

Q1] Write the statement reading which describes below syntax & draw its diagrammatic layout.

Q1] `int no = 10;`  
`int *p = &no;`  
`int *q = &no;`  
`int **a = &p;`

Statement

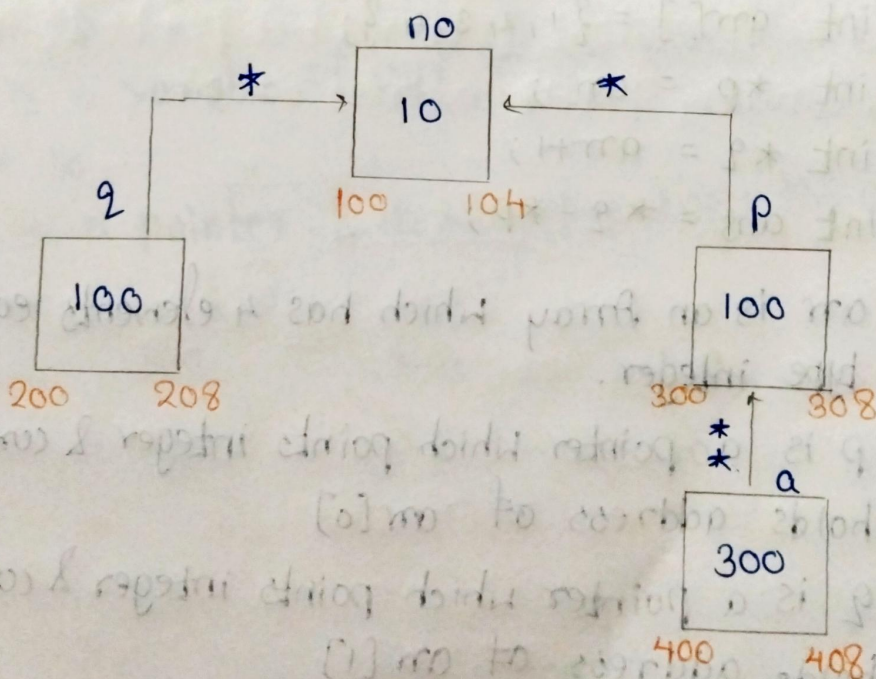
`no` is a variable of type integer initialised with value 10.

`p` is a pointer which points to integer & currently it holds address of `no`.

`q` is a pointer which points to integer & currently it holds address of `no`.

`a` is a pointer which points to pointer & currently it holds address of `p`.

Layout



Q2] float value = 3.14;  
 float \*p = &value;  
 float \*q = p;  
 float ans = \*p + \*q;

Statement

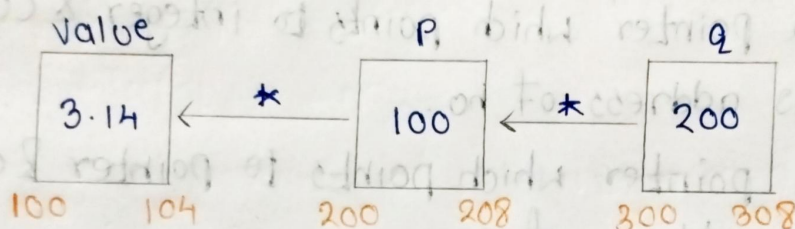
value is a variable of type float initialised with value 3.14

p is a pointer which points to float & currently it holds address of value.

q is a pointer which points to float & currently it holds address of p

$*p + *q \rightarrow$  Not Allowed

Layout



Q3] int arr[] = {1, 2, 3, 4};  
 int \*p = arr;  
 int \*q = arr+1;  
 int ans = \*q - \*p;

Statement

arr is an Array which has 4 elements each of type integer.

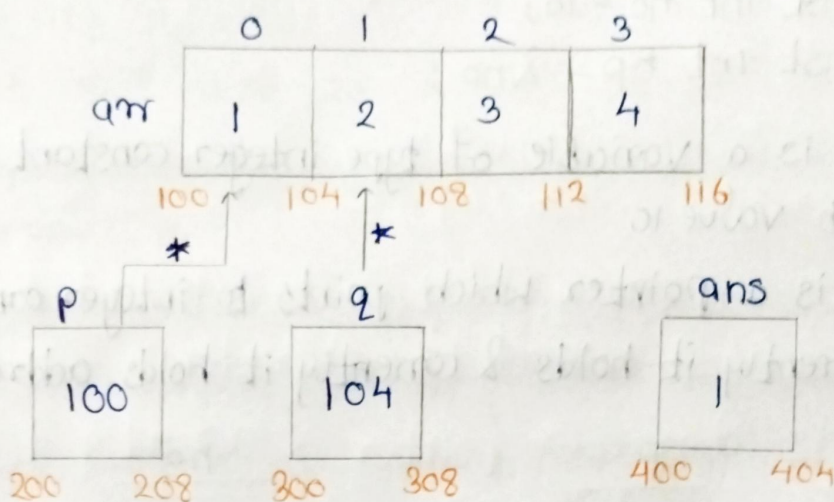
p is a pointer which points integer & currently it holds address of arr[0]

q is a pointer which points integer & currently it holds address of arr[1]

ans is a variable of type integer initialised with value of  $*q - *p$



layout



Q4] int no1 = 10;  
 int no2 = 20;  
 int no3 = 30;  
 int \* Arr[] = { &no1, &no2, &no3 };

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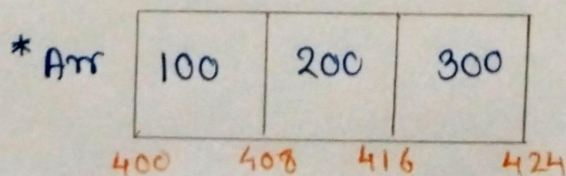
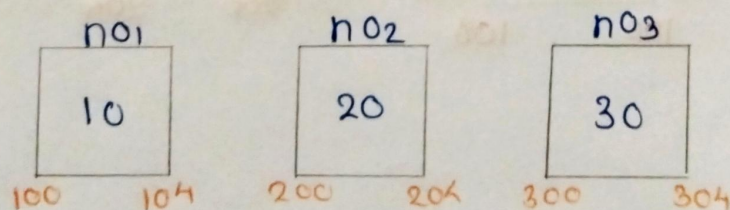
no1 is a variable of type integer initialised with value 10

no2 is a variable of type integer initialised with value 20

no3 is a variable of type integer initialised with value 30

Arr is a pointer & it currently holds the addresses of no1, no2 & no3

layout

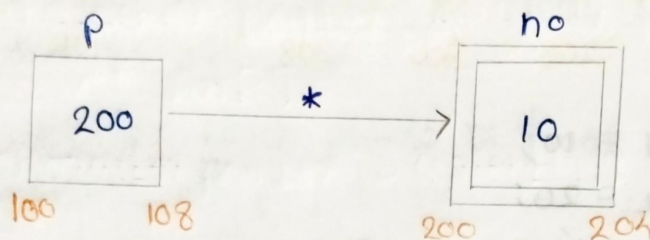


Q5] `const int no = 10;`  
`const int *p = &no;`

Statement  
 nt no is a variable of type integer constant initialised with value 10

p is a pointer which points to integer constant & currently it holds & currently it holds address of no.

Layout

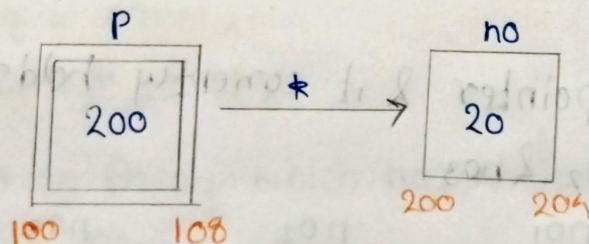


Q6] `const int no = 20;`  
`int * const p = &no;`

Statement  
 ent no is a variable of type integer constant initialised with value 20.

p is a constant pointer which points to integer & currently it holds address of no

Layout



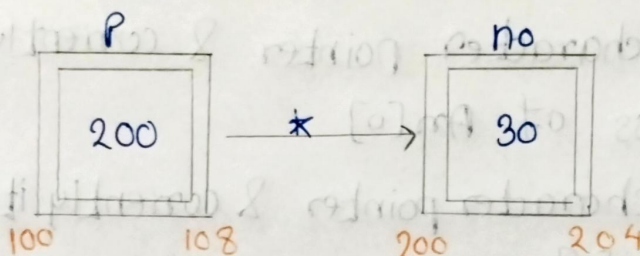


Q7] `const int no = 30;`  
`const int * const p = &no;`

Statement  
no is a variable of type integer constant initialised with value 30

p is a constant pointer which points to integer constant & currently it holds address of no

Layout

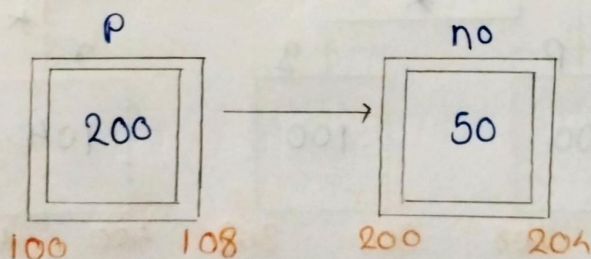


Q8] `const int no = 50;`  
`int const * const p = &no;`

Statement  
no is a variable of type integer constant initialised with value 50

p is a constant pointer which points to integer & currently it holds address of no.

Layout



Q9] `char Arr[] = { 'a', 'b', 'c', 'd', 'e' };`  
`char *p = Arr;`  
`char *q = &Arr[0];`  
`char *r = &Arr[4];`

State  
ment

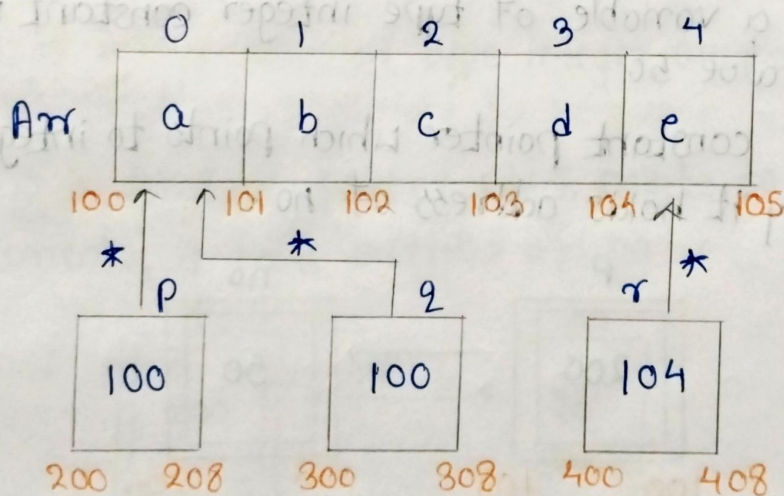
Arr is an Array of type character which contains 5 elements each of type character.

p is character pointer & currently it holds address of Arr[0]

q is character pointer & currently it holds address of Arr[0].

r is character pointer & currently it holds address of Arr[4].

Layout





Q10] double Arr[] = {10.5, 20.6, 30.2};

double \*p = Arr;

double \*q = &Arr[0];

double \*r = &Arr[2];

statement  
ent Arr is an Array of type double which contains 3 elements each of type double.

p is a pointer of type double & currently it holds address of Arr[0]

q is a pointer of type double & currently it holds address of Arr[0]

r is a pointer of type double & currently it holds address of Arr[2].

layout

