

```
1 #include<iostream>
2 using namespace std;
3 class A
4 {
5     public:
6         float a;
7         A()
8         {
9             a=0.5;
10        }
11        void display()
12        {
13            cout<<a;
14        }
15    };
16 int main()
```

C:\Users\sse\compiler\pointer to object float.exe

0.5

0.5

Process exited after 0.1436 seconds with return value 0
Press any key to continue . . .

Abort Compilation

- Warnings: 0
- Output Filename: C:\Users\sse\compiler\pointer to object float.exe
- Output Size: 2.25037097930908 MiB
- Compilation Time: 3.16s

☒ Shorten compiler paths

(globals)

Project Classes Debug

pointer to object int.cpp X

pointer to object float.cpp X

pointer to object char.cpp X

```
1 #include <iostream>
2 class CharacterHandler {
3 public:
4     CharacterHandler(char* charPtr) : charPtr_(charPtr) {}
5     void ChangeCharacter(char newChar) {
6         *charPtr_ = newChar;
7     }
8     char GetCharacter() {
9         return *charPtr_;
10    }
11 private:
12     char* charPtr_;
13 };
14
15 int main() {
```

C:\Users\sse\compiler\pointer to object char.exe

Character: B

Process exited after 0.1219 seconds with return value 0
Press any key to continue . . .

 Compiler (7) Resources Compile Log Debug Find Results Console Close

Abort Compilation

- Warnings: 0
- Output Filename: C:\Users\sse\compiler\pointer to object char.exe
- Output Size: 2.25106906890869 MiB
- Compilation Time: 3.25s

☒ Shorten compiler paths

Line: 1 Col: 1 Sel: 0 Lines: 24 Length: 540 Insert

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     int *p;
6     int (*ptr)[5];
7     int arr[5];
8     p = arr;
9     ptr = &arr;
10
11     cout << "p =" << p << ", ptr =" << ptr << endl;
12     p++;
13     ptr++;
14     cout << "p =" << p << ", ptr =" << ptr << endl;
15
16     return 0;
```

C:\Users\sse\compiler\pointer to integer array.exe

```
p =0x77feb4, ptr = 0x77feb4
p =0x77feb8, ptr = 0x77fec8
```

```
-----
Process exited after 0.1263 seconds with return value 0
Press any key to continue . . .
```

Abort Compilation

```
- Warnings: 0
- Output Filename: C:\Users\sse\compiler\pointer to integer array.exe
- Output Size: 2.25069427490234 MiB
- Compilation Time: 3.13s
```

☒ Shorten compiler paths

```
1 #include <iostream>
2
3 int main() {
4     char myChar = 'A';
5     char* charPtr;
6     charPtr = &myChar;
7     *charPtr = 'B';
8     std::cout << "Using pointer: " << *charPtr << "
9     std::cout << "Using original variable: " << myChar << "\n";
10
11     return 0;
12 }
```

```
Using pointer: B
Using original variable: B

-----
Process exited after 0.1188 seconds with return value 0
Press any key to continue . . .
```

Abort Compilation

```
- Warnings: 0
- Output Filename: C:\Users\sse\compiler\pointer to char array.exe
- Output Size: 2.25069141387939 MiB
- Compilation Time: 3.11s
```

☒ Shorten compiler paths

```
1 #include<iostream>
2 using namespace std;
3 int main()
4 {
5     float a[5];
6     cout<<"Enter 5 numbers: ";
7     for(int i=0;i<5;++i)
8     {
9         cin>>*(a+i);
10    }
11    cout<<"Displaying data: "<<endl;
12    for(int i=0;i<5;++i)
13    {
14        cout<<*(a + i)<<endl ;
```

Enter 5 numbers: 1 23 4 5 78

Displaying data:

1

23

4

5

78

Process exited after 13.18 seconds with return value 0

Press any key to continue . . .

Abort Compilation

```
- Warnings: 0
- Output Filename: C:\Users\sse\compiler\pointer to float array.exe
- Output Size: 2.25069236755371 MiB
- Compilation Time: 3.28s
```

☒ Shorten compiler paths

```
1 #include<iostream>
2 using namespace std;
3 class A
4 {
5     public:
6         int a;
7         A()
8         {
9             a=10;
10        }
11        void display()
12        {
13            cout<<a;
14        }
15    };
16 int main()
```

Select C:\Users\sse\compiler\pointer to object int...

```
10
10
-----
Process exited after 0.09486 seconds with return value 0
Press any key to continue . . .
```

Abort Compilation

```
- Warnings: 0
- Output Filename: C:\Users\sse\compiler\pointer to object int.exe
- Output Size: 2.25036907196045 MiB
- Compilation Time: 3.13s
```

☒ Shorten compiler paths