

func param

t * $\begin{matrix} \nearrow \text{array} \\ \rightarrow \text{func will change it} \\ \searrow \text{ptr} \end{matrix}$

const t * \rightarrow array not modified — input parameter

t **

2D arr

ptr to array

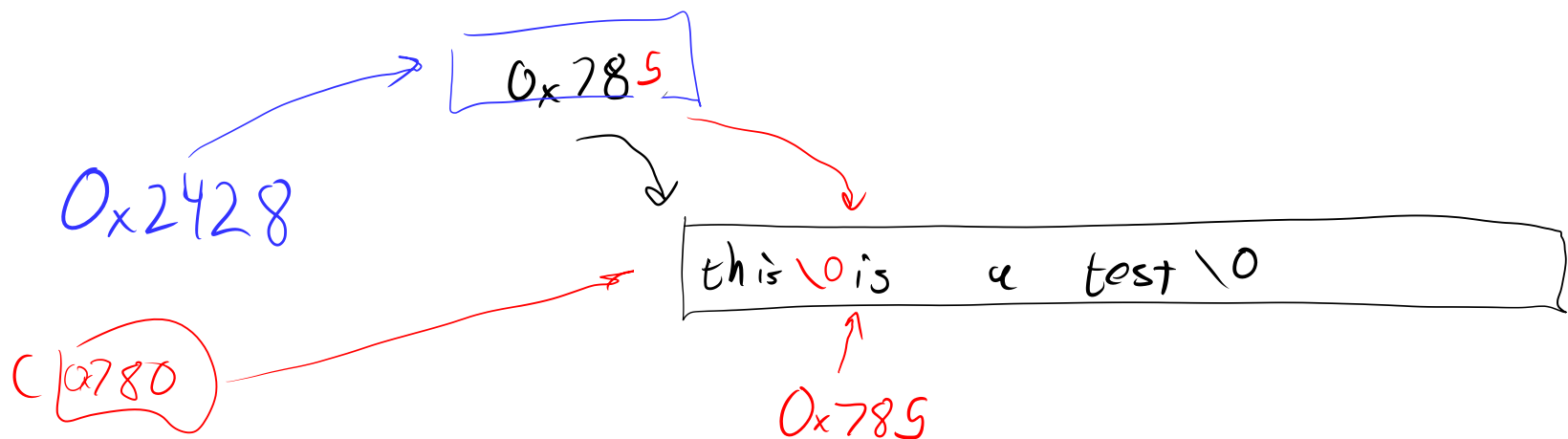
ptr to ptr

array of ptr

a = "this is a test"

b = ""

c = strstr(&a, b)



`strstr(0x000, "" "")`

`char *x = NULL`

`strstr(&x, "" "")` → `NULL` (works)