

Name - Chiradeep Banik. Enrol - 20UCS176 Sec-A.

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Q.1

Accept an integer NUM from the user and display its address and value using the pointer methodologies.



```
#include <stdio.h>
```

```
void print_addr (int* ptr) {
```

```
    printf ("Enter an integer : ");
```

```
    scanf ("%d", ptr);
```

```
    printf ("Address : %p Value : %d\n", ptr, *ptr);
```

```
}
```

```
void main() {
```

```
    int num;
```

```
    int* ptr = &num;
```

```
    print_addr (ptr);
```

```
}
```

---

console

→ Enter an integer : 13

→ Address : 0x7ffc498e5cc9 Value : 13



Q.2 Implement a pointer to an array to display all the array elements alongside the addresses.

→ #include <stdio.h>

void print\_arr(int len) {

int arr[len];

printf("Enter the array elements : ");

for (int i=0; i<len; i++) {

scanf("%d", &arr[i]);

int\* ptr = arr;

for (int j=0; j<len; j++) {

printf("Address : %p Value : %d\n", (ptr+j), \*(ptr+j));

}

void main() {

int num;

printf("Enter the length of the array : ");

scanf("%d", &num);

print\_arr(num);

}

→



## Console

- Enter the length of the array : 3
- Enter the array elements : 1 2 13
- Address : 0x7fff0490cbe0 value : 1
- Address : 0x7fff0490cbe4 value : 2
- Address : 0x7fff0490cbe8 value : 13.

Q.3

Accept an array of integers `ARR[]` from the user to implement a call by reference and find the sum of the odd numbers and even numbers separately.

```
→ #include <stdio.h>

int odd_sum(int* arr, int arr_length) {
    int odd_sum = 0;
    for (int i = 0; i < arr_length; i++) {
        if (*(arr+i) % 2 != 0) {
            odd_sum += *(arr+i);
        }
    }
    return odd_sum;
}
```



```
int even_sum (int* arr, int arr_length) {
```

```
    int even_sum = 0
```

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

```
        if (*(arr+i) % 2 == 0) {
```

```
            even_sum += *(arr+i);
```

```
        }
```

```
    }
```

```
    return even_sum;
```

```
}
```

```
void main() {
```

```
    int arr_length;
```

```
    printf("Enter the length of the array: ");
```

```
    scanf("%d", &arr_length);
```

```
    int arr[arr_length];
```

```
    printf("Enter the elements of the array: ");
```

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

```
        scanf("%d", &arr[i]);
```

```
    }
```

```
    printf("The sum of the odd numbers is %d\n",
```

```
           odd_sum(arr, arr_length));
```

```
    printf("The sum of the even numbers is %d\n",
```

```
           even_sum(arr, arr_length));
```

```
}
```



## Console

- Enter the length of the array : 3
- Enter the elements of the array : 1 2 13
- The sum of the odd numbers is 14  
The sum of the even numbers is 2

S.A

Design a 2D matrix of size 4x4 and display the elements using pointer to array.

```
→ #include <stdio.h>

void make_matrix (int * ptr) {
    for (int i=0; i<4; i++) {
        printf("Enter the values of %dth row, (i+1));
        for (int j=0; j<4; j++) {
            scanf ("%d", (ptr+i*4+j));
        }
    }
}
```

→



```

void display_matrix (int* ptr) {
    printf ("The elements of the matrix are :");
    for (int i=0 ; i< 16 ; i++) {
        if (i%4==0) {
            printf ("\n");
        }
        printf ("%d", *(ptr+i));
    }
    printf ("\n");
}

```

```

void main () {
    int ar[4][4];
    int* ptr = &ar[0][0];
    make_matrix (ptr);
    display_matrix (ptr);
}

```

Console

→ Enter the values of 1th row : 1 2 3 4  
 → Enter the values of 2th row : 2 3 4 5  
 → Enter the values of 3th row : 3 4 5 6  
 → Enter the values of 4th row : 4 5 6 7  
 → The elements of the matrix are:

```

1 2 3 4
2 3 4 5
3 4 5 6
4 5 6 7

```