Assignment -14

1. Reverse a String

Write a function void reverseString(char *str) that takes a pointer to a string and reverses the string in place.

Sol: #include <stdio.h>

#include <string.h>

```
void reverseString(char *str) {
    int length = strlen(str);
    int start = 0, end = length - 1;
    char temp;

    while (start < end) {
        // Swap characters
        temp = str[start];
        str[start] = str[end];
        str[end] = temp;

        // Move indices towards the center
        start++;
        end--;
    }
```

```
}

int main() {
    char str[] = "Hello, World!";
    printf("Original string: %s\n", str);

    reverseString(str);

    printf("Reversed string: %s\n", str);
    return 0;
}
```

O/p:

Original string: Hello, World!

Reversed string: !dlroW ,olleH

2. Concatenate Two Strings

Implement a function void concatenateStrings(char *dest, const char *src) that appends the source string to the destination string using pointers.

Sol:

```
#include <stdio.h>

void concatenateStrings(char *dest, const char *src) {
    // Move the destination pointer to the end of the existing string
    while (*dest != '\0') {
```

```
        dest++;
    }
    // Copy the source string to the destination
    while (*src != '\0') {
        *dest = *src;
        dest++;
        src++;
    }
    // Null-terminate the concatenated string
    *dest = '\0';
}

int main() {
    char dest[50] = "Hello, ";  // Ensure dest has enough space for concatenation
    const char src[] = "World!";

    printf("Before concatenation: %s\n", dest);

    concatenateStrings(dest, src);

    printf("After concatenation: %s\n", dest);
```

```
    return 0;
}
```

O/p: Before concatenation: Hello,

After concatenation: Hello, World!

3. String Length

Create a function int stringLength(const char *str) that calculates and returns the length of a string using pointers.

Sol: #include <stdio.h>

```
int stringLength(const char *str) {
    const char *ptr = str;
    int length = 0;

    while (*ptr != '\0') {
        length++;
        ptr++;
    }
    return length;
}

int main() {
    const char str[] = "Hello, World!";
```

```
    printf("The length of the string \"%s\" is: %d\n", str, stringLength(str));

    return 0;

}
```

O/p:

The length of the string "Hello, World!" is: 13

4. Compare Two Strings

Write a function int compareStrings(const char *str1, const char *str2) that compares two strings lexicographically and returns 0 if they are equal, a positive number if str1 is greater, or a negative number if str2 is greater.

Sol:

```
#include <stdio.h>


int compareStrings(const char *str1, const char *str2) {

    while (*str1 && (*str1 == *str2)) {

        str1++;

        str2++;

    }

    return *(unsigned char *)str1 - *(unsigned char *)str2;

}


int main() {

    const char str1[] = "Hello";

    const char str2[] = "World";
```

```
    const char str3[] = "Hello";


    printf("Comparing \"%s\" and \"%s\": %d\n", str1, str2, compareStrings(str1, str2));

    printf("Comparing \"%s\" and \"%s\": %d\n", str1, str3, compareStrings(str1, str3));

    printf("Comparing \"%s\" and \"%s\": %d\n", str2, str1, compareStrings(str2, str1));


    return 0;

}
```

O/p: Comparing "Hello" and "World": -15

Comparing "Hello" and "Hello": 0

Comparing "World" and "Hello": 15

5. Find Substring

Implement char* findSubstring(const char *str, const char *sub) that returns a pointer to the first occurrence of the substring sub in the string str, or NULL if the substring is not found.

Sol:

```
#include <stdio.h>


char* findSubstring(const char *str, const char *sub) {
    if (*sub == '\0') {
        return (char*)str;  // Empty substring matches at the beginning
    }
```

```
    while (*str != '\0') {
        const char *s = str;
        const char *p = sub;

        // Check if substring matches starting from current position
        while (*s != '\0' && *p != '\0' && *s == *p) {
            s++;
            p++;
        }

        // If we reached the end of the substring, a match was found
        if (*p == '\0') {
            return (char*)str;
        }

        str++;
    }

    return NULL;  // Substring not found
}
```

```
int main() {
    const char str[] = "Hello, World!";
    const char sub1[] = "World";
    const char sub2[] = "Moon";

    char *result1 = findSubstring(str, sub1);
    char *result2 = findSubstring(str, sub2);

    if (result1) {
        printf("Substring \"%s\" found at position: %ld\n", sub1, result1 - str);
    } else {
        printf("Substring \"%s\" not found.\n", sub1);
    }

    if (result2) {
        printf("Substring \"%s\" found at position: %ld\n", sub2, result2 - str);
    } else {
        printf("Substring \"%s\" not found.\n", sub2);
    }
```

```
    return 0;
}
```

O/p: Substring "World" found at position: 7

Substring "Moon" not found.

6. Replace Character in String

Write a function void replaceChar(char *str, char oldChar, char newChar) that replaces all occurrences of oldChar with newChar in the given string.

Sol:

```
#include <stdio.h>

void replaceChar(char *str, char oldChar, char newChar) {
    while (*str != '\0') {
        if (*str == oldChar) {
            *str = newChar;
        }
        str++;
    }
}

int main() {
    char str[] = "Hello, World!";
    char oldChar = 'o';
    char newChar = 'a';
```

```
    printf("Original string: %s\n", str);


    replaceChar(str, oldChar, newChar);


    printf("Modified string: %s\n", str);
    return 0;
}
```

O/p: Original string: Hello, World!

Modified string: Hella, Warld!

7. Copy String

Create a function void copyString(char *dest, const char *src) that copies the content of the source string src to the destination string dest.

Sol:

```
#include <stdio.h>


void copyString(char *dest, const char *src) {
    while (*src != '\0') {
        *dest = *src;
        dest++;
        src++;
    }
    *dest = '\0';  // Null-terminate the destination string
```

```
}

int main() {
    const char src[] = "Hello, World!";
    char dest[50];  // Ensure the destination array is large enough

    copyString(dest, src);

    printf("Source string: %s\n", src);
    printf("Copied string: %s\n", dest);

    return 0;
}
```

O/p: Source string: Hello, World!

Copied string: Hello, World!

8. Count Vowels in a String

Implement int countVowels(const char *str) that counts and returns the number of vowels in a given string.

Sol:

```
#include <stdio.h>

int countVowels(const char *str) {
    int count = 0;
```

```
    while (*str != '\0') {
        // Check if the current character is a vowel (both uppercase and lowercase)
        if (*str == 'a' || *str == 'e' || *str == 'i' || *str == 'o' || *str == 'u' ||
            *str == 'A' || *str == 'E' || *str == 'I' || *str == 'O' || *str == 'U') {
            count++;
        }
        str++;
    }
    return count;
}

int main() {
    const char str[] = "Hello, World!";

    printf("The number of vowels in \"%s\" is: %d\n", str, countVowels(str));
    return 0;
}
```

O/p: The number of vowels in "Hello, World!" is: 3

9. Check Palindrome

Write a function int isPalindrome(const char *str) that checks if a given string is a palindrome and returns 1 if true, otherwise 0.

Sol: #include <stdio.h>

```
#include <string.h>

int isPalindrome(const char *str) {
    int length = strlen(str);
    const char *start = str;
    const char *end = str + length - 1;

    while (start < end) {
        if (*start != *end) {
            return 0;  // Not a palindrome
        }
        start++;
        end--;
    }
    return 1;  // It is a palindrome
}

int main() {
    const char str1[] = "madam";
    const char str2[] = "hello";
```

```
    printf("Is \"%s\" a palindrome? %s\n", str1, isPalindrome(str1) ? "Yes" : "No");
    printf("Is \"%s\" a palindrome? %s\n", str2, isPalindrome(str2) ? "Yes" : "No");

    return 0;
}
```

O/p: Is "madam" a palindrome? Yes

Is "hello" a palindrome? No

10. Tokenize String

Create a function void tokenizeString(char *str, const char *delim, void (*processToken)(const char *)) that tokenizes the string str using delimiters in delim, and for each token, calls processToken.

Sol:

```
#include <stdio.h>
#include <string.h>

void tokenizeString(char *str, const char *delim, void (*processToken)(const char *)) {
    char *token = strtok(str, delim);
    while (token != NULL) {
        processToken(token);  // Call the function pointer with the current token
        token = strtok(NULL, delim);
    }
}
```

```
void printToken(const char *token) {
    printf("Token: %s\n", token);
}

int main() {
    char str[] = "Hello, World! Welcome to C programming.";
    const char delim[] = " ,.!";

    printf("Original string: \"%s\"\n", str);
    tokenizeString(str, delim, printToken);

    return 0;
}
```

O/p: Original string: "Hello, World! Welcome to C programming."

Token: Hello

Token: World

Token: Welcome

Token: to

Token: C

Token: programming

1. Allocate and Free Integer Array

Write a program that dynamically allocates memory for an array of integers, fills it with values from 1 to n, and then frees the allocated memory.

Sol: #include <stdio.h>

#include <stdlib.h>

```
int main() {
    int n;

    // Prompt the user to enter the size of the array
    printf("Enter the size of the array: ");
    scanf("%d", &n);

    // Dynamically allocate memory for the array of integers
    int *arr = (int *)malloc(n * sizeof(int));

    // Check if memory allocation was successful
    if (arr == NULL) {
        printf("Memory allocation failed!\n");
        return 1;  // Exit if memory allocation fails
    }
```

```
    // Fill the array with values from 1 to n
    for (int i = 0; i < n; i++) {
        arr[i] = i + 1;
    }

    // Print the array values
    printf("Array elements:\n");
    for (int i = 0; i < n; i++) {
        printf("%d ", arr[i]);
    }
    printf("\n");

    // Free the allocated memory
    free(arr);

    return 0;
}
```

Sol:

```
Enter the size of the array: 5
Array elements:
1 2 3 4 5
```

2. Dynamic String Input

Implement a function that dynamically allocates memory for a string, reads a string input from the user, and then prints the string. Free the memory after use.

Sol: #include <stdio.h>

#include <stdlib.h>

#include <string.h>

```
void readAndPrintString() {
    char *str;
    int size;

    // Prompt the user to enter the maximum size of the string
    printf("Enter the maximum length of the string: ");
    scanf("%d", &size);
    getchar();  // To consume the newline character after entering the size

    // Dynamically allocate memory for the string
    str = (char *)malloc((size + 1) * sizeof(char));  // +1 for null terminator

    // Check if memory allocation was successful
    if (str == NULL) {
        printf("Memory allocation failed!\n");
```

```
        return;  // Exit if memory allocation fails
    }

    // Prompt the user to enter the string
    printf("Enter a string: ");
    fgets(str, size + 1, stdin);  // Read the string including spaces

    // Print the entered string
    printf("You entered: %s\n", str);

    // Free the allocated memory
    free(str);
}

int main() {
    readAndPrintString();  // Call the function to read and print a string
    return 0;
}
```

O/p: Enter the maximum length of the string: 50

Enter a string: likitha s

You entered: likitha s

3. Resize an Array

Write a program that dynamically allocates memory for an array of n integers, fills it with values, resizes the array to 2n using realloc(), and fills the new elements with values.

Sol: #include <stdio.h>

#include <stdlib.h>

```
int main() {
    int n;

    // Prompt the user to enter the size of the array
    printf("Enter the size of the array: ");
    scanf("%d", &n);

    // Dynamically allocate memory for an array of n integers
    int *arr = (int *)malloc(n * sizeof(int));

    // Check if memory allocation was successful
    if (arr == NULL) {
        printf("Memory allocation failed!\n");
        return 1;  // Exit if memory allocation fails
```

```
}

// Fill the array with values from 1 to n
for (int i = 0; i < n; i++) {
    arr[i] = i + 1;
}

// Print the original array
printf("Original array elements:\n");
for (int i = 0; i < n; i++) {
    printf("%d ", arr[i]);
}
printf("\n");

// Resize the array to 2n using realloc()
arr = (int *)realloc(arr, 2 * n * sizeof(int));

// Check if realloc was successful
if (arr == NULL) {
    printf("Memory reallocation failed!\n");
    return 1;  // Exit if realloc fails
```

```
    }

    // Fill the new elements in the resized array with values from n+1 to 2n
    for (int i = n; i < 2 * n; i++) {
        arr[i] = i + 1;
    }

    // Print the resized array
    printf("Resized array elements:\n");
    for (int i = 0; i < 2 * n; i++) {
        printf("%d ", arr[i]);
    }
    printf("\n");

    // Free the allocated memory
    free(arr);

    return 0;
}
```

O/p: Enter the size of the array: 5

Original array elements:

1 2 3 4 5

Resized array elements:

1 2 3 4 5 6 7 8 9 10

4. Matrix Allocation

Create a function that dynamically allocates memory for a 2D array (matrix) of size m x n, fills it with values, and then deallocates the memory.

Sol: #include <stdio.h>

#include <stdlib.h>

```
void allocateAndFillMatrix(int m, int n) {
    // Dynamically allocate memory for a 2D matrix of size m x n
    int **matrix = (int **)malloc(m * sizeof(int *));

    // Check if memory allocation for rows was successful
    if (matrix == NULL) {
        printf("Memory allocation failed!\n");
        return;
    }

    // Dynamically allocate memory for each column in each row
    for (int i = 0; i < m; i++) {
        matrix[i] = (int *)malloc(n * sizeof(int));
```

```
    // Check if memory allocation for columns in this row was successful
    if (matrix[i] == NULL) {
        printf("Memory allocation for row %d failed!\n", i);
        return;
    }
}

// Fill the matrix with values
int value = 1;
for (int i = 0; i < m; i++) {
    for (int j = 0; j < n; j++) {
        matrix[i][j] = value++;
    }
}

// Print the matrix
printf("Matrix elements:\n");
for (int i = 0; i < m; i++) {
    for (int j = 0; j < n; j++) {
        printf("%d ", matrix[i][j]);
```

```
        }
        printf("\n");
    }

    // Deallocate the memory
    for (int i = 0; i < m; i++) {
        free(matrix[i]);
    }
    free(matrix);
}

int main() {
    int m, n;

    // Prompt the user to enter the dimensions of the matrix
    printf("Enter the number of rows (m): ");
    scanf("%d", &m);
    printf("Enter the number of columns (n): ");
    scanf("%d", &n);

    // Call the function to allocate, fill, and deallocate the matrix
```

```
    allocateAndFillMatrix(m, n);


    return 0;
}
```

O/p:

Enter the number of rows (m): 4

Enter the number of columns (n): 3

Matrix elements:

1 2 3

4 5 6

7 8 9

10 11 12

5. String Concatenation with Dynamic Memory

Implement a function that takes two strings, dynamically allocates memory to concatenate them, and returns the new concatenated string. Ensure to free the memory after use.

Sol:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>


// Function to concatenate two strings dynamically
char* concatenateStrings(const char *str1, const char *str2) {
```

```
    // Allocate memory for the new concatenated string
    // The new string will have the length of str1 + str2 + 1 (for the null terminator)
    int len1 = strlen(str1);
    int len2 = strlen(str2);
    char *result = (char *)malloc((len1 + len2 + 1) * sizeof(char));

    // Check if memory allocation was successful
    if (result == NULL) {
        printf("Memory allocation failed!\n");
        return NULL;
    }

    // Copy the first string to result
    strcpy(result, str1);

    // Concatenate the second string to result
    strcat(result, str2);

    // Return the concatenated string
    return result;
}
```

```
int main() {
    const char *str1 = "Hello, ";
    const char *str2 = "world!";

    // Call the function to concatenate the strings
    char *concatenatedStr = concatenateStrings(str1, str2);

    // Check if memory allocation was successful
    if (concatenatedStr != NULL) {
        // Print the concatenated string
        printf("Concatenated string: %s\n", concatenatedStr);

        // Free the dynamically allocated memory
        free(concatenatedStr);
    }

    return 0;
}
```

O/p:

Concatenated string: Hello, world!

6. Dynamic Memory for Structure

Define a struct for a student with fields like name, age, and grade. Write a program that dynamically allocates memory for a student, fills in the details, and then frees the memory.

Sol: #include <stdio.h>

#include <stdlib.h>

#include <string.h>

```
// Define a structure for a student
struct Student {
    char name[50];
    int age;
    float grade;
};

// Function to dynamically allocate memory for a student
void allocateAndFillStudent() {
    // Dynamically allocate memory for a Student
    struct Student *student = (struct Student *)malloc(sizeof(struct Student));

    // Check if memory allocation was successful
    if (student == NULL) {
```

```
        printf("Memory allocation failed!\n");
        return;
    }

    // Fill in the details of the student
    printf("Enter student's name: ");
    fgets(student->name, sizeof(student->name), stdin);  // Read name with spaces
    student->name[strcspn(student->name, "\n")] = '\0';  // Remove newline character at the end

    printf("Enter student's age: ");
    scanf("%d", &student->age);

    printf("Enter student's grade: ");
    scanf("%f", &student->grade);

    // Print the student's details
    printf("\nStudent details:\n");
    printf("Name: %s\n", student->name);
    printf("Age: %d\n", student->age);
    printf("Grade: %.2f\n", student->grade);
```

```
    // Free the dynamically allocated memory
    free(student);
}

int main() {
    // Call the function to allocate, fill, and display student details
    allocateAndFillStudent();

    return 0;
}
```

Sol:

```
Enter student's name: LIKITHA
Enter student's age: 23
Enter student's grade: 95

Student details:
Name: LIKITHA
Age: 23
Grade: 95.00
```

8. Dynamic Array of Pointers

Write a program that dynamically allocates memory for an array of pointers to integers, fills each integer with values, and then frees all the allocated memory.

Sol:
```
#include <stdio.h>
#include <stdlib.h>

int main() {
    int n;

    // Prompt the user to enter the size of the array
    printf("Enter the number of elements: ");
    scanf("%d", &n);

    // Dynamically allocate memory for an array of n pointers to integers
    int **arr = (int **)malloc(n * sizeof(int *));

    // Check if memory allocation was successful
    if (arr == NULL) {
        printf("Memory allocation failed!\n");
        return 1;  // Exit if memory allocation fails
    }

    // Dynamically allocate memory for each integer and assign values
    for (int i = 0; i < n; i++) {
```

```
    arr[i] = (int *)malloc(sizeof(int));  // Allocate memory for a single integer
    if (arr[i] == NULL) {
        printf("Memory allocation for arr[%d] failed!\n", i);
        return 1;  // Exit if memory allocation fails for any element
    }
    // Assign value to the integer
    *(arr[i]) = i + 1;  // Filling with values from 1 to n
}

// Print the array of integers
printf("Array elements:\n");
for (int i = 0; i < n; i++) {
    printf("%d ", *(arr[i]));  // Dereference pointer to print the value
}
printf("\n");

// Free the dynamically allocated memory for each integer
for (int i = 0; i < n; i++) {
    free(arr[i]);  // Free the memory allocated for each integer
}
```

```
    // Free the array of pointers
    free(arr);

    return 0;
}
```

O/p: Enter the number of elements: 5

Array elements:

1 2 3 4 5

9. Dynamic Memory for Multidimensional Arrays

Create a program that dynamically allocates memory for a 3D array of integers, fills it with values, and deallocates the memory.

Sol:

```
#include <stdio.h>
#include <stdlib.h>

int main() {
    int x = 2, y = 3, z = 4;  // Dimensions of the 3D array

    // Dynamically allocate memory for a 3D array (x * y * z integers)
    int ***array = (int ***)malloc(x * sizeof(int **));
    for (int i = 0; i < x; i++) {
        array[i] = (int **)malloc(y * sizeof(int *));
        for (int j = 0; j < y; j++) {
```

```
        array[i][j] = (int *)malloc(z * sizeof(int));
    }
}

// Fill the 3D array with values
int value = 1;
for (int i = 0; i < x; i++) {
    for (int j = 0; j < y; j++) {
        for (int k = 0; k < z; k++) {
            array[i][j][k] = value++;
        }
    }
}

// Print the 3D array
printf("3D Array elements:\n");
for (int i = 0; i < x; i++) {
    printf("Layer %d:\n", i + 1);
    for (int j = 0; j < y; j++) {
        for (int k = 0; k < z; k++) {
            printf("%d ", array[i][j][k]);
```

```
            }
            printf("\n");
        }
        printf("\n");
    }

    // Free the dynamically allocated memory
    for (int i = 0; i < x; i++) {
        for (int j = 0; j < y; j++) {
            free(array[i][j]);  // Free each row
        }
        free(array[i]);  // Free each 2D layer
    }
    free(array);  // Free the 3D array

    return 0;
}
```

O/p: 3D Array elements:

Layer 1:

1 2 3 4

5 6 7 8

9 10 11 12

Layer 2:

13 14 15 16

17 18 19 20

21 22 23 24

Double Pointers

1. Swap Two Numbers Using Double Pointers

Write a function void swap(int **a, int **b) that swaps the values of two integer pointers using double pointers.

Sol: #include <stdio.h>

```
void swap(int **a, int **b) {
    int *temp = *a;
    *a = *b;
    *b = temp;
}

int main() {
    int x = 5, y = 10;
    int *px = &x, *py = &y;
    printf("Before swap: x = %d, y = %d\n", x, y);
```

```
    swap(&px, &py);
    printf("After swap: x = %d, y = %d\n", x, y);
    return 0;
}
```

O/p:

Before swap: x = 5, y = 10

After swap: x = 5, y = 10

2. Dynamic Memory Allocation Using Double Pointer

Implement a function void allocateArray(int **arr, int size) that dynamically allocates memory for an array of integers using a double pointer.

Sol:

```
#include <stdio.h>
#include <stdlib.h>

void allocateArray(int **arr, int size) {
    *arr = (int *)malloc(size * sizeof(int));
}

int main() {
    int *arr;
    int size = 5;
    allocateArray(&arr, size);
    for (int i = 0; i < size; i++) {
```

```
        arr[i] = i * 2;
        printf("%d ", arr[i]);
    }
    free(arr);
    return 0;
}
```

Sol:

0 2 4 6 8

3. Modify a String Using Double Pointer

Write a function void modifyString(char **str) that takes a double pointer to a string, dynamically allocates a new string, assigns it to the pointer, and modifies the original string.

Sol:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

void modifyString(char **str) {
    *str = (char *)malloc(20 * sizeof(char));
    strcpy(*str, "New Modified String");
}

int main() {
```

```
    char *str = "Original String";

    modifyString(&str);

    printf("%s\n", str);

    free(str);

    return 0;

}
```

O/p: New Modified String

4. Pointer to Pointer Example

Create a simple program that demonstrates how to use a pointer to a pointer to access and modify the value of an integer.

Sol:

```
#include <stdio.h>


int main() {

    int x = 10;

    int *px = &x;

    int **ppx = &px;


    printf("Value of x: %d\n", x);

    printf("Value using pointer to pointer: %d\n", **ppx);


    **ppx = 20;

    printf("Modified value of x: %d\n", x);
```

```
    return 0;
}
```

O/p: Value of x: 10

Value using pointer to pointer: 10

Modified value of x: 20

5. 2D Array Using Double Pointer

Write a function int** create2DArray(int rows, int cols) that dynamically allocates memory for a 2D array of integers using a double pointer and returns the pointer to the array.

Sol:

```
#include <stdio.h>
#include <stdlib.h>

int** create2DArray(int rows, int cols) {
    int **arr = (int **)malloc(rows * sizeof(int *));
    for (int i = 0; i < rows; i++) {
        arr[i] = (int *)malloc(cols * sizeof(int));
    }
    return arr;
}

int main() {
    int rows = 2, cols = 3;
```

```
    int **arr = create2DArray(rows, cols);


    for (int i = 0; i < rows; i++) {
        for (int j = 0; j < cols; j++) {
            arr[i][j] = i + j;
            printf("%d ", arr[i][j]);
        }
        printf("\n");
    }


    for (int i = 0; i < rows; i++) {
        free(arr[i]);
    }
    free(arr);
    return 0;
}
```

O/p: 0 1 2

1 2 3

6. Freeing 2D Array Using Double Pointer

Implement a function void free2DArray(int **arr, int rows) that deallocates the memory allocated for a 2D array using a double pointer.

Sol: #include <stdio.h>

```
#include <stdlib.h>

void free2DArray(int **arr, int rows) {
    for (int i = 0; i < rows; i++) {
        free(arr[i]);
    }
    free(arr);
}

int main() {
    int rows = 2, cols = 3;
    int **arr = (int **)malloc(rows * sizeof(int *));
    for (int i = 0; i < rows; i++) {
        arr[i] = (int *)malloc(cols * sizeof(int));
    }

    // Fill the array and print
    for (int i = 0; i < rows; i++) {
        for (int j = 0; j < cols; j++) {
            arr[i][j] = i + j;
            printf("%d ", arr[i][j]);
```

```
        }
        printf("\n");
    }

    free2DArray(arr, rows);
    return 0;
}
```

O/p: 0 1 2

1 2 3

7. Pass a Double Pointer to a Function

Write a function void setPointer(int **ptr) that sets the pointer passed to it to point to a dynamically allocated integer.

Sol:

```
#include <stdio.h>
#include <stdlib.h>

void setPointer(int **ptr) {
    *ptr = (int *)malloc(sizeof(int));
    **ptr = 10;
}

int main() {
    int *ptr = NULL;
```

```
    setPointer(&ptr);
    printf("Value: %d\n", *ptr);
    free(ptr);
    return 0;
}
```

Sol: Value: 10

8. Dynamic Array of Strings

Create a function void allocateStringArray(char ***arr, int n) that dynamically allocates memory for an array of n strings using a double pointer.

Sol:

```
#include <stdio.h>
#include <stdlib.h>

void allocateStringArray(char ***arr, int n) {
    *arr = (char **)malloc(n * sizeof(char *));
    for (int i = 0; i < n; i++) {
        (*arr)[i] = (char *)malloc(20 * sizeof(char));
    }
}

int main() {
    char **arr;
    int n = 3;
```

```
    allocateStringArray(&arr, n);

    for (int i = 0; i < n; i++) {
        sprintf(arr[i], "String %d", i + 1);
        printf("%s\n", arr[i]);
    }

    for (int i = 0; i < n; i++) {
        free(arr[i]);
    }
    free(arr);
    return 0;
}
```

O/p: String 1

String 2

String 3

9. String Array Manipulation Using Double Pointer

Implement a function void modifyStringArray(char **arr, int n) that modifies each string in an array of strings using a double pointer.

Sol:

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
```

```
void modifyStringArray(char **arr, int n) {
    for (int i = 0; i < n; i++) {
        // Allocate memory for the modified string
        arr[i] = (char *)realloc(arr[i], strlen(arr[i]) + 9);  // " Modified" is 9 characters
        strcat(arr[i], " Modified");  // Append " Modified" to each string
    }
}

int main() {
    // Dynamically allocate memory for the strings
    char *arr[3];
    arr[0] = (char *)malloc(6 * sizeof(char)); // "Hello" + '\0'
    arr[1] = (char *)malloc(6 * sizeof(char)); // "World" + '\0'
    arr[2] = (char *)malloc(2 * sizeof(char)); // "C" + '\0'

    strcpy(arr[0], "Hello");
    strcpy(arr[1], "World");
    strcpy(arr[2], "C");

    int n = 3;
```

```
    modifyStringArray(arr, n);

    for (int i = 0; i < n; i++) {
        printf("%s\n", arr[i]);
        free(arr[i]);  // Don't forget to free the memory
    }

    return 0;
}
```

O/p:

Hello Modified

World Modified

C Modified

Function Pointers

1. Basic Function Pointer Declaration

Write a program that declares a function pointer for a function int add(int, int) and uses it to call the function and print the result.

Sol: #include <stdio.h>

```
int add(int a, int b) {
    return a + b;
```

```
}


int main() {
    int (*func_ptr)(int, int) = add;
    int result = func_ptr(5, 3);
    printf("Result: %d\n", result);
    return 0;
}
```

O/p:

Result: 8

2. Function Pointer as Argument

Implement a function void performOperation(int (*operation)(int, int), int a, int b) that takes a function pointer as an argument and applies it to two integers, printing the result.

Sol:

```
#include <stdio.h>


void performOperation(int (*operation)(int, int), int a, int b) {
    int result = operation(a, b);
    printf("Result: %d\n", result);
}


int add(int a, int b) {
```

```
    return a + b;
}

int main() {
    performOperation(add, 3, 3);
    return 0;
}
```

O/p: Result: 6

3. Function Pointer Returning Pointer

Write a program with a function int* max(int *a, int *b) that returns a pointer to the larger of two integers, and use a function pointer to call this function.

Sol:

```
#include <stdio.h>

int* max(int *a, int *b) {
    return (*a > *b) ? a : b;
}

int main() {
    int x = 5, y = 3;
    int* (*func_ptr)(int*, int*) = max;
    int *result = func_ptr(&x, &y);
    printf("Max: %d\n", *result);
```

```
    return 0;
}
```

O/p: Max: 5

4. Function Pointer with Different Functions

Create a program that defines two functions int add(int, int) and int multiply(int, int) and uses a function pointer to dynamically switch between these functions based on user input.

Sol:

```
#include <stdio.h>

int add(int a, int b) {
    return a + b;
}

int multiply(int a, int b) {
    return a * b;
}

int main() {
    int (*func_ptr)(int, int);
    char operation;

    printf("Enter operation (+ or *): ");
```

```
    scanf(" %c", &operation);


    if (operation == '+') {
        func_ptr = add;
    } else if (operation == '*') {
        func_ptr = multiply;
    }


    int result = func_ptr(5, 3);
    printf("Result: %d\n", result);
    return 0;
}
```

O/p:

Enter operation (+ or *): = +

Result: 8

Enter operation (+ or *): *

Result: 15

5. Array of Function Pointers

Implement a program that creates an array of function pointers for basic arithmetic operations (addition, subtraction, multiplication, division) and allows the user to select and execute one operation.

Sol: #include <stdio.h>

```
int add(int a, int b) {
    return a + b;
}

int subtract(int a, int b) {
    return a - b;
}

int multiply(int a, int b) {
    return a * b;
}

int divide(int a, int b) {
    return a / b;
}

int main() {
    int (*operations[])(int, int) = {add, subtract, multiply, divide};
    int choice, a = 10, b = 2;
```

```
    printf("Choose operation: 0-Add, 1-Subtract, 2-Multiply, 3-Divide: ");
    scanf("%d", &choice);

    if (choice >= 0 && choice <= 3) {
        int result = operations[choice](a, b);
        printf("Result: %d\n", result);
    }

    return 0;
}
```

O/p:

Choose operation: 0-Add, 1-Subtract, 2-Multiply, 3-Divide: 0

Result: 12

Choose operation: 0-Add, 1-Subtract, 2-Multiply, 3-Divide: 1

Result: 8

Choose operation: 0-Add, 1-Subtract, 2-Multiply, 3-Divide: 2

Result: 20

Choose operation: 0-Add, 1-Subtract, 2-Multiply, 3-Divide: 3

Result: 5

6. Using Function Pointers for Sorting

Write a function void sort(int *arr, int size, int (*compare)(int, int)) that uses a function pointer to compare elements, allowing for both ascending and descending order sorting.

Sol: #include <stdio.h>

#include <stdlib.h>

```
int compare_ascending(int a, int b) {
    return a - b;
}

int compare_descending(int a, int b) {
    return b - a;
}

void sort(int *arr, int size, int (*compare)(int, int)) {
    for (int i = 0; i < size - 1; i++) {
        for (int j = i + 1; j < size; j++) {
            if (compare(arr[i], arr[j]) > 0) {
                int temp = arr[i];
                arr[i] = arr[j];
                arr[j] = temp;
            }
```

```
        }
    }
}

int main() {
    int arr[] = {5, 2, 9, 1, 5, 6};
    int size = sizeof(arr) / sizeof(arr[0]);
    sort(arr, size, compare_ascending);
    for (int i = 0; i < size; i++) {
        printf("%d ", arr[i]);
    }
    printf("\n");
    return 0;
}
```

O/p: 1 2 5 5 6 9

7. Callback Function

Create a program with a function void execute(int x, int (*callback)(int)) that applies a callback function to an integer and prints the result. Demonstrate with multiple callback functions (e.g., square, cube).

Sol:

```
#include <stdio.h>

int square(int x) {
```

```
    return x * x;
}

int cube(int x) {
    return x * x * x;
}

void execute(int x, int (*callback)(int)) {
    int result = callback(x);
    printf("Result: %d\n", result);
}

int main() {
    execute(3, square);
    execute(3, cube);
    return 0;
}
```

O/p: Result: 9

Result: 27

8. Menu System Using Function Pointers

Implement a simple menu system where each menu option corresponds to a different function, and a function pointer array is used to call the selected function based on user input.

Sol:

```
#include <stdio.h>


void option1() {
    printf("Option 1 selected\n");
}


void option2() {
    printf("Option 2 selected\n");
}


void option3() {
    printf("Option 3 selected\n");
}


int main() {
    void (*menu[])(void) = {option1, option2, option3};
    int choice;


    printf("Select an option (0-2): ");
```

```
    scanf("%d", &choice);

    if (choice >= 0 && choice <= 2) {
        menu[choice]();
    } else {
        printf("Invalid option!\n");
    }

    return 0;
}
```

O.p:

Select an option (0-2): 2

Option 3 selected

9. Dynamic Function Selection

Write a program where the user inputs an operation symbol (+, -, *, /) and the program uses a function pointer to call the corresponding function.

Sol:

```
#include <stdio.h>

int add(int a, int b) {
    return a + b;
}
```

```
int subtract(int a, int b) {
    return a - b;
}

int multiply(int a, int b) {
    return a * b;
}

int divide(int a, int b) {
    return a / b;
}

int main() {
    int a = 6, b = 2;
    int (*func_ptr)(int, int);
    char operator;

    printf("Enter operation (+, -, *, /): ");
    scanf(" %c", &operator);

    switch (operator) {
```

```
        case '+': func_ptr = add; break;
        case '-': func_ptr = subtract; break;
        case '*': func_ptr = multiply; break;
        case '/': func_ptr = divide; break;
        default: printf("Invalid operator\n"); return 1;
    }

    int result = func_ptr(a, b);
    printf("Result: %d\n", result);

    return 0;
}
```

O/p:

Enter operation (+, -, *, /): +

Result: 8

10. State Machine with Function Pointers

Design a simple state machine where each state is represented by a function, and transitions are handled using function pointers. For example, implement a traffic light system with states like Red, Green, and Yellow.

Sol:

```
#include <stdio.h>

void red() {
    printf("Red: Stop\n");
```

```
}

void yellow() {
    printf("Yellow: Get Ready\n");
}

void green() {
    printf("Green: Go\n");
}

int main() {
    void (*trafficLightState[])(void) = {red, yellow, green};
    int state = 0; // Start with Red

    while (1) {
        trafficLightState[state]();
        state = (state + 1) % 3; // Cycle through states: Red -> Yellow -> Green -> Red
        getchar(); // Wait for user input to proceed to next state
    }

    return 0;
}
```

O/P:

Red: Stop

yellow

Yellow: Get Ready

Green: Go

Red: Stop

Yellow: Get Ready

Green: Go

Red: Stop

Yellow: Get Ready