Color Images

Chapter 2: Working with Memory, Arrays, and Pointers

Memory·Address	Contents				Variable
007ef880	8c	f8	7e	00	pi
007ef884					
007ef888					
007ef88c	2a	00	00	00	i

Before

pv →

01	00	00	00
02	00	00	00
03	00	00	00
04	00	00	00
05	00	00	00

After

pv →
v[1] →
pv[2] →
(pv + 3) →

0b	00	00	00
0c	00	00	00
0d	00	00	00
0e	00	00	00
05	00	00	00
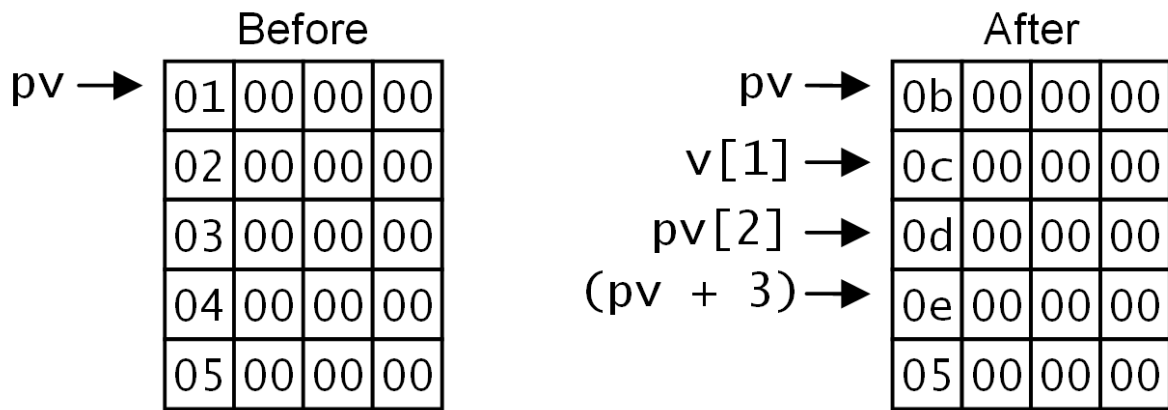
Chapter 5: Using the Standard Library Containers

num1

2	7	1	8	2	8

num2

3	1	4	5	6	8

swap

num1

3	1	4	5	6	8

num2

2	7	1	8	2	8