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+-----+
| Marco Munizaga |
| HW1a          |
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- 1) p references the memory location of a so it will output the value of a which is 3
- 2) Seg fault, you are giving the value of a as an address for p
- 3) you change the values of a and b by using a pointer p to them, so the output will be 4 3
- 4) you pass the memory location of a to p then to q then you increment the value at q by 5 which is also the value at p which returns 8
- 5) *p is the exact same value as a so it returns 1
- 6) should print Fred Jones since it references the memory location of s
- 7) type error from trying to convert a string* to and int*
- 8) First the compiler will complain the function isn't a valid type but if you define it as one then it will output 10
- 9) you change the value of a to become the value of b. the output is 44
- 10) The output will be the memory location of the variable a
- 11) The output will be the value of a + 1 so it comes out to 5
- 12) This is risky it will output the value of whatever is in the next 4 bytes of memory
- 13) b becomes the character code 52 which is 4
- 14-15) cpp files
- 16) you initialize a new integer with ptr_a being the reference

output:

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3 3
3 9
3 3
3 3
0xBADC0FFEE(aka address at ptr_a) 3

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Checked!

- 17) a) Done is never changed so it results in a nasty infinite loop that just keeps allocating at 10 MB at a time
 - b) it runs until 16 before it tries to go after my swap space, I terminated before it threw an error, it should crash by itself when there is no more memory it can use
 - c) Done

