

## 1. What is the Output of Following Code?

```
void printArray(int *arr,int size)
{
    for (int i=0;i<size;++i)
        cout << arr[i] << ' ';

    cout << endl;
}

int main()
{
    int localArray[10] = {0,1,2,3,4,5,6,7,8,9};
    int *arr;

    arr = localArray + 3;
    printArray(arr,4);

    *arr = 15;
    arr[-2] = 7;
    printArray(localArray,10);

    unsigned char x = 0x01,y=0xff;
    unsigned char a = 203;
    x = x << 2;
    cout << (int) x << endl;

    x = a & y;
    cout << (int) x << endl;

    return 0;
}
```

**OUTPUT:**

## 2. What is the Output of Following Code?

```
void main()
{
    int i=0,j=0,total=4;
    char **strArr = new char *[total];
    int size = 7;
    for (i=0;i<total;++i)
    {
        strArr[i] = new char[size-i];
        strArr[i][size-i-1] = '\\0';
    }
}
```

```

    for (i=0;i<total;++i)
    {
        for (j=0;j<size-i-1;++j)
        {
            strArr[i][j] = 'A' + j;
        }
    }
    for (i=0;i<total;++i)
        cout << strArr[i] << endl;

    for (i=0;i<total;++i)
        cout << (strArr[i]+1) << endl;

    cout << *strArr << endl;
    cout << **strArr << endl;
    cout << **strArr[3]<< endl;
    cout << strArr[2]+1 << endl;
    cout << *strArr[3]+2 << endl;
    cout << *(*strArr+2)+1 << endl;
    cout << *(strArr+2)[3] << endl;
}

```

**OUTPUT:**

### 3. What is the Output of Following Code?

```

int main() {
char *a[] = { "Argentina", "Korea", "Greece", "Nigeria"};
cout << *(a+1) << endl;
cout << *a[0] << endl;
cout << a[3] << endl;
cout << a[3][1] << endl;
return 0;
}

```

**OUTPUT:**

### 4. What is the Output of Following Code?

```

double *pt;
double a[3]={1.2, 2.3, 3.4};
pt=&a[1];
pt+=1;

```

```
cout<<*pt<<endl;
```

**OUTPUT:**

5.

<p><b>What is the Output of Following Code?</b></p> <pre>int main(){ const char* what = "Is This"; what = "Interesting"; cout &lt;&lt; *what; what[3] = 'a'; cout &lt;&lt; *what; }</pre> <p><b>OUTPUT:</b></p>	<p><b>What is the Output of Following Code?</b></p> <pre>int&amp; Now() { int Where = 1; return Where ; } int main() { int Where; Where= Now(); cout &lt;&lt; Where; }</pre> <p><b>OUTPUT:</b></p>
<p><b>How do the variables A and B differ?</b></p> <pre>char *const A = "Hi"; const char* B = "Hi";</pre>	<p><b>Explain the problems with the following uses of C and D</b></p> <pre>const char* C = "hi mom"; C[3] = 'a'; char *const D = "hi mom"; D = "hi dad";</pre>
<p><b>What is the Output of Following Code?</b></p> <pre>int x = 5; int* y = new int(3); int** z = &amp;y; int A[5] = {1,2,3,4,5}; cout &lt;&lt; *y; cout &lt;&lt; **z; cout &lt;&lt; *&amp;x; cout &lt;&lt; A[4]; cout &lt;&lt; *(A+2); cout &lt;&lt; *(A+*y); cout &lt;&lt; A[**z]; cout &lt;&lt; A[x];</pre>	<p><b>Identify any error (dangling pointer, Memory Leak)</b></p> <pre>int * cube (int * a) {     int s = *a**a**a;     return &amp;s; } int main(){     int i =10;     int j = *cube (&amp;i);     cout &lt;&lt; j &lt;&lt;endl; }</pre>
<p><b>Identify any error (dangling pointer, Memory Leak)</b></p> <pre>int * square (int * a) { int *s =new int;</pre>	<p><b>Identify any error (dangling pointer, Memory Leak)</b></p> <pre>int meaning = 42; int *life = &amp;meaning;</pre>

<pre> *s = *a * *a; return s; } int main(){ int i =10; int j = * square (&amp;i); cout &lt;&lt; j &lt;&lt;endl; } </pre>	<pre> int **universe = &amp;life; int ***everything = &amp;universe; cout &lt;&lt; ***everything &lt;&lt;endl; delete life; life = nullptr; universe = nullptr; everything = nullptr; </pre>
<p>Identify any error (dangling pointer, Memory Leak)</p> <pre> void IncBy1( int * arr, int n){ int * temp=new int[n+1]; for(int i=0; i&lt;n; i++) temp[i]=arr[i]; delete [] arr; arr=temp; } //main int * A = new int[5]; IncBy1(A, 5); </pre>	<p>Identify any error (dangling pointer, Memory Leak)</p> <pre> int * product(int a, int b){ int mul = a*b; return &amp; mul; } //main int x = 7, y=10; int * p =product(x,y); cout&lt;&lt;*p; </pre>
<p>Identify any error (dangling pointer, Memory Leak)</p> <pre> int a=5; int * ptr = new int; ptr[0]=a; ptr=&amp;a; </pre>	<p>Identify any error (dangling pointer, Memory Leak)</p> <pre> char ** s = new char *[1]; char * name = new char[20]; strcpy(name, "John Doe"); s[0] = name; delete [] name; cout &lt;&lt; s[0] &lt;&lt; endl; delete [] s; s = nullptr; </pre>
<p><b>Question:</b></p> <p>Write a C++ program which takes four integer values from the user and rotate their values using a rotate function. For example the integer values are a=5, b=7, c=12, d=3 after rotation the values must be a=3, b=5, c=7 and d=12.</p> <p><b>Note that you cannot use call by reference for this task</b></p>	

**Quiz- 1** Given the following functions fill in the boxes bellow for main function.

<pre>void switchPtr (int *p,int *q) {     int *temp = p;     p = q;     q = temp; }</pre>	<pre>int acceptPtr(int *p, int *q) {     *p = *q + 5;     *q = *q + 10;     p = q;     *p = 5 + *q;     *q = *p + 1;     return *p+1; }</pre>						
<pre>int dontComplicate(int *p,int *q,int &amp;a,int &amp;b) {     a = a+1;     b = b+2;     q = p;     *p = 3;     *q = 5;     a = a+4;     b = b+5;     return *p + *q; }</pre>	<pre>int notVerySimple(int *ptr1,int *ptr2,int &amp;a,int &amp;b) {     *ptr1 = 1;     *ptr2 = 5;     a = 4;     b = 3;     return a+b; }</pre>						
<b>Main Function</b>	<b>x</b>	<b>y</b>	<b>Z</b>	<b>ptr1</b>	<b>*ptr1</b>	<b>ptr2</b>	<b>*ptr2</b>
<pre>int main(){     int x = 1, y = 2, z=0;</pre>							
<pre>    int *ptr1 = &amp;x;</pre>							
<pre>    int *ptr2 = &amp;y;</pre>							
<pre>    switchPtr(ptr1,ptr2);</pre>							
<pre>    z=acceptPtr(ptr1,ptr2);</pre>							
<pre>    x = 0;      y = 1;</pre>							
<pre>    z=dontComplicate(ptr2,ptr1,y,x);</pre>							
<pre>    z=notVerySimple(ptr1,ptr2,x,y);</pre>							
<pre>    return 0; }</pre>							

## From Sir Sarim's Home Work 1:

- 1) Find out the outputs of the following snippets of code by typing them into a compiler.

All of the following lines follow these declarations (only insert one snippet at a time, all are independent of each other):

```

int a=2,b=7,c=11;
int * aptr=&a, * bptr=&b, * cptr=&c;
int x[3]={5,9,11};
char y[6]={'H','E','L','L','O','\0'}, *sptr=NULL;

```

1	cout<<&a<<" "<<&b<<" "<<&c;
2	cout<<*aptr<<" "<<*bptr<<endl;
3	*aptr=*bptr; cout<<a<<" "<<b;
4	bptr=cptr; cout<<*bptr<<endl;
5	aptr=bptr; bptr=cptr; cptr=aptr; cout<<*bptr<<" "<<*cptr<<endl;
6	cout<<x<<endl;
7	cout<<y<<endl;//compare with 6
8	cout<<(x+2)<<endl;//compare with 6
9	cout<<(y+2)<<endl;//compare with 7
10	cout<<*(x+2)<<" "<<*(y+2)<<endl;
11	cout<<x[2]<<" "<<y[2]<<endl;
12	cout<<&x[2]<<endl;//compare with 8
13	cout<<&y[2]<<endl;//compare with 9
14	cout<<l[x]<<" "<<l[y]<<endl;//why does this work?
15	cout<<*x+2<<" "<<*y+2<<endl;//compare with 10
16	aptr=x; cout<<*aptr<<endl;
17	aptr=x+1; cout<<*aptr<<endl;//compare with 16
18	sptr=y; cout<<*sptr<<endl;
19	sptr=y; sptr++; cout<<sptr<<endl;//compare with 18
20	(&a)[0]=-11; cout<<a<<endl;

- 2) Write a function which prints every address of an integer array passed in parameter. The size of the array is also passed to the function.
- 3) Write a function that sorts an array of integers without using the subscript [ ] operator.