Ex01:

Ex02:

#include <stdio.h>

int main()

{

int x = 1, \*px = NULL;

float y = 1.0, \*py = NULL;

char c = 'a', \*pc = NULL;

printf("%d %.2f %c\n", x, y, c);

px = &x;

py = &y;

pc = &c;

\*px = 2;

\*py = 2.0;

\*pc = 'c';

printf("%d %.2f %c\n", x, y, c);

return 0;

}

Ex03:

#include <stdio.h>

int main()

{

int x, \*px, \*py, y;

px = &x;

py = &y;

if(px > py)

{

printf("%p eh maior que %p\n", \*px, \*py);

}

else

{

printf("%p eh maior que %p\n", \*py, \*px);

}

return 0;

}

Ex04:

#include <stdio.h>

int main()

{

int x, \*px, \*py, y;

px = &x;

py = &y;

printf("Digite o valor de x: ");

scanf("%d", &x);

printf("Digite o valor de y: ");

scanf("%d", &y);

if(px > py)

{

printf("%d\n", \*px);

}

else

{

printf("%d\n", \*py);

}

return 0;

}

Ex05:

#include <stdio.h>

int main()

{

int a, \*pa, \*pb, b;

pa = &a;

pb = &b;

printf("Digite o valor de a: ");

scanf("%d", &a);

printf("Digite o valor de b: ");

scanf("%d", &b);

\*pa \*= 2;

\*pb \*= 2;

printf("%d", \*pa + \*pb);

return 0;

}

Ex06:

#include <stdio.h>

int main()

{

int a, \*pa, \*pb, b;

pa = &a;

pb = &b;

printf("Digite o valor de a: ");

scanf("%d", &a);

printf("Digite o valor de b: ");

scanf("%d", &b);

printf("%d\n", \*pa + \*pb);

printf("%d\n", \*pa - \*pb);

printf("%d\n", \*pa \* \*pb);

printf("%d\n", \*pa / \*pb);

return 0;

}

Ex07:

#include <stdio.h>

int main()

{

int a, \*pa, \*pb, b, c, \*pc;

pa = &a;

pb = &b;

pc = &c;

printf("Digite o valor de a: ");

scanf("%d", &a);

printf("Digite o valor de b: ");

scanf("%d", &b);

printf("Digite o valor de c: ");

scanf("%d", &c);

if(\*pa < \*pb && \*pa < \*pb && \*pb < \*pc)

{

printf("%d %d %d\n", \*pa, \*pb, \*pc);

printf("%p %p %p\n", pa, pb, pc);

}

else if (\*pb < \*pa && \*pb < \*pc && \*pa < \*pc)

{

printf("%d %d %d\n", \*pb, \*pa, \*pc);

printf("%p %p %p\n", pb, pa, pc );

}

else if (\*pb < \*pa && \*pb < \*pc && \*pc < \*pa)

{

printf("%d %d %d\n", \*pb, \*pc, \*pa);

printf("%p %p %p\n", pb, pc, pa);

}

else if (\*pc < \*pa && \*pc < \*pb && \*pb < \*pa)

{

printf("%d %d %d\n", \*pc, \*pb, \*pa);

printf("%p %p %p\n", pc, pb, pa);

}

else if (\*pc < \*pa && \*pc < \*pb && \*pa < \*pb)

{

printf("%d %d %d\n", \*pc, \*pa, \*pb);

printf("%p %p %p\n", pc, pa, pb);

}

else if (\*pa < \*pc && \*pa < \*pb && \*pc < \*pb)

{

printf("%d %d %d\n", \*pa, \*pc, \*pb);

printf("%p %p %p\n", pa, pc, pb);

}

return 0;

}