	1	4	,	0
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11				

WAP to create, intrate, assign and acex a point variate Aim: To expeate intializer assign and access points step 1 . stord : stepz: Use pointer variable steps: Display the orequired output stop 4: stop: Porogram, # include <stdio.h> Void main() int num: int*num; Pnum= & num; num= 100; Pointf ("Using variable num: In"). bozzercoba nlb./: mun to eld pirter") + fring num: /hln, gnum, dnum);

Porint f ("Using pointer variable: \n");
Porint f ("Valued num: /d In address of num / u/n", *pNum, pNum):

Result: The program has been Executed successfully.

Output
Using pointen variable
Value of num: 100
address of num: 1297150612.
Using variable hum
valume of num: 100
Address of num: 12197150612.

THITHE E [DICK!)

111

Ex No:8 6 WAP to Swap 2 values by using call by reference mechanism with lwithout using 3 vaniable aim. To write program to swap evalue using (al) by reference me chanism with lwithout usind and variate. Algorithm: step 1: stant the program step 2: Use the Required variable step3: Swap the 2 voniable step 4: Display the Required output steps: stop the pologorum Priogram #include estato.L> void main int a, 6: in+ * x * 9; Point ("Enter 2 Malues"); Scant (".1.d..1.d;"dadb); oc= &a; 4 = x 6 void swap (int x, int *4) i'nt tap; tap - xx * x _ * y × 4 = trn; retur! Printf ("Value of a before swapphis "x); Printf E"value of 6 before Swapping swap(&a, &6); Porintf Cathe value of a after swapping 13 1.d \n 1 x 3);

Enter 6 value: 5

value of 'a' after swapping: g Value of 'b' after swapping: 1,

Entitle is shown to

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Execution is the land of

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

Result

Result

This program has been executed successfully.