HW2.7. Pointers and Structs

Consider the following code:

```
typedef struct Point {
    int x;
    int y;
} Point;

void changeX1 (Point pt) {
    pt.x = 11;
}
void changeX2 (Point *pt) {
    pt.x = 22;
}
void changeX3 (Point *pt) {
    pt->x = 33;
}
void changeX4 (Point *pt) {
    (*pt).x = 44;
}
void changeX5 (Point *pt) {
    pt = 55;
}

int main() {
   // main body - our code goes here
}
```

Fill in the blank with the printed value if we replace the "main body" with each of the following, and included only the version of change used in the main body.

If the value printed is uncertain, enter "garbage". If this program would cause a compile-time error or the behavior is uncertain, enter "n/a".

Q1.1:

```
Point my_pt = {1, 2};
changeX1(my_pt);
printf("%d\n", my_pt.x);
```

Q1.2:

```
Point my_pt;
changeX1(my_pt);
printf("%d\n", my_pt.x);
```

Q1.3:

```
Point my_pt;
changeX2(&my_pt);
printf("%d\n", my_pt.x);
```

Q1.4:

```
Point *my_pt = malloc(sizeof(Point));
changeX3(my_pt);
printf("%d\n", my_pt->x);
```

Q1.5:

```
Point *my_pt = calloc(1, sizeof(Point));
changeX5(my_pt);
printf("%d\n", my_pt->x);
```

Q1.6:

```
Point my_pt;
changeX4(&my_pt);
printf("%d\n", my_pt.x);
```

Save & Grade *20 attempts left* Save only *additional attempts available with new variants*