

C Function Pointers: The Basics

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Bottom line

A function pointer is a pointer to compiled function code.

```
#include <stdio.h>
int addi (int x, int y) { return x+y; }
int subi (int x, int y) { return x-y; }
int useFunctionPtr ( int a, int b,
                    int (* fun ) (int, int)) {
    return fun(a, b);
}

int main () {
    int x = 3, y = 5, result;
    result = useFunctionPtr (x, y, &addi);
    printf("%d + %d = %d\n", x, y, result);

    result = useFunctionPtr (x, y, &subi);
    printf("%d - %d = %d\n", x, y, result);
}
```

Declaring and using a function pointer

```
#include <stdio.h>

int addi (int x, int y) { return x + y; }
int subi (int x, int y) { return x - y; }

int main () {
    int x = 3, y = 5;

    int (*func) (int, int);    // func is a pointer to a
                                // function returning int

    /* calculating x + y */
    func = &addi;
    printf("%d + %d = %d\n", x, y, (*func)(x, y));

    /* calculating x - y */
    func = &subi;
    printf("%d - %d = %d\n", x, y, (*func)(x, y));
}
```

Another example, declaring & using

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
int addi (int x, int y) { return x+y; }
```

```
int subi (int x, int y) { return x-y; }
```

```
int main () {
```

```
    int x, y, result;
```

```
    char op;
```

```
    int (*func) (int, int);
```

```
    printf("Enter int op int, no blanks (e.g., 3+144)");
```

```
    scanf("%d%c%d", &x, &op, &y);
```

```
    printf("You entered %d %c %d\n", x, op, y);
```

```
    if (op == '+') func = &addi;
```

```
    else if (op == '-') func = &subi;
```

```
    else exit(1);
```

```
    result = (*func)(x, y);
```

```
    printf("%d %c %d= %d\n", x, op, y, result);
```

```
}
```

Using an array of function pointers

```
#include <stdio.h>
```

```
int addi(int x, int y) { return x+y; }
```

```
int subi(int x, int y) { return x-y; }
```

```
int main () {
```

```
    int i, x, y, result;
```

```
    char op;
```

```
    int (*funcArr[2]) (int, int); // an array of function ptrs
```

```
    funcArr[0] = &addi;
```

```
    funcArr[1] = &subi;
```

```
    int dataArr[4][2] = { {1, 10}, {2, 20}, {3, 30}, {4, 40}};
```

```
    for (i=0; i<4; i++) {
```

```
        x = dataArr[i][0];
```

```
        y = dataArr[i][1];
```

```
        op = (i%2)? '-' : '+';
```

```
        result = (*funcArr[i%2])(x, y);
```

```
        printf("%d %c %d = %d\n", x, op, y, result);
```

```
    }
```

```
}
```

Nice tutorial

<http://www.newty.de/fpt/>