**《高级语言程序设计》课后作业**

# 第7章 指针 第8章 结构体

院系&专业：\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 学生姓名：\_\_\_\_\_\_\_\_\_\_\_\_ 学号：\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## 填空题

1. 请定义一个名称为p、可以指向int类型变量的指针变量并初始化为NULL：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**int \*p = NULL;**

1. 已有语句int num[10], \*p1; 请写语句让指针p1指向num的首地址：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**p1=num; 或 p1= &num[0];**

1. 与指针相关的操作主要有两个：& 是\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_，\* 表示\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**间接访问**

**取地址操作**

1. 程序中有如下语句：int \*p; cout << \*p; 执行时会发生错误，原因是\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**对野指针作间接访问**

1. 已有函数void swap3 (int \*p, int \*q); 请写语句用整型变量m和n作为实参调用该函数：\_\_\_\_\_\_\_\_\_\_\_\_\_

**swap3(&m, &n)**

1. 已有变量定义 int num[5]; ,请把赋值语句 num[3]=10; 改为指针写法：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**\*(num+3)=10;**

1. 已有变量定义 int num[5]={1,2,3,4,5}, \*p=&num[1]; ，则语句 (\*(p+2))++; 改写成数组写法是\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_，语义是\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**num[3]++;**

**p[2]++;**

1. 在C++程序中已有语句：int LEN=100; char \*pch; ，请用new 运算符申请一个长度为LEN的字符数组，把返回值赋给指针 pch：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_。在程序中对这个字符数组使用完毕之后，请用delete 运算符释放该数组所占用的内存空间：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**delete []pch;**

**pch = new char[LEN];**

1. 请使用 typedef 命令，把“int”类型定义为一个新类型“Status”：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**typedef int Status;**

1. 请定义平面上的点（以直角坐标x和y描述）的结构体，其结构体标识为Dot，并用typedef 将其定义为类型（类型名为 Dot），并同时定义相应的指针类型PtrDot；\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**typedef struct Dot { int x, y; } Dot, \*PtrDot;**

1. （续上题）使用上题所定义的结构体类型Dot 定义变量 dot1：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_。利用结构体指针类型 ptrDot 定义指针变量pd并初始化为指向 dot1：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**PtrDot pd = &dot1;**

**Dot dot1;**

1. （续上题）直接把dot1的成员x赋值为1.5：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_，利用指针变量pd把dot1的成员y 赋值为 2.4：\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**(\*pd).y = 2.4; 或 pd->y = 2.4;**

**dot1.x = 1.5;**

## 简答题/编程题

1、以数组为参数的函数（例如 int func(int num, int a[])）执行时，对形参数组元素的操作，就是直接对函数调用时的实参数组元素的操作。请解释原因。

**答：数组名就是常量指针。在调用函数时把数组名传递到函数，所以就可以利用数组名这个常量指针直接地对实参数组元素进行操作。**

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2、写一个用指针方式实现字符串复制的函数 void stringcopy(char \*s, const char \*t)

void stringcopy(char \*s, const char \*t) {

while (\*s++ = \*t++)

; //循环体内为空语句

return;

}

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3、写一个利用指针输出整型数组元素里任一子序列的函数 void prtSeq(int \*begin, int \*end);

void prtSeq(int \*begin, int \*end) {

for ( ; begin != end; ++begin)

cout << \*begin << endl;

return;

}

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4、写一个函数select(int n, double a[], double b[], double x)，它将数组b中大于x的数顺序复制到数组a中。假定这两个数组的大小都为N。请分别用数组写法和指针写法完成这一工作。

#include <iostream>

#include <cmath>

using namespace std;

|  |
| --- |
| **void select(int n, double a[], double b[], double x) {**  **for (int i = 0, j = 0; i < n; ++i) {**  **if (b[i] > x)**  **a[j++] = b[i]; //等价于： { a[j] = b[i]; j++; }**  **}**  **}**  **void p\_select(int n, double \*a, double \*b, double x) {**  **for (int i = 0; i < n; ++i) {**  **if (\*(b+i) > x)**  **\*a++ = \*(b+i); //等价于：{\*a = \*(b+i); a++; }**  **}**  **}**  int main() { //此题并未要求写 main 函数。此处写一个 main函数以供演示上面函数用法  const int N = 10;  double db1[N] = {0};  double db2[N] = {0,1,2,3,4,5,6,7,8,9};  select(N, db1, db2, 5.0); //!!!  cout << "db1: ";  prtSeq(db1, db1 + N); //打印序列（此处prtSeq是上一题中的函数）  return 0;  } |

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5、在二维平面坐标上有100个x和y值都在 [0, 100] 范围内的随机点，把它们的坐标依次全部输出到屏幕，并求它们的几何中心。要求使用平面点结构体数组。

**见【例8-3】**

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6、请定义一个名称为“Person”的结构体，它有证件号（字符串，最长可容纳10个字符）、姓名（字符串，最长可容纳20个字符）、性别（字符型）、出生年份（整型）这几个成员。然后定义一个这种类型的变量，名称为“driver”。

**typedef struct Person {**

**char ID[11];**

**char name[21];**

**char sex;**

**int year;**

**} Person;**

**Person driver;**

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