Week 3

1. Pointer Swap Function

Pointer Swap Function



Problem	Submissions	Leaderboard	Discussions	
Submitted 2 days ago • Score: 6.00 Status: Accepted				
~	Test Case #0		✓ Test Case #1	

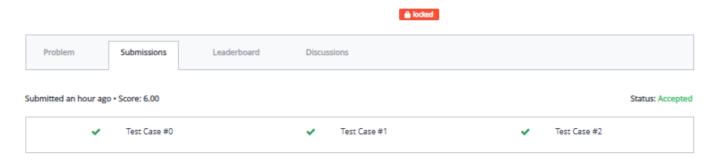
Submitted Code

```
Language: C++
                                                                                                                     P Open in editor
 1 #include <cmath>
 2 #include <cstdio>
 3 #include <vector>
 4 #include <iostream>
5 #include <algorithm>
 6 using namespace std;
8 class Swaper{
     public:
      void swap(int *c, int *d){
       *c=*c^*d;
12
          *d=*c^*d;
13
14
          cout<<*c<" "<<*d<<endl;
15
     }
16 };
17 int main() {
18  /* Enter
     /* Enter your code here. Read input from STDIN. Print output to STDOUT \star/
19
      int a,b;
20
21
22
      cin>>a;
      cin>>b;
       Swaper swaper;
23
       swaper.swap(&a,&b);
24
25 }
       return 0;
```

Week 3

2. Find Duplicate Elements using Pointers

Find Duplicate Elements using Pointers



Submitted Code

```
Language: C++
                                                                                                                    P Open in editor
1 #include <iostream>
2 #include <unordered_map>
3 #include <vector>
5 using namespace std;
7 int main() {
     int n;
9
      cin >> n;
     vector<int> arr(n);
12
     for (int i = 0; i < n; i++) {
13
          cin >> arr[i];
14
15
     unordered_map<int, int> freq;
      vector<int> order;
18
     for (int i = 0; i < n; i++) {
20
        freq[arr[i]]++;
           if (freq[arr[i]] == 1) {
              order.push_back(arr[i]);
23
     }
25
      bool found = false;
27
      for (int i = 0; i < order.size(); i++) {
          if (freq[order[i]] > 1) {
    cout << order[i] << " ";
30
               found = true;
31
          }
32
     }
33
34
      if (!found) {
35
           cout << -1;
36
37
38
      cout << endl;
39
40
       return 0;
41 }
42
```

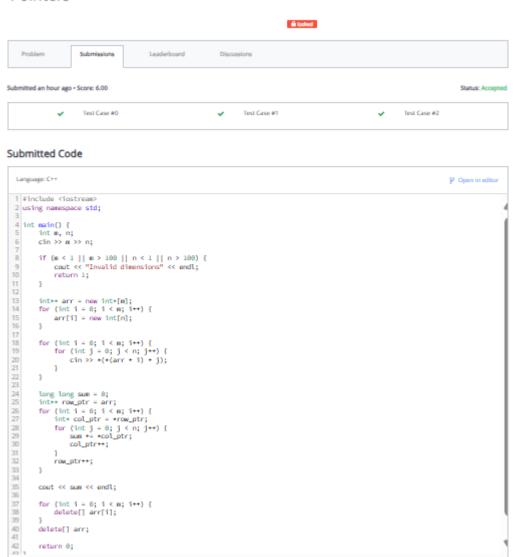
Week 3

3. Sum of Elements in 2D Array using Pointers

Sum of Elements in 2D Array using **Pointers**

row_ptr++; cout << sum << endl; for (int i = 0; i < m; i++) {
 delete[] arr[i];</pre>

delete[] arr; return 0;



Week 3

4. Transaction Rollback System

Transaction Rollback System Problem Submissions Leaderboard Discussions Submitted 38 minutes ago ⋅ Score: 6.00 ✓ Test Case #1 Test Case #0

Submitted Code

```
Language: C++
                                                                                                                     P Open in editor
1 #include <cmath>
 2 #include <cstdio>
3 #include <vector>
4 #include <iostream>
5 #include <algorithm>
6 using namespace std;
8 class Transaction{
     public:
          bool isCompleted;
          Transaction(){
               isCompleted=false;
               cout<<"Transaction Started"<<endl;
          void completeTransaction(){
              isCompleted=true;
18
               cout<<"Transaction Completed"<<endl;</pre>
20
           ~Transaction(){
               if(isCompleted!=true){
23
               cout<<"Transaction Rolled Back"<<endl;
24
26 };
27 int main() {
28  /* Enter your code here. Read input from STDIN. Print output to STDOUT */
29
       int T;
      string status;
cin>>T;
30
31
32
      if(1<=T&&T<=10){
          for(int x=0; x<T; x++){
33
               cin>>status;
34
35
               if(status=="complete"){
36
                   Transaction complete;
                   complete.completeTransaction();
37
               }else if(status=="fail"){
38
                   Transaction fail;
39
40
41
           }
42
43
       return 0:
44 }
45
```

Week 3

5. Dynamic Memory Cleanup using Destructor

Dynamic Memory Cleanup using Destructor

