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 pints.

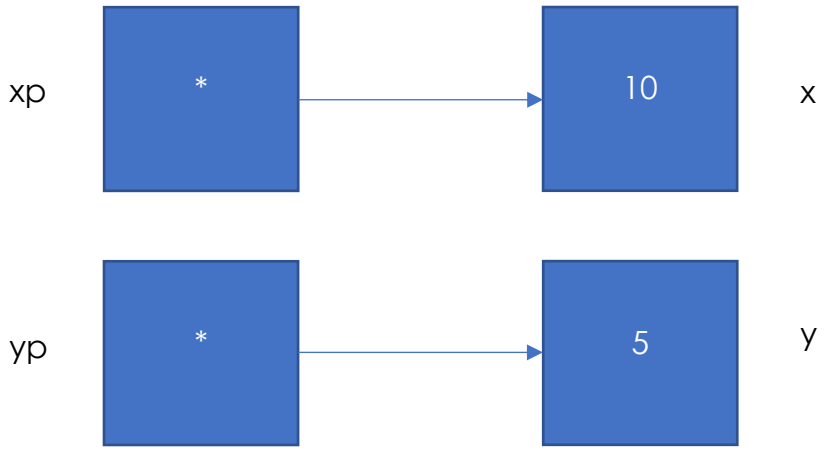
```
void increment (int *v) {

*v = *v++;
}

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

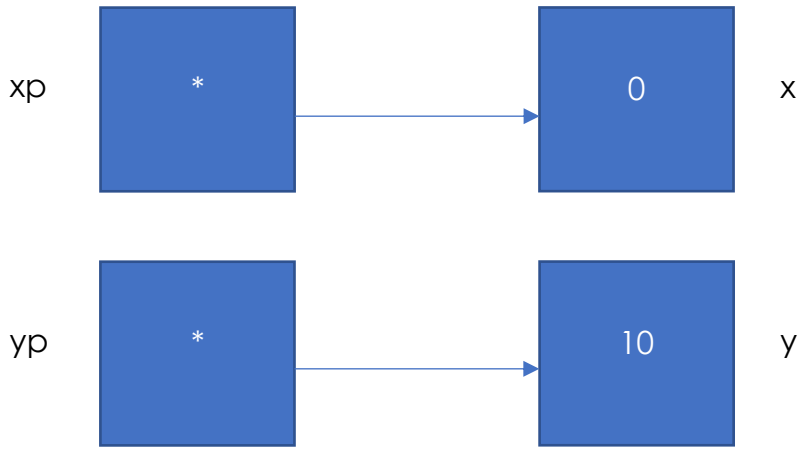
3) Consider the following code. At the end of the function, what are the values for x, y, *xp, *yp?

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



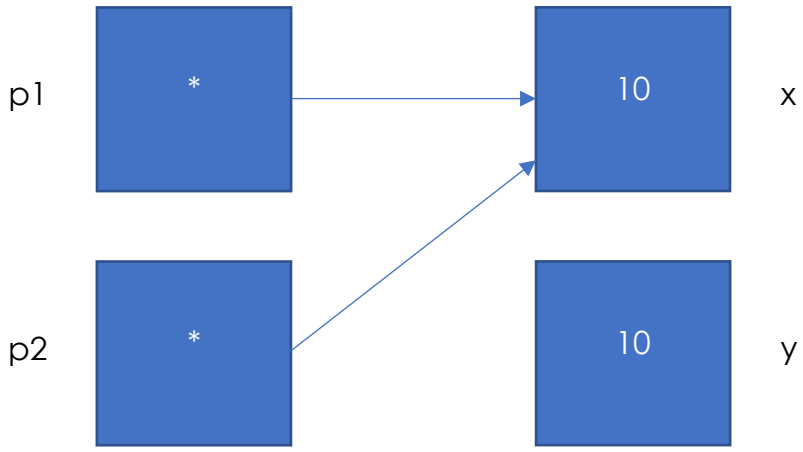
4) Consider the following code. At the end of the function, what are the values for x, y, *xp, *yp?

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