3.1

Output is 400.

3.2

```
#include <iostream.h>
Void main()
{
Int num[]={1,2,3,4,5,6};
Num[1]==[1]num ? cout<<”Success” : cout<<”Error”;    //there is no such thing like [1]num
}
```

3.3

```
#include <iostream.h>
Void main()
{
    Int i=5;
    While(i)    //the loop here will never be end
        {
            Switch(i)
            {
            Default:
            Case 4:
            Case 5:

            Break;
            Case 1:
            Continue;

            Case 2:
            Case 3:
            Break;

            }
            i--;      //it should be i--;
        }
}
```

3.4

```
#include <iostream.h>
#define pi 3.14
Int squareArea(int &);
Int circleArea(int &);
Void main()
{
    Int a=10;
    Cout<< squareArea(a)<<” ”;
    Cout<<circleArea(a)<<” ”;
```

```
        Cout<< a<<endl;
}
Int squareArea(int &a)
{
        Return a*==a;    //a*==a should be a*=a, or the return value will always be -1.
}
Int circleArea(int &r)
{
        Return r=pi*r*r;
}
```

3.5

```
#include <iostream.h>
#include <malloc.h>
Char* allocateMemory();
Void main()
{
        Char* str;
        Str=allocateMemory();
        Cout<<str;
        Delete str;            //the memory space shouldn’t be deleted here
        Str=”        ”;
        Cout<< str;
}
Char* allocateMemory()
{
        Str=”Memory allocation test, ”;    //str should be declared here
        Return str;
}
```

3.6

(a)long float x; -> float x;   //there is no such thing as long float type

(b)char *cp =vp; //vp is a void pointer //a pointer can’t point to a void pointer;

(c)int code = three;   //three is an enumerator //code can only be initialized by one of the variables in three

(d)int *p = new;   //allocate memory with new   //the structure should be int *p=new int(number)

(e)enum(green,yellow,red);   //it should use{} but not ()

(f)int const *p=total;   //a pointer can’t be initialized by a variable directly

(g)const int array_size;   //a constant should be initialized

(h)for(i=1;int i<10;i++)cout<<i<< “\n”   //there shouldn’t be   “ ”

(i)int & number=100;   //a reference can’t be initialized by a number

(j)float *p=new int [10];   //the two data type should be same and the size of memory space should use ()

(k)int public =1000;   //public is a function name and can’t be used as a name of a variable

(l)char name[3]=”USA”;   //it should use name[4] to save “USA”