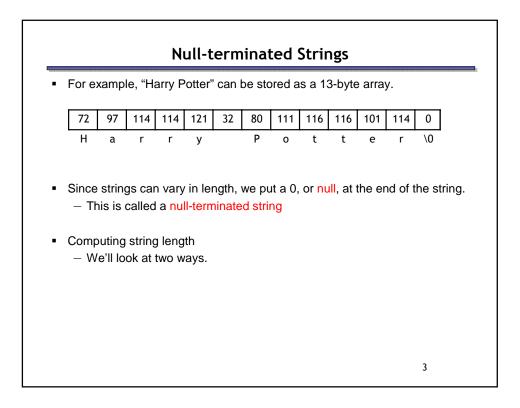
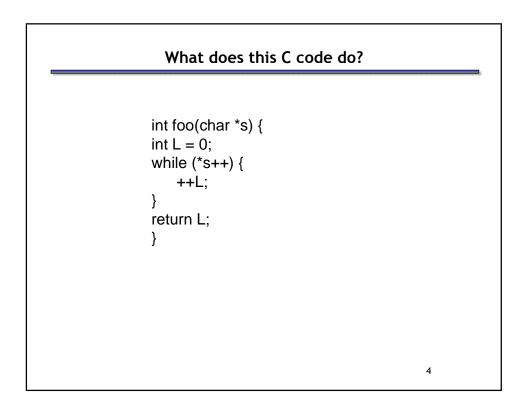
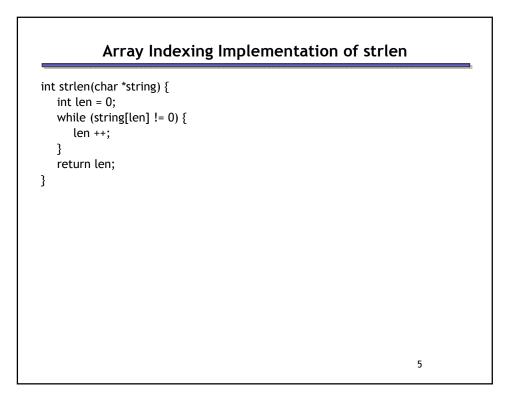
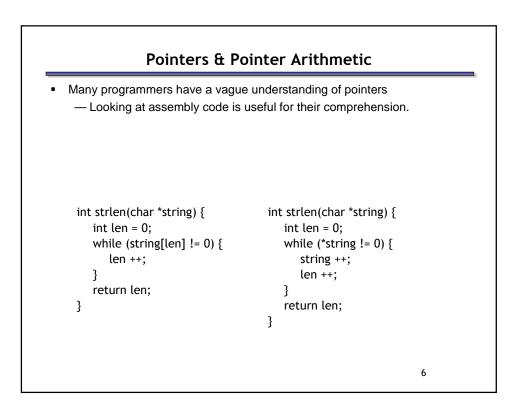


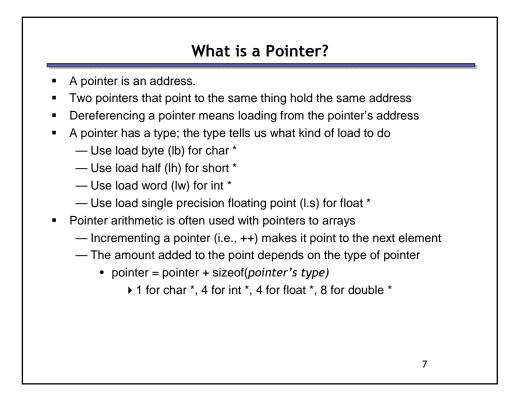
Representing strings											
 A C-styl 	e string	is rep	orese	ented	by a	n arr	ay of	f bytes.			
— Elen	nents ar	e one	e-byte	e AS(CII c	odes	for e	ach ch	aract	er.	
- A 0 v	value ma	arks t	he e	nd of	the	arrav					
						,					
32	space	48	0	64	0	80	Р	96	,	112	р
33	!	49	1	65	A	81	Q	97	a	113	q
34	"	50	2	66	в	82	R	98	b	114	r
35	#	51	3	67	c	83	S	99	c	115	s
36	\$	52	4	68	D	84	Т	100	d	116	t
37	%	53	5	69	E	85	U	101	e	117	u
38	æ	54	6	70	F	86	V	102	f	118	v
39	,	55	7	71	G	87	w	103	g	119	w
40	(]	56	8	72	н	88	X	104	h	120	x
41		57	9	73	- 1	89	Y	105	- 1	121	y
42	*	58	:	74	J	90	z	106	j	122	z
43	+	59	;	75	к	91	[]	107	k	123	{
44	,	60	<	76	L	92	Ň	108	ι	124	
45	-	61	=	77	M	93] [109	m	125	}
46	.	62	>	78	N	94	^	110	n	126	~
47	/	63	?	79	0	95	_	111	0	127	del
								-			
											2
											2

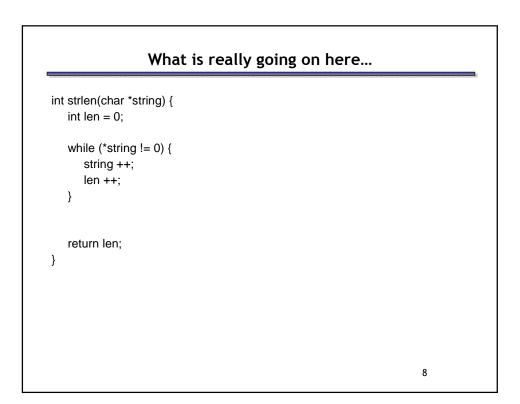












Pointers Summary

- Pointers are just addresses!!
 - "Pointees" are locations in memory
- Pointer arithmetic updates the address held by the pointer
 - "string ++" points to the next element in an array
 - Pointers are typed so address is incremented by sizeof(pointee)

9