Programming Fundamentals Lab

SPRING 2023 LAB 02



FAST National University of Computer and Emerging Sciences

Learning Outcomes

In this lab you are expected to learn the following:

- Pointers
- Dynamic Memory Allocation

POINTERS

A pointer is a variable that stores an address of a memory location.

Pointer Declaration and initialization

Pointers is declared as follow.

Type* <variable Name>;

```
#include<iostream>
using namespace std;
int main(){
    int *x=NULL;
    // or
    int* x=NULL;
    //or
    int * x=nullptr;

    return 0;
}
```

Address-of operator (&)

The ampersand, &, called the address of operator, is a unary operator that returns the address of its operand.

```
#include<iostream>
                                                         temp Address 0x7ffdc2d7c440
using namespace std;
                                                         str Value 0x7ffdc2d7c440
int main(){
    //declare and initialize string* variable
   string *str=nullptr;
    //declare and initialize string variable
   string temp="hello";
    //store the address of temp to str, both will
    //start pointing to same memory location
    str=&temp;
    //print the address of temp
    cout<<"temp Address "<<&temp<<endl;</pre>
    //print value in str
    cout<<"str Value "<<str<<endl;
    return 0;
```

Dereference operator (*)

The unary operator * is the dereferencing operator that returns the value of its operand.

```
#include<iostream>
                                                         temp Value hello
using namespace std;
                                                         str Value hello
int main(){
    //declare and initialize string* variable
   string *str=nullptr;
    //declare and initialize string variable
   string temp="hello";
    //store the address of temp to str, both will
    //start pointing to same memory location
    str=&temp;
    //print the address of temp
    cout<<"temp Value "<< temp<<endl;</pre>
    //Dereferencing to print value in str
    cout<<"str Value "<< *str<<endl;
    return 0;
```

Array manipulation using pointer

The identifier of the array is a constant pointer. The elements of the arraycan be accessed using dereferencing in the following manner.

```
#include<iostream>
using namespace std;

int main(){
   int arr[3]={2,4,8};
   int *p=arr;

   cout<<arr[1]<<endl;
   cout<< *( p+1 )<<endl;
   return 0;
}</pre>
```

Note: You are supposed to pass the test cases for all functions.

Problem 1.

Create a dynamic memory array and take input from user. The value must be in range of 0-100. Write a function named as calculateGardes which takes an array and its size as function parameters. You are required to apply following grading policy. **Note:** You have to release the memory using delete operator before the end of program.

Function Prototype: char *calculateGrades(int *arr,int size)

Score	Grade
91-100	Α
76-90	В
60-75	С
51-59	D
Below 50	F

Problem 2.

Write a function named as sortArray which takes an array and its size as function parameters, you are required to sort the array such that odd numbers come first and then even numbers. Odd and even values should be reordered within their interval i-e in the example given below if 6 comes before 4 in original array, it must be sort in the sorted array. Use pointer notation to solve this problem.

Function Prototype: int* sortArray(int *arr, int size);

Original Array

6	3	1	2	7	5	9	4
---	---	---	---	---	---	---	---

Updated Array

1	3	5	7	9	2	4	6

Problem 3:

Define and initialize five arrays of integer types each having 6 elements and an array of pointer of size 5. Store the starting address of each array to array of pointers p. Initialize the values of these five arrays randomly using for loop and p. Call the function sumArray display the sum of each individual array.

Function Prototype: int* sumArray(int **arr);

Problem 4:

Write a function named as removeDuplicates which takes input a sorted list and deletes any duplicate number from the list. Do not use Array subscript notation

Function Prototype: int* removeDuplicates(int *arr, int size);

Original Array

2 4	4	5	6	7	7	7
-----	---	---	---	---	---	---

Updated Array

2 4	5	6	7
-----	---	---	---

Problem 5:

Write a function named as rotateArray that takes an array of type integer, its size, input n which shifts elements of an array to the right n times, and a number m which divide array into m parts as function parameters. You first need to need to divide array into m number of parts and then shifts elements of an array to the right n times. Array under consideration is circular.

Function Prototype: rotateArray (int *arr, int sizeofArray, int n, int m)

Original Array

1	2	3	4	5	6

Updated Array (n=2 and m=2)

2	3	1	5	6	4

Submission Instructions:

- 1. Create a single cpp file containing all the functions of the problems and main function. Save the cpp file as Q1.cpp.
- 2. Now create a new folder with name ROLLNO SEC LABO1 e.g. i22XXXX A LABO2.
- 3. You need to display your roll no and name before the output of each question.
- 4. comment out the main Function and then move to this newly created directory and compress it into a .zip file.
- 5. Now you have to submit this zipped file on Google Classroom.
- 6. If you don't follow the above-mentioned submission instruction, you will be marked zero.
- 7. Plagiarism in the Lab Task will result in zero marks in the whole category.