

1. Using the variable x, give definitions for the following:

- (a) An integer
- (b) A pointer to an integer
- (c) An array of 10 integers
- (d) An array of 10 pointers to integers

a. `int x;`
b. `int* x;`
c. `int x[10];`
d. `int* x[10];`

2. What is the output of the following C program?

```
#include <stdio.h>

int main ()
{
    int vals[5] = {4, 3, 2, 5, 1};
    int i;
    for (i=0; i<=5; i++) {
        printf("vals[%d]=%d\n", i, vals[i]);
    }
    return 0;
}
```

vals[0] = 4
vals[1] = 3
vals[2] = 2
vals[3] = 5
< ? random garbage value ? >

3. (a) What is the output of the following C program?

```
#include <stdio.h>
void fun(int y)
{
    y = 30;
}
int main()
{
    int y = 20;
    fun(y);
    printf("%d", y);
    return 0;
}
```

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- (b) In the program above, is the variable `y` in `main()` stored on the stack or on the heap?

stack

- (c) What is the output of this C program?

```
#include <stdio.h>
void fun(int *y)
{
    *y = 30;
}
int main()
{
    int y = 20;
    fun(&y);
    printf("%d", y);
    return 0;
}
```

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- (d) In the program above, is the variable `y` in `main()` stored on the stack or on the heap?

stack

- (e) True or false: `&y` in `main()` and `y` in `fun()` have the same value.

True