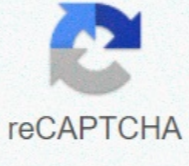




I'm not robot



Continue

Char stack c

Character stack c. C char array on stack. Char stack c.

The difference between the character * the pointer and the char [] the array is as you interact with them after creating them. If you are just printing the two examples, it will work exactly the same. Both generate data in memory, (H, and, L, L, O, / 0). The fundamental difference is that in a character * you are assigning to a pointer, which is a variable. In char [] you are assigning to an array that is not a variable. The Char [] is a structure, is a specific section of memory, allows things like index, but always will begin at the address that is currently valid. Char * is a variable. It was initialized with a number, but we can change this number using mathematical operators, such as ++, because it is essentially an integer. So here is an example, where the pointer would be much more efficient than an array. Say, for whatever reason we wanted the rope to say "Ello" instead of "Oláá". With a pointer all we need to do is change the pointer a position for the "right". char * p = "Olá"; P ++; This is a very fast and executed operation in large than 1 (literally, in this case, is a very fast operation), but with char [], We can change where the matrix is started, so we really need to do something much less efficient. We need to make loop through the whole word and for every index to change the char in the memory. It would look like that. (Done manually instead of loop for clarity) char s [] = "Olá"; s [0] = 'E'; s [1] = 'L'; s [2] = 'L'; s [3] = 'o'; s [4] = '\0'; This is a distant operation slower in operation in "Big o de n". A character variable is actually an integral value of 8 bits. It will have values from 0 to 255. These are almost always Ascii codes, but other codements are allowed. 0 Stands for the C-null character and 255 means an empty symbol. So when you write the following task: char a = 'a'; It's the same thing as this on an ASCII system. char a = 97; So you can compare two variables à € , = '0' && C

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