Exercise 1 – Memory Address

Define floating-point variables number1 and number2 and initialize number1 to 6.2 and number2 to 7.3.

float number1 = 6.2;

float number2 = 7.3;

1. Define the variable fPtr to be a pointer to a variable of type float.
2. Assign the address of variable number1 to pointer variable fPtr.
3. Print the value of the object pointed to by fPtr.
4. Assign the value of the variable pointed to by fPtr to variable number2.
5. Print the value of number2.
6. Print the address of number1.
7. Print the address stored in fPtr. Is the value printed the same as the address of number1?

Variable Name: *Number1*	Memory Address: 0x61ff0c
Value of Variable: 6.2	

Variable Name: *Number2*	Memory Address: 0x61ff08
Value of Variable: 6.2	

Variable Name: *fPtr*	Memory Address: 0x61ff04
Value of Variable: 0x61ff0c	

Exercise 2 – Pointer Manipulation

1. Declare two float type variables num1 and num2.
2. Get an input from the user and assign the input to the variable num2.
3. Declare two pointer variables.
4. Assign the address of variable num1 and num2 to pointer variables.
5. Add 7.8 to the num1 (num1 should be accessed using pointers).
6. Subtract 14.2 from num2 (num1 should be accessed using pointers).
7. Print the values of num1 and num2 using pointers.
8. Add num1 and num2 and display the answer.