EX NO:8

Usage of Pointers

a] WAP to create, intiate, assign and acess a point variable

Aim: To create intialize, assign and access pointer

Algorithm:

step 1 : start
step 2: Use pointer variable
step 3: Display the required output
step 4 : stop:

Program:

```
#include <stdio.h>
void main()
{
int num;
int *num;
Pnum = &num;
num = 100;
Printf("Using variable num: \n");
Printf("Variable of num: %d In address of
        num: %u\n", num, &num);
Print f ("Using pointer variable: \n");
Prin tf("Valued num: %d In address of
        num %u\n", *pNum, PNum);
}
```

Result: The program has been executed successfully.

Output

Using pointer variable

Value of num: 100

address of num: 129715061 2.

Using variable num

Valume of num: 100

Address of num: 129715061 2.

Ex No:8

6] WAP to swap 2 values by using call by reference mechanism with/without using 3 variable

Aim: To write program to swap 2 values using call by reference mechanism with/without using 3rd variable.

Algorithm:

step 1: start the program
step 2: Use the Required variable
step 3: swapp the 2 variable
step 4: Display the Required output
step 5: stop the program

Program

```
#include<stdio.h>
void main
{
int a, b;
int* x *y;
Printf("Enter 2 values");
Scanf("%d %d",&a,&b);
x=&a;
y=&b
void swap(int* x, int *y)
{
int tap;
tap=*x
*x=*y
*y=tap;
return;
}
Printf("value of a before swapping is",x);
Printf("value of b before swapping is*y);
swap(&a, &b);
Printf("the value of 'a' after swapping
is %d\n", *x);
```

Output

```
Enter 'a' value : 4
Enter 'b' value : 5

value of 'a' after swapping: 5
value of 'b' after swapping: 4
```

```
printf("value of 'b' after swapping
                                .1.d/n'", *y);
}
```

Result

this program

Result

This program has been executed successfully.