

- 1) A function area calculates and returns the area of a rectangle as an integer

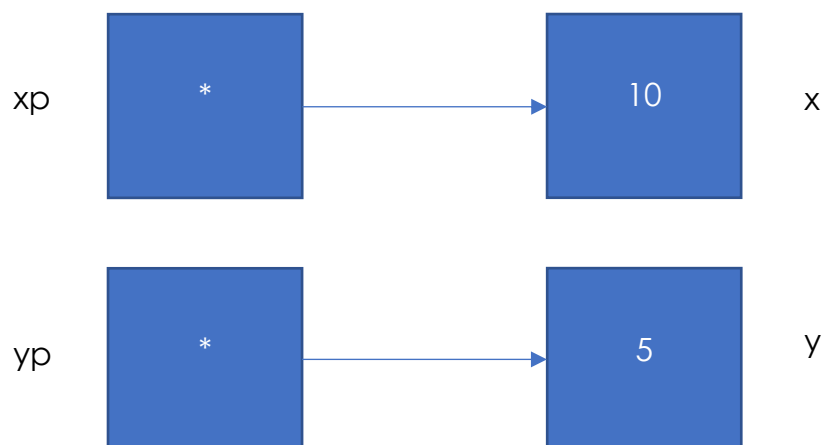
```
int area(int x1, int x2, int y1, int y2) {  
    Return (x2 - x1) * (y2 - y1);  
}
```

- 2) The function increment takes a pointer to an integer and adds 1 to the integer value to which it points.

```
void increment (int *v) {  
  
    *v = *v++;  
}  
  
int main () {  
    int v = 5;  
    increment(&v);  
    printf("%d", v);  
    return 0;  
}
```

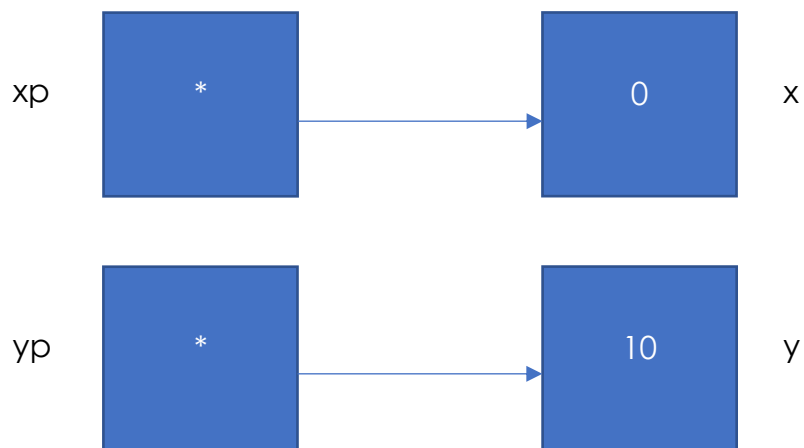
- 3) Consider the following code. At the end of the function, what are the values for x, y, *xp, *yp?

Variable	Value
x	10
y	5
*xp	10
*yp	5



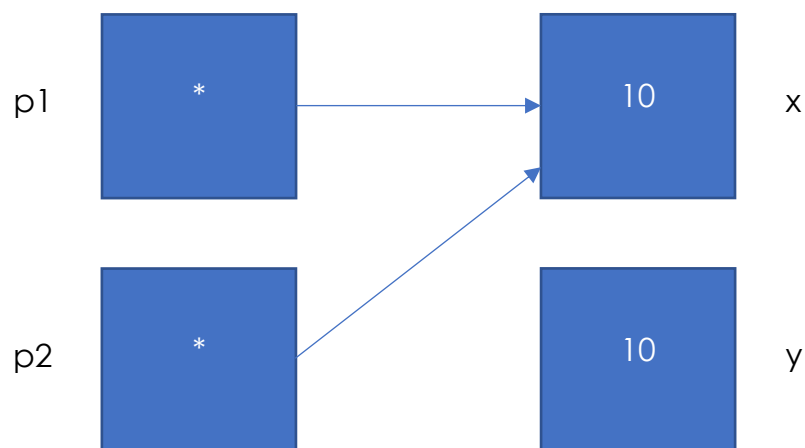
4) Consider the following code. At the end of the function, what are the values for x, y, *xp, *yp?

Variable	Value
x	0
y	10
*xp	0
*yp	10



5) Once again, consider the following code. At the end of the function, what are the values for x, y, *xp, *yp?

Variable	Value
x	10
y	10
*p1	10
*p2	10



6) In the lecture we discussed how to represent a geometric point using a C struct.

Check GitHub

<https://github.com/Aarhus-University-ECE/assignment-5-AndreasGBP.git>