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Course: CSCI 312 Principles of Programming Languages

Assignment Deadline: April 9, 2025

Question 1 (Play Around with Array/Pointer Arguments)

Make a new directory called `Assignment4` in your `ppl` repo. Make a new directory called `Assignment4/Question1` that will contain your source code and executables for this question. Complete *Play Around with Array/Pointer Arguments* (Expert C Programming p. 249):

1. Implement 1 in a function called `one` that `main` calls in a file called `play.c`. Make `ca` local to `main`. Record your answer to 1 here: **ca: 0x7ffec0f74998 ca[0]: 0x7ffec0f749be ca[1]: 0x7ffec0f749bf**
2. Implement 2 in a function called `two` that `main` calls in `play.c`. Make `pa` local to `main`. Record your answer to 2 here: **pa: 0x7fff4bf01f08 pa[0]: 0x402049 pa[1]: 0x40204a ++pa:0x40204a**
3. Implement 3 in `main` (which calls `one(ga)` and `two(ga)`) in `play.c`. Record your answer to 3 here: **ca: 0x7ffd1ab1f258 ca[0]: 0x404020 ca[1]: 0x404021 pa: 0x7ffd1ab1f258 pa[0]: 0x404020 pa[1]: 0x404021 ++pa:0x404021**
It's the same!
4. Implement 4 in `main` in `play.c`. Record your answer to 4 here: **ga: 0x404020 ga[0]: 0x404020 ga[1]: 0x404021**
5. Record your answer to 5 here: **I expect that parts one and two will have totally different values because it points to different spots in memory. I expect parts 3 and 4 to point to the same values because its referring to the same variable, the same spot in memory.**

Continue to use branching to get more practice.