



## Práctica 2 – Punteros y Memoria Dinámica

```
int *p, a = 4; b = 5;
p = &b;
*p *= 2;
printf("b=%d *p=%d\n", b, *p);
printf("&b=%p p=%p &p=%p\n", &b, p, &p);
b = *p * 3;
printf("b=%d *p=%d\n", b, *p);
printf("&b=%p p=%p\n", &b, p);
a = b;
p = &a;
(*p)++;
printf("b=%d a=%d *p=%d\n", b, a, *p);
printf("&b=%p &a=%p p=%p &p=%p\n", &b, &a, p, &p);
```

! !

```
#include <stdio.h>
int main(){
    int a = 30, b = 20;
    ordenadas(a, b);
    printf(" valor de a %d\tvalor de b %d\n", &a, &b);
    return 0;
}
void ordenadas(int x, int y){
    int* aux;
    if(x > y) {
        aux = x;
        x = y;
        y = aux;
    }
}
```

```
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```