Objective

In this challenge, you will learn to implement the basic functionalities of pointers in C. A pointer in C is a way to share a memory address among different contexts (primarily functions). They are primarily used whenever a function needs to modify the content of a variable that it does not own.

In order to access the memory address of a variable, val, prepend it with $\&$ sign. For example, `&val` returns the memory address of val.

This memory address is assigned to a pointer and can be shared among various functions. For example, $int* p = \&val$ will assign the memory address of val to pointer p. To access the content of the memory to which the pointer points, prepend it with a `*`. For example, `*p` will return the value reflected by val and any modification to it will be reflected at the source (val).

```
    void increment(int *v) {
    (*v)++;
}
    int main() {
    int a;
    scanf("%d", &a);
    increment(&a);
    printf("%d", a);
    return 0;
}
```

Task

Complete the function `void update(int *a,int *b)`. It receives two integer pointers, int* a and int* b. Set the value of a to their sum, and b to their absolute difference. There is no return value, and no return statement is needed.

- $a' = a + b$
- $b' = |a - b|$

Input Format

Change Theme Language: C

```
#include <stdio.h>

void update(int *a,int *b) {
    // Complete this function
    int temp;
    temp = *a;
    *a = *a + *b;
    *b = temp - *b;
    if (*b < 0)
        *b = - *b;
}

int main() {
    int a, b;
    int *pa = &a, *pb = &b;

    scanf("%d %d", &a, &b);
    update(pa, pb);
    printf("%d\n%d", a, b);

    return 0;
}
```

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