Facilitador(a): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Asignatura: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Estudiante: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Fecha: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Grupo: \_\_\_\_\_\_\_\_\_\_\_

1. *El siguiente código muestra la declaración y asignación de valores a puntero, y asigne las direcciones de memoria tomando en cuenta que la primera dirección disponible es 1000:*

|  |  |
| --- | --- |
| *1*  *2*  *3*  *4*  *5*  *6*  *7*  *8*  *9*  *10*  *11*  *12*  *13*  *14*  *15* | *#include <stdio.h>*  *void main()*  *{*  *int num1, num2; //M1*  *int \*ptr1, \*ptr2; //M1*  *ptr1 = &num1; //M2*  *ptr2 = &num2; //M2*  *num1 = 10; //M3*  *num2 = 20; //M3*  *ptr1 = ptr2; //M4*  *ptr2 = NULL; //M4*  *}* |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | M1 | | | | 1008 |  | ptr2 | | 1004 |  | ptr1 | | 1002 |  | num2 | | 1000 |  | num1 | | |  |  |  | | --- | --- | --- | | M2 | | | | 1008 | 1002 | ptr2 | | 1004 | 1000 | ptr1 | | 1002 |  | num2 | | 1000 |  | num1 | | |  |  |  | | --- | --- | --- | | M3 | | | | 1008 | 1002 | ptr2 | | 1004 | 1000 | ptr1 | | 1002 | 20 | num2 | | 1000 | 10 | num1 | | |  |  |  | | --- | --- | --- | | M4 | | | | 1008 | NULL | ptr2 | | 1004 | 1002 | ptr1 | | 1002 | 20 | num2 | | 1000 | 10 | num1 | |

*Muestre en el siguiente cuadro el estatus de la memoria en cada línea indicada.*

1. *El siguiente código muestra la declaración y asignación de valores a puntero, coloque las direcciones considerando que la primera dirección de memoria disponible es 4003.*

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | c1 | | | | 4011 | ¿??¡?¡? | mptr | | 4007 | ¿??¡?¡? | nptr | | 4005 | 3 | z | | 4003 | 5 | y | |
| |  |  |  | | --- | --- | --- | | c2 | | | | 4011 |  | mptr | | 4007 | 4003 | nptr | | 4005 | 3 | z | | 4003 | 5 | y | |
| |  |  |  | | --- | --- | --- | | c3 | | | | 4011 |  | mptr | | 4007 |  | nptr | | 4005 |  | z | | 4003 |  | y | |
| |  |  |  | | --- | --- | --- | | c4 | | | | 4011 |  | mptr | | 4007 |  | nptr | | 4005 |  | z | | 4003 |  | y | |
| |  |  |  | | --- | --- | --- | | c5 | | | | 4011 |  | mptr | | 4007 |  | nptr | | 4005 |  | z | | 4003 |  | y | |
| |  |  |  | | --- | --- | --- | | c6 | | | | 4011 |  | mptr | | 4007 |  | nptr | | 4005 |  | z | | 4003 |  | y | |
| |  |  |  | | --- | --- | --- | | c7 | | | | 4011 |  | mptr | | 4007 |  | nptr | | 4005 |  | z | | 4003 |  | y | |
| |  |  |  | | --- | --- | --- | | c8 | | | | 4011 |  | mptr | | 4007 |  | nptr | | 4005 |  | z | | 4003 |  | y | |

|  |  |
| --- | --- |
| *1*  *2*  *3*  *4*  *5*  *6*  *7*  *8*  *9*  *10*  *11*  *12* | *#include <stdio.h>*  *void main () {*  *int y = 5, z = 3; //c1*  *int \*nptr, \*mptr; //c1*  *nptr = &y; //c2*  *z = \*nptr; //c3*  *\*nptr = 7; //c4*  *mptr = nptr; //c5*  *mptr = &z; //c6*  *\*mptr = \*nptr; //c7*  *y = (\*nptr) + 1; //c8*  *}* |