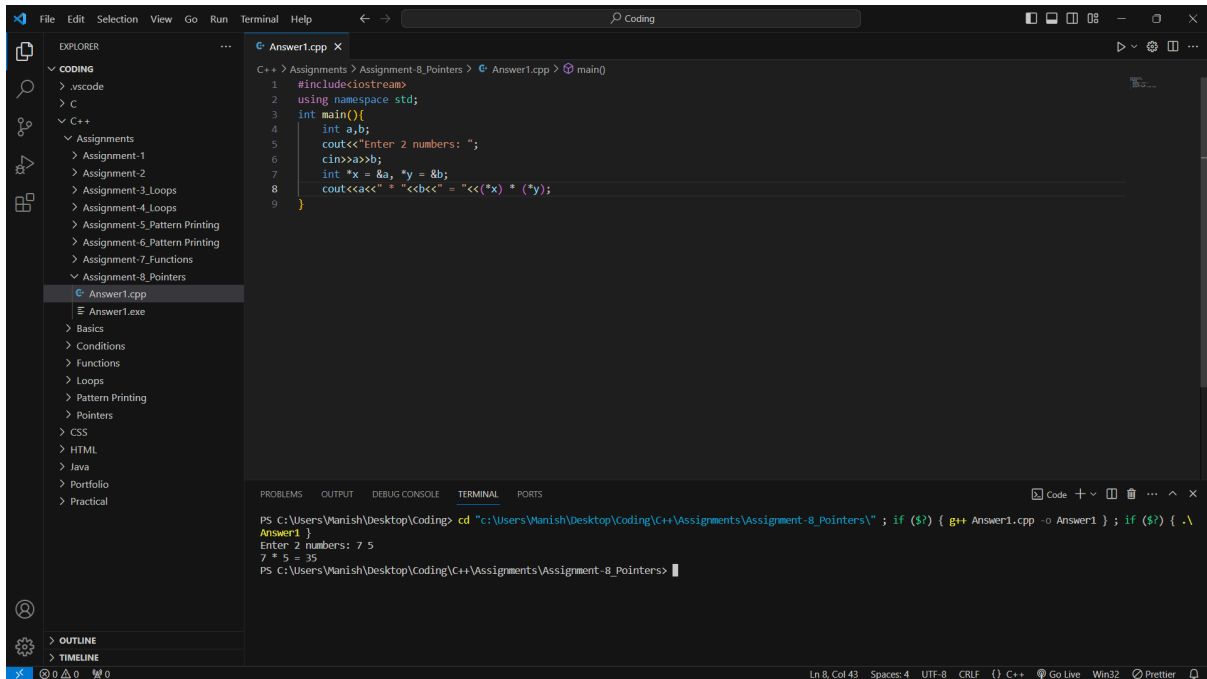


# Assignment (Pointers)

**Q1.** Write a program to find out the product of two numbers using pointers.

**Answer:**



The screenshot shows a C++ IDE with a file explorer on the left and a code editor in the center. The file explorer shows a project structure with folders for 'CODING', 'C', 'C++', and 'Assignments'. The 'Assignments' folder is expanded, showing sub-folders for 'Assignment-1' through 'Assignment-8'. The 'Assignment-8' folder is selected, and the file 'Answer1.cpp' is open in the editor. The code in 'Answer1.cpp' is as follows:

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     int a, b;
6     cout << "Enter 2 numbers: ";
7     cin >> a >> b;
8     int *x = &a, *y = &b;
9     cout << a << " * " << b << " = " << (*x) * (*y);
10 }
```

The terminal at the bottom shows the command to compile and run the program:

```
PS C:\Users\Manish\Desktop\Coding> cd "C:\Users\Manish\Desktop\Coding\C++\Assignments\Assignment-8_Pointers\" ; if ($?) { g++ Answer1.cpp -o Answer1 } ; if ($?) { .\Answer1 }
Enter 2 numbers: 7 5
7 * 5 = 35
PS C:\Users\Manish\Desktop\Coding\C++\Assignments\Assignment-8_Pointers>
```

**Q2.** int \*p, q; What does both of these terms signify?

**Answer:** “p” is a pointer and “q” is an integer.

**Q3.** Predict the output of the following code snippet.

```
int a = 10, b = 20;
int *ptr = &a;
b = *ptr + 1;
ptr = &b;
cout << *ptr << ' ' << a << ' ' << b;
```

**Answer:**

11 10 11

**Q4.** Predict the output of the following code snippet.

```
int a = 15, b = 20;  
int *ptr = &a;  
int *ptr2 = &b;  
*ptr = *ptr2;
```

**Answer:**

a gets the value of b therefore, a=20.

**Q5.** Predict the output of the following code snippet.

```
int a = 10, b = 20;  
int *ptr;  
*ptr = 5;
```

**Answer:** ptr will store a garbage value.