

# DSA - POINTERS

## LAB 5

# Example 1

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

```
#include<iostream.h>
```

```
int main(){
```

```
    int x=0;
```

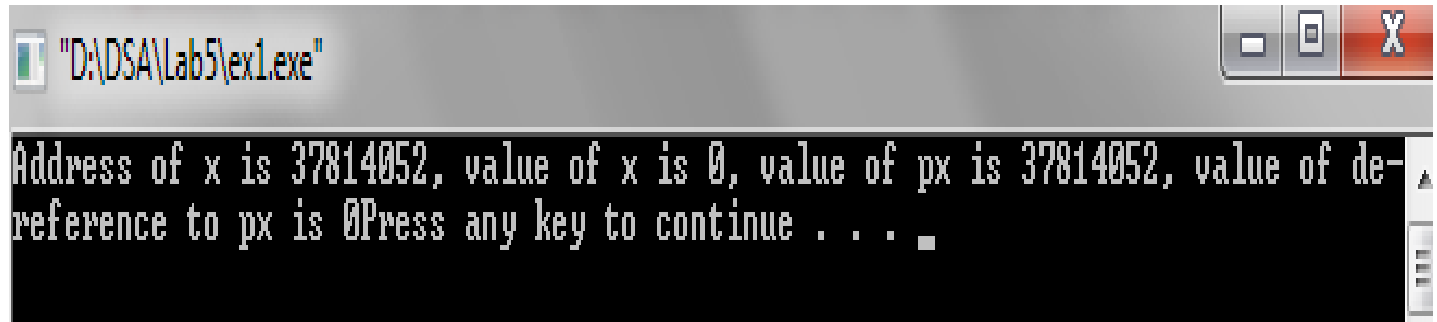
```
    int *px;
```

```
    px=&x;
```

```
    printf("Address of x is %d, value of x is %d, value of px  
is %d, value of de-reference to px is %d", &x, x, px,  
*px);
```

```
//& - reference; * - dereference
```

```
}
```



```
"D:\DSA\Lab5\ex1.exe"
Address of x is 37814052, value of x is 0, value of px is 37814052, value of de-
reference to px is 0Press any key to continue . . .
```

# Example 2

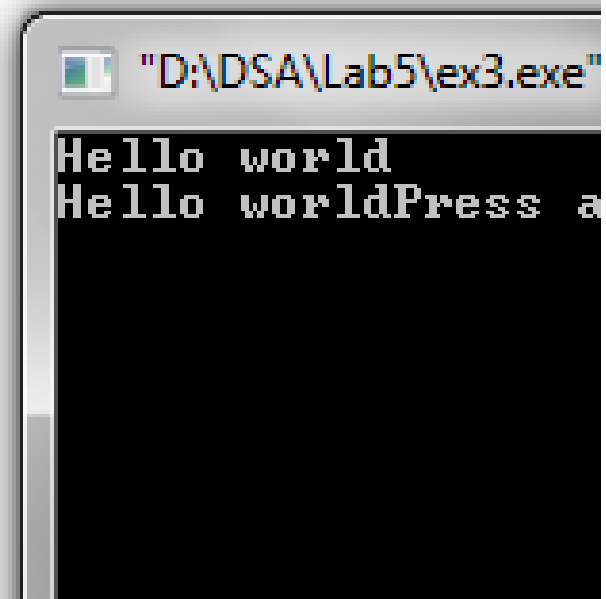
```
1 #include<iostream.h>
2 void replace1(int a, int b) {int x=a; a=b; b=x;}
3 void replace2(int &a, int &b) {int x=a; a=b; b=x;}
4 void replace3(int *a, int *b){ int x=*a; *a=*b; *b=x;}
5 int main(){
6     int a=15;
7     int b=30;
8     replace1(a,b);
9     cout<<"a="<<a<<"    "<<"b="<<b<<endl;
10    replace2(a,b);
11    cout<<"a="<<a<<"    "<<"b="<<b<<endl;
12    replace3(&a,&b);
13    cout<<"a="<<a<<"    "<<"b="<<b<<endl;
14 }
15
```

"D:\DSA\Lab5\ex2.exe"

```
a=15    b=30
a=30    b=15
a=15    b=30
Press any key to continue . . . _
```

# Example 3

```
1 #include<iostream.h>
2 #include<stdio.h>
3 int main() {
4     char s[]="Hello world";
5     char *t="Hello world";
6     char *ps=&s[0]; // *ps=s
7     cout<<ps<<endl;
8     // *(ps+1)=s[1];
9     // cout<<ps;
10    while (*ps)
11        printf ("%c", *(ps++) );
12 }
```



# Example 4

```
1 #include <iostream.h>
2 using namespace std;
3 int main()
4 {
5     char s[] = "Hello World";
6     //char *t = &s; //mal
7     char *t = s;
8     cout<<"1"<<t<<endl;
9     cout<<"2"<<*t<<endl;
10    char *ps = &s[0];
11    cout<<"3"<<ps<<endl;
12    cout<<"4"<<*(ps+1)<<endl;
13    cout<<"5"<<*(t+2)<<endl<<endl;
14
15    char *day[] = {"Monday", "Tuesday", "Wednesday"};
16    char **days = day;
17    cout<<"6"<<*days<<endl;
18    cout<<"7"<<*(days+1)<<endl;
19    cout<<"8"<<*(days+2)<<endl;
20 }
```



```
"C:\BUC-UPB\20"
1Hello World
2H
3Hello World
4e
5l
6Monday
7Tuesday
8Wednesday
Press any key
```

# Example 5

```
1 #include<iostream.h>
2 #include<conio.h>
3 int main(){
4     int mat[][3]={1,2,3}, {4,5,6}, {7,8,9}};
5     int *pmat=mat[0];
6     for(int i=0; i<9; i++)
7         printf("%d  ", *pmat++);
8     }
9
```

"D:\DSA\Lab5\ex7.exe"

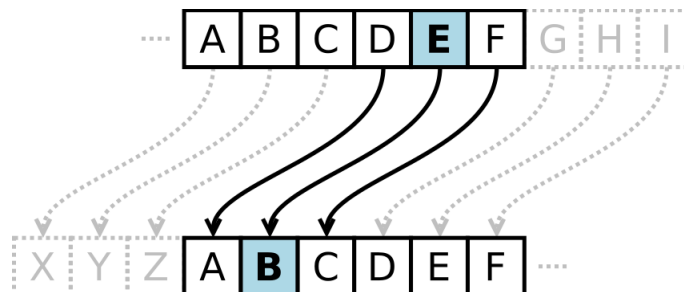
1 2 3 4 5 6 7 8 9

# Exercises

- 1. Print the integer elements of an array in the decreasing order with the help of a pointer.
- 2. Display which elements of an array are perfect numbers.

Hint! Perfect number is equal to the sum of its divisors, without the number itself.  $6 = 1 + 2 + 3$

- 3. Implement the Caesar cypher using pointers.



# Homework. Pointers

- 1. Find out the integer and the float part of a number using pointers. Compute the value of a negative float number from base 10 into the base 2.

Hint: use strtok for “.”

- 2. Find the common words for two texts. Compute the frequency of all the words that appear in both documents. Use pointers.

Hint: we consider as separators “ ,.!?”.

- 3. Write a phrase in “chicken language” (pasareasca).

Ex: Ce faci? = Cepe fapacipi?