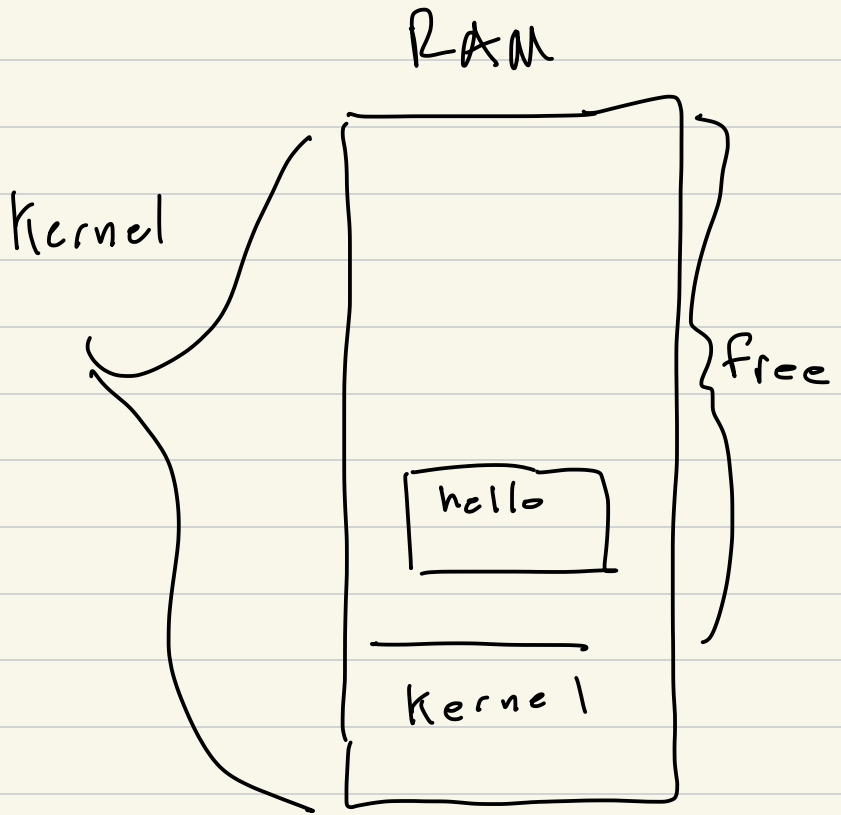
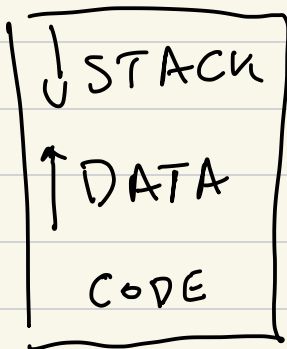


CS 326 User Memory



User Memory



RAM

Memory

byte addressable

array
of
bytes

address

`char *p;`

↑
address

`int *ip;`



Pointers

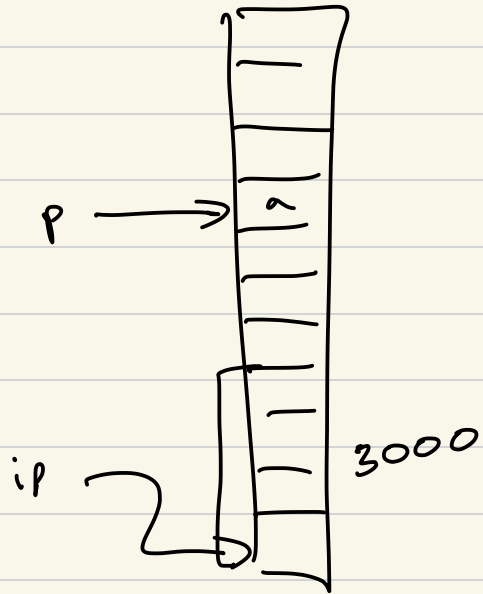
64 bit machine

```
int *ip;
```

```
char *p;
```

```
float *fp;
```

```
char c = *p;  
c = 'a'
```



```
int x = *ip;
```

```
x = 3000  
4 bytes
```

```
32 (int)  
64 (int *)  
↓   ↓
```

```
int x = ip;
```

```
long int y = ip;
```

```
long int y = (long int) ip;
```

0xA3F2

1010 0011 1111 0010
8 2

