

Pointers

```
/* Your program should do things like this */  
void main ( ) {  
    int a, *b, *c, d;  
    a=73; b=&a; c=b;  
    printf(a, *b, *c);  
    *c=142;  
    printf(a, *b, *c);  
    d = 6; c=&d; *b=*c;  
    printf(a, *b, *c, d);  
    *b=59;  
    printf(a, *b, *c, d); }
```

Pointer Productions

id_list: id_list ‘,’ id

| id

id: ID {\$1->type=T; \$1->ptr=0; }

| ‘*’ ID {\$2->type=T; \$1->ptr=1; }

Pointer Instructions

```
void main () {  
    int a, *b, *c, d;  
    a=73; b=&a; c=b; *b=24; a=*b;
```

```
constpush  
73  
varpush  
a  
assign  
varpush  
a  
varpush  
b  
assign
```

```
varpush  
b  
eval  
varpush  
c  
assign  
constpush  
24  
varpush  
b  
eval
```

```
assign  
varpush  
b  
eval  
eval  
varpush  
a  
assign
```