

```
#include<stdio.h>
int main()
       int v1 = 10;
       int v2 = 25;
       int* p1 = &v1;
       int* p2 = &v2;
       *p1 += *p2;
       p2 = p1;
       *p2 = *p1 + *p2;
       printf("%d %d", v1, v2);
       return 0;
```

Your answers

1.) Write the output of above program



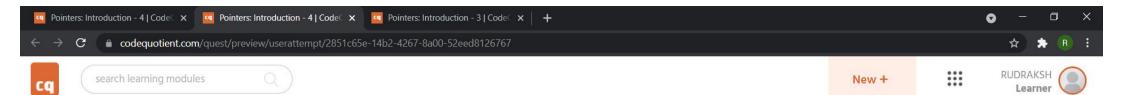












What will be the output of the program?

```
int main()
int i=3, *j, k;
j = &i;
printf("%d\n", i**j*i+*j);
 return 0;
```

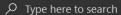
Choose any one

3

27

9

● 30 ✓ correct answer







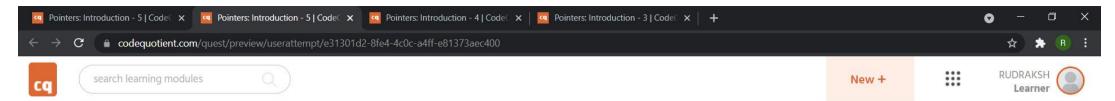






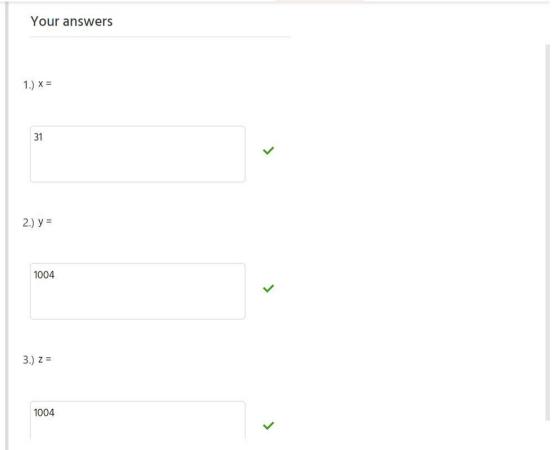






What will be the values of x, y and z after execution of below program:

```
#include<stdio.h>
int main()
int x=30, *y, *z;
y=&x; /* Assume address of x is 1000 and integer is 4 byte size */
 z=y;
 *y++=*z++;
x++;
return 0;
```







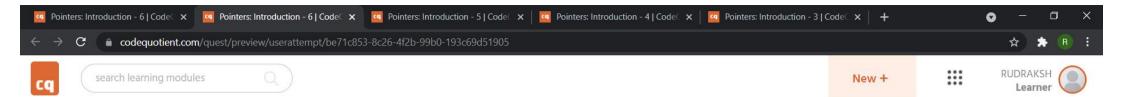












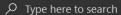
What will be the output of below program?

```
int main()
char *p;
p="%d\n";
p = p+2;
printf("%c", *(p-2));
return 0;
```

Choose any one

- % correct answer
- \n
- Syntax Error









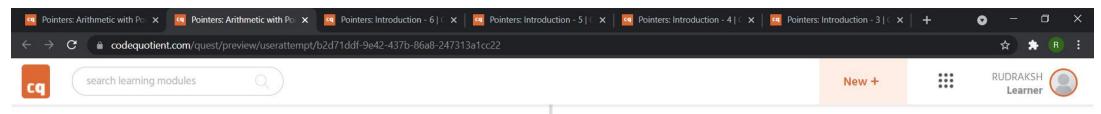












Pointers: Arithmetic with Pointers- 2

What will be the output of below codes:

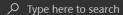
(assumption: all #include and the rest of the code are correct)

Your answers

- 1.) int myInt1 = 3, myInt2 = 3; int *pnt1 = &myInt1, *pnt2 = &myInt2; myInt1 = (*pnt1) + (*pnt1); myInt2++; myInt2 = (*pnt2) + (*pnt2); cout << myInt1 << myInt2;
 68
 2.) int myInt1 = 3, myInt2 = 3; int *pnt1 = &myInt1, *pnt2 = &myInt2; myInt1 = ++(*pnt1) + (*pnt1); myInt2++;
 - 88

myInt2 = (*pnt2) + (*pnt2); cout<< myInt1<<myInt2;









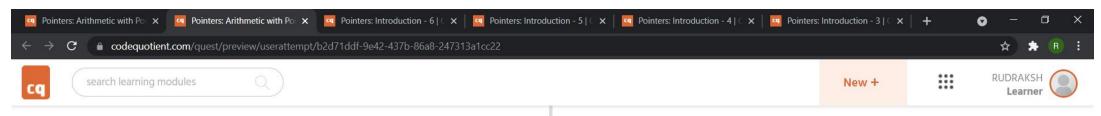












Pointers: Arithmetic with Pointers- 2

What will be the output of below codes:

(assumption: all #include and the rest of the code are correct)

Your answers

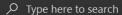
88

2.) int myInt1 = 3, myInt2 = 3; int *pnt1 = &myInt1, *pnt2 = &myInt2; myInt1 = ++(*pnt1) + (*pnt1); myInt2++; myInt2 = (*pnt2) + (*pnt2); cout<< myInt1<<myInt2;

3.) int myInt1 = 3, myInt2 = 3; int *pnt1 = &myInt1, *pnt2 = &myInt2; myInt1 = (*pnt1)++ + (*pnt1); myInt2 = (*pnt2) + (*pnt2); cout<< myInt1<<myInt2;

76









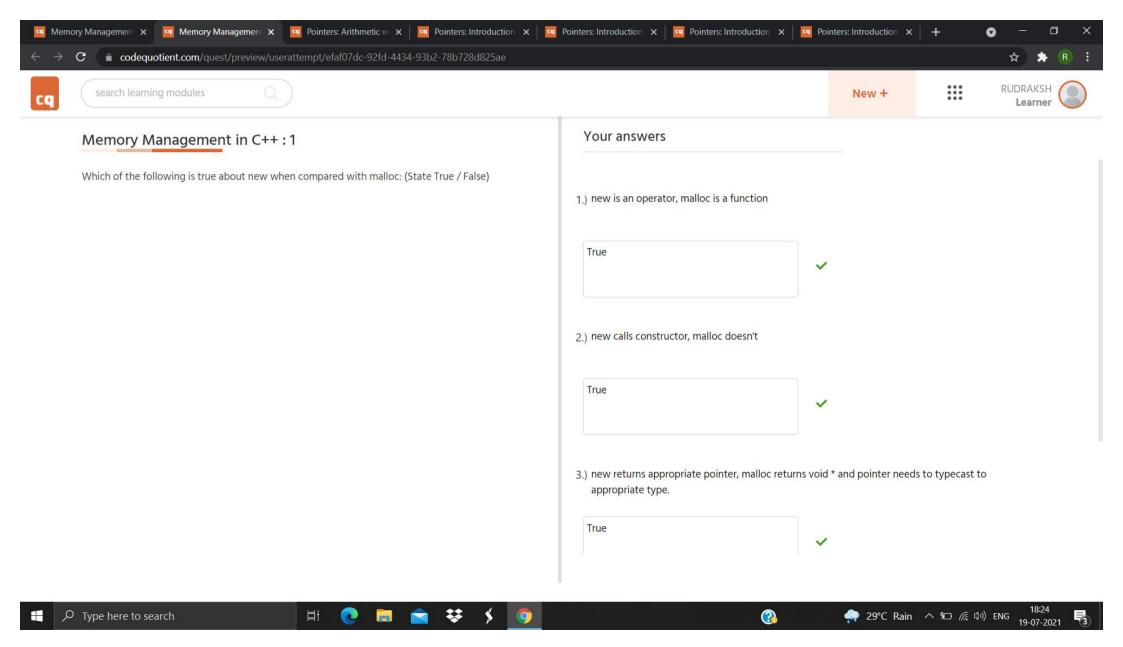


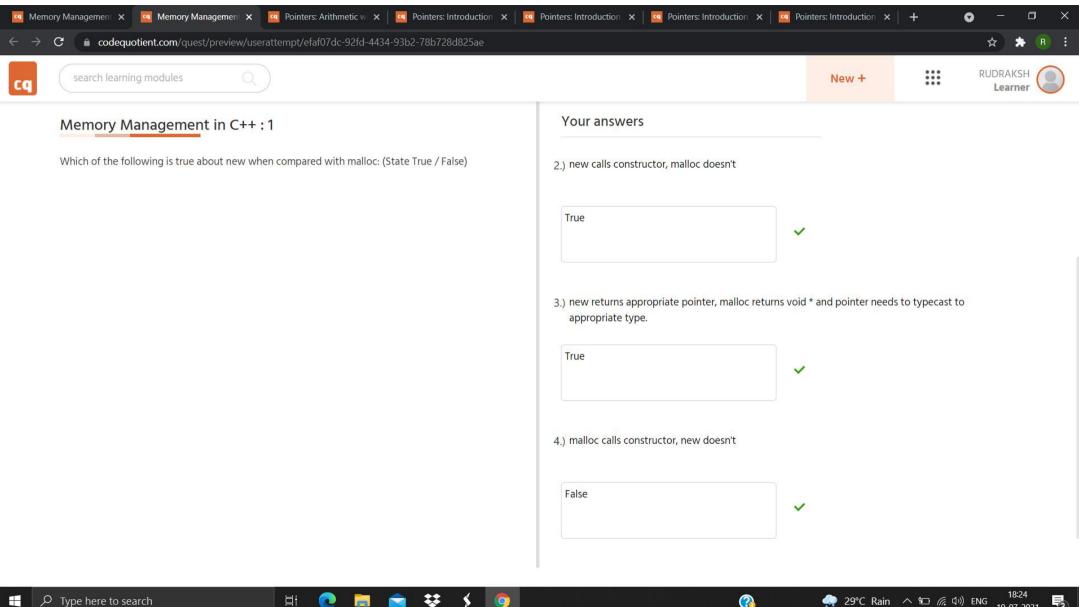




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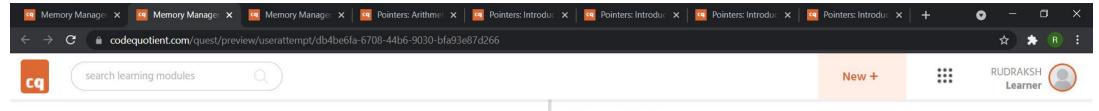












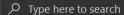
Which of the following will compile successfully: (State Yes / No)

Your answers

```
1.) #include <iostream>
   using namespace std;
   class Test
    int x;
    Test() \{x = 5;\}
   int main()
    Test *t = new Test;
     cout << t->x;
  No
2.) #include <iostream>
```

using namespace std;















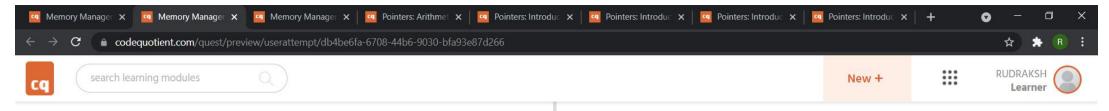




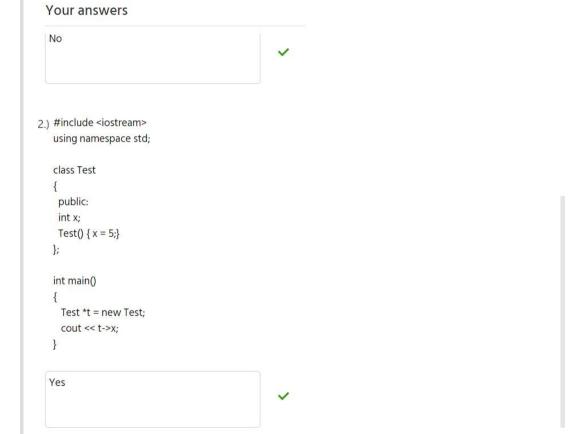








Which of the following will compile successfully: (State Yes / No)











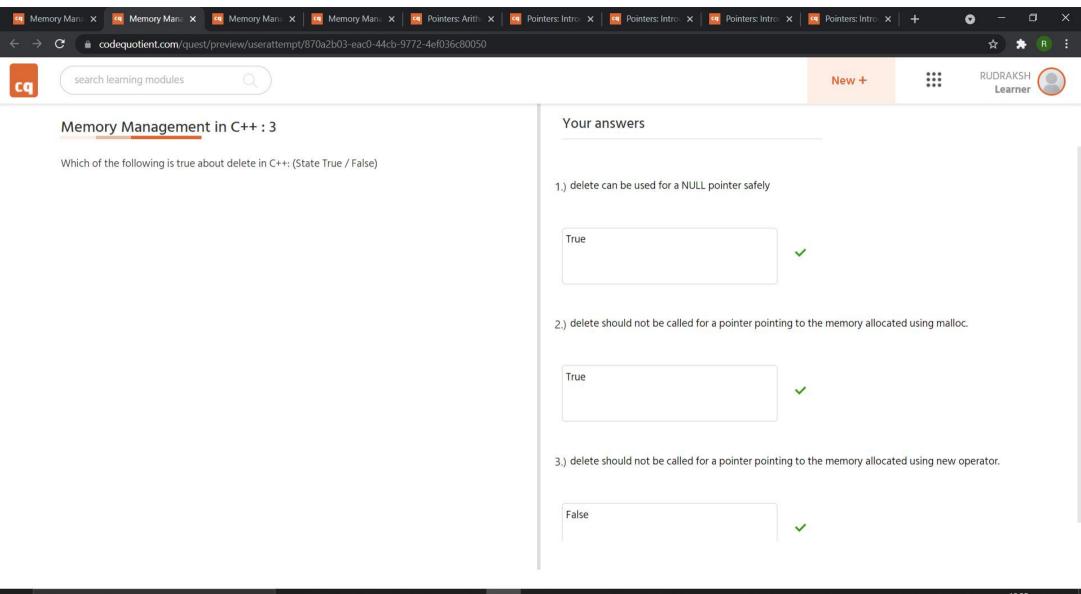


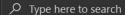














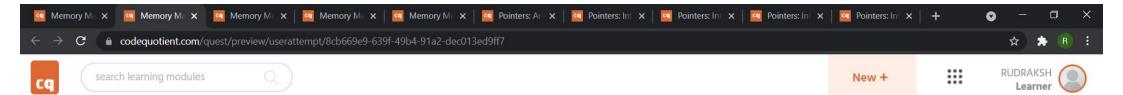












What is the output of the following code fragment:

```
void SetElements( int index, int **array, int value = 0)
{
          (*array)[*(&index)] = value;
};
int main()
{
        int *point1, *point2;
        point1 = new int[1];
        point2 = new int[2];
        *point1 = 0;
        SetElements(*&*point1, &point2);
        point1[0] = 1;
        SetElements(*&*point1, &point2, *point1 );
        cout<< point2[(*point1)]<<point2[(*point1)-1]<<endl;
        delete[] point1;
        delete[] point2;
}</pre>
```



11

10 v correct answer

01









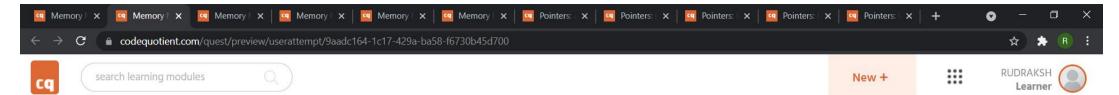












The values of the following variables are a, b, c and number of memory leaks in the program below is:

```
void ModifyVariables(int a, int &b, int *c)
        a = b;
        b+=a;;
       c = new int(b);
       (*c)++;
int main()
       int a=0,b=1, *c;
        c = new int(2);
       ModifyVariables(a,b,c);
       cout<<a<<b<<*c;
        delete c;
```

Your answers

1.) a =











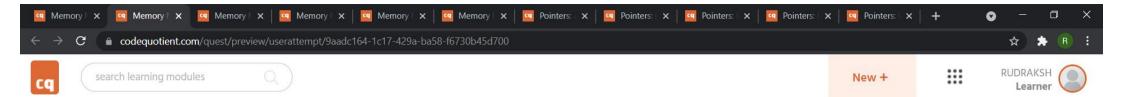






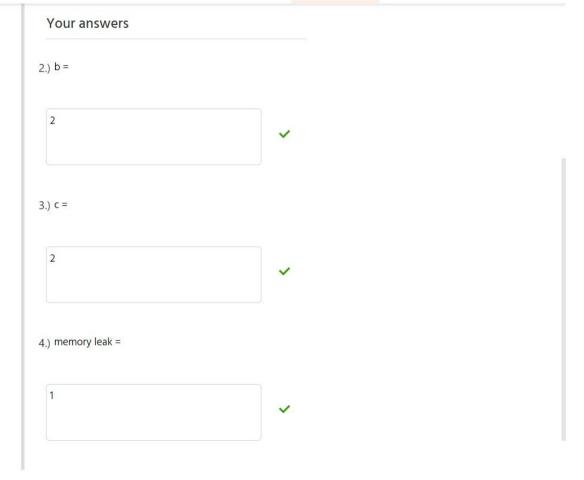






The values of the following variables are a, b, c and number of memory leaks in the program below is:

```
void ModifyVariables(int a, int &b, int *c)
        a = b;
        b+=a;;
       c = new int(b);
        (*c)++;
int main()
       int a=0,b=1, *c;
        c = new int(2);
       ModifyVariables(a,b,c);
       cout<<a<<b<<*c;
        delete c;
```











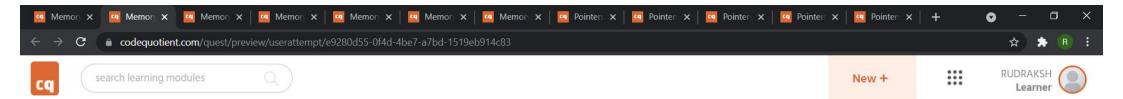






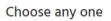






What does the following code fragment in C++ do? (assumption: all #include and the rest of the code are correct)

```
void Pointer(int *p)
       (*p)++;
       Reference(*p);
       cout<<*p;
void Reference( int &p) {
       p++;
       Value(p);
       cout<<p;
void Value (int p)
       p++;
       cout<<p;
int main()
       int value =3;
       Pointer(&value);
       cout<<value;
```



6565

● 6555 ✓ correct answer

5656

















