연습 1

**#include <stdio.h>**

**void foo1(int xval)**

**{**

**int x;**

**x = xval;**

**/\* print the address and value of x here \*/**

**}**

**void foo2(int dummy)**

**{**

**int y;**

**/\* print the address and value of y here \*/**

**}**

**int main()**

**{**

**foo1(7);**

**foo2(11);**

**return 0;**

**}**

**연습2**

**#include <stdio.h>**

**int main( )**

**{**

**char c = ‘Z’;**

**char \*cp = &c;**

**printf("cp is 0x%08x\n", cp);**

**printf("The character at cp is %c\n", \*cp);**

**/\* Pointer arithmetic - see what cp+1 is \*/**

**cp = cp+1;**

**printf("cp is 0x%08x\n", cp);**

**/\* Do not print \*cp, because it points to**

**memory not allocated to your program \*/**

**return 0;**

**}**

**연습3**

**#include <stdio.h>**

**void swap\_nums(int \*x, int \*y)**

**{**

**int tmp;**

**tmp = \*x;**

**\*x = \*y;**

**\*y = tmp;**

**}**

**void swap\_pointers(char \*x, char \*y)**

**{**

**char \*tmp;**

**tmp = x;**

**x = y;**

**y = tmp;**

**}**

**int main()**

**{**

**int a,b;**

**char \*s1,\*s2;**

**a = 3; b=4;**

**swap\_nums(&a,&b);**

**printf("a is %d\n", a);**

**printf("b is %d\n", b);**

**s1 = "I should print second";**

**s2 = "I should print first";**

**swap\_pointers(s1,s2);**

**printf("s1 is %s\n", s1);**

**printf("s2 is %s\n", s2);**

**return 0;**

**}**