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| **LAB 1** of DSA LAB |

**Submitted by:**

**Name:** Muhammad shuraim

**Roll no:** SU92-S24-BSSEM-103

**Section:** 3A

**Submitted to**

Sir Rasikh Ali

**Question 1**

#include<iostream>

using namespace std;

int main() {

int num=10;

int\*ptr=& num ;

cout << "Before Modify :" <<endl;

cout << "num ="<<num << endl;

cout << "ADRESS :" << ptr << endl;

cout << "Value :" <<\*ptr<< endl;

\*ptr = 50;

cout << "After Modify :"<<endl;

cout << "num =" << num << endl;

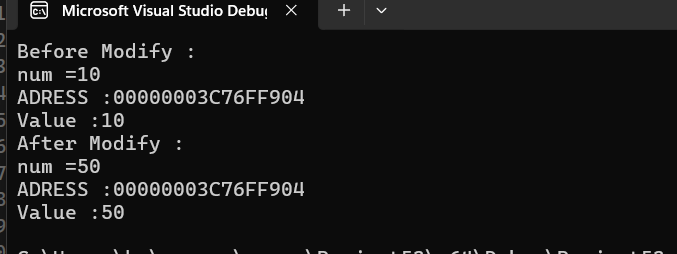
cout << "ADRESS :" << ptr << endl;

cout << "Value :" << \*ptr << endl;

return 0;

}

**OUTPUT**



Explanation

* Declare Num As Integer(int num=10)
* Declare Pointer ptr And Assign The Adress Of Num(int \*ptr=&num)
* Use The Pointer To Modify Num(\*ptr=50)
* Display Values Before And After