**Exercise 1**

**1.**



Output:

n= m+2\*m-3\*n= 6+2\*6-3\*7= -3;

m = m-n= 6-(-3) = 9;

print- m+n = 9 +( -3) = 6.

Output is 6.

**2.**



\*p1+=3 ⬄ \*p1 = \*p1+3 = c1+3= A+3 = D = c1

\*p2-=5 ⬄ \*p2 = \*p2 – 5 = c2 – 5 = F – 5 = A = c2

Output = c1-c2= D- A= 68-65= 3.

**3.**



x= \*p1 += 3 -2\*(\*p2) = \*p1 + 3 – 2\*5.1 = 3.2 + 3 -2\*5.1 = -4

y= \*p2 -= 3\*(\*p1) = p2 – 3\*(p1) = 5.1 – 3\*(-4) = 17.1

=> OUTPUT = x +y = -4 + 17.1 = 13.1

**Exercise 2:**

int n=7,m=8;

int\* p1= &n, \*p2=&m;

\*p1 +=12-m+ (\*p2);

\*p2 = m + n- 2\*(\*p1);

printf(“%d”, m+n);

What is the output?

\*p1 = \*p1 + 12-m +(\*p2) = n+12-m+m=n+12 = 7+12=19 ⬄ n = 19.

\*p2 = m +n -2\*(\*p1) = 8+19-2\*(n)=8+19-2\*19 = -11 ⬄ m = -11.

=> OUTPUT = m+n = -11 +19 = 8.

int n=7,m=8;

int\* p1= &n, \*p2=&m;

\*p1 +=12-m+ (\*p2);

\*p2 = m + n- 2\*(\*p1);

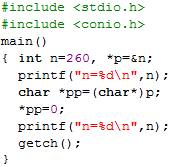
printf(“%d”, m+n);

What is the output?

\*p1 = \*p1 + 12-m +(\*p2) = n+12-m+m=n+12 = 7+12=19 ⬄ n = 19.

\*p2 = m +n -2\*(\*p1) = 8+19-2\*(n)=8+19-2\*19 = -11 ⬄ m = -11.

=> OUTPUT = m+n = -11 +19 = 8.



n= 260 = 0001 0000 0100

0001 (byte cao) 0000 0100( byte thấp)

Byte thấp ghi trước, byte cáo ghi sau.

=> 260 : **00000100** **00000001** 00000000 00000000

char \* pp = (char \*) p; => con trỏ **pp** trỏ tới ô nhớ đầu tiên của n

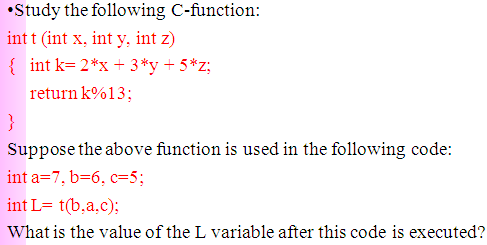
\*pp = 0 => thay đổi giá trị ô nhớ 1 từ **00000100** thành **00000000**

**=> n : 00000000 00000001 00000000 00000000**

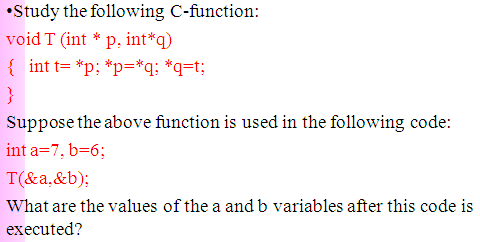
**=> n = 0000 0001 0000 0000 = 256.**

Output: n =256.

**Exercise 3:**

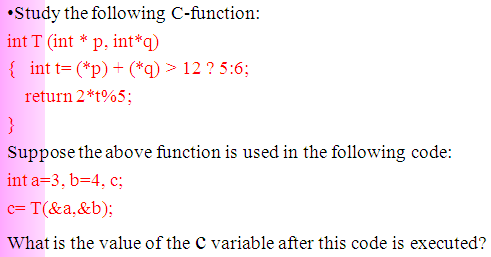


L = (2\*6+3\*7+5\*5)%13 = 6



Swapping.

a= 6; b=7.



In Function T:

t= \*p +\*q = a+b= 3+4=7

Evaluate : 7>12 if true t =5/ if false t = 6 => t =6;

2\*t%5 = (2\*6)%5 = 2.

Value of c = 2.