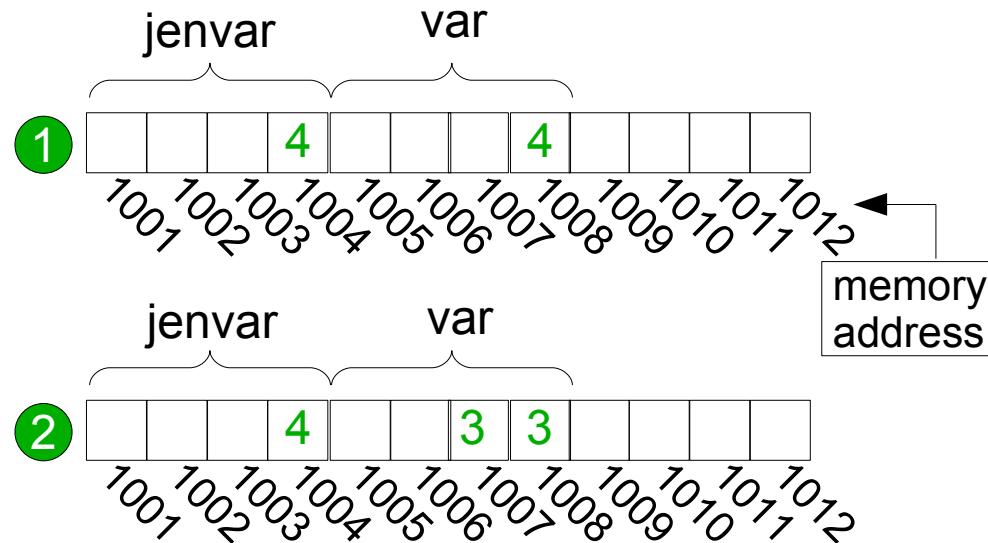
Why use a pointer?

In C, arguments are passed to functions “by value”

But sometimes, you may need to alter values in a function and receive the altered values back once the function finishes.

This code won't change the value of jenvar:

```
void brokenfunction(int var) {  
    var = 33; ②  
}  
int main() {  
    int jenvar = 4;  
    brokenfunction(jenvar); ①  
    printf("%d\n", jenvar);  
    return 0;  
} prints “4”
```



But this code will:

```
void goodfunction(int *var) {  
    *var = 33;  
}  
int main() {  
    int jenvar = 4;  
    int addrjen = &jenvar;  
    goodfunction(addrjen);  
    printf("%d\n", jenvar);  
    return 0;  
}
```

prints “33” because
actually modified value in memory location 1001

