

DSA_LAB ASSIGNMENT

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DATE:	11-09-2023
SUBJECT:	DATA STR.LAB
SECTION:	"A"

COMSATS,VEHARI
CAMPUS



Program No: 1

Pointer Increment

Input:

```
#include <iostream>

int main() {
    int number = 5;
    int *ptr = &number;

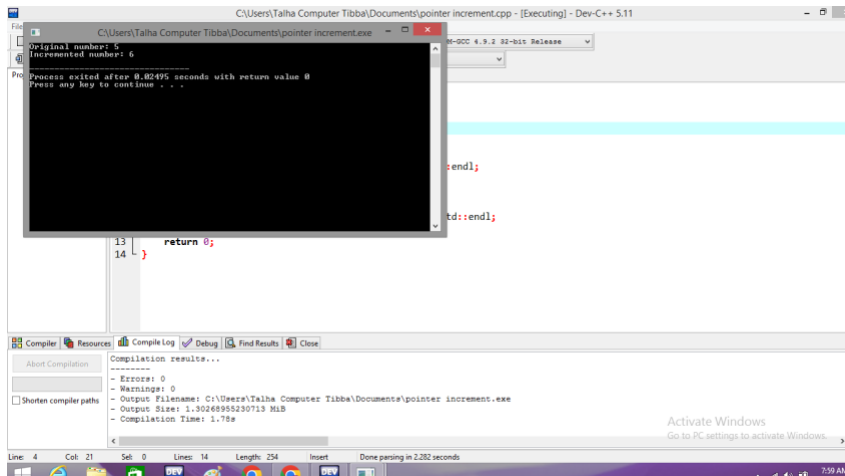
    std::cout << "Original number: " << number << std::endl;

    (*ptr)++;

    std::cout << "Incremented number: " <<
number << std::endl;

    return 0;
}
```

Output:



Program No:2

Pointer Decrement

Input:

#include <iostream>

```
int main() {
```

```
    int number = 10;
```

```
    int *ptr = &number;
```

```
    std::cout << "Original number: " << number << std::endl;
```

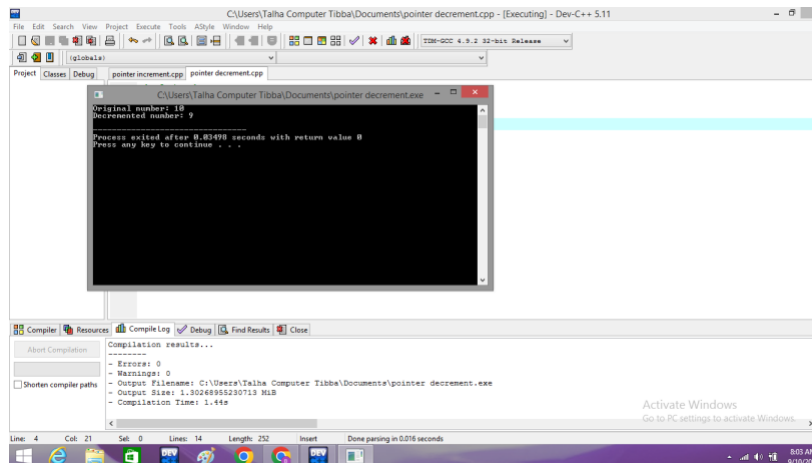
```
    (*ptr)--;
```

```
    std::cout << "Decrement number: " << number << std::endl;
```

```
    return 0;
```

```
}
```

Output:



Program No:3

Pointer Arithmetic for DS

Input:

```
#include <iostream>
```

```
int main() {
```

```
    int num1 = 10;
```

```
    int num2 = 4;
```

```
    int result;
```

```
    int *ptr1 = &num1;
```

```
    int *ptr2 = &num2;
```

```
    result = (*ptr1) + (*ptr2);
```

```
    std::cout << "Addition: " << *ptr1 << " + " << *ptr2 << " = " << result << std::endl;
```

```
    result = (*ptr1) - (*ptr2);
```

```
    std::cout << "Subtraction: " << *ptr1 << " - " << *ptr2 << " = " << result << std::endl;
```

```
    result = (*ptr1) * (*ptr2);
```

```
std::cout << "Multiplication: " << *ptr1 << " * " << *ptr2 << " = " << result << std::endl;
```

```
if (*ptr2 != 0) {
```

```
    result = (*ptr1) / (*ptr2);
```

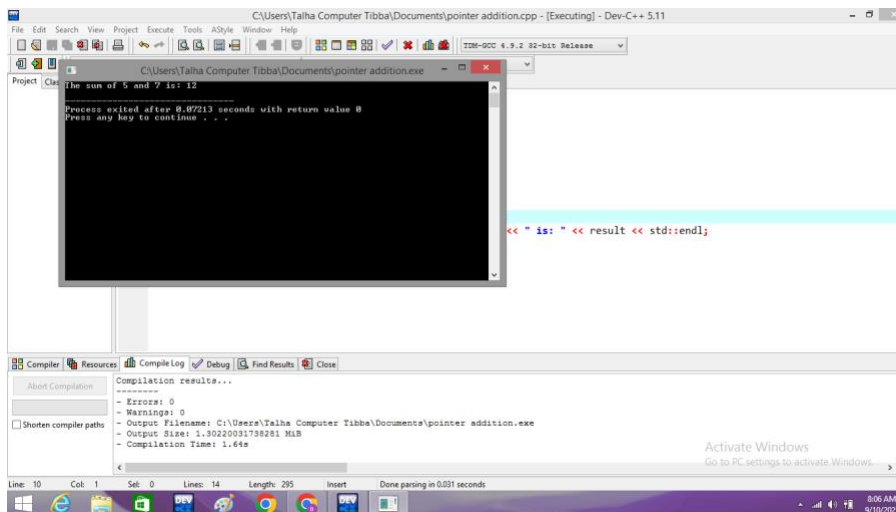
```
    std::cout << "Division: " << *ptr1 << " / " << *ptr2 << " = " << result << std::endl;
```

```
} else {
```

```
    std::cout << "Division by zero is not allowed." << std::endl;
```

```
} return 0;}
```

Output:



Program No:4

Pointer Arithmetic with struct and classes

Input:

```
#include <iostream>
```

```
struct ArithmeticStruct {
```

```
    int num1;
```

```
    int num2;
```

```
ArithmeticStruct(int n1, int n2) : num1(n1), num2(n2) {}
```

```
int add() const {  
    return num1 + num2;  
}
```

```
int subtract() const {  
    return num1 - num2;  
}
```

```
int multiply() const {  
    return num1 * num2;  
}
```

```
int divide() const {  
    if (num2 != 0) {  
        return num1 / num2;  
    } else {  
        std::cout << "Division by zero is not allowed." << std::endl;  
        return 0;  
    }  
}  
};
```

```
class ArithmeticClass {  
private:  
    int num1;
```

```
int num2;
```

```
public:
```

```
ArithmeticClass(int n1, int n2) : num1(n1), num2(n2) {}
```

```
int add() const {  
    return num1 + num2;  
}
```

```
int subtract() const {  
    return num1 - num2;  
}
```

```
int multiply() const {  
    return num1 * num2;  
}
```

```
int divide() const {  
    if (num2 != 0) {  
        return num1 / num2;  
    } else {  
        std::cout << "Division by zero is not allowed." << std::endl;  
        return 0;  
    }  
}  
};
```

```
int main() {

    ArithmeticStruct structInstance(10, 4);
    ArithmeticClass classInstance(10, 4);

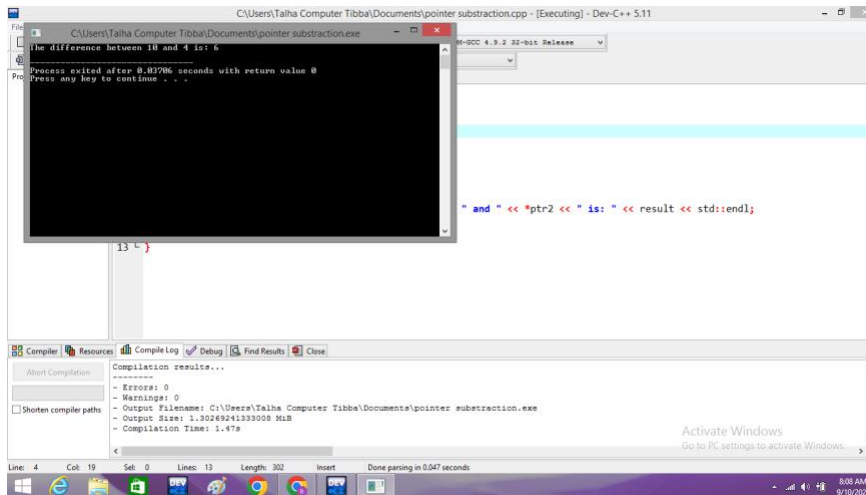
    const ArithmeticStruct* structPtr = &structInstance;
    const ArithmeticClass* classPtr = &classInstance;

    std::cout << "Using struct:" << std::endl;
    std::cout << "Addition: " << structPtr->add() << std::endl;
    std::cout << "Subtraction: " << structPtr->subtract() << std::endl;
    std::cout << "Multiplication: " << structPtr->multiply() << std::endl;
    std::cout << "Division: " << structPtr->divide() << std::endl;

    std::cout << "\nUsing class:" << std::endl;
    std::cout << "Addition: " << classPtr->add() << std::endl;
    std::cout << "Subtraction: " << classPtr->subtract() << std::endl;
    std::cout << "Multiplication: " << classPtr->multiply() << std::endl;
    std::cout << "Division: " << classPtr->divide() << std::endl;

    return 0;
}
```

Output:



Program No:5

Pointer Arithmetic for byte level manipulation

Input:

```
#include <iostream>
```

```
int main() {
```

```
    int* dynamicArray;
```

```
    int arraySize;
```

```
    std::cout << "Enter the size of the dynamically allocated array: ";
```

```
    std::cin >> arraySize;
```

```
    dynamicArray = new int[arraySize];
```

```
    for (int i = 0; i < arraySize; ++i) {
```

```
        dynamicArray[i] = i * 2;
```

```
    }
```

```

for (int i = 0; i < arraySize; ++i) {
    dynamicArray[i] *= 3;
}

std::cout << "Arithmetic operations on the dynamically allocated array:" << std::endl;

for (int i = 0; i < arraySize; ++i) {
    std::cout << dynamicArray[i] << " ";
}

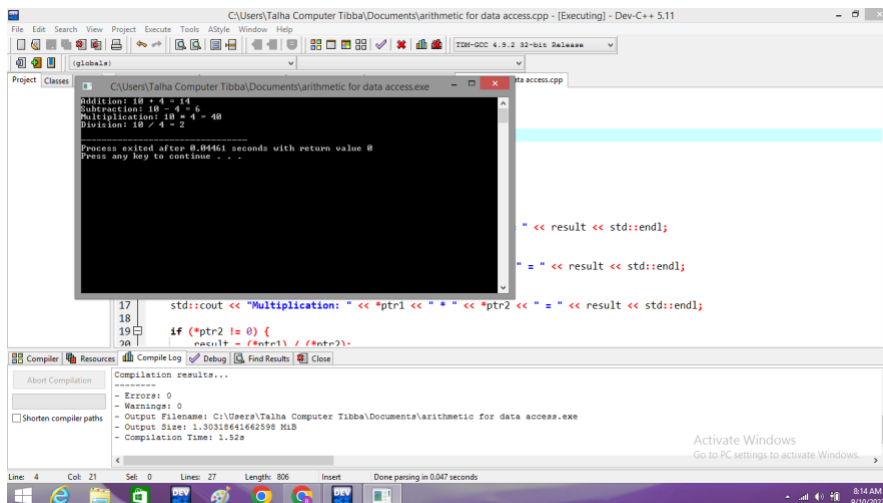
std::cout << std::endl;

delete[] dynamicArray;

return 0;

```

Output:



Program No:6

Pointer Arithmetic for dynamic memory allocation

Input:

```
#include <iostream>
```

```

int main() {

    int num1 = 5;

    int num2 = 7;


    int* ptr1 = &num1;

    int* ptr2 = &num2;


    if (ptr1 == ptr2) {

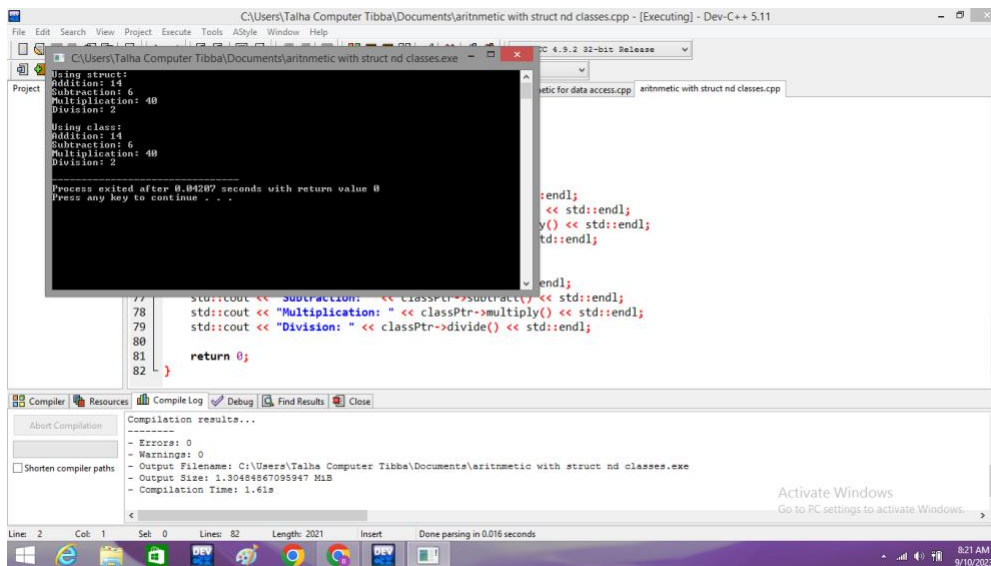
        std::cout << "ptr1 and ptr2 point to the same address." << std::endl;

    } else {

        std::cout << "ptr1 and ptr2 point to different addresses." << std::endl;
    }
}

```

Output:



Program No:7

Pointer Comparison

Input:

```
#include <iostream>
```

```

int main() {

    int number = 10;

    int *ptr = &number;

    std::cout << "Original number: " << number << std::endl;

    std::cout << "Address of number: " << ptr << std::endl;

    *ptr = 20;

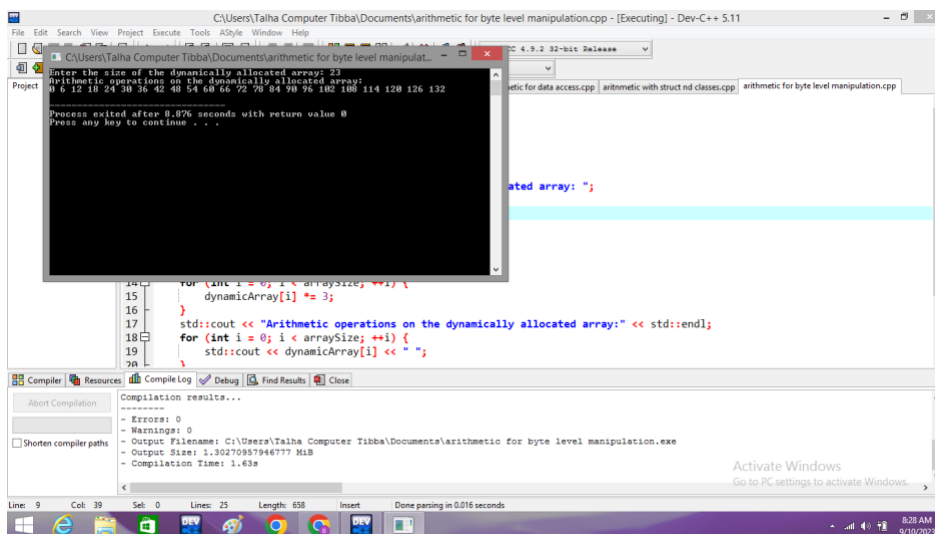
    std::cout << "Modified number: " << number << std::endl;

    std::cout << "Address of number: " << ptr << std::endl;


    return 0;}

```

Output:



Program No:8

Pointer Addition

Input:

```
#include <iostream>
```

Output:



Input:

```
#include <iostream>
```

```

int main() {

    int num1 = 10;

    int num2 = 4;

    int result;

    int *ptr1 = &num1;

    int *ptr2 = &num2;

    result = (*ptr1) - (*ptr2);

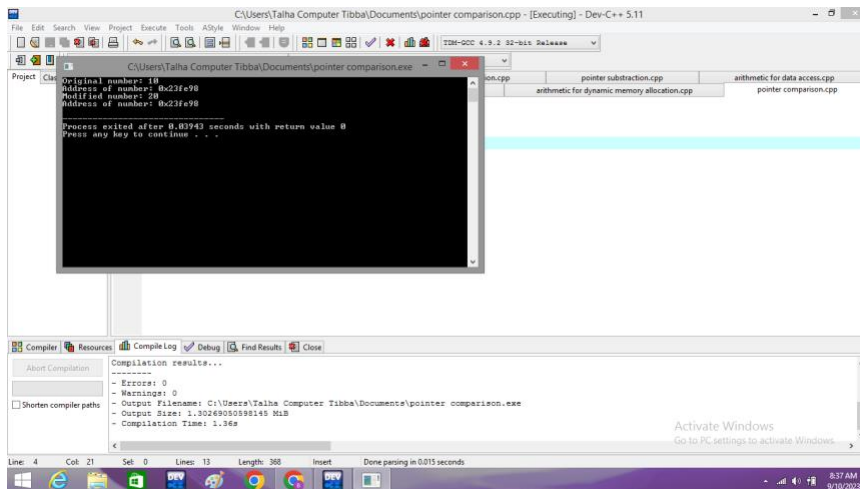
    std::cout << "The difference between " << *ptr1 << " and " << *ptr2 << " is: " << result <<
std::endl;

    return 0;

}

```

Output:



Program No:10

Input:

```

#include <iostream>

void swapNumbers(int* a, int* b) {

    int temp = *a;

```

```

    *a = *b;

    *b = temp;
}

int main() {

    int num1 = 5;

    int num2 = 7;

    std::cout << "Before swapping: num1 = " << num1 << ", num2 = " << num2 << std::endl;

    int* ptr1 = &num1;

    int* ptr2 = &num2;

    swapNumbers(ptr1, ptr2);

    std::cout << "After swapping: num1 = " << num1 << ", num2 = " << num2 << std::endl;

    return 0;
}

```

Output:

The screenshot shows a C++ IDE with the following components:

- File Explorer:** Displays the file path `C:\Users\Talha Computer Tibba\Documents\maipulate variables.exe`.
- Output Window:** Shows the program's output:


```

Before swapping: num1 = 5, num2 = 7
After swapping: num1 = 7, num2 = 5
Process exited after 0.06993 seconds with return value 0
Press any key to continue . . .

```
- Source Code Editor:** Displays the C++ code for `maipulate variables.cpp`, including the `swapNumbers` function and the `main` function.


```

12 std::cout << "Before swapping: num1 = " << num1 << ", num2 = " << num2 << std::endl;
13
14 int* ptr1 = &num1;
15 int* ptr2 = &num2;
16 swapNumbers(ptr1, ptr2);
17
18 std::cout << "After swapping: num1 = " << num1 << ", num2 = " << num2 << std::endl;
19
20

```
- Compiler Window:** Shows the compilation results:


```

Compilation results...
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\Talha Computer Tibba\Documents\maipulate variables.exe
- Output Size: 1.30274295060855 KiB
- Compilation Time: 1.96s

```
- Taskbar:** Shows the system clock as 8:40 AM on 9/10/2023.

Program No:11

Input:

```
#include <iostream>

void increment(int* num) {
    (*num)++;
}

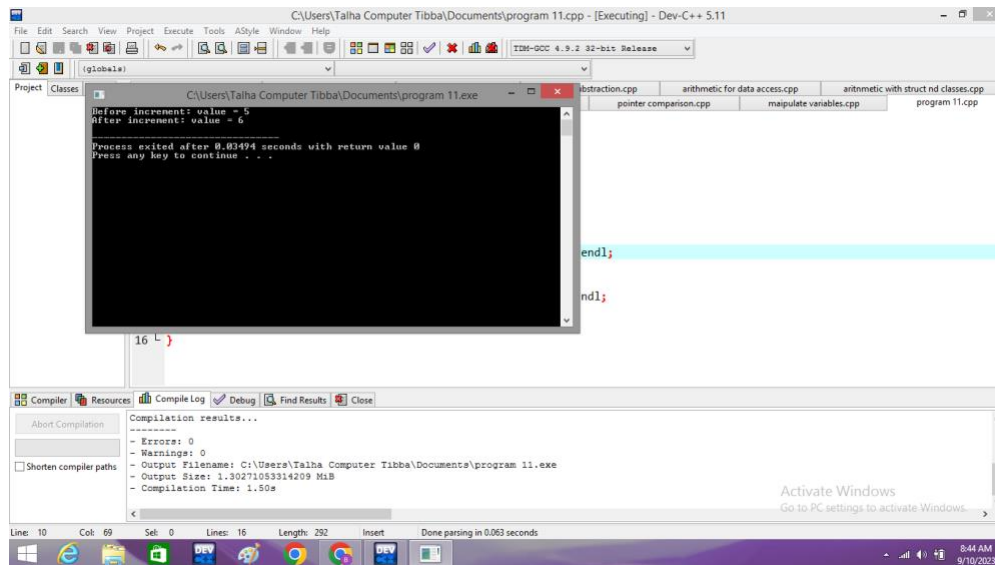
int main() {
    int value = 5;

    std::cout << "Before increment: value = " << value << std::endl;
    increment(&value);

    std::cout << "After increment: value = " << value << std::endl;

    return 0;
}
```

Output:



Program No:12

Input:

```
#include <iostream>
```

```
void swap(int* a, int* b) {
```

```
    int temp = *a;
```

```
    *a = *b;
```

```
    *b = temp;
```

```
}
```

```
int main() {
```

```
    int num1 = 5, num2 = 10;
```

```

std::cout << "Before swapping: num1 = " << num1 << ", num2 = " << num2 << std::endl;

swap(&num1, &num2);

std::cout << "After swapping: num1 = " << num1 << ", num2 = " << num2 << std::endl;

return 0;
}

```

Output:

The screenshot shows the Dev-C++ IDE with the following components:

- Console Window:** Displays the output of the program:


```

Before swapping: num1 = 5, num2 = 10
After swapping: num1 = 10, num2 = 5
Process exited after 0.05704 seconds with return value 0
Press any key to continue . . .

```
- Code Editor:** Shows the C++ source code with the following lines highlighted:


```

13 swap(&num1, &num2);
14
15 std::cout << "After swapping: num1 = " << num1 << ", num2 = " << num2 << std::endl;
16
17 return 0;
18
19

```
- Compilation Results Window:** Shows the following information:


```

Compilation results...
-----
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\Talha Computer Tibba\Documents\pointer12.exe
- Output Size: 1.30270481109619 MiB
- Compilation Time: 1.33s

```

Program No:13

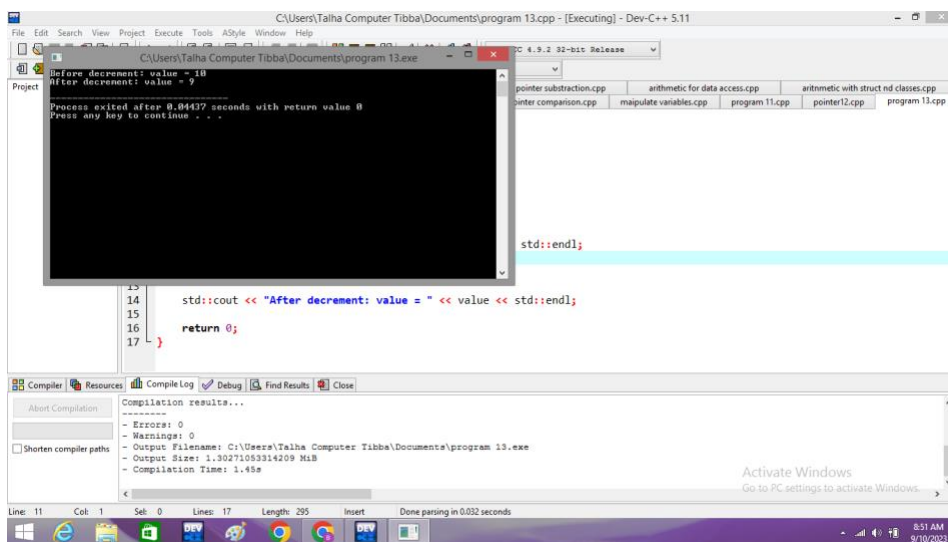
Input:

```
#include <iostream>
```

```
void decrement(int* num) {  
    (*num)--;  
}
```

```
int main() {  
    int value = 10;  
  
    std::cout << "Before decrement: value = " << value << std::endl;  
  
    decrement(&value);  
  
    std::cout << "After decrement: value = " << value << std::endl; return 0;
```

Output:



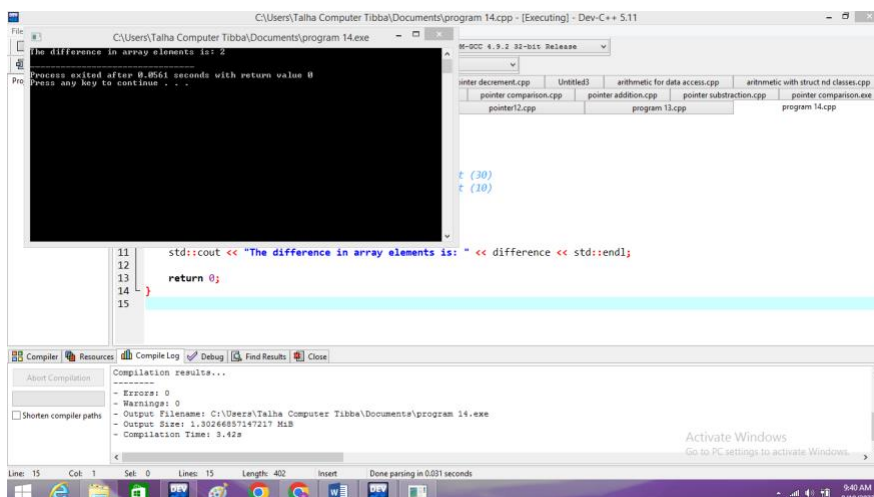
Program No:14

Input:

```
#include <iostream>
```

```
int main() {  
    int arr[] = {10, 20, 30, 40, 50};  
  
    int* ptr1 = &arr[2]; // Points to the third element (30)  
    int* ptr2 = &arr[0]; // Points to the first element (10)  
  
    // Calculate the difference between ptr1 and ptr2  
    int difference = ptr1 - ptr2;  
  
    std::cout << "The difference in array elements is: " << difference << std::endl;  
  
    return 0;  
}
```

Output:



Program No:15

Input:

```
#include <iostream>
```

```
int main() {
```

```
    int arr[] = {1, 2, 3, 4, 5};
```

```
    int* ptr_start = &arr[1]; // Points to the second element (2)
```

```
    int* ptr_end = &arr[4]; // Points to the fifth element (5)
```

```
    // Calculate the number of elements between ptr_start and ptr_end
```

```
    int num_elements = ptr_end - ptr_start + 1;
```

```
    std::cout << "Number of elements between pointers: " << num_elements << std::endl;
```

```
    return 0;
```

```
}
```

Output:

